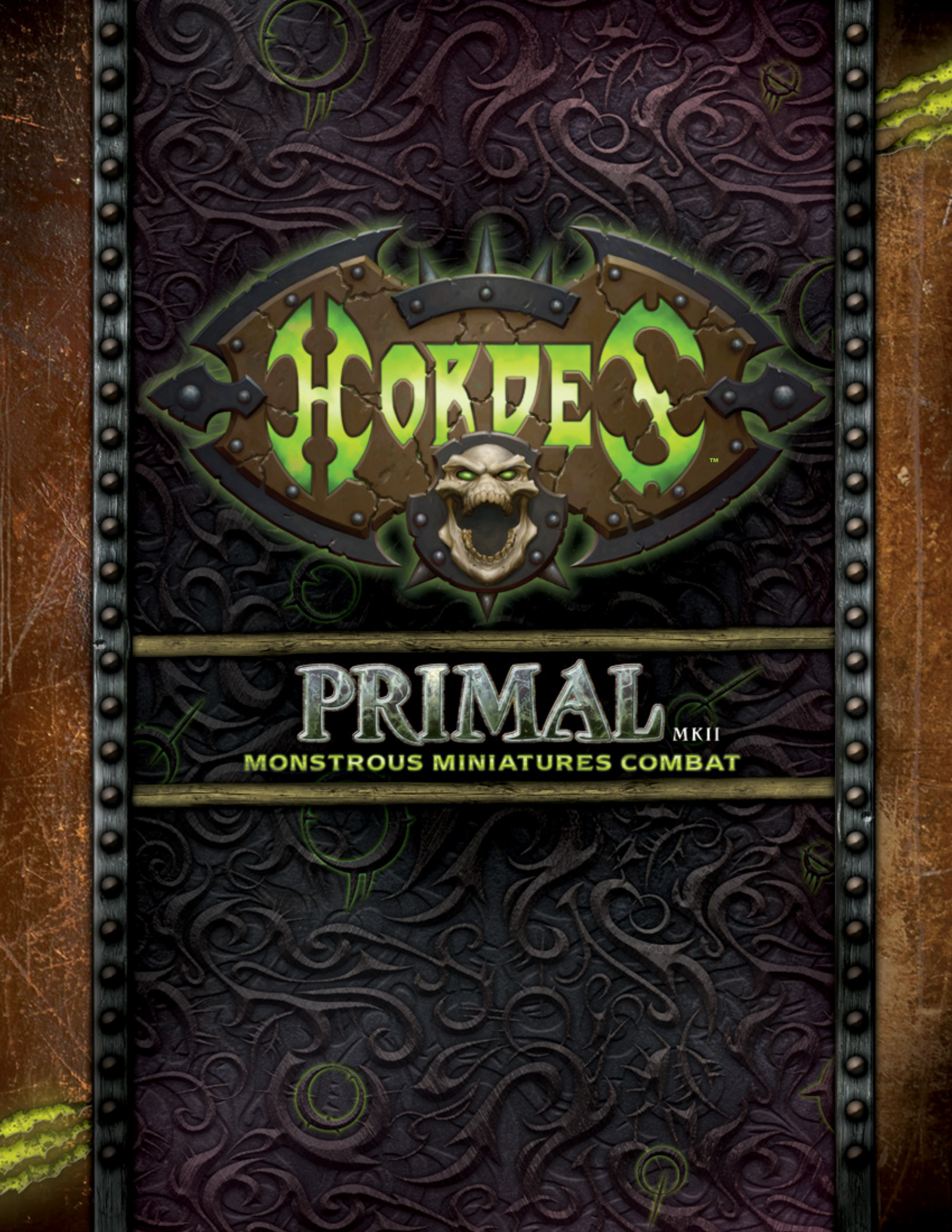

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MONSTROUS MINIATURES COMBAT


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WELCOME TO MONSTROUS MINIATURES COMBAT!

HORDES is a game of cunning strategy, brutal tactics, and epic clashes between forces of snarling, supernaturally destructive warbeasts, battle-hardened warriors, and elite battle mages. The game is set in the Iron Kingdoms, where mankind enjoys the fruits of steam-powered arcane technology while simultaneously protecting itself from the horrors that lurk in the wilderness. It's a world where swordplay and guncraft go hand-in-hand, and powerful magic can turn the tide of battle. The Iron Kingdoms are rife with conflict where the boldest heroes will reign supreme.

This book is the first step toward entering this war-torn land. It begins by throwing you right into the conflict, as a Trollblood warlock seeks to rescue a number of villagers taken captive by a diabolical and insidious enemy. It then continues with a historical account of the land, its varied people and cultures, and background before diving into how to play out the conflict on your tabletop battlefields.

Then, with a firm understanding of the rules, the book moves into descriptions of four of the factions fighting for domination, control, or outright survival in western Immoren: the Trollbloods, the Circle Orboros, the Skorne, and the Legion of Everblight. Each has its own history and viewpoint, and each is looking to dominate its foes on the fields of battle.

Finally, HORDES is more than just a game. It's also a hobby where players collect and paint finely detailed miniatures representing the warriors, beasts, and heroes of this full-metal fantasy world. To support that effort, *Primal* offers not only inspiring photography of our studio models but also helpful instruction on how to get started yourself with the miniatures hobby.

We sincerely hope you'll enjoy HORDES as much as we do. With this book and a few miniatures, you'll be on your way to ultimate monstrous miniatures combat.

Your tabletop will never be the same!

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FOREWORD

HORDES players reap the benefits of being second; they always have, and they always will. That's not a reflection of any priority we grant HORDES players, but rather of its natural placement in our development cycle, occurring as a result of initially releasing three years after WARMACHINE. In a sense, HORDES is the younger sibling, and there are some great advantages to being the second child.

While some might view HORDES' position in our publishing cycle as unfavorable, the reality is that the game's development has always gone a little more smoothly than that of its WARMACHINE predecessor. Because we approach our development with the goal of balancing not just factions but also two distinct games, by the time we start a new HORDES release we've had a chance to bust down the obstacles encountered through the course of the corresponding WARMACHINE development. In a sense, WARMACHINE arms us for our development on HORDES—not just in game design, but also in the way we approach every aspect of product creation, from sculpting to graphic design. So while HORDES players must wait patiently as their WARMACHINE rivals rejoice in new product releases, they can take comfort in the knowledge that to some degree, theirs will be even more refined and perfected creations. Or at the very least, WARMACHINE players will soon experience their own dry spell. With the introduction of Mk II, we have endeavored to refine the gaming experience for our entire community. While some details have changed, the spirit of HORDES remains intact both in game and in chronicle. Histories have been adjusted to fit a more cinematic paradigm with an eye to epic storytelling that will allow us to spin this convoluted yarn more eloquently and through broader narrative media. We have approached the game rules in a similar fashion, ruthlessly lopping off unnecessary material, streamlining the gaming experience, and rebuilding frameworks to support the heart and the components of the game better.



Each and every cut, every new addition, and every new feature introduced has been done with meticulous examination and maternal care and is toward one single, overriding goal: to make the HORDES experience better for you.

Those experienced in the ways of HORDES may at first look upon these pages with trepidation, for what immediately draws attention are the differences, those aspects that were known so well and now have transformed into something unfamiliar. We are confident that upon further exploration the true connoisseur of HORDES will realize these changes are for the good of the whole and will deliver a much more satisfying experience. For it is from a studious and laborious examination of community feedback that we approached the renovation of this game, heeding a clarion call for reform sent from the breast of those who in the same breath avowed their unabated love for HORDES.

Here begins a new epoch for HORDES, springing from the same passion as the original but guided by years of experience developing the game and interacting with our community. Looking back, it is amazing to see how far we have come. Whether you are a veteran of our inaugural publication or are experiencing HORDES for the first time, we can only hope you are as excited by the prospects of this game's future as we are.

And if you are one of the players exclusive to HORDES, then just as the beasts of the Iron Kingdoms did years ago, it's time to come out of the shadows. Your wait is over.

With enduring thanks to our dedicated players,



Matt Wilson

PAGE 5

THE FIVE RULES OF PAGE 5–MK II

In keeping with a tradition as controversial as it is revered, Page 5 continues as a manifesto of our disposition, the philosophy with which we have created HORDES. Contained in these paragraphs is the doctrine of our players and the common ground upon which we do battle. Whether a grizzled vet or fresh meat, here are a few things you need to know if you're going to survive in the unforgiving arena of monstrous miniatures combat.

1) THOU SHALT NOT WHINE

This game is not suitable for wussies. If you cry when you lose, push off—'cause you're *going* to lose. If it hurts your fragile sensibilities to see your favorite character get pounded unmercifully by a rapid succession of no-holds-barred fury, you'd better look the other way. If you've ever whined the words, "That's too powerful," then put down the book and slowly walk away. Now.

This is a game about aggression. This is fierce and visceral combat. This is adrenaline-fueled rage hopped up on steroids. This is HORDES.

2) COME HEAVY, OR DON'T COME AT ALL

In every dark alley is a ruthless bastard waiting to carve another notch in his bat with your face. And across every table, in his unassuming faded black T-shirt, is a cold-hearted killer mentally tearing you limb from limb.

HORDES favors the aggressor. You've got to throw the first punch if you want to land on top. If you wait for your opponent to come to you, you're going to get steamrolled. You've got to have big [metaphorical] balls to play this game. You've got to charge your opponent and hang it all out there! You've got to break his formations. You've got to be relentless with your onslaught. You've got to go for the jugular and latch on like a rabid dog that hasn't eaten in days.

Anything less, and you'll be hamburger.

3) GIVE AS GOOD AS YOU GET

The proof is in the punishing—the one you give *and* the one you take. There's no honor in clobbering the smallest kid in the yard, and there's no pride to be won by blazing a path to the well for your fail-safe formula. The real bragging rights come from taking down the big dog with a move that jams his pizza hole open like a he just had a Titan in a tube sock applied vigorously to the back of his skull. Damn the status quo. Defy convention! Tempt defeat, then wipe that food-trapping snaggletoothed grin off its face with a wrecking ball.

If the fight is easy, you're not challenging up the ladder.

4) WIN GRACIOUSLY AND LOSE VALIANTLY

Page 5 is about honesty. It's a self-awareness of what we're doing, why we're doing it, and who we're doing it for. It's about the kind of people we are and the kind of people we want to face across the table. Page 5 is a cultivated attitude designed to get the most out of the gaming experience. It's about showing up, playing your hardest to win, feeling satisfaction in a game well lost, and respecting your opponent for the accomplished competitor he or she is, no matter what the outcome.

5) PAGE 5 IS NOT AN EXCUSE

Most importantly—and let's state this loud and clear for the record—Page 5 is not permission to be a jackass in the name of competition. It's not a shield to hide behind when you're playing like a sissified cheeseball, running down the clock, gaming a scenario, or rules lawyering your hapless opponent to death. Page 5 doesn't discriminate between genders. And Page 5 is never, ever, EVER a license to diminish another player so you can inflate your own vertically challenged self-esteem.

Remember, we all come here to battle out of a common love. Respect Page 5. Respect each other.

And now that we're all on the same page . . .

PLAY LIKE YOU'VE GOT A PAIR.

KIN OF THE BLOOD
607 AR, NORTHERN WYRMWALL MOUNTAINS

Stone carver Torkar of Molras kriel was dreaming of his youth when the sounds of violence intruded. He did not awaken immediately, not until he felt someone shaking him with increasing urgency. He heard his name whispered in the panicked voice of his mate Ravsa. She was leaning over him with a frightened expression. He sat up groggy and confused. Their hut was still dark; it was the middle of the night. He heard shouts and scuffling from outside, along with yells of surprise and pain.

Ravsa gripped his arm. "Come quickly."

Torkar descended the ladder from their room at the top of the stone hut he had built with his own hands. He had raised his family here, although his older son and daughter had moved out years ago when they found their own mates. He touched the small, rounded statue of Dhunia as he passed, asking for her protection.

The trollkin's eyes widened when he saw his youngest son at the main door, an axe in hand. Borthas was almost grown, nearly ready to seek his own mate, an impulsive kin who hoped to become a warrior of the village. He had been spending time with Cortol and the others who patrolled the village perimeter. He wore a determined look, and the quills atop his head were bristling. He seized the door latch even as Torkar called out to him, "Borthas, wait!" The younger trollkin glanced back but opened the door to step outside, raising his axe.

The noise of disaster rushed in like the wind. Torkar saw the light of torches and heard more screams. The invaders were strange and slender, neither kin nor human, wielding long, graceful blades and equally exotic bows. They were pulling villagers from their homes, and the paths between the trollkin huts were littered with the bodies of those who had resisted, killed by arrows or hacked to pieces. He recognized every victim. Peculiar reptilian creatures moved amid the archers and swordsmen, and Torkar realized with horror they were feasting on the fallen.

He was so stunned by the sight he almost did not realize what Borthas intended until the youth rushed forward with an angry yell. Torkar felt helpless as he watched the futile charge. He took hold of one of his carving tools without thinking and stepped forward, reaching with his other hand as if he could pull his son back despite the distance between them.

Borthas never reached the nearest swordsman. He gave a low grunt and staggered. Torkar felt as if his own flesh were pierced when he saw the arrow protruding from Borthas' chest. Its feathered quills were black. Another arrow landed deep in the youth's thigh. Ravsa shrieked and pushed past Torkar to run to her son.

Borthas looked down at the arrows without comprehension. He coughed blood and fell, even as his mother reached him and caught him. Torkar felt rage rising and turned to find the archer, but even as he did so an arrow sank into his right arm. His chisel fell from numbed fingers to clatter upon the stone stoop outside the door.

Ignoring the pain of the arrow, Torkar picked up the chisel in his other hand and lurched toward his fallen son and mate. As he left the doorway of his home his eyes fell upon a winter witch who stood watching the entire operation from the center of the courtyard. She was otherworldly, beautiful, and cold. Snow and ice whirled around her although the sky above was clear of clouds and bright with the light of the moons and stars. She wore gossamer robes that gleamed with silver thread and an ornamented headpiece. There was something both regal and cruel in her bearing. Her lips were curved with a smile, and Torkar knew at once he hated her.

The witch pointed her hand at Ravsa and several swordsmen stepped forward to seize her. She struggled mightily, but they were stronger than they looked. They hauled her toward a caged wagon where he saw many of his neighbors and their children were crammed. Overcome with rage, Torkar raised his chisel and ran toward them, yelling. The witch said a single word and cold exploded in front of him, knocking him back to sprawl stunned and bleeding on the path. Through blurry eyes he saw the caged wagon being closed and locked. The wagon lurched into motion, hauling the captives away from their blood-drenched village.



Grissel Bloodsong and her full-blood trolls marched at the head of the gathered trollkin warriors. Among the kriel warriors were those with drums and pipes, and they played old and simple songs that set the rhythm of their march and stirred the host onward. They were not a subtle band in either the noise they produced or the colors they wore—the proud and motley *quitari* worn by those gathered, who had come from a variety of kriels. Any enemy seeking them would have found them easily, but Grissel knew this was deliberate, as Hoarluk Doomshaper preferred to dare the enemy to confront them. Still, she could not escape the sense that she was not where she ought to be.

They had ventured south from Crael Valley, out of the lands seized from the Cygnarans by Madrak Ironhide and were quickly making their way toward the mountains. It was a route chosen by Doomshaper who seemed to know this region well. He and his hardened bands of militant trollkin had been actively laying ambushes around a wide periphery



of the newly fortified compounds established by Ironhide. Too active, many reckoned, including Grissel herself. Crael Valley was intended to be a shelter for those who had been pushed from their lands, scattered and divided from kin, many of those lost to war. Ironhide had taken it by force but had evicted the human inhabitants as gently as possible. He sought to avoid clashes with the Cygnaran Army. Doomshaper had other plans.

Hoarluk Doomshaper was old and stooped, his back festooned with a variety of scroll cases, both large and small. The Shaman of the Gnarls did not let age slow him, not when vengeance was on his mind. While he walked, he jabbed at the stones with his twisted staff as if attempting to pierce the land itself. Occasionally he muttered under his breath, just a few words, half-stated and incomprehensible imprecations. Such eccentricities seemed fitting for a trollkin of his stature, who had lived over a century and had accumulated tremendous lore and power.

A few of the warriors and champions behind them had come with Grissel and were individuals she knew well, but most of those gathered had been fighting alongside Doomshaper before she arrived. Those were a different breed. The old shaman had collected the most ill-tempered and violent of the trollkin refugees, those who most hated humanity.

They were skilled warriors every one, devoted to Doomshaper, whom they looked upon both as a grandfather and as a prophet. They hung upon his angry words and by the shaman's rhetoric were easily stirred into a lather of indignation. Doomshaper's people did as the shaman asked without question, and some did not appreciate the fact that Grissel was less inclined to submit to unthinking obedience. They knew she was firmly in Ironhide's camp, and the two sides had often been at odds in recent months.

Just a few days earlier Doomshaper had done the unexpected: he had come to Ironhide for help. Several of his strongest dire trolls had gone missing. The count of those he could not find was up to four, a significant loss and a dangerous reduction in the military might of the united kriels.

Dire trolls could live for centuries, regenerating at a remarkable pace from all but the most grievous of injuries. Up to eighteen feet in height, its body thick with knotted muscles and protected by stony growths, a mature dire troll was the equal of almost any creature on Immoren. The inexplicable disappearance of several of Doomshaper's battle-hardened dire trolls was no small matter. With dire

trolls fighting at their side along with other full-blood trolls, the kriels could contend on equal terms with the warjacks and great beasts employed by their enemies. In light of this, Ironhide had loaned Grissel to help the old shaman.

Grissel understood this. What she found difficult to fathom was Doomshaper's plan of action. They were marching toward the nearest Cygnaran Army outpost, a mountain facility that was well fortified but undermanned and in a region only sporadically patrolled. Grissel could not refrain from asking, "Why are you so sure it was the human army? It makes not a lick of sense."

Doomshaper gave her his usual sour look. "Does your courage falter, Grissel Bloodsong, now that we near the enemy?" His gravelly tone was filled with disdain. Hoarluk was difficult to befriend, and hearing his tone put her quills on edge.

"THESE ARE DARK TIMES. ONLY THOSE KIN WHO CAN BAND TOGETHER WILL SURVIVE."

"You know my courage is not at question," she replied indignantly. "I am willing to fight. But how in blazes could Cygnaran soldiers steal your dire trolls?"

"They hate and revile us! Never forget that. They will do anything to weaken us. As to how, I have no idea. They are clever, the pink-skins. They make up for fragility with cunning and numbers. There were Cygnaran dead where one of the dire trolls went missing. That's enough proof. Blood calls for blood."

A loud warning whistle interrupted their argument, delivered by a pyg bushwhacker who was peering through a spyglass. The skirling of the pipes faded discordantly away as the kin became more serious and readied for possible attack. Both scattergunners and rifle-bearing pygs moved forward and hunched down behind the nearest rocks and scrub with weapons ready.

The warriors expressed disappointment when they saw that those approaching were not armed humans but only a disheveled collection of trollkin. They appeared to be half-starved, several too old to be crawling about the hills. Their clothing was in disarray, ragged and spotted with blood. They shouted in relief at finding the war band and rushed closer. The two strongest males were carrying improvised sacks filled with possessions and old, rusty axes that looked to have seen more use chopping wood than fighting.

Doomshaper stepped up and spoke in his sharp voice. "What happened to you lot? Looks like we got here right before you could eat your own arms." This was a common euphemism among the kin, but using it in these circumstances was not very charitable. Grissel silently shook her head at his lack of tact.

The villagers recognized him and bowed deeply. One exclaimed, "It's the great Shaman of the Gnarls!" There was as much fear as respect in their eyes.

Grissel barked orders at her nearest warriors. "Get them food and drink before they collapse. Be quick!" She spoke in gentler tones to the eldest of the stragglers. "Our meat and fire are yours."

They did not have much to offer, just strips of the dried *charqui* rationed for travel. Grissel had to mentally restrain her axer Kortu, who took offense at the idea of giving away any of their food. The heavy plates of his armor clanked and he gripped his enormous axe as he stepped forward to glare at the warrior handing out the meat. Grissel prodded the looming nine-foot tall troll. She pointed to the ham shank dangling from a cord at Kortu's waist, something he had been keeping as a reserve. It was starting to smell rank and gamey. She warned, "I'll take that if you're rude."

Kortu glowered and put a large hand protectively over the shank. He spoke a single defiant word. "Mine!" Full-blood trolls did not speak often and had a limited vocabulary, but that word was always one of the first they learned. Grissel found the answer amusing but did not relent, and Kortu finally backed away from the strangers.

The eldest of the beleaguered kin did not wait to eat. Instead, he showed his courage by approaching Grissel despite Kortu's looming presence. His right arm was wrapped in crude, soiled bandages. "My name is Torkar. We need your help," he pleaded. "Our kriel has been wiped out and our people captured! We barely managed to escape. Many were taken alive, including my mate. There may be time . . ." Several of the others spoke up as well, naming kinfolk they had seen seized or lamenting those who had died trying to defend them.

"Where was this?" Grissel asked. "What kriel?"

It took several minutes to calm the survivors enough to make sense of their story. They were from a kriel called Molras, only a day's hike southwest into the nearest mountains. The accounts of the attack were confused, but it was obvious it was not humans who had beset them. The descriptions reminded Grissel of rumors she had heard of a strange army of Nyss alongside peculiar creatures in the north. She recalled that among the volunteers she had brought was a stone scribe chronicler who had spent time among the Nyss. Before she could summon him to ask his opinion, Doomshaper interrupted.

"Kriel Molras." Doomshaper grunted the name. "I've been there. Your people refused to join us. We told you to leave your mountain home and go to Crael Valley. You sent no warriors from your kith to join our cause."

"We did not think we were in danger." The elder's voice betrayed his desperation. "We have always kept to ourselves. We did nothing to provoke this attack!"

"These are dark times," Doomshaper intoned grimly. "Only those kin who can band together will survive. You cast aside fellowship. Now you know the price."

"I will accept any blame, but please, will you go to save our kith? It is not too late!" He was down on one knee, begging, and reached out to clutch Doomshaper's robes. The shaman frowned in distaste and pushed the seeking hands away with his staff.

"Did you see where your attackers went?" Grissel asked.

He turned to her with greater hope, nodding urgently. "I can lead you. There are only a few ways they could have gone, and they were a large group. There will be signs."

Doomshaper grunted. "Their kin are dead. We have our own fight."

An outcry of protest rose among the survivors. The eldest female became so angry she seemed ready to lash out at Doomshaper until one of the males restrained her. Grissel spoke to Doomshaper in a low tone, "We should help them. It's not far out of our way."

His eyes narrowed. "You are pledged to a more critical mission."

Grissel had borne enough of his callous attitude and set her hands to her hips. "Wasn't it you who said blood calls for blood? What of these people? Can we just ignore them?"

"They refused to help us. We owe them nothing. Their lesson can spread to other kriels whose elders think they stand alone. Maybe some good will come of it. We gave them food; now we will go. They can find their way to Ironhide."

Grissel shook her head. "Stop being such a stubborn old bastard." She had meant the insult to sound light-hearted, but his glower indicated he was in no mood for such jibes. She softened her tone. "The Cygnarans will still be there later."

These words had little impact. "It is I who give the orders here, Bloodsong. We leave."

Grissel felt torn as she looked back to the downtrodden village survivors and their disbelieving faces. She knew Doomshaper was right in one regard: there was a good chance the captured villagers were dead. Even if they survived, they would be of limited use to Ironhide without the warriors they had lost in the attack. From a coldly tactical assessment, Doomshaper's missing dire trolls were worth more.

But those villagers were still kin of the blood, not unlike those Grissel had defended on the shores of Scarleforth Lake when the skorne had come to slaughter them. How many of *those* would have survived if she had not fought for them? If her mate had not laid down his life? "No." Her voice sounded loudly, as only a fell caller's could. "I'm going to help them."

Doomshaper turned back to her and spat, "Oath breaker." He was not used to defiance, and his pride was injured. "If you go now, there will be consequences." With these dark words, he turned his back and marched away. Most of the others followed, although Grissel saw that those warriors, scattergunners, and champions borrowed from Ironhide stayed with her. A single uncertain-looking group of pyg bushwhackers also lingered. She still had her full-blood trolls, including the axer Kortu, and her two spear-wielding impalers, Sor and Vurl. The trolls looked confused by the argument between the warlocks. Doomshaper's own trolls, including a hulking dire troll blitzer, left with him.

Kithkar Jorvak nodded to her. He was the most senior of the champions with her now. "We are with you, Grissel."

Grissel turned back to the village elder. He came forward to take her hand in silent thanks. She waved ahead. "Let us find your kin."

The path became more difficult as they entered the heavily wooded mountains, but Grissel loaned the sonorous power of her voice to lighten their steps. Several hours before nightfall, they arrived at the desolate village. The sight was sobering, as were the bodies and piles of bones scattered throughout the rubble, some picked clean.

She called over Chronicler Haltor, an older kin who resembled Doomshaper with his collection of scroll cases. This elder stone scribe was well traveled, and she felt glad to have him along. "What do you know of this enemy, Chronicler?" Grissel waved to the bones, "Do you have any explanation of this?"

He shook his head and sighed heavily. "We have only rumors of this foe. They bring beasts never seen before, the meat of which trolls sometimes refuse to eat." This was a remarkable statement, as full-blood trolls would eat almost anything. He waved to the bones, "Those beasts likely ate the fallen. They gorge themselves to grow very fast." Grissel nodded at this, trying to imagine what kind of creatures

could pick bones so clean in such a short span of time. Trolls were not so fastidious. Haltor reluctantly added, "I have heard a rumor, but I know not its truth—"

"I would hear it," Grissel encouraged him.

"You know how the blackclads betrayed Madrak Ironhide," he said. Once the human druids and the trollkin had been friends, even allies, but that had been cast aside when the treacherous blackclads conspired to murder Ironhide, hoping to replace him with a chief more to their liking. Haltor continued, "When they betrayed the chief, they spoke of some greater enemy. Some of us believe this foe was the one they feared: *this* army, come down from the north for reasons unknown. Nyss are said to be among them, but if so they are not like any ones I ever met."

Grissel considered this fact. "The blackclads are treacherous, but they aren't easily frightened. This enemy must be strong." The chronicler nodded his agreement.

THE SURFACE OF THE PUTRID MESS INSIDE SURGED AND A CREATURE SPRANG FORTH COVERED IN BLOOD AND GORE

They soon found the deep grooves of wagon tracks leading deeper into the mountains. Grissel bade the village survivors to stay behind while her force pursued the captors. She urged them to travel on to Crael Valley as quickly as possible if she and her warriors did not soon return.

After several hours of hiking into the mountains, they observed black plumes rising above the trees ahead. The wagon trail joined a stretch of battered old road toward what must have been a small human village. It seemed this place had been treated similarly to their trollkin neighbors.

After they marched past the first few empty homes, they stumbled upon several slender robed and hooded figures using long hooked poles to drag corpses to a bubbling cauldron of blackened iron set with silver runes. Grissel could not see the strangers' cowled faces, but their peculiar leather garb was ornamented with silver and strung with black feathers. Their bearing did not seem human. She stepped forward with her hammer Resounder to yell a challenge, but they quickly withdrew behind the nearest charred house.

Grissel's scattergunners moved forward and lifted their wide-mouthed weapons as they interposed themselves in front of her. Kortu was ahead of them, making a deep noise in his throat as he stepped toward the bubbling cauldron. The surface of the putrid mess inside surged and a creature sprang forth covered in blood and gore like a perversion of natural birth. The creature landed on the ground in front of them. It was a gray-scaled reptilian thing that seemed mostly mouth and teeth, with a spiked horn at its nose and a line of triangular barbs running down its back. Its eyeless head swung toward one of the scattergunners. It opened its mouth and hissed.

Grissel heard the twang of bowstrings but had no time to react before arrows flew from out of the shadows between buildings. Two shafts failed to penetrate the axer's armor, but several scattergunners staggered as arrows struck home. Simultaneously the fresh-born reptile launched itself forward with unnatural speed, its mouth open hungrily. Kortu gave an angry howl as the creature bit through his calf armor and sunk its teeth into his flesh. He responded by hacking downward with his axe, slicing into the uncaring creature. He had to strike again to finish it off, proving it was tougher than it looked.

The archers could be seen lurking in several places around the periphery, and Grissel shouted to her scattergunners, "Advance and fire!" She then let loose a great bellow from deeper within, calling on the power of Bragg. The sound helped speed her champions as they rushed forward with axes in hand. Those scattergunners who had not taken arrows advanced on the archers and brought their weapons to bear. The explosions of their guns shattered what little quiet remained as the great weapons sent sprays of metal shrapnel into the shadows.

They had no time to relax as several more horrors emerged, including a trio of flying reptiles not dissimilar from the monster Kortu had carved off his leg. Two more on foot emerged from the nearest buildings, their jaws dripping with wet blood fresh from some unwholesome repast. Their stomachs were bulging and distended.

The battle was frantic, and Grissel embraced its familiar chaos. Her thoughts were half her own, half plunged into the angry minds of her full-blood trolls. She ran forward to hammer one of the walking mouths, while Kortu attacked another. She urged Sor and Vurl to hurl their spears into two of the flying things, lending her own will to see they aimed true.

Champion Jorvak and his brothers tipped over the cauldron, then chased down and ended those robed figures that had been attending it, ignoring their feeble strikes. Grissel added another booming fell call to strengthen their arms and let them attack in a whirlwind of axe edges that carved into the nearest crawling beasts. Kortu was limping, but his quickly regenerating tissues would soon seal the wound until it vanished completely.

The battle ended as quickly as it had begun. The air was saturated with the stench of enemy blood, which to Grissel

smelled like long-spoiled meat. It was noteworthy that none of her trolls immediately took to feasting on the creatures, a common after-battle ritual among full-bloods. Grissel saw Vurl prodding one of the corpses with his spear. She asked, "Not going to eat that?"

Vurl just made a face and shook his head. "Not hungry." It was an almost nonsensical statement from a troll. She suspected he would eat such flesh only if he were starving. The only time she had seen such a reaction had been to bodies of the walking dead.

Though there were several seriously injured, Grissel was relieved to discover no deaths, thanks to the hardiness of the kin. Kithkar Jorvak and his brothers used their axes to batter the unholy cauldron into an unrecognizable lump of abused iron, which would hopefully suffice to keep it from birthing more monsters.

They cautiously moved through the rest of the town but saw nothing but additional signs of carnage. Tracks in the dirt suggested more beasts not unlike the ones they had fought, plus others considerably larger, alongside the wagon ruts. A trail of blood discovered by one of the pygs led them to a single badly injured warrior, presumably one of the Nyss archers from the attack on the town.

Grissel saw the plume of breath from his mouth as he lay facedown. She approached with hammer in hand and flipped him over with her foot. He clutched an elegant length of blade in one hand, but she smacked it aside to skitter across the hard-packed road. Although his chest was torn apart by scattergunner shards, he was still barely alive. She had never encountered a Nyss before, but nothing she had been told suggested they had such peculiar legs, with sharp-clawed feet that reminded her of a wolf's. His fingers, which were also clawed, looked overly long. His face was angular, with a nose as thin as a blade. He spat a gob of blood and laughed, his eyes black and empty. He spoke in an incomprehensible language.

Chronicler Haltor had joined her, and he translated. "He said, 'She bleeds them even now. You are too late.' I don't understand the rest. Some curse or insult."

"Where are they? How many of you are left?" Grissel demanded, Haltor translating after she spoke.

The twisted Nyss slumped as the small spark of life in his dark eyes faded. Grissel felt a wave of apprehension and raised her voice to address the others. "Keep moving! We're not resting until we find those villagers!" Urged on by both the strength of their commander and what they had seen, the warriors hastened onward.

Vayl Hallyr stood on a slight rise nearest the oversized cauldron as she directed the proceedings. The winter storm that perpetually surrounded her intensified as she focused her full attention upon the massive basin, ensuring her sorcerous power flowed evenly through the mystic runes of the draconic language of Tkra along its outer and inner surfaces. It was an experimental vessel, one of a new design as yet untested.

Efforts to utilize larger cauldrons had yet to prove fruitful, but Vayl hoped this latest attempt might succeed where others had failed. She had led the cause to implement the mystical devices that would allow for greater number of larger spawn to be produced. At present, every great beast in Everblight's legion required the personal attention of his warlocks.

Shattering this limitation would conclusively demonstrate Vayl's preeminence among Everblight's chosen generals, those blessed to contain fragments of his collective mind. Her eager anticipation of success was spoiled only by awareness that Everblight was at this moment distracted. The dragon was with her, as always, lurking in the back of her mind. But his attention was elsewhere, focused far to the north. She would call him to witness, once she had achieved the results she sought.

The bladed Oraculus, a weapon and focus for her sorcerous power, floated above her shoulder. It spun slightly and glittered amid the whirling snow. Vayl clapped her hands and pointed to one of the senior acolyths on the outer ring, making an imperious gesture toward the cramped cage holding her captives. Aided by swordsmen, the acolyth pulled forth a pair of captive trollkin from the cage. They were hauled to the lip of the spawning vessel, where the swordsmen cut them open. Their blood and viscera were added to the enormous cauldron, bringing its grisly surface slightly higher. The other prisoners had become numb to the horror of this process. Some few looked away as the empty carcasses were thrown to the scaled creatures; others kept silent witness.

The encampment was located high up one of the remote mountains on an irregular plateau. Rings of tents surrounded the central area of activity. They did not intend to stay long—only until Vayl's experiments were completed. Thagrosh already wearied of her expedition and had summoned her to return, but Vayl was too close to success to end her efforts.

Several of the large metal cages were empty, their inhabitants already given to the cauldron. Humans had been first, as the weakest and least substantial offering. Now she had started on the hardier trollkin, whose resilience she expected to provide unique benefits. Their blood did not sour nearly as quickly as that spilled by humans.



Her eyes flashed as they came to rest upon the much larger cages near the trollkin pens. Gaunt but still dangerous, several dire trolls glared balefully back. Those cages were bent and battered from within, one nearly torn open. The dire trolls had settled after they had begun to starve. They would be the finale that Vayl most anticipated. She planned to add them to the mix after the trollkin villagers were carefully exsanguinated. She had to pace the ceremony slowly, paying attention to the flow of accumulating energies. The process was an imperfect art.

Vayl's spawn were nearby. Her powerful scythean kept an eyeless vigil over the dire trolls, even as her favored carnivean was curled up just below where she stood. She returned her attention to the sorcery at hand, eager to add the next prisoners.

Grissel had insufficient experience with this enemy to predict what she would find ahead. She sent the pyg bushwhackers forward to see what they could discover. The pygs were instructed not to fire on first sight, lest they give away the approaching force.

The group of them had only been gone a few moments when they suddenly came rushing back from the trees ahead, running as fast as they could without dropping their rifles. One held tightly to the fur cap he wore and clearly prized. They gesticulated wildly behind them, but Grissel hardly needed such apprisal. A number of wire-thin, muscular Nyss were in close pursuit. It was not archers this time, but swordsmen.

As a fell caller it was difficult to restrain her natural impulse to use her powerful voice as the tremendous weapon it was. Instead she silently raised her fist to signal the rest. Her champions and warriors saw the gesture and needed no further prompting to rush forward. They preferred to attack with lusty noise, giving battle cries and intimidating shouts, so seeing them charge in silence was peculiar.

The two sides clashed in a dance of bloodshed. One of Kithkar Jorvak's brothers lost his left arm to a powerful cut in the first few seconds. It spoke to that warrior's hardy courage that he uttered not a single sound as he suffered the blow, only retaliated with the axe in his right hand. The main noise of the battle were the sounds of metal on metal, steel edges chopping through flesh, and weapons clanking off metal armor.

Grissel kept Kortu in check, not wanting to hurl all her forces forward at once. The axer strained against the mental leash she imposed on him, gripping his axe and eager to join the fight.

A moment later all of Grissel's efforts to limit noise was undone by an echoing note sounding up the slope. One of the hooded archers stood at the lip of the rise, blowing his hunter's horn. "Gah!" Grissel let loose a frustrated huff of air. "Vile creatures!" She directed her frustration into Sor, the impaler nearest the enemy. The troll raised up and hurled its spear in a single smooth motion. The massive weapon flew true, catching the horn blower beneath the sternum.

The first batch of swordsmen were dead, but two of Jorvak's champions had taken grievous hits, and their breathing was labored. "Rifles and gunners up! Get moving!"

They all rushed forward, knowing the sounding of the alarm gave them limited time to seize the initiative. Grissel hoped a quick and decisive assault might still have a chance to set the enemy back. They had to get to better ground, up to the plateau ahead, so the enemy would not be firing down on them in an exposed line.

More Nyss swordsmen came over the rise and were immediately greeted with pyg rifle shot and impaler spears. Grissel unleashed an earth-rending shout and its sonic waves smashed through those swordsmen who had survived the volley. The pygs suffered a returning storm of sharp, barbed arrows that cut most of them down from above.

The scattergunners gave their own hearty yells and rushed to avenge their smaller brothers. They reached the top in time to lay down an impressive series of explosive blasts that sprayed shrapnel across the scattered rows of Nyss archers. Alongside her trolls, Grissel joined the champions and warriors rushing up past the scattergunners and into the enemy camp as they reloaded their heavy weapons.

Grissel's heart was pounding with the excitement of battle, but she also felt a keen disquiet from having committed against the enemy while entirely ignorant of their numbers and disposition. It was too late for such concerns, though, and at first it seemed the fight might actually be well in hand. A row of tents blocked her sight from the center of the camp, where smoke was rising. There were additional archers, and a few more swordsmen, but it seemed such a force could easily be overrun by her stalwart band.

That was before they heard a monstrous roar and two massive beasts crashed through the outer tents. These creatures were each easily as large as a dire troll, if not larger. Behind them Grissel saw a Nyss woman wearing elegant robes and an ornate piece of headwear who appeared to be at the center of a vortex of freezing wind and snow. A person of obvious significance. Ringed around her were a number of cages, within which Grissel could clearly see dozens of trollkin, each clutching the bars and looking toward her with desperate hope.

The fell caller could spare little thought for this as the draconic beasts in front of her waded into her warriors and shredded through them. The one to the left opened its fang-filled jaws to unleash a terrible spray of fire and ash that claimed multiple kin and struck Vurl across his midsection. The troll howled, raised his spear, and threw it with all his might straight into the terrible creature. The spear hit true and sank into the monster's hide with a meaty *thunk*, but this seemed not to bother it at all.

There was another creature to the right of the first, similar in many respects, yet with long blade-like forward limbs that reminded Grissel of a mantis. The brutal efficiency of those bladed arms was demonstrated as it swiftly hacked one of the nearest champions apart. It then wheeled to lash out at Sor, snapping through the impaler's upraised spear and driving its bladed limbs deep into his chest. The troll fell back and tripped on the icy ground, but his hands were sure enough to reach the quiver on his back and draw another spear to defend himself as the much larger beast loomed over him.

Before Grissel could give him the mental order, Kortu rushed forward with his axe to intercept. With the full weight of his nine-foot-tall frame, he leveraged his massive weapon straight into the chest of the beast, parting its scales and prompting an eruption of blackened and sizzling blood. The axer stood protectively over the impaler.

It was a solid hit, but the creature retaliated in kind, and Grissel knew Kortu was overmatched. She felt a moment of despair as more reptilian horrors joined the fray. A number of the toothy fiends like those they had seen in the human village ran toward them; others on wings flew down bat-like from above, each hissing and eager for blood.

Grissel gave a cry and charged forward with Resounder to smash into the other great beast to her left, and her hammer impacted it with supernatural might. There was an explosion of sonic energy, and the massive creature flew backward several yards and slid along the hardened ground. Kithkar Jorvak and two of his remaining champions ran past Grissel to attempt to destroy it, but one of them was hit by a peculiar metal orb. As the witch at the rear spoke strange words, this champion was cloaked in ice that then erupted into long icicles reaching into the nearby vicinity, one of which plunged directly into Grissel's side.

The powerful bond between warlock and beasts connected their life forces. As the witch's magic began to wash over Grissel she felt Sor offer his own vitality to her, and she reluctantly allowed the injury to pass to him instead. She

disliked relying on this power, but it had saved her life innumerable times. She could tell from her bond to them that all her trolls were injured now. Few of her other kin endured, and those who did were embattled.

Grissel gave a great and resounding call that seemed to echo off the mountains themselves, rallying those around her to even greater heroic efforts and bewildering her enemies. She was startled to hear powerful bellows from larger lungs raised in answer to her call, coming from out of sight beyond the tents that were still intact. Dire trolls! She was certain of it, even though their voices sounded weaker than they should.

Grissel had invoked her power too late. Kortu managed to pull away from the scythean at her bidding but suffered another wicked blow in the process. He moved protectively in front of Grissel even as his tissues regenerated. The draconic beast, larger than a wagon and pair of horses combined, barreled straight into the axer, who flew back into Grissel. Both of them pitched off the side of the slope to fall down through the trees. This time it was Vurl who immediately offered to take her wounds, and she instinctively let the transfer take place before she plunged out of range.

What happened next was a blur of pain and motion as the two tumbled down through rock and trees for what seemed an eternity. Kortu managed to grab her in his arms and held her protectively as they fell. With every spin another branch tore at her flesh, but Kortu's back took the worst of it.

She did not lose consciousness, but the fall battered and spun her such that she lost all orientation. She could taste the copper of her own blood in her mouth. The final impact broke her from Kortu's protection, but to her amazement she could feel across their link that he was alive. She stood unsteadily and used her power to help his injuries knit, speeding his regeneration and then drawing on his deep reserves of vitality to heal her own wounds. There was nothing she could do but lean on Kortu as they stumbled downslope through the trees, feeling a keen sense of grief at their failure.



It did not take Grissel long to reorient herself and find the path her force had followed into the mountains. She had no clear plan but felt she must seek Doomshaper. The memory of the trollkin staring at her from the cages haunted her. She forced herself to keep moving, even quickening the pace once she was on familiar ground.

She did not sleep even as night fell, marching on alongside her axer and ignoring her pains. She was able to draw on the bond between them to heal her own wounds. Because she did not stop for rest she managed to find them in time, veering off from the path that had taken her up into the mountains toward a larger and better traveled road that led to the Cygnaran outpost. Doomshaper must have decided to wait a bit longer before committing to his attack. She arrived just before dawn and brushed off the queries of the sentries left at the perimeter.

She marched straight to Hoarluk Doomshaper, knowing this was not the time to mince words. "It was a mistake to divide our forces."

He did not look up from the mystical scroll he studied. "Being able to admit you were wrong is the first sign of wisdom. Where are the others?"

"Most likely they are dead, or captured." This gained his full attention at last. She spoke again. "Yes, I was wrong. I should have been more insistent. I should have demanded you listen to the advice of one who speaks with the voice of Bragg and who has suffered lost kinfolk. I should not have allowed you to anger me into walking away."

He glowered. "Enough of your disrespect! I told you there would be consequences for breaking your oath."

She shook her head and spoke with conviction. "I'm sorry if my hasty words failed to show proper respect. I acknowledge the strength you have brought to the united kriels. I thought I could accomplish this task alone, and I could not. But your hatred of humanity has blinded you." She held up a hand to forestall his retort and told him of the fights. "During the battle, I heard dire trolls. I know where they are caged. Saving those villagers and your trolls is the same task."

A different light entered the ancient shaman's eyes at these words. His previous anger turned into eagerness. "You found them?" She nodded once. He rolled up the scroll he had been reading and tucked it away, then turned back to face her again. His grimace was almost a smile. "Then let us march."



Grissel worried the enemy might have killed all the prisoners or moved on during her absence. She was convinced they likely presumed her dead; they had no reason to suspect anyone had survived that battle. Thinking back to the view past the tents, Grissel remembered the sight of the hooded figures and their leader, the Nyss witch, near a great metal cauldron. There had been the attitude of ceremony about them. She hoped whatever vile celebration they performed had yet to be completed.

They advanced the last stretch of roadway up to the occupied position with haste, knowing they were too numerous to be subtle. The greatest of Doomshaper's champions were at the fore, fearless and determined. A larger number of kriel warriors marched behind them. Towering over them in their midst was the dire troll blitzer, a heavy and angry beast who was as eager for battle as the rest. Attached to the dire troll's back by an elaborate harness was a Cygnaran slugger cannon manned by one of the pyg aces. Dire trolls had a notable tolerance for pygs, but it still required a certain mad bravery to ride atop one while firing on the enemy.

Close behind the forward ranks and attended by a number of stone scribes, a powerfully muscled trollkin carried one of Doomshaper's oldest krielstones, laden with runes depicting the great deeds of this war band. Its mystical energies were palpable, protecting the war band with Dhunia's blessings.

A storm of arrows greeted their advance, but the powerful warding energies of the krielstone blunted their impact. One of the forward champions staggered and fell as multiple arrows sank into him, as did two of the kriel warriors, but the rest of the shots missed their mark or were deflected by armor. The slugger atop the blitzer answered back as the pyg fired into the archers on the ridge. Grissel raised her voice again to sound with the embodied rage of the entire band. Her cries held the promise of retribution for the fallen. Their warriors rushed forward with conviction and speed to crash into the Nyss, scattering them. The answering cry of several deeper voices sounded from atop the hill. The dire trolls were still there, still alive.

As Grissel had hoped, most of the Nyss soldiers had fallen in the previous clash. What worried her most were the great and vile enemy beasts, who soon made themselves known. The toothy creatures hurled themselves at her ranks heedless of their own safety. Grissel rushed forward alongside the champions and brought her hammer to bear against the nearest. Kortu was beside her, as were other trolls urged forward by Doomshaper. One slightly larger and serpentine creature spit a gob of fiery destruction into the midst of the kriel warriors, killing several in the blast. The blitzer roared and charged, then lifted the creature in both hands to hurl it back against a nearby boulder. The slugger fire concentrated on it until it moved no more.

Grissel could feel by the bite in the air that the winter witch was empowering the draconic beasts with her magic. Kortu raised his axe and ran forward to renew his duel with the scything beast, even as Doomshaper loaned his own spells to the fight. Mystic runes erupted from his hands and descended like a leash onto the carnivean. Against its will it turned to claw at the scythean, opening a great gaping wound on its side. Soon Kortu's axe opened another.

Wasting no time, Grissel raced past the two enormous beasts. She ran toward the cages where she had heard the powerful troll voices. She saw as she neared that a good number of the villagers were still alive in the smaller cages, and they shouted encouragement.

She did not reach the cage before the Nyss witch stepped before her speaking words of power, invoking her magic. Just before this magic was unleashed, Grissel felt Kortu suffer deep and grievous wounds behind her as the scythean hacked into him, cutting open his chest and leg. Blue energies formed around the witch's hand and blazed with power as an explosion of cold struck Grissel like a fist. Her skin froze as a layer of solid ice encased her, cutting off her air and holding her fast. The agony was excruciating.

Across their bond Kortu offered his life for hers. She could feel he was badly injured and knew letting her wound fall to him would kill him. As close as it brought her to death, she refused to share the pain.

The witch stepped toward the fell caller and extended a palm. The spiked ball floating above it shot forward straight into Grissel's chest, breaking the ice and biting deep into her ribcage with its barbs. Grissel gasped in pain but once again ignored the proximity of death and did not inflict the injury on her troll. It was a desperate gamble, but she knew that without Kortu holding it in check the scythean would be free to rampage. The enemy magic freezing her could not last long. She put her faith in Kortu and urged his tissues to regenerate.

MYSTIC RUNES ERUPTED FROM HIS HANDS AND DESCENDED LIKE A LEASH ONTO THE CARNIVEAN.

Kortu did as she bid and hacked the scythean with his axe, chopping through one of its blade-like arms and then sending another great finishing blow to its chest. The creature gave one last shriek and expired. Despite this small victory, the other great beast, the carnivean, continued to unleash death and destruction by claw, fang, and the inferno of its blazing breath. Kortu was too concerned for Grissel to pay heed to the monster and instead staggered nearer to her. He was regenerating but was near death. The blitzer was embattled by the lesser draconic creatures that surrounded it, nipping away at any opening. Grissel knew they needed the dire trolls.

The freezing magic that had held Grissel thawed at last. The fell caller surged forward to charge the winter witch, bellowing a deafening cry and raising her hammer in both hands. Resounder crashed into the woman and sent

her flying back to collide with the blood-filled cauldron. The great blow should have killed her, but the witch sent the injury to one of her lesser beasts instead, hastening its death. She would soon be back on her feet, and one spell like her last would be the end of Grissel.

Even knowing this, Grissel ignored the woman and turned instead to smash the lock of the nearest dire troll cage, shattering it off its hinges. The dire troll within bellowed in rage and renewed energy as it burst free. Grissel had no bond or control over it and watched with a sinking sensation as it hurled itself against the largest near enemy, the carnivean, ignoring the winter witch that was the larger threat. Grissel quickly hammered open the other dire troll cage to let the other two free. They also hurled themselves against the nearest reptilian creatures to unleash their rage.

The witch had regained her feet and was staring at Grissel with cold fury. Grissel turned to face her, feeling rising dread. She still had Resounder, but already the regal Nyss had begun to gather her power, visible as cold blue lines of pure arcane might that formed a triangle around her hand. Grissel would not be able to cross the intervening ground before it was unleashed.

Just as those energies sprang forth to seal her icy fate, Grissel heard Doomshaper's voice. His prayers to Dhunia enveloped her with a strange warmth as mystical trollkin runes settled onto her skin. Whatever powerful sorcery of winter and ice the witch had unleashed, it washed ineffectually over the fell caller, thwarted by the Dhunian ward. The Shaman of the Gnarls stepped up alongside her on her right with his staff in hand. Kortu advanced on her left with his axe, his wounds rapidly healing. Dire trolls raged behind them, tearing apart every scaled horror they could lay their hands upon. They fought close to the cages of the captive trollkin, standing in the way of harm to protect their lesser cousins.

There was at last the hint of panic in the Nyss witch's eyes. She stepped back, her steps faltering, and called out in her unfamiliar tongue. Some larger serpentine flying creature perched above answered with a shriek and descended. Astride it was a female Nyss. Casting one last cold glance toward the trollkin, the witch ran the last few steps to seize the offered hand of the flying serpent's rider and swing up behind her. With a great flapping of bat-like wings, the creature strained at the added weight but then lifted from the ground.

Grissel released a great blistering shout, rippling the air itself with its power and causing the nearest tent to explode. The flying steed wavered, then steadied and winged swiftly away. Grissel exhorted the nearest pygs to fire on it with their rifles, but the creature was already too distant. Grissel's disappointment faded as she became more aware of her own wounds. She staggered as the haze of combat left her and she realized just how close to death she had been.

With the rest of the enemy destroyed, the dire trolls needed no further direction to begin smashing the enormous gore-filled cauldron with their tremendous fists. The unholy vessel was battered and ruined, then tipped over to release a flood that was a reminder of the grief of the kin. One of the dire trolls seemed inclined to bend down and taste the foul mixture, but Doomshaper called it back to task.

Grissel opened the remaining cages and helped the surviving trollkin villagers stagger away from the remains of their friends and kith. She was relieved to discover that a few of her warriors and Chronicler Haltor were among those held captive, as was the mate of the Molras elder who had begged for their help.

Even Doomshaper looked less sour as he reunited with his dire trolls. They gathered around him like oversized children, and the largest went so far as to lift the shaman above his head before Doomshaper forced it to put him down again. Grissel laughed at this until one of them seized her for the same treatment. Eventually they settled, and the entire group began the long return hike away from the bloody battlefield.

They camped at last after a long and wearying day of travel, at which point Doomshaper came up to Grissel, wearing his familiar scowl. He was silent for a long while before speaking at last, as if the words escaped him reluctantly. "I came to release you from the debt of your broken oath to me."

Grissel initially found it hard to believe he had still been harboring that grudge, but then she remembered who he was. The fell caller had to hold her temper in check. "Thank you, Hoarluk Doomshaper, Shaman of the Gnarls."

She thought he would say no more, but after another pause he added, "The blood of those lost in your first attack is not on your hands." She was so surprised she could not answer, and he quickly walked away. Grissel stared after the cantankerous elder, knowing this was as close as she would ever get to an apology.

SHADOW HISTORIES OF WESTERN IMMOREN
TEMPEN 607 AR

Penned by Asheth Magnus

We have been stuck in our corner of Caen for so many centuries we forget there is anything beyond the edges of our maps. Western Immoren is our home, and we are proud of what our ancestors have accomplished. Our kingdoms rose on the rubble of scattered fiefdoms and the shoulders of feuding warlords. Rock by rock and home by home through a tide of blood, massacre, famine, disease, warfare, and the occasional bright moments of clarity and self-awareness, we have carved a place for ourselves and created a rich—though war-torn—history.

I have fought in countless wars, seen the rise and fall of kings, and walked the width and breadth of this land. Believe me when I say we have the barest perception of the dark and powerful forces shaping our histories from the shadows. It is easy for the people to become complacent in their walled cities, believing the world outside tamed by our hands. This is an illusion, one shuddering beneath the heavy weight of recent events and which may soon be crushed to ruin. The wilderness persists, and within it dwell armed groups with significant power, some of them far mightier than the civilized kingdoms deign to acknowledge. The people of western Immoren are so desperate for security they refuse to recognize how fragile civilization truly is. Any kingdom or empire can fall, and the wilds can grow over and reclaim any city that is abandoned or destroyed.

I have always had a sense for disaster, and I smell change. We are entering a new era. Such transitions never occur without weeping widows and mothers grieving their slain children: the specter of death is our constant companion, and fire burns away what we know to make room for the new. We think progress is constant and inevitable even though we have recent evidence otherwise. Only four hundred years ago we emerged from a long and terrible dark age brought upon us by foreign invaders. I do not think it would be so difficult to return to such a state.

When the brutal Orgoth invaded from across the western ocean and began their conquest of western Immoren twelve hundred years ago, our land was in the midst of a period of substantial growth and progress. While originally the Thousand Cities era was as fractured as its name suggests, the roots of new nations had been taking hold amid this chaos as strong rulers united different lands. Whatever progress we might have gained would fade to nothing in the black years ahead.

Of the land from which the Orgoth came we know little, except it is far to the west, across the vast Meredius and beyond where our ancestors thought the world ended. No one born upon our shores has ever made that trek east to west; the Meredius remains a gulf we lack the lore and skill to cross. The Orgoth arrived in an unending procession of longships that poured forth invading hordes to attack town after town, killing any who resisted them.

The Orgoth found our ancestors unprepared for a threat of this magnitude. Although several strong kingdoms existed, their armies were paltry in comparison to the invading enemy, who were empowered by dark pacts that had given them access to formidable sorceries. It is perhaps understandable that these petty and scattered city-states, so accustomed to their regional feuds, did not understand the nature of the threat and failed to band together against what should have been a common foe. One by one, they were devoured. It was a difficult conquest requiring nearly two centuries, but the Orgoth were relentless.

The Orgoth changed everything. They enslaved western Immoren with strange, dark magic. With inventive torments they stripped away our will to resist, and for four centuries they dominated these lands almost completely. Even the inhabitants of the wilds did not escape their grasp, although their preference for capturing large cities with major populations to enslave did allow some of the tribal peoples living in the remote fringes to evade their notice. The Orgoth were industrious and willing to clear land for their black stone cities and to acquire sacrifices to the unwholesome entities they served. They subjugated trollkin kriels and claimed the blackclads' sites of power, which they razed and defiled, then used as the sites for new Orgoth temples built to capture and contain the souls of thousands.

It is natural that people lament war, strife, and oppression and grieve the loss of those who suffer in these times. But make no mistake: these travails have always been necessary to forge strength. Those who emerged at last from under the yoke of the Orgoth were far greater than they had been before. Our triumphs today would not be possible without the pain that was endured.

The Rebellion was sparked by four centuries of occupation. This was not one battle or even a series of wars but two brutal centuries of resistance and uprising. Each time the rebels gained some slight victory, the Orgoth slaughtered them—but the survivors scattered to plot again. The Rebellion was a crucible for heroes, grinding away all that was soft and gentle to create warriors as hard, bitter, and determined as the world has ever seen.

You will find no shortage of groups willing to take credit for the Rebellion and the defeat of the Orgoth. Maybe there is truth in each of these boasts. This victory might have in fact

required the combined efforts of every god, secret cabal, dark cult, and dire pact as well as the sweat and blood of ten generations of courageous Immorese.

By the end we had learned to master arcane power and combine ingenuity and invention as mechanika. We crafted potent weapons never seen before: alchemical blasting powder giving rise to the firearm, battle wizards and sorcerers who would in time become warcasters, and the great animated mechanisms of war called colossals. With the Orgoth driven away at last, the leaders of the surviving Rebellion formed the Council of Ten and signed the Corvis Treaties. This document set the borders for the nations we would call the Iron Kingdoms. Our ancestors felt they had entered an age that would prove the end of strife, discord, and bloody conquest.

We can understand their naive hopes at the end of so dark a period; most were buried before they could witness how little had changed in the heart of man. Removed from fellowship against a shared foe, our kingdoms reverted quickly to the natural state of war. We have even seen battle draw forth the lifeless corpses of those who continue to do the bidding of their gods by making war in the afterlife. This violence is as intrinsic to the human condition as the drawing of breath. Peace has always been intransient, a time of reprieve when nations lick their wounds and sharpen their blades before leaping back into the fray with lustful abandon. Yet the passing of the Orgoth left us better armed than we had been, if less willing to look in the shadows for answers.

THE IRON KINGDOMS

The so-called Iron Kingdoms born from the Corvis Treaties include Khador, Ord, Llael, and Cygnar. Centuries later Cygnar was shaken by a tremendous religious civil war that gave rise to the Protectorate of Menoth, which has come to be known as the fifth Iron Kingdom. These are the central kingdoms around which our wars today unfold, although increasingly the nations on their fringes play a part, as do those forces from beyond the wastes and inhabiting the wilderness.

Nowhere is man's love of battle stronger than in the north within the sprawling kingdom called Khador—the inheritors of the ancient Khardic Empire. A hot-blooded but cold-hearted people, the Khadorans are descended from dozens of tribes that once haunted the north from horseback or stalked the wilderness of their lands. Brought together as a single nation, they share a thirst for empire. Their current ruler is Empress Ayn Vanar. She knows how to keep her people happy by providing endless opportunities for conquest, enabling them to hurl themselves against one enemy after another and immortalizing their patriotic sacrifices with monuments and honors.

I do admire the Khadorans. In another time they were my sworn enemies, but I have fought beside them and walked the streets of their capital. I have earned their coin and spoken with the lowest of their soldiers freshly recruited from the cold farms north of Korsk. I feel I understand them. Historically Khador was known as a primitive kingdom; their inhospitable lands are spread across such a vast expanse it was difficult for them to exploit their resources. In recent decades they have made great strides in modernization, freeing their serfs, investing in industry, inventing powerful tools of war, and putting aside old superstitions. They are a people of strong spiritual beliefs, whether Morrowan or Menite, and they have embraced both faiths without stirring up civil unrest that has marred the troubled past of their enemies.

South of Khador is the lonely kingdom of Ord—lonely because it rests between the two great powers of our age and is unwilling to ally with either. Ord is the last of the neutral Iron Kingdoms, and it clings to that neutrality with stubborn tenacity. It has thus far managed to avoid the vortex of warfare consuming the Thornwood Forest just east of its border. Ord is a kingdom of proud and rugged people and is known for skilled sailors and indomitable soldiers as well as smugglers, ruffians, pirates, and shrewd merchants plying the ocean trade. Ord has much to recommend it as long as you are not born in the gutter or out on the peat marsh. I have spent many fine evenings laying low in Ordic cities like Five Fingers, a haven for soldiers of the coin that is removed from the so-called civility that makes many towns and large cities stifling. This kingdom lacks the resources to contend with its larger neighbors on equal footing, yet it has proven remarkably shrewd and resilient, particularly on the defense. One of its northern fortresses is called Boarsgate, and I liken Ord to a cornered boar. No one has been quite willing to risk the injury required to put an end to it, and I expect it will hold out for a while longer before it is forced to choose a side.

I have spent considerable time in Ord in recent years, and I appreciate its unexpected charms. King Baird Cathor II, affectionately known as the "Bandit King" for the taxes he has levied against his wealthy castellans, has earned the support of the masses. He's a cunning old man, and I expect he has a few tricks up his sleeves before his throne passes to his son. I will miss him when he's gone and feel no shame in raising a glass to his health. King Baird is too clever to allow his people to become either pawns or victims.

Once, Ord was not alone in trying to resist the influence of greater powers around it, for it had as a sister the more comely but fragile land called Llael. Llael was a small but storied kingdom northeast of Ord, but the most recent war



has taken Llael as its sacrifice. Some refuse to grieve and accept its loss, but I think we can take it as a fact that Llael was killed and devoured by Khador. Until its demise, Llael was joined in a strong alliance with its powerful southern ally, the nation of Cygnar, and this alliance had sufficed in past wars to preserve it from invasion. In the end, Llael could not stand against Khador's might and fell too swiftly for the Cygnarans to muster a proper defense. Llael was ever the smallest and least influential of the Iron Kingdoms, but it was nonetheless a center of trade and a hotbed for intrigues. Its inevitable fall was rooted in the failure to replace its king after his death. A nation without a king is a ship without a rudder; regardless of able crew, stout design, and ample supplies, a storm will come and end its troubled journey. I feel little sympathy for this.

Cygnar, a complex nation and Khador's southern rival, is the last of the original Iron Kingdoms. It is a land with every advantage: a large population, varied geography, fertile farmland, powerful cities, and capable citizens. Their arcane and technical prowess is second to none, they boast a strong economy, and their military is both well equipped and highly trained. Still, they suffer from a lack of resolve. Cygnar's rule has always been irregular, with brief tenures by brilliant and potent kings followed by wastrels or soft-hearted muttonheads too indecisive to accomplish significant goals. Whenever Cygnar has been on the brink of true greatness, a pathetic king has pulled it down again.

Rather than crushing its foes and pressing the advantage, Cygnar has too often been content simply to return to peace. The nation has never made any attempts to expand its borders or to cripple its enemies, and that has come back to haunt it. Had its kings been more aggressive and decisive, western Immoren might have already been united under a single master.

The seat of the Morrowan Church—the faith of most people of western Immoren—is the Sancteum within Cygnar's capital of Caspia. Accuse me of blasphemy, but I see the church as one of Cygnar's greatest weaknesses. Its primarch has sat by the side of most Cygnaran kings, whispering homilies. I hold no hatred for the church and recognize its unquestionable accomplishments, but priests have no place in the halls of power. Khador is more pragmatic in this regard; Cygnar confuses affairs of state with the lofty province of the soul. Religious philosophy and statecraft can never stand hand-in-hand.

In 594 AR we witnessed the ultimate example of the church meddling in politics. In that year the rightful king, Vinter Raelthorne IV, suffered a coup by his ambitious and sanctimonious brother Leto. The coup would have failed without the support given him by the Church of Morrow, as Morrowan knights and priests fought directly on Leto's side. This action was both unnatural and unfortunate, for Vinter Raelthorne had made great strides in preparing the kingdom to grasp its destiny. I'll grant King Leto has been a shrewd politician and a passable king in times of peace. He managed to strengthen the nation's economy, but he did so at the expense of military readiness. Since the eruption of war, King Leto has squandered opportunities, and now enemies beset Cygnar on all sides. Unless its fortunes are reversed, the kingdom will fall. I have become convinced this fall is, in fact, necessary for the nation's eventual resurrection to greatness. This slow death of a thousand cuts does its people no favors.

That brings me to the Protectorate of Menoth—for all practical purposes the fifth and newest Iron Kingdom. As much as I may rail against the meddling of the Morrowan Church in politics, it is nothing compared to this nation of zealots and fanatics. The Cygnaran Civil War began in 482 AR in Caspia. Let us be very clear on what happened here. A Menite religious leader named Sulon gathered together almost a million Menites in eastern Caspia—the capital of Cygnar—armed them, and then urged them to take the city. There are terms for this type of activity: sedition, treason, insurrection, or rebellion. Do not let the Menites tell you differently. The Cygnaran soldiers' attempt to disperse these armed and violent fanatics prompted an eruption of open warfare that consumed the capital.

In typical Cygnaran fashion, when Sulon died in battle and the uprising began to wane, the king sued for peace. He granted these treasonous fanatics their own territories! Cygnar gave to the fanatics the eastern section of the capital, renamed Sul, and all lands east of the Black River. This became the Protectorate of Menoth. Though nominally still part of Cygnar, they have acted as an independent nation since their founding.

Before the fall of Llael, King Leto had been involved in futile attempts to attain a lasting peace with the Protectorate. This was a foolhardy ambition, as that nation refuses to accept peaceful coexistence with those who do not adhere to their rigid and fanatical beliefs. The Menites exploited Leto's desire to negotiate in order to conceal the great buildup in military might happening beneath his nose. Hierarch Garrick Voyle pretended to listen to the Cygnaran overtures, all the while directing military leaders to bolster their forces and build more warjacks. While Cygnar did nothing, this nation managed to create a modern army in open defiance of Cygnaran law. As soon as the invasion of Llael began to draw Cygnaran forces north, the Protectorate initiated its bloody crusade, besetting the gates of Caspia with their siege engines and sending saboteurs into the Cygnaran interior to demolish bridges and rail lines. This was Leto's reward for his attempts at diplomacy.

Whereas the Morrowan religion is often too forgiving, the Menites are hard and brutal. If they were to have their way, we would see an uncompromising tyranny such as would make the Orgoth appear lax in comparison. Their numbers might seem too few to represent a major threat, but recent events have elevated them to become a true power in the region. In particular, the manifestation of a divine prophet called the Harbinger has brought many converts. The Creator of Man was once aloof from mortal affairs, but that seems to be the case no longer.

BEYOND THE NATIONS OF MAN

It is easy to forget that these nations of mankind encompass only a portion of a single continent on our uncharted oceans. Races other than man have also carved territories for themselves. Two of the nations bordering the Iron Kingdoms have existed alongside us in relative quiet, aloof from our wars except when it serves their interests. In the wilderness live other formidable peoples often overlooked since they do not define themselves within the confines of political borders. And to the east across the great desert is a foreign empire hungry to acquire more fertile lands and willing to dedicate armies toward that end.

East of Khador is the mountain kingdom of Rhul, home to the dwarves. They are a race not too dissimilar from humanity, and in recent years they have increasingly been drawn into our struggles. They once stood distant and isolated, but dwarves are now a common sight, both as residents and travelers in human cities and as mercenaries in human wars. Rhulfolk assisted in the creation of the colossals that fought the Orgoth, and their mastery of mechanika and warfare is similar to ours, albeit based on different traditions. They have avoided destruction by sidestepping open war with man. They are willing to trade, and certain clans have sent mercenary bands to profit from southern wars.

South of Rhul and northeast of Cygnar rests the small kingdom of Ios, home to the mysterious elves. I will not pretend to be an expert on these people, but they are one of several unpredictable forces that could change the balance in the west if they make a move. I do not think we can count them out or ignore them, for they boast weapons and secrets unique to their race. Ios has been quiet—too quiet—for decades, having withdrawn entirely from contact with other nations. This is dangerous. They worry me more

than the Rhulfolk, who have a vested interest in friendly relations. Violent elves have been creeping from Ios in recent years, working in secretive cells and lurking on the fringes of our wars.

Then there is Cryx, the Nightmare Empire. Nothing shows the insignificance of humanity more than this malignancy lurking off Cygnar's southwestern shores. Lord Toruk, known as the Dragonfather, is very real. There is no mightier being walking Caen than Toruk, and the Cryxian empire exists to serve his will. In Cryx the dead walk, and necromancy is openly encouraged by Toruk and his twelve lich lords—each immortal, vastly powerful, and patient beyond human conception.

The Dragonfather is so pervasive a force of darkness that he has blighted the land and people for a hundred miles in every direction. Only the dead can endure Toruk's immediate presence. Members of his own priesthood—he insists he is their god as well as their tyrant—are hideously deformed. Dealing with Cryx is not something I enjoy, but war can prompt strange alliances. Through mutual mistrust, cautious negotiations are possible, and the coin of Cryxian agents spends as well as any other. I have visited Blackwater several times on various errands, and there is a strange freedom in a place where the only law is self preservation and the dead walk the streets next to the living.

For all its horrors, I believe the people of the mainland could have eliminated Cryx if only they had exercised the will. Yes, this would have cost tremendous lives—perhaps an entire generation of men—but great acts demand sacrifice. It would have required a similar effort as casting off the Orgoth, but it would have left a better legacy for the future. I wonder if the loss of so many great heroes during the Rebellion has permanently diluted all courage from our blood. Cryx was allowed to fester, grow, and build an unliving army of tremendous potency. When Khador invaded Llael, the long-anticipated war between Khador and Cygnar began in full force. From this battle, both nations became vulnerable to the weaker forces that have beset them.

Time after time we have seen that the unnoticed menace will grow in the shadows. In the years ahead I expect many of these groups to emerge. Complacency and a belief that we can enjoy the luxuries of peace and prosperity have led to this. Peace is an illusion—a pause in a fight when a man lowers his guard and is surprised to feel a killing thrust open up his bowels.

The shrewd combatant watches for these openings. He does not choose to face a foe who is standing rested and ready with his armor on and his sword in hand. Only idiot nobles and theater actors fight this way. Far better to wait until your enemy is tired, overextended in the mud, and perhaps blinded by rain or fog. Wait until he is already bleeding from other wounds and his eyes are watching the distant hill for other threats, and strike unseen from the shadowed forest. That is true warfare. Who is more noble, the man who leads his men to victory or the one who must leave them dead and trampled in the mud?

Those who follow the mercenary tradition understand these lessons, but few embrace the pragmatic approach to war more than the trollkin kriels of the wilderness. Continually forced into harsh and unforgiving territories and away from fertile farmlands, these communities have endured no end of hardships caused by the human kingdoms. We have forgotten them as we have forgotten many other peoples in our thirst for conquest and territory. What do we care if they take over our most inhospitable mountains and densest forests or eke out a frugal living at the desert fringes? I have visited these tribes and spent time recovering from wounds at their hospitality. I know they are more than this.

They are not primitive savages content to occupy ever-smaller lands and be trod upon by our wars. They are organized, well trained, courageous, and capable of enduring hardship and tragedy that would crush a man's spirit. They are as smart and adaptable as you or I—and they are angry. Many historians overlook the Trollkin Wars of three hundred years ago, when the kriels stood against the colossals and ultimately won. It was those wars that caused the kingdoms to abandon the colossals and that ushered in the age of the warjack. The kriels are still there, and they are stronger and more determined than ever. Although they have been reluctant to challenge kingdom armies outright, it is another thing to strike while we are distracted fighting one another, whether that strike is against a force or its supply lines. In a time of war, a "minor uprising" can change the course of history. Humanity has already begun to see these consequences of its actions, and I suspect the kriels will not be as easily bribed to compliance as they were in the past.

War opens opportunities, and our lands are rife with secret cabals that have hidden in the shadows since time immemorial. I am not a religious man, but I do not discount those who take these things to heart. Any time spent among the Protectorate will teach the folly of underestimating faith and unquestioning conviction. Despite the dominance of the Morrowan and Menite faiths, there are other religions thriving like fungus in the darkness. Some of these groups wield surprising influence.

It is not paranoia to see a web of plots connecting seemingly disparate and perplexing events. The most common scapegoats are the Thamarites, those who worship Morrow's dark sister. The common man credits them with depravities beyond their reach. More disquieting are the worshipers of



the enigmatic goddess Cyriss, the Maiden of Gears. Her cult has infiltrated the educated among many large cities, and they are capable of unified action and long-term planning. In the end, though, these two cults have a vested interest in the supremacy of mankind and ultimately prefer to stay out of our wars.

Those who follow the ancient primal gods worry me more. A Dhunian shaman protecting his tribe is like an enraged bear defending her cubs. These shamans, not the chieftains or elders, are the true powers of their tribes, and it is they who influence the hearts and wills of the warriors. More dangerous are the cannibalistic followers of the Devourer Wurm, a god of rampant destruction and natural chaos. We thought we'd seen the end of these barbarians centuries ago, but they have never truly vanished. As with the trollkin, we pushed them into the isolated wilderness where they have recouped their losses. They dream of annihilating the cities of mankind and laying waste to our every accomplishment.

Heed also the infamous reputation of the blackclads. The druids draw on the powers of natural chaos and revere an untamable god, but their membership follows a rigid hierarchy. We have seen druids stepping from the shadows in recent years, for the cover of open warfare has allowed them to become active as never before, and the mad Devourer cults follow their lead. I do not understand their motives or their agenda, but we should not underestimate them. I have witnessed them summon stones, trees, and earth to walk as weapons of war by their bidding. Their magic is something I cannot comprehend, as it bears no resemblance to the ordered formulae and strictures I learned in the military. It is something more ancient and primal, seemingly drawn from the raw fury of nature itself.

Among both druids and trollkin I have seen something I did not expect: a breed of warrior-mages called warlocks who feed on the fury and strength of beasts through a familiar synergy. I believe this power can stand against modern innovations and is echoed in the connection between our own warcasters and their machines. The druids have been secretly cultivating those with this talent, which they call the *wilding*, since the rise of the Menite priest-kings. How many of these masters of beast, storm, and stone do they boast? How much destruction could they unleash?

Besides these cults, monstrous beings mightier than any mortal ever born stir from slumber. It is easy to forget there are other dragons besides Toruk. In a long-forgotten era, the Dragonfather is said to have divided his athanc—the impervious heartstone containing his very essence—and birthed a host of godlike progeny. Rather than serve their father, the newer dragons turned on him and each other and scattered into the world. They have been quiet since, as if resting in a sleep of centuries. Whatever this long sleep might have been, some if not all of them appear to have awoken, and the earth trembles beneath their tread.

Toruk forged the nation of Cryx and created for himself an army, and from the frozen north beyond Khador it seems at least one of his children has followed his example. In recent years there have emerged numerous tales of some great horrors sweeping south from the frozen mountains into neighboring lands. Khador's own government may have stifled the stories of this rising terror, as those in power in that nation have ever been careful not to show weakness to their southern enemies. The exact disposition of this dragon army is not altogether well known, as reports range from the incoherent to the fantastic, but they cannot be easily dismissed. In recent months elements of this army have been seen as far south as the Bloodstone Marches. Among their forces are reptilian creatures spawned from dragon's blood as well as ranks of blighted soldiers that might once have been Nyss, a race of far-northern elves that once inhabited the Shard Spires north of Khador. A number of Khadoran villages have apparently vanished in the passage of this army, and reports claim the bodies of the dead have served as food to feed vast numbers of fearsome dragonspawn. The scope of this dragon army and its purpose are entirely unknown.

With these forgotten forces tearing at the fringes of our kingdoms, one may wonder if there is a hope of survival. How can we endure and persevere? I insist this is not a question at all. We have no choice but to persevere, and it is by confronting these forces that we grow stronger and more powerful. The wars of the last few centuries, even the Rebellion against the Orgoth, have all served to prepare us for warfare and violence. This is a time for us to rise and confront our enemies. We must have a strong leader to rally us, a man willing to pay the cost to bring order and unite us despite our worst instincts. A period of strife is necessary to allow for change; change is neither easy nor bloodless.

East of our war-torn region is a vast wasteland peopled by a race of ruthless and savage warriors. Ruling them in turn was the greatest man born of my generation and the true king of Cygnar, Vinter Raelthorne IV. Having escaped his brother's grasp following the shameful coup, Vinter forged himself into an unstoppable avatar of conquest. Alone, without an army, he mastered the skorne and forged them into an empire. Then he unleashed them as an instrument of his vengeance.

The arrival of the skorne army is a testament of indomitable will, both of the skorne and of their conqueror Vinter Raelthorne. The skorne had to cross the vast desert of the Stormlands, with its ceaseless lightning, as well as the Abyss that divides Immoren between its western and eastern halves. They came because Raelthorne sent them, but they quickly developed a hunger for our fairer lands. They have brought with them tremendous enslaved beasts that serve at their bidding and fight in their wars, along with ample hardened soldiers eager to prove their honor and earn their immortality. They have begun to carve out a new nation for themselves on the fringes of the Bloodstone Marches, and in the days and years ahead I expect they will fall on western Immoren as a hammer strikes clay. They are a catalyst for change.

I have no illusions about what is coming. Vinter the Exile has brought a nightmare army of inhuman and relentless warriors into western Immoren. They come to enslave my race and take our lands. Still, I welcome them. Their cruel might is our only hope of ultimate survival. It is only by their chains that we will find the inner strength to seize our destiny. They will inspire in us the old strength as when the Orgoth walked among us.

The victors in these battles will be empowered to shape our future. They call me a traitor, but by my sword and the blood of my foes, I will leave an immortal legacy.

Bring on the storm. I am ready.


IMMOREN
HOWLING WASTES
Blackice Mtns.
Broken Mirror Lake
Winterborn Lake
Glass Peaks
Frostbracken
Burningfrost Plains
Farhollow
Vayl's Betrayal
Shard Spires
Borokuhn Mtns.
Scarsfell Forest
Nyscbatha Mtns.
GHORD
Ulgar
Uldenfrost
Drotuhn
Armsdeep
Skybridge
North Mirror
West Mirror
The Windless Waste
Tverkutsk
KHADOR
Blackroot Wood
Battle of Thunderclift Mines
RHUL
Brunder
Hellspass
Vilkhan Bluffs
Wolfswood
Silvertip Peaks
Icewatch
Severed Reach
Ohk
Skirov
Bitterock
Khardic Sea
Cherov-on-Dron
Horkov Massacre
Fort Brunzig
Gate of Storms
Aeryth Dawnguard
Spine of Gorjandar
Shyrr
Veschenev Headlands
New Vroggen
Field of Souls
Shattered Shield
Laedry
Sea of Graves
Leryn
IOS
Lynshynal
Palace of Khazomir
Great Zerutsk
LLAEL
Rhydden
Iryss
Korsk
Lake Volningrad
Skrovenberg
Khardov
Greywind Tower
Merywyn
Volningrad
Broken Sword
Midfast
Ravensgard
Northguard
Ironhide's Stand
Hawksmire
Mount Shyleth Breen
Borstov Landing
Kulvorn Bay
Scarswall
Boarsgate
Glimmerwood
Port Vladovar
Corbhen
Merin
Bloodroot
Fellig
Deepwood Tower
Thornfall
Zerkova's Hill
Scarleforth
Fall of Pyromallic
Castle of the Keys
Tyrant's Lash
Skorne Fort
Sailor's Lament
Rohannor
Thornwood Forest
Corvis
Black River
Ternon Crag
Bitter Sea
ORD
Stonebridge
Berck
Tomb of Lost Souls
Sand Watch
Bloodstone Marches
Chalice Peaks
Five Fingers
Thornmere
Shearwater Narrows
Bay of Stone
Dragon's Tongue
Bainsmarket
Caerly's Craig
Fort Ballon
Roth's Stand
Pt. Bourne
Ironhide's Hold
Sea of a Thousand Souls
Gnarls
Terminus Wake
Fort Falk
Ceryl
CYGNAR
Xerxis' Stand
Marchfells
Rotterborn
Fort Whiterock
New Larkholm
Skorne Fort
King's Vine
Drer Drakkerung
Upper Wyrmwall
Last Judgement
Tower Judgement
Orven
Garlghast Island
Westwatch
Henge
Nine-Stone Hold
Ironhead Station
Eastwall
Vinter's Folly
Ramarck
Imer
MEREDIUS
Steelwater
Caspia
Sul
BLOODSTONE DESERT
Ingrane
Windwatcher's Passage
Sentinel Point Naval Fortress
Scharde Islands
Giant's Head
Gulf of Middlebank
The Guardians
Wyrmwall Mtns.
Clockers Cove
Dragon's Roost
Highgate
Gulf of Cygnar
Acrenta
Monastery of the Order of the Fist
Blackrock
Fenn Marsh
Southshield
Sithney River
Lion's Teeth
The Pits
The Broken Coast
Deadsands Bay
Skell
Blackwater
Mercir
Harbor River
Eyewall Bay
Raelthorne Island
Cryx
Ancient Icthier
Ademius
Brackish Lake
Dreggsmouth
Castle Moorcraig
Bloodshore Island
The Wailing Sea
Morovan
Hell's Hook
Verbuten River
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400
SCALE IN MILES


KOHSAR'S TEARS
Nyaloss Mtns.
Mirror Lake
Eyvenera River
Lasyrmyra
Suneater Mtns.
Quench Lake
Korfonoth
Mylvassin
Grinding Teeth Mtns.
Vaskaat
Haskaat
Norkaat
Oshrys
Quilvat Mtns.
BEMOTH
Nyrilrys
Valley of Kornash
Harakith River
Geilyoss
Blasted Desert
Lylifaryl
Scyfylar
CONQUEROR'S BRIDGE
Abyss
THIRST POINT
Helkan's Reward
ABYSSAL FORTRESS
Gaaketa Swamp
Kotaan
Sbroudwall Mtns.
Fist of Vuxoria
SUNHAMMER FORTRESS
Defiant Plateau
Malphas
KORTARN FORTRESS
Stormlands
Mirketh Lake
Mizrab Sea
Battle of Kormaark
Scourge Lake
Trembling Waste
Fractured Peaks
Kalos
Kaleed
Kajim
Arrival of the Reborn
HALAAK
Melhaas
Kalvat
Graves of the Exalted
Plains of Sortaan
Field of the Flayed
Stand of the Nine
SKORNE EMPIRE
Anifaryl
Ocean of Grass
Kajaras Mtns.
Tokraas
Konesaan
Vinter's Crossing
Narkuuru's Last Stand
Mokkar
Battle of the River Houses
Kademe
Verskone
Clawed Peaks
Mirage River
Wall of Anguish
Steedrest River
ALCHIERE SUBCONTINENT
SHATTERED SPINE ISLANDS



THE GAME

RULES BASICS
GENERAL KNOWLEDGE FOR COMBAT IN HORDES

GAME OVERVIEW

Take control of a powerful warlock and wreak havoc on your foes with a horde of hulking warbeasts fueled by unbridled rage. In HORDES, only the strongest, fastest, and most cunning will survive—the rest are a feast served up for your warbeasts.

HORDES is a fast-paced and aggressive 30 mm fantasy tabletop miniatures combat game set in the wilds of the Iron Kingdoms. Players jump into the action controlling powerful warrior-sorcerers or battle-shamans known as warlocks. While warlocks are formidable combatants in their own right, their true strength is drawn from their parasitic synergy with packs of savage warbeasts—large and monstrous creatures of flesh, blood, muscle, and bone—that allow the warlocks to contend on equal footing with the greatest modern armies of the Iron Kingdoms. Players collect, assemble, and paint fantastically detailed models representing the varied beasts, minions, and warriors in their horde. This book provides rules for using those models in brutal and visceral combat. This is monstrous miniatures combat, and your tabletop will never be the same!

In addition, HORDES is fully compatible with the steam-powered miniatures combat of WARMACHINE, which is set in the industrial nations of the Iron Kingdoms and features powerful warcasters whose warjacks of iron and magic make the very earth tremble. This allows players to pit their forces against each other in a battle of machines versus beasts.

A HORDES army is built around a warlock and his warbeasts. Squads of soldiers and support teams may be added to bolster a horde's combat capabilities. Sometimes huge armies with multiple warlocks and legions of soldiers take the field to crush their enemies with the combined might of spears, spells, and claws.

Warbeasts are mighty creatures born or trained to fight and drawn from the wilds of the continent of Immoren. All are chosen for their ability to fight and heed the command of their warlocks. Most rely on claw and fang, but some wield massive weapons or boast supernatural powers.

A warlock maintains constant telepathic contact with the warbeasts in his battlegroup, and he can force them to attack with greater accuracy and strength or evoke latent arcane abilities, increasing the warbeasts' fury. During the course of a confrontation the warlock can leach this fury from his warbeasts and use it to boost his combat abilities, heal his battlegroup, stave off injury, or cast formidable spells.

Warlocks are both the tie that binds the horde and its weakest link. If a warlock falls, his warbeasts lose interest in the fight and head home.

The outcome of battle depends on your ability to think quickly, use sound tactics, and decisively employ your forces. A crucial component of strategy is the warlock's management of warbeasts' fury to enhance their attacks and fuel his own powers. Properly managed, the use of fury can turn a warpack into an unstoppable horde of destruction! However, generating too much fury can backfire, causing warbeasts to frenzy uncontrollably and attack whatever is nearest—whether friend or foe.

In these conflicts it's survival of the fittest, so bring the hurt or head for the hills!

SUMMARY OF PLAY

Before a battle begins, players agree on an encounter level and a scenario, and then they create their armies based on those guidelines. Next, determine the turn order. It will not change throughout the game. Players then deploy their forces and prepare for battle to begin.

Battles are conducted in a series of game rounds. During a game round, each player receives one turn to command his army. During his turn, a player activates all the models in his army, one after the other. When activated, a model can move and then make one of a variety of actions such as attacking or casting spells. Once both players have taken their turns, the current game round ends and a new one begins starting again with the first player. Game rounds continue until one player wins by destroying the opposing warlock or warlocks, meeting scenario objectives, or accepting the surrender of his opponent or opponents.

WHAT YOU NEED

In addition to this book and your army of HORDES models, you will also need a few basic items to play:

- **A table or playing surface where you can conduct your battles (typically 4´ x 4´).**
- **A tape measure or ruler marked in inches and fractions thereof to measure movement and attack distances.**
- **A few six-sided dice. Six will be plenty.**
- **A handful of tokens to indicate fury points, spell effects, etc.**
- **The appropriate stat cards included with each model. We suggest you put them in card sleeves and use a dry erase marker to mark damage.**
- **The markers and templates on pp. 247—248 of this book. You may photocopy them for personal use.**

DICE AND ROUNDING

HORDES uses six-sided dice, abbreviated d6, to determine the success of attacks and other actions. Most events, such as attacks, require rolling two dice (abbreviated 2d6). Other events typically require rolling from one to four dice. Die rolls often have modifiers, which are expressed as + or – some quantity after the die roll notation. For example, melee attack rolls are described as "2d6 + MAT." This means "roll two six-sided dice and add the attacking model's MAT stat to the result."

Some events call for rolling a d3. To do so, roll a d6, divide the result by 2, and round up.

Some instances call for a model's stat or a die roll to be divided in half. For distance measurements, use the actual result after dividing the number in question. For everything else, always round a fractional result to the next highest whole number.

DICE SHORTHAND

A six-sided die is referred to as a d6. When you need two or more of these, a numeral before the small d indicates the number of dice to roll. Two six-sided dice are abbreviated as 2d6, three dice as 3d6, and so on.

The term d3 is a shortcut for "roll a d6, divide by 2, and round up." Quite a mouthful! Here's how to read the results of a d3 roll quickly:

1 or 2 = 1

3 or 4 = 2

5 or 6 = 3

ADDITIONAL DICE AND BOOSTED ROLLS

Sometimes a special ability or circumstance will allow a model to roll an **additional die**. An additional die is a die added to the number of dice a model would ordinarily roll. For example, when a model makes a ranged attack roll, it generally rolls 2d6 and adds its RAT stat. If the model gains an additional die on this attack, it would roll 3d6 and add its RAT stat.

A die roll can include multiple additional dice as long as each additional die comes from a different rule or ability.

Some effects grant models boosted attack or damage rolls. Add one extra die to a boosted roll. Boosting must be declared before rolling any dice for the roll. Each attack or damage roll can be boosted only once, but a model can boost multiple rolls during its activation. When an attack affects several models, the attack and damage rolls against each individual model must be boosted separately.

Example: *A model that hits a target with a charge attack gains a boosted damage roll, meaning it adds an extra die to its damage roll. Because this roll is boosted, the model cannot spend fury to boost the damage roll again for a total of two extra dice on the roll.*

GENERAL GUIDELINES

This section covers how HORDES handles game terms, the relationship between standard and special rules, sportsmanship between players, and the procedures for resolving rules disputes.

GAME TERMS

When these rules define a game term, it appears in **bold**.

For the sake of brevity, the phrase "model with the __ ability" is sometimes replaced with the ability's name. For example, a model with the Pathfinder advantage is a pathfinder, and a model with the Spellcaster ability is a spellcaster. Similarly, the phrases "attack with the _____weapon" and "attack granted by the ___ability" can be replaced by the expression "_____attack." For instance, the extra attacks granted by the Strafe ability of a Legion of Everblight Seraph's Blight Strike are referred to as "Strafe attacks" and the attacks a trampling warbeast makes against models it moved over are called "trample attacks."

All models in your army are **friendly models**. Models controlled by your opponent are **enemy models**. If your opponent takes control of one of your models or units during play, it becomes an enemy model or unit for as long as it is under your opponent's control. If you take control of one of your opponent's models or units, it is friendly for as long as it is under your control. If you take control of an enemy trooper, it acts as an independent model while it is under your control.

The abilities of models are written as if speaking to the current controller of the model. When a model's rule references "you" or "yours," it refers to the player currently controlling the model.

In a model's rules, "this model" always refers to the model carrying the rule.

The various nations and tribes within the Iron Kingdoms are represented by the different factions. Armies are made up of a single faction and may include minions that will work for that faction. When a rule references "Faction" it refers to the faction of the model carrying the rule. On a Minion model, for instance, "friendly Faction warbeast" means "friendly Minion warbeast"; the same text on a Circle model means "friendly Circle warbeast."



A model or unit may be referenced by either line of its name, in whole or in part. The Pyg Bushwhackers unit, for example, has the name "Pyg Bushwhackers" and is a "Trollblood Unit." This unit could be referenced specifically by its unit name Pyg Bushwhackers, as a Trollblood unit, as a unit, or as Pygs.

Unless specified otherwise, when a model's rules reference another model by name, the model referenced is assumed to be a friendly model. For example, the Skorne warbeast called Molik Karn has an Affinity rule that grants it +1 FURY while it is in Makeda's control area. Molik Karn gains +1 FURY only if its controlling player also controls Makeda. An enemy Makeda model does not grant +1 FURY to Molik Karn.

RULE PRIORITY

HORDES is a complex game providing a multitude of play options, but its rules are intuitive and easy to learn. The standard rules lay the foundation upon which the game is built and provide all the typical mechanics used in play. Additional special rules apply to specific models and modify the standard rules in certain circumstances. When they apply, special rules take precedence.

Unless otherwise specified, multiple instances of the same effect (that is, effects with the same name) on a model are not cumulative. If a model would be affected by a second instance of an effect, the second instance is not applied and does not change anything about the first instance, including its expiration. If the effect has a duration, this means it expires when the first applied effect expires. Multiple instances of the same effect are not cumulative even when the effect comes from different sources.

Different effects are cumulative with each other, however, even if they happen to apply the same modifier to a model. For example, being hit by the Breath Stealer spell reduces a model's DEF by 2. Spirit Fang does the same thing but is a different effect, and so a model affected by both would have its DEF reduced by 4.

Situations can occur where two special rules conflict. Use the following guidelines, in order, to resolve special rules interactions.

- If one rule specifically states its interaction with another rule, follow it.
- Special rules stating that something "cannot" happen override rules stating that the same thing "can" or "must" occur. (Rules directing or describing actions or circumstances are treated as if they used "must." Examples include "Gain an additional die," "Knocked down models stand up," and "This model gains cover.")

Example: *A model has a rule stating it cannot be knocked down, and it is affected by something that states it is knocked down. Since the rules make no specific mention of each other, follow the second guideline, and the model is not knocked down.*

SPORTSMANSHIP AND SHARING INFORMATION

Although HORDES simulates violent battles between mammoth forces, you should still strive to be a good sportsman in all aspects of the game. Remember, this is a game meant to provide entertainment and friendly competition. Whether winning or losing, you should still be having lots of fun.

From time to time, your opponent may wish to see your records to verify a model's stats or see how much damage a particular warbeast has taken. Always represent this information honestly and share your records and information without hesitation.

During the game, when a player makes a measurement for any reason he must share the information with his opponent.

RESOLVING RULES ISSUES

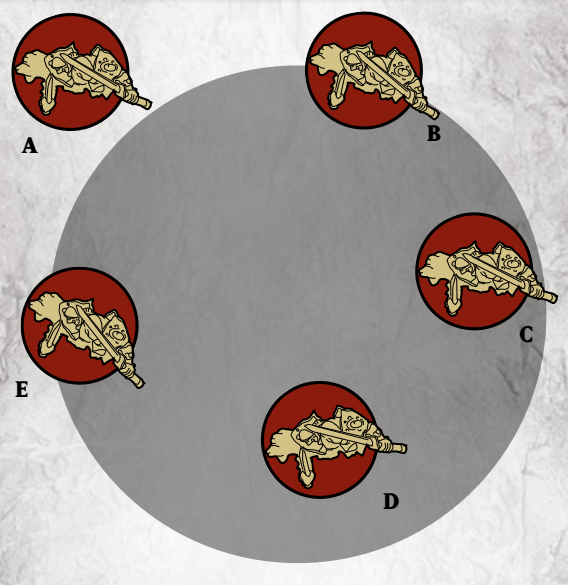
These rules have been carefully designed to provide as much guidance as possible in all aspects of play. That said, you still might encounter situations where the proper course of action is not immediately obvious. For instance, players might disagree on whether a model has line of sight to its intended target.

During a game, try to resolve the issue quickly in the interest of keeping the game flowing. There will be plenty of time after the game to determine the best answer, which you can then incorporate into future games.

If a situation arises in which all players cannot agree on a solution, briefly discuss the matter and check this rulebook for an answer, but do not spend so much time doing so that you slow the game. In striving to resolve an issue, common sense and the precedents set by related rules should be your guides.

If you cannot solve the dispute quickly, roll for a resolution. Each player rolls a d6, and the person with the highest roll decides the outcome. Reroll any ties. In the interest of fairness, once a ruling has been made for a specific issue, it applies for all similar circumstances for the rest of the game. After the game ends, you can take the time to reference the rules and thoroughly discuss the issue to decide how best to handle that same situation in the future.

WITHIN VS. COMPLETELY WITHIN



Praetorian Swordsman A does not have any portion of its base in the shaded area, so it is not within the shaded area. Praetorian Swordsmen B and E do have a portion of their bases in the shaded area, so they are within it. Praetorian Swordsmen C and D are completely within the shaded area because each of their bases is entirely within the shaded area.

MEASURING DISTANCES

When making any measurement, you cannot measure past the maximum range of the attack, ability, spell, or effect for which you are measuring.

When measuring the distance from a model, measure from the edge of the model's base. Similarly, when measuring the distance to a model, measure up to, but not past, the edge of that model's base. Thus, a model is **within** a given distance when the nearest edge of its base is within that distance, or equivalently, when any part of its base is within the given distance. If two models are exactly a certain distance apart, they are within that distance of each other.

A model is **completely within** a given distance when its entire base is within that distance. Equivalently, a model is completely within a given distance when the farthest edge of its base is within that distance.

If models' bases overlap, they are within 0″ of each other.

When determining the effects of a spell or ability that affects models within a specified distance of a model, the effect is a circular area extending out from the model's base and including the area under the model's base. Unless the spell or ability says otherwise, however, that model is not considered to be within the distance itself. For example, when a Trollkin Runeshaper uses its Tremor special attack, it affects all models within 2″ of itself, but Tremor does not affect the Runeshaper.

MODELS–THE DOGS OF WAR
MODEL TYPES, STATS, AND DAMAGE CAPACITY

Each HORDES combatant is represented on the tabletop by a highly detailed and dramatically posed miniature figurine referred to as a model. There are several basic **model types**: warlocks, warbeasts, troopers, and solos. Warlocks, troopers, and solos are collectively referred to as **warriors**. Models are **living models** unless otherwise noted.

INDEPENDENT MODELS

Independent models are those that activate individually. Warlocks, warbeasts, and solos are independent models.

WARLOCKS

A **warlock** is a tremendously powerful sorcerer, shaman, or druid with the ability to control a group of warbeasts telepathically. A warlock is a deadly opponent highly skilled in both physical combat and arcane spell casting. A **battlegroup** includes a warlock and the warbeasts he controls.

During battle, a warlock commands his battlegroup of warbeasts in an effort to complete his objectives. A warlock can use his fury points drawn from the warbeasts in his battlegroup to enhance his combat abilities and cast spells. Throughout a battle, the warlock forces warbeasts to excel in combat.

Warlocks are independent models. A model with the model type Warlock has many rules that are common to all warlocks and are not listed on the model's stat card (see "Warlock Special Rules," p. 75). All warlocks are characters.

In the game of WARMACHINE, the parallel of the warlock is called a **warcaster** and is a commander of warjacks and soldiers.

WARBEASTS

Warbeasts are creatures noted for formidable battle prowess and an affinity or conditioned ability to be controlled by warlocks. Warbeasts come in a variety of shapes and sizes and are drawn from diverse geographies and ecologies. They are smarter than animals but more primitive and savage than the cultured races leading the battles across the face of Immoren. Each of the armies in HORDES brings distinct types of warbeasts to their battles and employs specialized techniques in recruiting and controlling them. Once warbeasts are brought to fight, the fury of their attacks strengthens their warlocks, and together they form an almost unstoppable synergy.

Warbeasts would be termed the most terrible of monsters by civilized nations, for each is capable of ripping a dozen armed men limb from limb. Many have had their considerable natural abilities enhanced by being outfitted with heavy armor and the best-made weapons their warlocks can find. Most have endured considerable training to capitalize on their abilities and fight ably alongside both warriors and warlocks. Though warbeasts are capable of acting on their own, a warlock's dominating will overrides their individuality except in cases of frenzy.

Warbeasts are classified according to base size: a **lesser warbeast** has a **small base** (30 mm), a **light warbeast** has a **medium base** (40 mm), and a **heavy warbeast** has a **large base** (50 mm). Even though it is assigned to a specific battlegroup, each warbeast is an independent model.

A model with the model type Warbeast has many rules that are common to all warbeasts and are not listed on the model's stat card (see "Warbeast Special Rules," p. 73).

SOLOS

Solos are individuals who operate alone, such as monster hunters and heroes. Solos are independent models.

UNITS

A unit is a group of similarly trained and equipped troopers operating together as a single force. A unit usually contains one Leader and one or more additional troopers. Models in units do not activate individually; instead all members of the unit activate at the same time and progress through the steps of an activation together. See "Anatomy of a Unit," p. 70, for more detailed rules on units.

TROOPERS

Troopers are individuals such as swordsmen, archers, and scattergunners who operate together in groups called units. A unit always operates as a single coherent force. All models in a unit are troopers. Trooper models in a unit generally share identical attributes and carry the same weapons.

GRUNTS

Grunts are the basic troopers in a unit.

UNIT COMMANDERS, LEADERS, AND OFFICERS

Each unit is led by a unit commander. A unit commander sometimes has different weaponry than the other models in its unit and has the ability to give his unit orders that allow the unit to perform specialized battlefield maneuvers.

In most cases, the Leader of a unit is its unit commander. Some units are led by Officers. While an Officer is in play, it is the unit commander of its unit.

ATTACHMENTS

Attachments are troopers that can be added to some units. They include unit attachments and weapon attachments. A unit can have only one of each type of attachment. Models



in an attachment are not Grunts. Attachments are easily identified by their "Attachment" rule, which specifies the unit or units to which they can be attached.

MODEL PROFILES

Every model and unit has a unique profile called a **model entry** or **army list entry** that translates its combat abilities into game terms. HORDES uses a set of stats to quantify and scale the attributes fundamental to gameplay. In addition, a model can have special rules that further enhance its performance. The faction section provides all the game information required for your army to battle across the tabletop. For even more models and information for the factions, check out the *Forces of HORDES* books.

A model or unit's **stat card** provides a quick in-game reference of its profile and special rules. The card's front lists the model's name and model type, its model and weapon stats, field allowance, point cost, and a graphic for tracking damage if the model can suffer more than 1 damage point. The text for special rules appears on the card's back. A warlock has an additional stat card that explains his spells and feat. Refer to this and other HORDES books for the complete text of special rules and spells.

MODEL STATISTICS

Model **statistics**, or **stats**, provide a numerical representation of a model's basic combat qualities—the higher the number, the better the stat. These stats are used for various die rolls throughout the game. A **stat bar** presents model statistics in an easy-to-reference format. The abbreviation for each stat shows how it is referenced in the rules.



Kaya the Wildborne

SPD, Speed – A model's movement rate. A model moves up to its SPD in inches when making a full advance.

STR, Strength – A model's physical strength. STR is used to calculate melee damage, grab onto or break free from a model, or determine how far a model is thrown.

MAT, Melee Attack – A model's skill with melee weapons such as swords and hammers or natural weapons like fists and teeth. A model uses its MAT when making melee attack rolls.

RAT, Ranged Attack – A model's accuracy with ranged weapons such as guns and crossbows or thrown items like spears and knives. A model uses its RAT when making ranged attack rolls.

DEF, Defense – A model's ability to avoid being hit by an attack. A model's size, quickness, skill, and even magical protection all contribute to its DEF. An attack roll must be equal to or greater than the target model's DEF to score a hit against it.

ARM, Armor – A model's ability to resist being damaged. This resistance can come from natural resilience, worn armor, or even magical benefits. A model takes 1 damage point for every point that a damage roll exceeds its ARM.

CMD, Command – A model's willpower, leadership, and self-discipline. To pass a command check, a model must roll equal to or less than its CMD on 2d6. Command also determines a model's command range.

FURY, Fury – When warbeasts are forced to perform certain actions, they generate fury. Warlocks draw on that fury to enhance their own abilities. FURY determines a model's control area and beginning fury points. A warbeast's FURY is a measure of how much the warbeast can be forced. A model uses its FURY when making magic attack rolls.

FURY OR Fury?

"FURY," in all caps, always refers to the FURY stat. When it's not set in all caps, "fury" refers to fury points.

THR, Threshold - A measure of the difficulty of controlling a warbeast. To pass a threshold check, a warbeast must roll equal to or less than its THR on 2d6, adding one to the die roll for each fury point it has. Only warbeasts have a THR stat.

BASE STATS, CURRENT STATS, AND MODIFIERS

Rules in HORDES can refer to a model's base stats or its current stats. A model's **base stats** are typically those printed in its stat bar. Some special rules can change a model's base stat to a specific value, however. Apply this change before applying any other modifiers to the stat. If a model is affected by multiple rules that change a base stat, the base stat becomes the lowest value. For example, a model that is both stationary (base DEF 5) and suffering Paralysis (base DEF 7) would have a base DEF of 5.

A model's modified stats are referred to as its **current stats**, differentiating them from the model's base stats. Unless a rule specifies otherwise, always use a model's current stats.

To determine a model's current stat, start with the base stat and then apply modifiers in the following order.

1. Apply modifiers that double the model's stat.
2. Apply modifiers that halve the stat.
3. Apply bonuses that add to the stat.
4. Apply penalties that reduce the stat.

The result is the model's current stat. Except for DEF, a model's base and current stats can never be reduced to less than 1; its base and current DEF can never be reduced to less than 5.

Example: *Stationary models have a base DEF of 5, and cover grants +4 DEF. Therefore, a stationary model behind cover has a current DEF of 9 (base DEF 5 + 4 DEF for cover). A stationary model (base DEF 5) affected by a Woldwarden's Undergrowth animus (–2 DEF) would still have a current DEF of 5.*

ADVANTAGES

Advantages are common model abilities, described below. A model's advantages are represented by symbols beneath its stat bar; the text of the abilities does not appear in the model entries or on the cards. Advantages are always in effect and apply every time a game situation warrants their use.



These symbols show that the Lord of the Feast has Advance Deployment, Fearless, Pathfinder, Stealth, and Terror.

Abomination – This model is a terrifying entity (p. 86). Models and units—friendly and enemy—within 3″ of this model must pass a command check or flee.

Advance Deployment – Place this model after normal deployment, up to 6″ beyond the established deployment zone.

Arc Node – In WARMACHINE, this advantage denotes a warjack with an Arc Node. Arc Nodes enable warjacks to channel spells (p. 82).

Combined Melee Attack – This model can participate in combined melee attacks with other models in its unit (p. 62).

Combined Ranged Attack – This model can participate in combined ranged attacks with other models in its unit (p. 62).

Commander – A friendly Faction model or unit in this model's command range can replace its current CMD with the current CMD of the commander when making command checks (p. 86). Models with the Commander advantage should not be confused with unit commanders that lead individual units (p. 71). All warlock models have this advantage.

Construct – This model is not a living model, never flees, and automatically passes command checks. Warbeasts with the Construct advantage never make threshold checks and cannot be healed.

Eyeless Sight – This model ignores cloud effects (p. 69) and forests (p. 89) when determining line of sight. This model ignores concealment (p. 57) and Stealth (p. 34).

Fearless – This model never flees (p. 87). All warlock models have this advantage.

Gunfighter – This model is a gunfighter (p. 63). The gunfighter has a melee range of 0.5″ and can make ranged attacks targeting models in its melee range.



Incorporeal – This model can move through rough terrain and obstacles without penalty. It can move through obstructions and other models if it has enough movement to move completely past them. Other models, including slammed, pushed, or thrown models, can move through this model without effect if they have enough movement to move completely past it. This model does not count as an intervening model. This model suffers damage and effects only from magical weapons, magic attacks, animi, spells, and feats and is immune to continuous effects. This model cannot be moved by a slam. When this model makes a melee or ranged attack, before the attack roll is made it loses Incorporeal for one round.

'Jack Marshal – In WARMACHINE, this denotes a non-warcaster model that can control warjacks.

Officer – This model is an Officer (p. 70). The Officer is the unit commander of its unit.

Pathfinder – This model can advance through rough terrain (p. 88) without penalty and can charge and make slam and trample power attacks across obstacles (p. 89).

Standard Bearer – This model is a standard bearer (p. 70).

Stealth – Ranged and magic attacks declared against this model when the point of origin of the attack is greater than 5″ away automatically miss. This model is not an intervening model (p. 43) when determining line of sight from a model greater than 5″ away.

Terror – This model is a terrifying entity (p. 86). Enemy models/units in the melee range of this model or with this model in their melee range must pass a command check or flee.

Tough – When this model is disabled, roll a d6. On a 5 or 6, this model heals 1 damage point, is no longer disabled, and is knocked down.

Undead – This model is not a living model and never flees.

IMMUNITIES

Immunities are advantages that protect models from some types of damage and effects. A model never suffers damage from a damage type to which it is immune. If the damage has multiple damage types, a model that is immune to any of the types will not suffer the damage.

Immunity: Cold – This model does not suffer cold damage (p. 68).

Immunity: Corrosion – This model does not suffer corrosion damage and is immune to the Corrosion continuous effect (p. 68).

Immunity: Electricity – This model does not suffer electrical damage (p. 68).

Immunity: Fire – This model does not suffer fire damage and is immune to the Fire continuous effect (pp. 68-69).

IMMUNITY TO CONTINUOUS EFFECTS

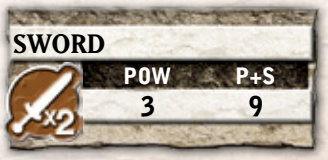
Some immunities and special rules also grant immunities to some or all continuous effects (p. 68). A model that is immune to a continuous effect never suffers the effect to which it is immune. The continuous effect is never applied to that model. If a model gains immunity to a continuous effect while the model is suffering that continuous effect, the continuous effect immediately expires.

WEAPON STATISTICS

On a model's weapon stat bar a sword icon denotes a melee weapon, a pistol icon denotes a ranged weapon, and a horseshoe icon denotes a Mount. The entry for a model with two identical weapons has a single weapon stat bar with "x2" on the icon. A weapon's stat bar lists only the stats that apply to its use. Those that are not applicable are marked with "—".



Sample Ranged Weapon Stat Bar



Sample Melee Weapon Stat Bar for a Pair of Identical Weapons



Sample Mount Weapon Stat Bar

RNG, Range – The maximum distance in inches between the attack's point of origin and the target before the attack will automatically miss. Measure range from the edge of the point of origin's base nearest to the target up to the maximum range of the attack. Spray attacks use special range descriptors including "SP" (p. 60). A RNG of "*" indicates the model's special rules contain information about determining the RNG.

ROF, Rate of Fire – The maximum number of times a model can make attacks with this ranged weapon during its activation. Reloading time limits most ranged weapons to only one attack per activation.

AOE, Area of Effect – The diameter in inches of the template an area-of-effect (AOE) weapon uses for determining which models are hit by the attack. When using an AOE weapon, center the template on the determined point of impact. All models within the template are affected and potentially suffer the attack's damage and effects. See p. 58 for detailed rules on AOE attacks. Templates for AOEs can be found on p. 247.

POW, Power – The value used when making damage rolls. A weapon or attack marked with a POW of "—" does not cause damage.

P+S, Power plus Strength – The stat used for a melee weapon when making its damage rolls. The P+S value provides the sum of the model's Power and Strength stats for quick reference.

L/R/H, Location – A warbeast's weapon stat bars indicate where its weapons are located: left arm (L), right arm (R), or head (H). These weapon locations are used when resolving headlocks and weapon locks (p. 51). A weapon that is not in one of these locations is marked with "—".

WEAPON QUALITIES

Weapon qualities are special effects that are marked as a symbol on a weapon's stat block. Weapon qualities include damage types, magical weapons, and specific continuous effects.



These symbols show that Krueger the Stormwrath's melee weapon Lightning Spear has Magical Weapon and Reach.

Buckler – This weapon has an integral buckler that gives the model a cumulative +1 ARM bonus; for example, a model with two of them gains a bonus of +2 ARM. A model does not gain this bonus while the location the buckler is in is being held in a weapon lock or when resolving damage that originates in its back arc.

Continuous Effect: Corrosion – A model hit by this attack suffers the Corrosion continuous effect (p. 68).

Continuous Effect: Fire – A model hit by this attack suffers the Fire continuous effect (p. 69).

Critical Corrosion – On a critical hit, the model hit by this attack suffers the Corrosion continuous effect (p. 68).

Critical Fire – On a critical hit, the model hit by this attack suffers the Fire continuous effect (p. 69).

Damage Type: Cold – This weapon causes cold damage (p. 67).

Damage Type: Corrosion – This weapon causes corrosion damage (p. 67).

Damage Type: Electricity – This weapon causes electrical damage (p. 67).

Damage Type: Fire – This weapon causes fire damage (p. 67).

Magical Weapon – This weapon is a magical weapon (p. 68).

Open Fist – This weapon is an **Open Fist**. A warbeast's Open Fist enables it to make certain power attacks. A warbeast with an Open Fist can make arm lock, headlock, and throw power attacks; a warbeast with two Open Fists can also make double-hand throw power attacks.

Reach – This weapon has a 2″ melee range (p. 50).

Shield – This weapon is a shield that gives the model a cumulative +2 ARM bonus; for example, a model with two of them gains a bonus of +4 ARM. A model does not gain this bonus while the location the shield is in is being held in a weapon lock or when resolving damage that originates in its back arc.

Weapon Master – When attacking with this weapon, add an additional die to its damage rolls.

SPECIAL RULES

Most HORDES combatants are highly specialized and trained to fill unique roles on the battlefield. To represent this, most models have **special rules** that take precedence over the standard rules. Depending on their use, special rules are categorized as abilities, feats, special actions, special attacks, or orders.

In addition, "Warbeasts" (p. 73) and "Warlocks and Fury" (p. 75) detail many special rules common to all warlocks and warbeasts that do not appear on their stat cards or in their army list entries.

ABILITIES

An ability typically gives a benefit or capability that modifies how the standard rules apply to the model. Abilities are always in effect and apply every time a game situation warrants their use.

Some abilities have a range (RNG). An ability's range is the maximum distance in inches it can be used to affect another model or unit. Measure range from the edge of the base of the model using the ability nearest to the target up to the maximum range of the ability. If the nearest edge of the target model's base is within the maximum range of the ability, the target is in range. A RNG of "CMD" indicates the ability has a range equal to the model's CMD.

When a model uses an ability with a RNG, it must target a model in its line of sight. Determine if the target is in the range of the ability. If the target model is within range, it is affected by the ability. If the target model is outside the range of the ability, it is not affected but the ability has still been used.

FEATS

Each warlock has a unique feat that can be used once per game. A warlock can use this feat freely at any time during his activation in addition to moving and making an action. A warlock cannot interrupt his movement or attack to use his feat. He can use his feat before moving, after moving, before making an attack, or after making an attack, but not while moving or attacking.

SPECIAL ACTIONS (★ACTIONS)

A special action lets a model make an action normally unavailable to other models. A model can make a special action instead of attacking as its action if it meets the requirements for the special action's use.

SPECIAL ATTACKS (★ATTACKS)

A special attack gives a model an attack option normally unavailable to other models. Warbeasts can also make a variety of punishing special attacks called power attacks, described on pp. 51–56. A model can make one special attack by choosing that option during its combat action if it meets the specific requirements of the attack. Special attacks can be made only during a model's activation.

ORDERS

An order lets a unit perform a specialized combat maneuver. A unit can be given an order by its unit commander at the beginning of its activation (see "Issuing Orders," p. 72).

DAMAGE CAPACITY AND LIFE SPIRALS

A model's **damage capacity** determines how many damage points it can suffer before being destroyed. Most troopers do not have a damage capacity; they are destroyed and removed from the table when they suffer 1 damage point. The army list entry for a more resilient model gives the total amount



Sample life spiral from a Dire Troll Mauler

of damage it can suffer before being destroyed. Its stat card provides **damage boxes** for tracking the damage it receives. Unmarked damage boxes are sometimes called **wounds**. On warbeasts, damage boxes look like circles and are arranged in a **life spiral**. These **damage circles** are still considered damage boxes.

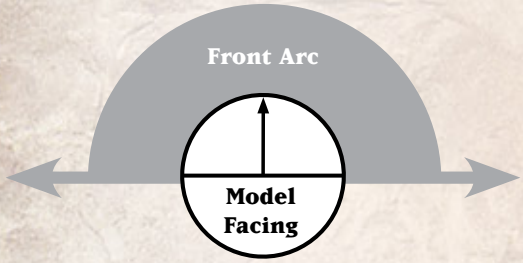
Every time a model with multiple damage boxes suffers damage, mark one damage box for each damage point taken. A model with damage capacity is **destroyed** once all its damage boxes are marked. However, a warbeast can suffer from crippled aspects before its life spiral is completely filled. A warbeast's life spiral is arranged into three aspects: Mind, Body, and Spirit. When all damage circles for a specific aspect have been marked, that aspect is crippled. See "Recording Damage" (p. 66) for more information.

BASE SIZE AND FACING

The physical models themselves have some properties important to gameplay, namely base size and facing.

BASE SIZE

The physical size and mass of a model are reflected by its **base size**. There are three base sizes: **small bases** (30 mm), **medium bases** (40 mm), and **large bases** (50 mm). Generally speaking, most human-sized warrior models have small bases, larger creatures and light warbeasts have medium bases, and very large creatures and heavy warbeasts have large bases. A model's army list entry states its base size.



FACING

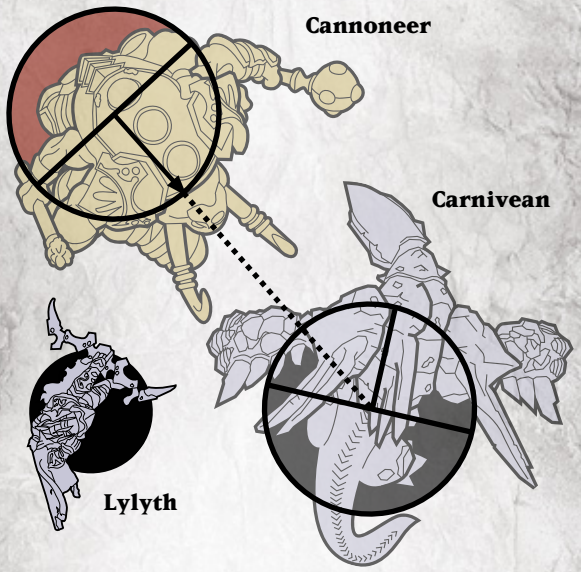
A model's **facing** is determined by its shoulder orientation. The 180° arc in the direction its shoulders face defines the model's **front arc**; the opposite 180° defines its **back arc**. You may also make two small marks on either side of each of your models' bases to indicate where the front arc ends and the back arc begins instead of relying on the positioning of its shoulder. If a model lacks shoulders and does not have a 360° front arc, you must mark its base or discuss its facing with your opponent before the game starts.

A model's front arc determines its perspective of the battlefield. A model typically directs its actions, determines line of sight, and makes attacks through this arc. Likewise, a model is usually more vulnerable to attacks from its back arc due to a lack of awareness in that direction. If a model is not completely within the back arc of a model, it is within its front arc.

A model is facing another model when the second model is within the first model's front arc. A model is **directly facing** another model when the center of its front arc aligns with the center of the second model's base.

A model with a 360° front arc has no back arc and is both facing and directly facing all models.

FACING AND DIRECTLY FACING



Lylyth and the Carnivean are within the Titan Cannoneer's front arc, so the Cannoneer is facing both Lylyth and the Carnivean.

The center of the Cannoneer's front arc also lines up with the center of the Carnivean's base, so the Cannoneer is directly facing the Carnivean. Note that although it is facing the other warbeast, the Carnivean is not directly facing the Cannoneer.

MARKING YOUR MODEL'S FACING

We recommend players paint lines on their models' bases to define their facing clearly.

BUILDING YOUR ARMY

A warlock and his warbeasts form the central fighting group of every HORDES force. Units and solos with a variety of abilities further support the warlock and his warbeasts. In larger battles, you can even field multiple warlocks for greater might.

To create an army, first choose a faction and decide on an encounter level, then spend the allotted army points to add models and units from your chosen faction and the minions who will work for that faction. You can even field an army made up entirely of Minion models, using the minion pact rules found in *Forces of HORDES: Minions*.

Every army list entry provides the model's or unit's point cost and field allowance values to use when designing your army. Specific scenarios can modify the standard army creation rules.

ENCOUNTER LEVELS

HORDES battles are played at different encounter levels to allow for a diversity of army sizes, strategies, and game experiences. Each **encounter level** gives the maximum number of **army points** each player can spend on an army. You need not spend every point available, but your army cannot exceed the maximum number of points allowed by the chosen level.

Each encounter level also dictates the number of warlocks available to each player. Warlocks do not cost army points to include in your army but instead grant you some number of **warbeast points** that can be spent only on warbeasts for your warlock's battlegroup. These bonus points are in addition to the army points determined by the encounter level. Each warlock's warbeast points that are not spent on warbeasts for his battlegroup are lost.

Example: *Bryan and Doug are playing a 25-point skirmish. Bryan chooses Hoarluk Doomshaper, Shaman of the Gnarls as his warlock, and Doug chooses Krueger the Stormwrath. Because Bryan chose Doomshaper, he has 7 warbeast points to spend on warbeasts in his battlegroup. Based on the encounter level, he also has 25 points that he can spend on whatever models he chooses.*

Warbeast points can be divided among warbeasts in the warlock's battlegroup; they do not have to be spent on a single warbeast. They can also be combined with army points to pay for an eligible warbeast.

Example: *Doug has 25 army points from the encounter level and 5 warbeast points from Krueger. He wants to add a pair of 4-point Argus to Krueger's battlegroup. He spends his 5 warbeast points toward the point total of 8 for the two warbeasts and pays for the remaining 3 points with army points.*

DUEL

Max. Warlocks: 1 **Army Points: 15**
Est. Play Time: 20–45 Minutes

A duel occurs when two warlocks cross paths. Sometimes they are on special assignments, but other times they are out to settle vicious rivalries. A duel is the perfect match for playing with the contents of a warpack starter box.

SKIRMISH

Max. Warlocks: 1 **Army Points: 25, 35, or 50**
Est. Play Time: 45–90 Minutes

A skirmish is an encounter that includes a single warlock and his warbeasts supported by a small retinue of units and solos. Skirmishes can occur over such things as routine patrols or small-scale missions.

GRAND MELEE

Max. Warlocks: 1 **Army Points: 75 or 100**
Est. Play Time: 90–120 Minutes

As warfare rages across the land, escalating hostilities rage unchecked. Each faction races to bring its most devastating beasts of war to the battlefield to ensure total victory. Everywhere warlocks command armies to march to battle.

BATTLE ROYALE

Max. Warlocks: 2 **Army Points: 100, 125, or 150**
Est. Play Time: 2–3 hours

Battles decide the pivotal events in the course of a campaign. With two warlocks in an army, you can fully realize the opportunities for army customization and heavy firepower.

WAR

Max. Warlocks: 3 **Army Points: 150, 175, or 200**
Est. Play Time: 3–4 hours

When objectives can no longer be achieved by deploying small forces and both sides refuse to yield, nothing less than full-out war can decide the differences. This huge game, in which each side fields up to three warlocks, allows your forces enough breadth and depth to inflict and recover from staggering blows as the fight swings back and forth.

APOCALYPSE

Max. Warlocks: 4+ **Army Points: 200+**
Est. Play Time: 4+ hours

When a conflict rages so bitterly that war itself cannot resolve it, the final reckoning has arrived. You have summoned the apocalypse. An apocalypse is a massive game employing four or more warlocks in each force. Although this vast endeavor should never be undertaken lightly, it yields game experiences found in no other arena. One warlock can be added to an army for each additional increment of 50 points.

BATTLEGROUPS

Each warlock in an army controls a group of warbeasts. A warlock and his assigned warbeasts are collectively referred to as a **battlegroup**. There is no limit to the number of warbeasts that can be fielded in each warlock's battlegroup. Warbeasts must begin the game assigned to a battlegroup.

SAMPLE ARMY

The following army illustrates the force creation rules of HORDES. This army is designed for a 100-point battle royale encounter, so each player can field up to two warlocks.

WARLOCK: LYLYTH, HERALD OF EVERBLIHT (+6 warbeast pts)

Lylyth's Battlegroup	Army Point Cost
1 Carnivean Heavy Warbeast	11
2 Teraph Light Warbeasts	10 (5 ea.)
3 Shredder Lesser Warbeasts	6 (2 ea.)

WARLOCK:THAGROSH, PROPHET OF EVERBLIGHT (+5 warbeast pts)

Thagrosh's Battlegroup	Army Point Cost
2 Seraph Heavy Warbeasts	16 (8 ea.)
1 Carnivean Heavy Warbeast	11
3 Harrier Lesser Warbeasts	6 (2 ea.)

Units	Army Point Cost
2 Blighted Nyss Strider Units (FA 2)	12 (6 ea.)
2 Blighted Nyss Archer Units (FA 2) with 10 troopers	16 (8 ea.)
3 Blighted Nyss Swordsmen Units (FA 2) with 6 troopers	15 (5 ea.)
1 Blighted Ogrun Warmonger Unit (FA 3) with 3 troopers	5
1 Spawning Vessel Unit (FA 1) with 7 models	3

TOTAL **111 Points**
(100 army points +11 warbeast points)

The chosen warlocks are Lylyth, Herald of Everblight and Thagrosh, Prophet of Everblight, avoiding duplication since they are named characters. Lylyth adds 6 warbeast points and Thagrosh adds 5, so the army can include up to 111 points of models in addition to the warlocks. The twelve warbeasts in the army are assigned to specific battlegroups.

The units of Blighted Nyss Swordsmen are minimum-strength units with only six troopers each, as allowed by the unit options. There are two units of Blighted Nyss Archers, each with ten troopers as allowed by their unit option. We also included two Blighted Nyss Strider units that always include six troopers each. There is one minimum strength unit of Blighted Ogrun Warmongers, which includes three troopers. With the unit's FA 3 and two warlocks, this army could have a total of six such units. The army also includes a single Spawning Vessel unit with seven models as allowed by the unit options. The total of army points spent is 111, so no points are left unused.

A warlock can force only the warbeasts in his battlegroup. If an army has multiple battlegroups, it is important to distinguish which warbeasts are controlled by each warlock. See "Warlocks and Fury" (p. 75) for more information on battlegroups.

CHARACTERS

Some models represent unique individuals from the Iron Kingdoms. These personalities carry proper names and are identified as **characters**. Characters follow the rules for their basic model type.

Unique units and units that include named characters are designated as **character units**. They remain character units even after the named characters in them are no longer part of the unit or in play at all.

An army can include only one model of each named character and only one of each character unit. For instance, you can never have two Baldur the Stonecleavers in the same army. However, two battling Circle players could each field Baldur. How can this be?

In the chaos and tumult that engulfs war-torn Immoren, pretenders and imposters abound. Thus, a warlock might find himself impossibly facing his apparent double across the field of battle. Which is the *real* Baldur the Stonecleaver or Madrak Ironhide? Victory alone can determine the answer.

POINT COSTS

A model's point cost indicates how many army points you must spend to include one of these models (or in the case of units, one basic unit) in your army. Some models and units have different costs associated with different play options. For example, many units have one cost listed for the minimum-strength unit and a separate cost for the maximum-strength unit.

A model or unit's entry in your army list must specify which point cost option you took. Remember, a warlock adds warbeast points that can be spent only on warbeasts in his battlegroup.

FIELD ALLOWANCE

Field allowance (FA) is the maximum number of models or units of a given type that can be included for each warlock in an army. For example, Trollblood Scattergunner units have FA 2, indicating an army can have up to two Scattergunner units for each warlock. An army with two warlocks could have up to four Scattergunner units.

A field allowance of "U" means an unlimited number of these models or units can be fielded in an army. A field allowance of "C" means the model or unit is a character; only one model of each named character and only one of each character unit is allowed per army regardless of the number of warlocks.

Field allowance is not faction-specific. If an army includes both faction and minion warlocks, count all the warlocks in the army when determining field allowance limits for both faction and minion models and units. For example, if a Trollblood army contains both a Trollblood warlock and a minion warlock, that army can include up to four Scattergunners units just as if it had two Trollblood warlocks.

Some solos, like Troll Whelps, are purchased in small groups for a single point cost. In these cases, Field Allowance determines the number of groups of these models a player can include in his army rather than the number of individual models. For example, Troll Whelps are FA 3 and cost 2 points for five Whelps. That means a player can add three groups of Troll Whelps, a total of fifteen models, to his army for each warlock in his army.

SETUP, DEPLOYMENT, & VICTORY CONDITIONS

HORDES games can be played in a variety of ways. The primary influences on a game's setup are its encounter level, number of players, and victory conditions. Players can also agree to play a specific scenario or even design one of their own.

TWO-PLAYER GAMES

In a typical HORDES game, two players match forces across a 4′ x 4′ **battlefield**, a playing surface sometimes referred to as "the table." After setting up the battlefield according to the rules in "Terrain" (p. 88), players roll a d6 to make a **starting roll**. The player who rolls the highest number chooses which player will be the **first player**.

Players then deploy their armies. The first player chooses any edge of the battlefield and deploys all his forces completely within 10″ of that edge. This area is the player's **deployment zone**. Deploy units so that all their troopers are in formation. The second player then deploys his forces on the opposite side of the battlefield following the same guidelines.

After both players have deployed their forces, the first player takes the first turn of the game. Players then alternate taking turns for the rest of the game. This is the **turn order**. Once established, the turn order remains the same for the rest of the game.

MULTIPLAYER GAMES

When playing multiplayer games of HORDES, players can choose to play either a team game or a free-for-all game. Agree on the type of game to be played, then set up the battlefield and use the following guidelines to determine the game's turn order.

TEAM GAMES

Before beginning a **team game**, players split into two opposing sides. Each side decides the composition of its teams. Teams should be made up exclusively of models from the same faction and the minions that will work for that faction. If a team wishes to field an all-minion force, all the members of the team must use the same minion pact. Each team can include only one of any character model. To begin, have one player from each team roll a d6 to establish the turn order. The team that rolls highest gets to choose which team goes first, and the first team chooses which of its players will be the first player. Once the first player is determined, the opposing team chooses which of its players will go next. The first team then names one of its players to be third, followed again by the opposing team. This continues until all players have a place in the turn order and ensures the turn order will alternate between players of opposing teams.

Force deployment should be done in turn order following the above guidelines, with teammates sharing the same deployment zone across the battlefield from their opponents' deployment zone.

FREE-FOR-ALL GAMES

You can also choose to play a multiplayer game in which each player fights independently in a **free-for-all game**. To establish turn order, each player rolls a d6. Starting with the highest roller and working to the lowest, each player chooses any available position in the turn order. Reroll ties as they occur with the highest reroller winning his choice of position, followed by the next highest reroller, and so on.

Example: *Matt, Jason, Mike, and Steve roll 6, 5, 5, and 3 respectively for turn order. Matt chooses his position first. Then Jason and Mike reroll their tie, getting a 4 and a 2, respectively. Jason chooses next, followed by Mike. As the lowest roller, Steve gets the remaining position in the turn order.*

Use your best judgment to establish deployment zones based on the number of players and the size and shape of your playing surface. Deployment zones should be spaced such that no player gets a significant advantage or disadvantage—unless mutually agreed upon. As a starting point, for games with three or four players on a 4′ x 4′ playing surface, deploying forces completely within 10″ of any corner of the playing area should ensure adequate separation.

SCENARIOS

If all players agree, you can set up the game according to a specific **scenario**. Scenarios add an extra layer of excitement by incorporating special circumstances and unique rules. A player wins a scenario by achieving its objectives, not necessarily by eliminating his opponent's forces. Certain scenarios have specific guidelines for battlefield size, terrain setup, deployment zones, and turn order. See "Scenarios"

(pp. 92–95) for the scenario descriptions. If you feel particularly daring, you can randomly determine which scenario to play.

As long as all players agree, you can even design your own scenarios to create a unique battle experience. Just be sure to allow a minimum of 28″ between rival deployment zones. Feel free to be creative when setting up your games. For instance, if you have three players, one player could set up in the middle of the table as a defender and the other two could attack from opposite edges. Furthermore, you could have a four-player team game with teammates deploying across from each other on opposite edges of the battlefield so everyone will have enemies on either side. Your imagination is the only limit.

VICTORY CONDITIONS

Establish **victory conditions** before deploying forces. Typically victory goes to the player who accepts his opponent's surrender or who has the last warlock(s) remaining in play. A scenario can define other specific objectives. The objectives can even be customized for each side.

STARTING THE GAME

After establishing victory conditions and deploying forces, the first game round begins. Every warlock and other model with the Fury Manipulation ability begins the game with a number of fury points equal to its FURY stat. Starting with the first player, each player takes a turn in turn order. Game rounds continue until one side achieves its victory conditions and wins the game.



A HORDES battlefield as two armies prepare to clash

THE GAME ROUND

HORDES battles are fought in a series of **game rounds**. Each game round, every player takes a turn in the order established during setup. Once the last player in the turn order completes his turn, the current game round ends. A new game round then begins starting again with the first player. Game rounds continue until one side wins the game.

For game effects, a **round** is measured from the current player's turn to the beginning of his next turn regardless of his location in the turn order. A game effect with a duration of one round expires at the beginning of the current player's next turn. This means every player will take one turn while the effect is in play.

THE PLAYER TURN

A player's turn has three **phases**: Maintenance, Control, and Activation.

Some effects are resolved at the beginning of a player's turn. These effects are resolved before the start of the Maintenance Phase. Remember to remove any effects that expire at the beginning of your turn.

MAINTENANCE PHASE

During the Maintenance Phase, perform the following steps in order:

1. For each of your models with the Fury Manipulation ability, remove all fury points in excess of its FURY stat. Leave fury points on warbeasts at this time.
2. Check for expiration of continuous effects on any models you control. After removing all expired continuous effects, resolve the effects of those that remain in play. All damage dealt by continuous effects is resolved simultaneously (see p. 236).
3. Resolve all other effects that occur during the Maintenance Phase.

CONTROL PHASE

During the Control Phase, perform the following steps in order:

1. Each of your models with the Fury Manipulation ability, like warlocks, can leach (see p. 76) any number of fury points up to its current FURY from warbeasts in its battlegroup in its control area.
2. Each model with the Fury Manipulation ability can spend fury points to maintain its upkeep spells in play. If a model does not spend fury points to maintain a spell requiring upkeep, the spell expires and its effects end immediately.
3. Make a threshold check (p. 74) for each of your warbeasts with 1 or more fury points left on it. Any warbeasts that fail the check immediately frenzy (p. 74)
4. Resolve all other effects that occur during the Control Phase.

ACTIVATION PHASE

The Activation Phase is the major portion of a player's turn. All models you control must be activated once per turn. This is usually done during the Activation Phase, but some effects allow a model to activate earlier in the turn. Units and independent models are activated one at a time in the order you choose. A model cannot forfeit its activation unless allowed to do so by a special rule. A model must be on the table to activate.

ACTIVATING MODELS

When a model activates, it is granted its normal movement and its action. The normal movement must be resolved before the action is made.

WHAT A MODEL DOES WHEN ACTIVATED

Generally an active model moves before going on to its action. Depending on the movement option chosen, the model might be able to make either a combat action or a special action. A combat action lets a model make attacks. A special action lets a model perform a unique battlefield function such as digging in or creating a protective aura.

ACTIVATING INDEPENDENT MODELS

Independent models activate individually. Only one independent model can activate at a time. The active model must end its activation before another model or unit can be activated. The model then makes its normal movement if it was not forfeited. After resolving its normal movement, if the model did not forfeit its action, it uses its action to make either a combat action or special action. After resolving its action, the model then ends its activation.

ACTIVATING UNITS

Troopers do not activate individually. Instead, the entire unit activates at once. When a unit begins its activation, every trooper in it activates. First determine if any models in the unit are out of formation. A trooper that is out of formation at the start of its unit's activation must spend its normal movement making a full advance toward or directly toward its unit commander. A trooper that is out of formation at the start of its unit's activation must use its normal movement to make a full advance toward or run directly toward its unit commander.

After resolving the normal movement of each activated trooper, each trooper can then make its action one trooper at a time. Completely resolve the movement of one trooper before moving on to the next. After one trooper resolves its action, another can begin its action.

Units require strong leadership and guidance to be effective on the battlefield. Since a unit operates as one body, it functions best when all members are in formation (p. 71). A unit must receive an order from its unit commander in order to run or charge. Some unit commanders can have other special orders that allow the unit to perform a specialized combat maneuver.

LINE OF SIGHT

Many game situations such as charging, ranged attacks, and magic attacks require a model to have **line of sight (LOS)** to its intended target. Simply put, having line of sight means a model can see another model. Any time one model "targets" another model, it must have line of sight to that model. When a model "selects" another model, it need not have line of sight. A model's controller can check its line of sight at any time.

There are several steps to determining whether one model has LOS to another. If any step results in a model's potential LOS being blocked, return to the first step and try a different line. If no line can be found to pass all steps, then the model does not have LOS to the desired model.

Each model occupies a **volume** of space above the bottom of its base determined by its base size. A model's volume is used for determining if terrain blocks LOS to a model.

In the following descriptions, Model A is determining LOS to Model B:

1. Draw a straight line from any part of Model A's volume to any part of Model B's volume that is within Model A's front arc.
2. The line must not pass through terrain.
3. The line must not pass over the base of an intervening model that has a base size equal to or larger than Model B.
4. The line must not pass over an effect that blocks LOS, like a cloud effect.

INTERVENING MODEL

If you can draw any straight line between the bases of two models that crosses over any part of the base of a third model, the third model is an **intervening model**.

HOW ELEVATION AFFECTS LOS

When determining if Model A has line of sight to Model B, ignore intervening models on terrain more than 1″ lower than Model A except for those within 1″ of Model B. Additionally, ignore those models within 1″ of Model B that have equal or smaller-sized bases than Model A.

When Model A is on terrain at least 1″ lower than Model B, Model A ignores intervening models on terrain more than 1″ lower than Model B.

USING REFERENCE OBJECTS

If you cannot easily determine LOS between your model and another model due to the position of terrain on the table, use reference objects for drawing the line. First confirm the other model is in your model's front arc; if it is not, your model cannot have LOS to it. Otherwise, choose an edge of your model's base and an edge of the other model's base. For each model, hold an object next to the chosen edge that is the height used to determine its volume (1.75″, 2.25″, or 2.75″). If you can draw a line from the inside edge of the object next to your model to the inside edge of the other object that does not pass through a terrain feature, your model's LOS to the other model is not blocked by terrain.

DETERMINING MODEL VOLUME

A small-based model occupies the space from the bottom of its base to a height of 1.75″.

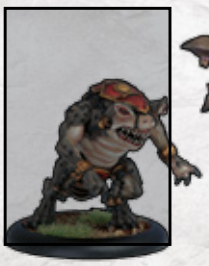
A medium-based model occupies the space from the bottom of its base to a height of 2.25″.

A large-based model occupies the space from the bottom of its base to a height of 2.75″.

A model is considered to occupy a standard volume regardless of its pose or the size of the sculpt itself.



Lord of the Feast
Small Base = 1.75″

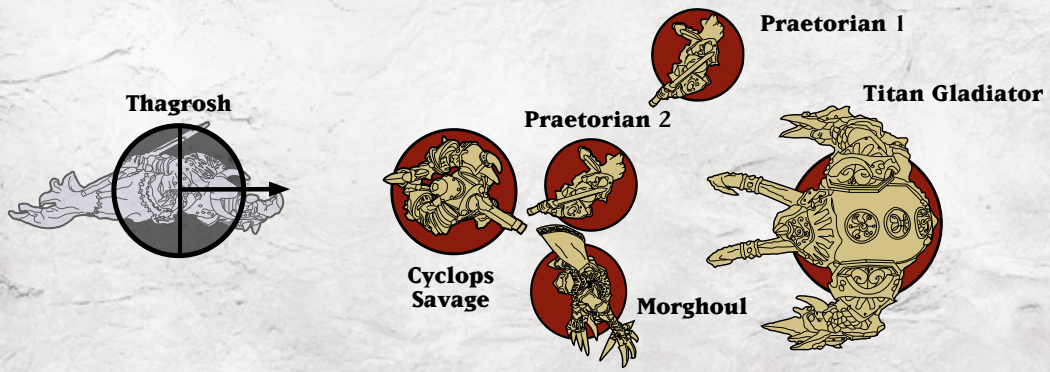


Basilisk Krea
Medium Base = 2.25″



Typhon
Large Base = 2.75″

LOS AND TARGETING



Thagrosh obviously has LOS to the Cyclops Savage. Since the Cyclops Savage has a medium base, it blocks LOS to other models with medium and small bases. Thagrosh has LOS to Praetorian 1 because you can draw an unobstructed line from Thagrosh's front arc to the edge of Praetorian 1's base that does not cross the Cyclops Savage's base. On the other hand, Thagrosh does not have LOS to Praetorian 2 because you cannot draw a line between their bases that does not cross the Cyclops Savage's base. Because they have smaller bases than the Titan Gladiator, the Cyclops Savage and the two Praetorians do not block LOS to it. Thagrosh can draw LOS to the Titan Gladiator as if those models were not there.

Thagrosh has LOS to Morghoul because Morghoul's base is not completely obscured.

If Thagrosh were on terrain more than 1″ higher than the other models, Thagrosh would have LOS to Praetorian 2. The Cyclops Savage does not block this LOS because its base is the same size as Thagrosh's and it is within 1″ of Praetorian 2.

LOS AND ELEVATION

The Troll Impaler is on a hill 1″ higher than the other models.

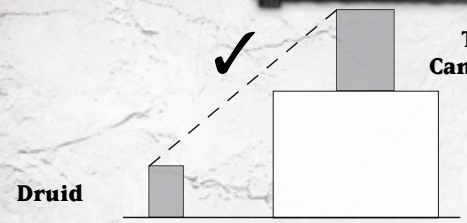
The Troll Impaler has LOS to Shifting Stone A because Shifting Stone A is on a lower elevation and there are no intervening models that would block line of sight within 1″ of it.

The Troll Impaler has LOS to Shifting Stone B because none of the intervening models has a base larger than the Troll Impaler's.

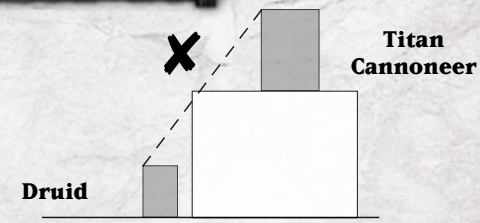
The Troll Impaler does not have LOS to Kaya because the Feral Warpwolf is an intervening model that is within 1″ of Kaya and has a larger base than the Troll Impaler.



LOS AND TERRAIN



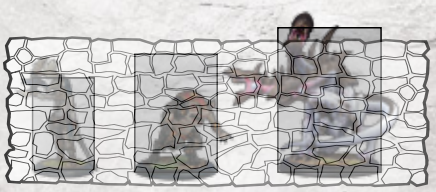
Here, the Titan Cannoneer has line of sight to the Druid of Orboros because an unobstructed line can be drawn from its volume to the Druid of Orboros' volume.



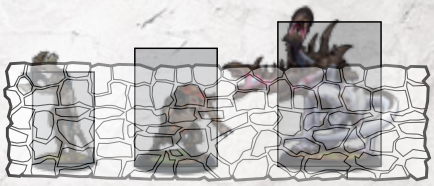
Here, the Titan Cannoneer does not have line of sight to the Druid of Orboros because there is no unobstructed line between their volumes.



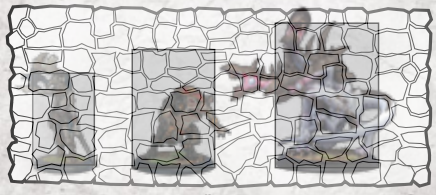
This wall is shorter than 1.75″. It will not block line of sight to any of the models behind it.



This wall is taller than 2.25″ but shorter than 2.75″. It will block line of sight to small- and medium-based models behind it.



This wall is taller than 1.75″ but shorter than 2.25″. It will block line of sight to small-based models behind it.



This wall is taller than 2.75″. It will block line of sight to all models behind it.

Although the Pyg Bushwhacker's pose has it hidden below the stone wall, its defined height is greater than the wall's height. The Pyg Bushwhacker can see over the wall to the Cyclops Savage, and the Cyclops Savage can also see the Bushwhacker.

Similarly, although the top of the Titan Sentry's banners can be seen over the wall, its defined height is lower than the wall's height. The Pygs do not have line of sight to the Sentry.



BASE TO BASE AND CONTACT

Models whose bases are touching are in **base-to-base (B2B) contact**. If a model has an ability that allows it to move through another model, while it is moving through the other model they are considered to be in base-to-base contact.

One model contacts another when it changes from not being base to base with it to being base to base with it. Additionally, when a model is already base to base with another and would move toward it, it is considered to contact that model again.

MOVEMENT

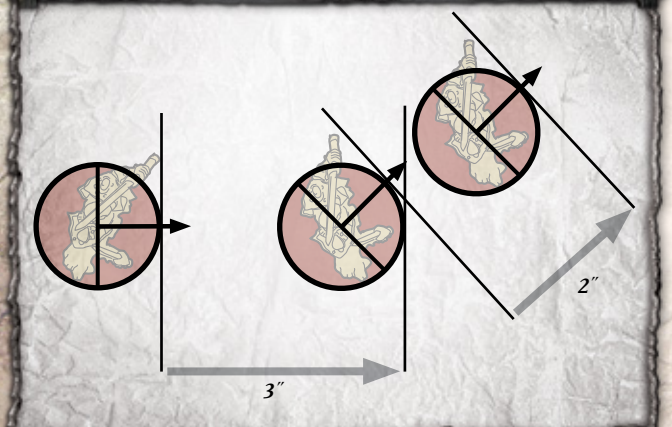
Normally the first part of a model's activation is its normal movement. Special rules can also permit it to move at other times.

A moving model's base cannot pass over another model's base.

The term **normal movement** refers to the movement a model makes during the movement portion of its activation. **Advancing** refers to any movement a model intentionally makes, not to any movement caused by other effects such as being pushed or being slammed. A model can change its facing at anytime during its advance, but when it moves it must always move in the direction it is facing. Make all measurements from the front of an advancing model's base. Determine the distance a model advances by measuring how far the front of its base travels. The distance moved is absolute; we suggest using a flexible measuring device to keep accurate track of a model's movement. Changing facing by rotating in place does not cost any movement.

Terrain, spells, and other effects can increase or reduce a model's movement and/or its SPD. Modifiers to movement apply only to the model's normal movement, while modifiers to SPD apply whenever the model's SPD is used to determine the distance. See "Terrain" (p. 88) for full details on terrain features and how they affect movement.

MEASURING MOVEMENT



BY ANY OTHER NAME

Remember that all intentional movement, whether full advancing, running, or charging, is considered advancing whether or not it takes place during the movement portion of a model's activation.

Example: *A model running as its normal movement would move at twice its SPD plus any movement modifiers. If that same model then runs outside its normal movement, it would move at twice its SPD.*

There are three basic types of advancing: full advance, run, and charge.

Models can also move without advancing, typically due to being pushed or slammed or from other effects. Determine the distance a model moves in this way by measuring the distance traveled by the edge of the model's base in the direction of the movement. Unless otherwise specified, a model's facing does not change when it moves without advancing.

FULL ADVANCE

A model making a **full advance** advances up to its current speed (SPD) in inches.

RUN

A model that **runs** advances up to twice its current SPD in inches. A model that uses its normal movement to run cannot make an action, cast spells, or use feats that activation, and its activation ends immediately after it ends its movement. A model that forfeits its action cannot run during its normal movement that activation.

If a model cannot run due to some effect and is required to run, instead of running it makes a full advance, then its activation immediately ends.

Some models must meet special requirements to run:

- A warbeast must be forced (see p. 73) to run during its normal movement.
- A trooper must receive a run or charge order to run during its normal movement, or it must be compelled to run as a result of a game effect (like fleeing or being out of formation, for example).

CHARGE

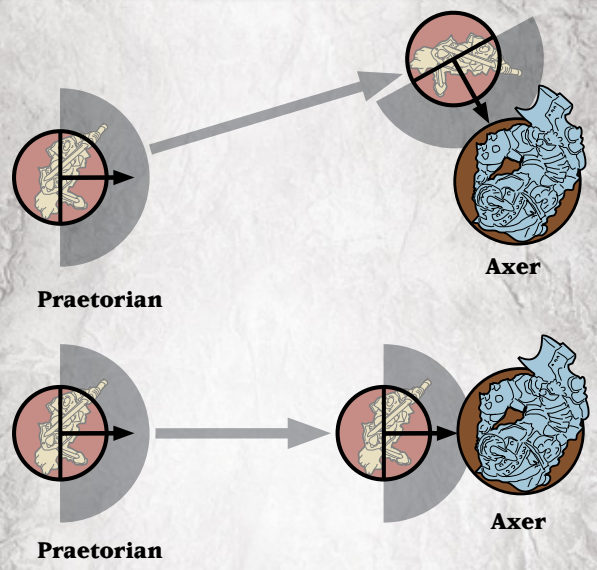
A **charging** model rushes into melee range with a target and takes advantage of its momentum to make a more powerful strike. A model suffering a penalty to its SPD or movement for any reason other than for being in rough terrain cannot charge, regardless of offsetting bonuses. A model can charge through rough terrain. A model must have both its normal movement and action in order to use its normal movement to charge. A model without a melee range cannot charge.

Declare a charge and its target before moving the model. The charging model must have LOS to a model to declare it as a charge target. After declaring a charge, the charging model turns to face any direction that will bring it to within its melee range of its target, ignoring terrain, the distance to the charge target, and other models. The charging model then advances its current SPD plus 3″ in that direction, in a straight line. The charging model cannot voluntarily stop its movement until its target is in its melee range, then it can end this movement at any point. Once the charge target is in the charging model's melee range, it must stay in the charging model's melee range for the entire charge or the charge fails. Once the charge target is in the charging model's melee range, it must stay in the charging model's melee range for the entire charge. The charging model stops if it contacts a model, an obstacle, or an obstruction or if it is pushed, slammed, or thrown.

Some effects require a model to charge. A model required to charge must charge a model to which it can draw line of sight. If there are no models in its line of sight, or if it cannot charge, the model activates but must forfeit its movement and action.

A charging model that ends its charge movement with its charge target in its melee range has made a **successful charge**. It must use its action to make a combat action, choosing to make either initial melee attacks or (if it can make a special attack with a melee weapon) a melee special attack.

CHARGE DIRECTION



Either of these charge moves would bring the Praetorian Swordsman to within its melee range of its target, the Troll Axer. The gray area represents the Praetorian Swordsman's melee range.

The charging model's first attack after ending its charge movement must target the model it charged. If the charging model advanced at least 3″, this attack is a **charge attack**. A charge attack is not in addition to the regular attacks a model would get for its combat action. Rather, it modifies the model's first attack after its charge movement. The attack roll is made normally and can be boosted. If the charge attack was made with a melee weapon and the attack hits, the damage roll is automatically boosted. After making a charge attack during its activation, the charging model completes its combat action normally.

If a charging model moved less than 3″, its first attack is not a charge attack because the model did not move far or fast enough to add sufficient momentum to its strike. Its first attack must still be made against the charge target, however. The charging model completes its combat action normally.

If a charging model ends its charge movement without its charge target in its melee range, then it has made a **failed charge**. If a model makes a failed charge during its activation, its activation immediately ends.

Some models must meet special requirements to charge:

- A warbeast must be forced (see p. 73) to charge during its normal movement.
- A trooper must receive a charge order to charge during its normal movement. A trooper that receives a charge order must either run or charge during its normal movement. Troopers in the same unit can charge the same target or multiple targets.

Cavalry models have additional rules governing charges. (See "Cavalry," p. 83.)

If the charging model cannot make its first melee attack against the charge target, the charging model can make its first melee attack against another eligible target, but this is not a charge attack. It does not lose its first attack.

CHARGES OUTSIDE OF ACTIVATION

When a model charges without using its normal movement/combat action, such as with the Counter Charge ability, follow the rules above but ignore any references to the model's action or combat action. When a model makes this type of charge, it makes only one attack. If it made a successful charge and moved at least 3″, that attack is the charge attack. If it made a successful charge but did not move at least 3″, that attack is a single normal melee attack subject to the targeting restrictions above. Counter charging cavalry models still make their impact attacks. A model that charges outside its activation cannot make a special attack when resolving that charge. If the model fails its charge it does not make any attack.

MOVEMENT RESTRICTIONS

Some effects place restrictions on how a model moves or advances. There are four types of these restrictions. In the following descriptions, Model A is moving with some restriction relative to Model B.

- *Model A Must Move **Toward** Model B:* Model A can move along any path such that the distance between Model A and Model B is always decreasing during the movement.
- *Model A Must Move **Directly Toward** Model B:* Model A moves along the straight line that connects the center points of Model A and Model B such that the distance between them decreases during the movement. A model that moves directly toward a point cannot change its facing after moving.
- *Model A Must Move **Away From** Model B:* Model A can move along any path such that the distance between Model A and Model B is always increasing during the movement.
- *Model A Must Move **Directly Away From** Model B:* Model A moves along the straight line that connects the center points of Model A and Model B such that the distance between them increases during the movement. A model that moves directly away from a point cannot change its facing after moving.

Movement restrictions are cumulative. For example, a model required to advance toward one model and away from another would need to move in a manner to satisfy both requirements. If a moving model cannot satisfy all restrictions on the movement, it cannot move at all.

MOVEMENT PENALTIES

Some rules reference **movement penalties**. A movement penalty is any effect applied to a model that reduces its SPD or movement. Effects that cause a model to move at half rate are also movement penalties.

PLACED

Sometimes models are **placed** in a new location as a result of an ability or spell. When a model is placed it is not considered to have moved or advanced. Because the model is not considered to have advanced it cannot be targeted by free strikes. There must be room for the model's base in the location the model is placed. A model cannot be placed in impassable terrain or with its base overlapping an obstacle, an obstruction, or another model's base. The player placing the model chooses its facing.

When an effect causes a friendly trooper model other than the unit commander to be placed and that model is in formation, it cannot be placed out of formation. When an effect causes a unit commander to be placed, it can be placed without restriction.

ACTIONS

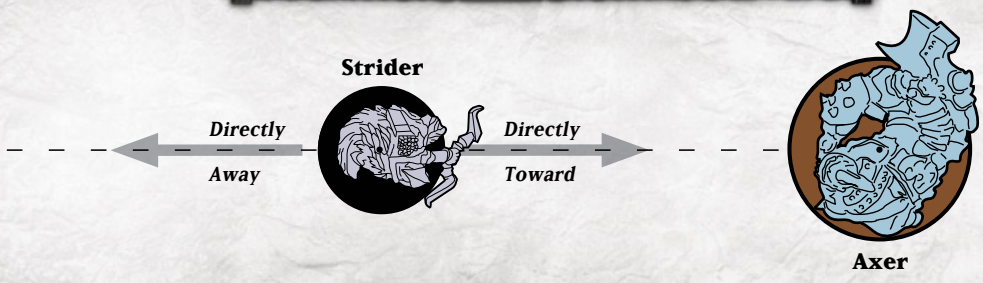
An activated model might be entitled to make one action depending on the type of movement it made. There are two broad **action types**: combat and special. A combat action lets a model make one or more attacks. A special action lets a model perform a specialized function. A model cannot advance after making any action unless a special rule specifically allows it to do so.

COMBAT ACTIONS

A model can use its action to make a combat action if it did not use its normal movement to run. A combat action lets a model make attacks. A **normal attack** is an attack with a weapon that is not a special attack. A model making a **combat action** chooses one of the following options:

- A model can make one normal melee attack with each of its melee weapons. These attacks are called **initial melee attacks**. A model making more than one attack can divide them among any eligible targets.

DIRECTLY TOWARD AND DIRECTLY AWAY



The dotted line represents the line connecting the center points of the Strider and the Troll Axer. To move directly toward or directly away from the Troll Axer, the Strider must travel along this line.



- A model can make one normal ranged attack with each of its ranged weapons. These attacks are called **initial ranged attacks**. A model making more than one attack can divide them among any eligible targets. Each ranged weapon makes only one initial attack regardless of its ROF.
- A model can make one special attack (★Attack) allowed by its special rules.
- A model that did not use its normal movement to charge can make one power attack allowed by its special rules. A power attack is considered both a melee attack and a special attack.

After resolving these attacks, a model might be able to make **additional attacks**. A model can make additional attacks only during its combat action. Each additional attack is a normal attack that can be made with any appropriate weapons the model possesses, including multiple attacks with the same weapon. A ranged weapon cannot make more attacks than its rate of fire (ROF) during a model's activation, however. Completely resolve each attack before making another attack.

Warlocks can spend fury points to make additional attacks. Warbeasts can be forced to make additional attacks. (See "Fury and Forcing," p. 73).

Unless noted otherwise, a model cannot make both melee and ranged attacks in the same combat action. A model can make additional attacks after a special attack or power attack.

Special attacks listed as a rule of a melee weapon are melee special attacks. Special attacks listed as a rule of a ranged weapon are ranged special attacks. A special attack made with a ranged weapon counts toward the ROF of the weapon. Special attacks listed as a rule of the model itself are neither melee attacks nor ranged attacks. The rules for these special attacks indicate the nature of any additional attacks that can be made afterward, if any. A model cannot make a special attack or a power attack as an additional attack.

See "Combat" (p. 50) for detailed rules on making attacks and determining their results.

SPECIAL ACTIONS

Some models can make a **special action** (★Action) as their action. A model cannot make a special action if it uses its normal movement to run or charge. A special action's description details its requirements and results.

SKILL CHECKS

Some special actions appear with a **skill value** following their names. When a model makes one of these special actions, make a **skill check** to determine its success. Roll 2d6. If the result is equal to or less than the skill value listed, the model passes its skill check and its results are applied immediately. If the result is greater than the model's skill value, the special action fails. Typically nothing happens if a model fails a skill check, but some special actions impose negative consequences for failing a skill check.

COMBAT–THROWING DOWN
MELEE ATTACKS, RANGED ATTACKS, AND DAMAGE

COMBAT OVERVIEW

A model's combat action allows it to make attacks. Special rules might also permit models to make attacks at other times. An attack roll determines if an attack hits its target. A damage roll determines how much damage, if any, an attack deals.

Unless stated otherwise, an attack can be made against any model, whether friendly or enemy, and against certain terrain features.

There are three main types of attacks: melee attacks, ranged attacks, and magic attacks. A model cannot make both melee and ranged attacks during its combat action. In other words, a model cannot make a ranged attack after making a melee attack, and it cannot make a melee attack after making a ranged attack. Magic attacks have no such restrictions. Some models, such as warlocks, can make magic attacks and melee or ranged attacks during the same activation.

Certain rules and effects create situations that specifically prevent a model from being targeted. A model that cannot be targeted by an attack still suffers its effects if inside the attack's area of effect. Other rules and effects, such as Stealth, only cause an attack to miss automatically; they do not prevent the model from being targeted by the attack.

MELEE COMBAT

A model using its combat action for **melee attacks** can make one initial attack with each of its melee weapons. Some models have special rules that allow **additional melee attacks** during their activations. Warlocks can spend fury points and warbeasts can be forced to make additional melee attacks during their activations, for example. Each additional melee attack can be made with any melee weapon the model possesses with no limit to the number of attacks made per weapon.

A melee attack can be made against any target in the melee range of the weapon being used and in the attacker's line of sight. A model making more than one melee attack can divide its attacks among any eligible targets.

MELEE WEAPONS

Melee weapons include such implements as spears, swords, hammers, claws, clubs, and axes. Some models, such as warbeasts, have attack options allowing them to make attacks without their weapons (power attacks, for example).

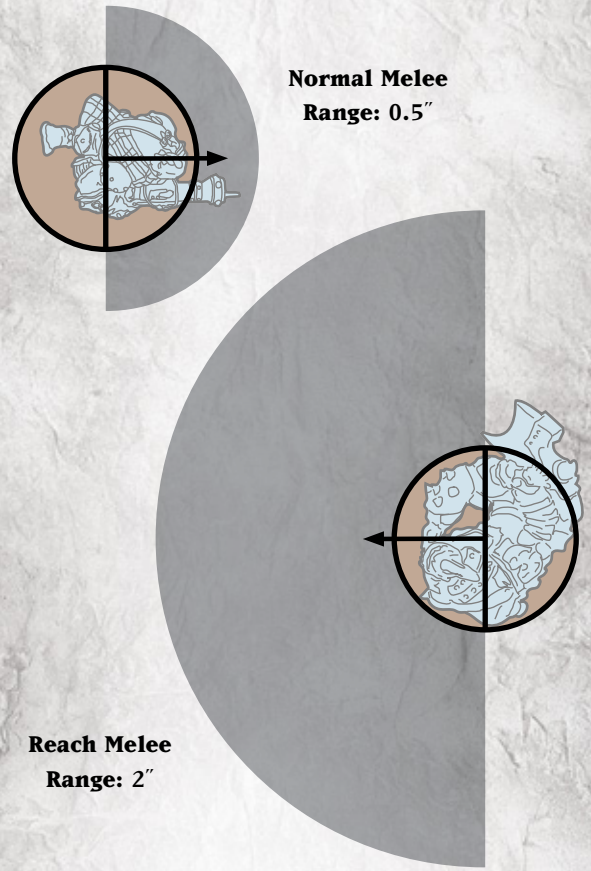
Melee Damage Roll = 2d6 + POW + STR

MELEE RANGE AND ENGAGING

A model can make melee attacks against any target in its melee range that is in its line of sight. A player can measure his model's melee range at anytime.

A weapon's **melee range** extends 0.5″ beyond the model's front arc for any type of melee attack. A weapon with Reach has a melee range of 2″. Some effects and special rules increase a weapon's melee range beyond this. A model's melee range is the longest melee range of its usable melee weapons. A model

MELEE RANGE, ENGAGED MODELS, AND REACH WEAPONS



If a model is in melee range and line of sight, it has engaged its opponent in melee combat. When opposing models are in each other's melee range, they are both engaged. However, a model with a Reach weapon can take advantage of its greater melee range to engage an opponent that has only normal melee range weapons without becoming engaged itself. Though both models are considered to be in melee, a model is engaged only if it is in its opponent's melee range!

that has a Reach weapon and another melee weapon can attack an opponent up to 2″ away with its Reach weapon, but its other weapons can only be used to attack models within their normal 0.5″ melee range. Non-warbeast models with no melee weapons have no melee range. Warbeasts always have at least a 0.5″ melee range.

When a model is within an enemy model's melee range and in that model's line of sight, it is **engaged** in combat and primarily concerned with fighting its nearest threat. When a model has an enemy model in its melee range and line of sight, it is **engaging** that model. When a model is either engaged or engaging, it is **in melee**, which prevents it from making ranged attacks.

MELEE RANGE AND ELEVATION

When a model makes a melee attack against a model 1″ or less higher or lower, ignore the vertical distance between the two models when determining melee range.

FREE STRIKES

When an engaged model advances out of the enemy's melee range or line of sight, the enemy model can immediately make a **free strike** against it just before it leaves. The model makes one normal melee attack with any melee weapon that has sufficient melee range to reach the moving model and gains a +2 bonus to its melee attack roll. If the attack hits, the damage roll is boosted. Always treat the free striking model as being in the advancing model's back arc, if it has one, when the free strike is made. Free strikes do not benefit from back strike bonuses.

MELEE ATTACK ROLLS

Determine a melee attack's success by making a melee attack roll. Roll 2d6 and add the attacking model's melee attack stat (MAT). Roll an additional die if the attack roll is boosted. Special rules and certain circumstances might modify the attack roll as well.

Melee Attack Roll = 2d6 + MAT

A target is **directly hit** by an attack if the attack roll equals or exceeds the target's defense (DEF). If the attack roll is less than the target's DEF, the attack misses. A roll of all 1s on the dice is a miss. A roll of all 6s is a direct hit unless you are rolling only one die, regardless of the attacker's MAT or the target's DEF. Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

MELEE ATTACK MODIFIERS

The most common modifiers affecting a model's melee attack roll are summarized here for easy reference. Where necessary, additional detail can be found on the pages listed.

- *Back Strike* (p. 61): A back strike gains +2 to the attack roll.
- *Free Strike* (above): A free strike gains +2 to the attack roll and a boosted damage roll.
- *Intervening Terrain* (see example p. 45): A model with any portion of its volume obscured from its attacker by an obstacle or an obstruction gains +2 DEF against melee attack rolls.
- *Knocked Down Target* (p. 63): A melee attack against a knocked down model hits automatically.
- *Stationary Target* (p. 65): A melee attack against a stationary model hits automatically.

POWER ATTACKS

Power attacks are special attacks that can be made by some models. The power attacks available to non-warbeast models are described in their special rules. Warbeasts can make power attacks as indicated by the following list.

- All warbeasts: head-butt, push, and slam
- Heavy and Gargantuan warbeasts: Trample.
- Warbeasts with at least one Open Fist : headlock/weapon lock and throw
- Warbeasts with two Open Fists : double-hand throw

A warbeast must be forced to make a power attack.

A model cannot make a power attack as its charge attack. Power attacks are melee attacks with a 0.5″ melee range.

When a model makes a power attack, do not apply the special abilities on its weapons unless they specifically reference power attacks.

HEADLOCK/WEAPON LOCK

AA model making a headlock/weapon lock can lock a warjack or warbeast's weapon or head to prevent its use if the target has an equal- or smaller-sized base. A warbeast must have at least one Open Fist to make a headlock/weapon lock power attack. Declare what the attacking model is attempting to lock before making the attack roll.

When a warbeast makes a headlock/weapon lock, also declare which weapon with Open Fist it is using to make the attack before making a melee attack roll. A knocked down model cannot be locked. If the attack hits then the specified head/weapon is locked. Headlock/weapon lock attacks do not cause damage.

Maintaining Locks and Being Locked

When a weapon is locked the target model cannot make attacks with the locked weapon along with all other weapons in the same location. Locking a weapon with a location of "—" has no effect on other weapons. A model held in a headlock cannot make attacks with any weapons located in its head (H). A model held in a headlock/weapon lock cannot make special attacks.

While involved in a lock, the attacker cannot make special attacks or attack with the weapon with which it made the lock attempt, nor can it use any other weapon in the same

location. The attacker and the defender are free to attack with any of their other melee weapons.

Example: *Doug's Woldwarden successfully locks the head of Rob's Titan Gladiator with an Open Fist. The Gladiator cannot make Tusk attacks or special attacks (including power attacks), and the Woldwarden cannot make attacks with its Open Fist until the headlock is broken or released.*

A locked model can choose only to make a combat action as its action and cannot make a special attack. At the beginning of its combat action, a model suffering a headlock/weapon lock must attempt to break the lock. When a break attempt is made, both models involved in the lock roll a d6 and add their STR. If the locked model's total exceeds that of the model holding the lock, the lock is broken. The locked model can make its initial melee attacks with any melee weapon not located in a locked system as normal. After resolving these attacks and attempts to break free, a warbeast can be forced to make more attempts to break a lock or to make additional attacks with usable weapons; force the warbeast once per break attempt or additional attack. Once a lock is broken, the model can use the weapon that was locked to make additional attacks during its activation. At any time during its activation, a model can voluntarily release a lock it is maintaining.

Neither model can advance or be pushed while involved in a lock. A lock is broken automatically if:

- An effect causes either model to move or be placed;
- An effect knocks down either model;
- An effect causes either model to become incorporeal;
- An effect causes the attacker to become stationary; or
- Either model is destroyed or removed from play.

HEAD-BUTT

A model making a **head-butt** power attack smashes its head into a model to drive it to the ground. The attacking model makes a melee attack roll against its target. If the attack hits, the target is knocked down and suffers a damage roll with a POW equal to the attacker's current STR.

A model cannot head-butt while held in a headlock. A model cannot head-butt a model with a larger base.

PUSH

A model making a **push** power attack uses its bulk and strength to shove another model. A push power attack automatically hits and deals no damage. Both models roll a d6 and add their STR. If the defender's total is greater, it resists being pushed. If the attacker's total equals or exceeds the defender's, the defending model is pushed 1″ directly away from the attacker.

After a model is pushed by a push power attack, the attacker can immediately advance directly toward the pushed model up to the distance the pushed model was moved.

Being Pushed

A pushed model moves at half rate through rough terrain, suffers the effects of any hazards it moves through, and stops if it contacts an obstacle, obstruction, or another model.

Remember that a pushed model is not advancing and therefore cannot be targeted by free strikes during this movement.

A pushed model falls off elevated terrain if it ends its push movement with less than 1″ of ground under its base. See "Falling" (p. 63) for detailed rules on determining damage from a fall.

SLAM

A model making a **slam** power attack rams a model with the full force of its body to send the target model flying backward and knock it to the ground. Any effects that prevent a model from charging, such as a penalty to its SPD or movement for any reason other than for being in rough terrain, also prevent the model from making a slam power attack. A slamming model can advance through rough terrain. A model must have both its normal movement and action available in order to use its normal movement to make a slam power attack.

During its activation, a model can attempt to slam any model that is in its line of sight at the beginning of its normal movement. A knocked down model cannot be moved by a slam.

Declare the slam attempt and its target before moving the model.

Declare the slam attempt and its target, then turn the slamming model to face the slam target directly. The slamming model then advances its full SPD plus 3″ directly toward its target. The slamming model cannot voluntarily stop its movement unless its target is in its melee range, but it can end this movement at any point with its slam target in its 0.5″ melee range. It must stop if it contacts a model, an obstacle, or an obstruction. The slamming model cannot change its facing during or after this movement.

A slamming model that ends its slam movement with its slam target in its 0.5″ melee range has made a **successful slam**. If it advanced at least 3″ it makes a melee attack roll against its target. A model that power attack slams a model with a larger base suffers –2 on its attack roll. If the attack hits, the target is slammed directly away from the attacker (see "Being Slammed," next).

If a slamming model makes a successful slam but moved less than 3″, it has not moved fast enough to get its full weight and power into the blow. The model makes an attack roll against its target. If the target is hit, it suffers a damage roll with a POW equal to the attacker's current STR but is not slammed. These are still slam attack rolls and slam damage rolls.

A model that does not end its slam movement within 0.5″ of the target has failed its slam power attack. If a model fails its slam power attack during its activation, its activation ends.

Being Slammed

A **slammed** model is moved d6″ directly away from its attacker and is then knocked down. If the slamming model has a smaller base than the slam target, the model is slammed half the distance rolled. It then suffers slam damage as described below. A slammed model moves at half rate through rough terrain, suffers any damaging effects through which it passes, and stops if it contacts an obstacle, an obstruction, or a model with an equal or larger-sized base. If a slammed model cannot be knocked down, it must still forfeit its action or movement if it activates later in a turn in which it was slammed.

A slammed model moves through models with smaller bases than its own. If it would end up on top of a model, follow the **rule of least disturbance** (p. 65) to move the models into legal positions.

A slammed model falls off elevated terrain if it ends its slam movement with less than 1″ of ground under its base. See "Falling" (p. 63) for rules on determining damage from a fall. Resolve any falling damage simultaneously with slam damage.

Slam Damage

Apply **slam damage** after movement and knockdown effects, regardless of whether the model actually moves or is knocked down. The model hit suffers a damage roll with a POW equal to the attacker's current STR. Add an additional die to the damage roll if the slammed model contacts an obstacle, an obstruction, or a model with an equal or larger-sized base. Slam damage can be boosted.

Collateral Damage

If a slammed model contacts a model with an equal-sized base or moves through a model with a smaller base, that model is knocked down and suffers collateral damage. A model suffering **collateral damage** suffers a damage roll with a POW equal to the attacker's current STR. Collateral damage cannot be boosted. A contacted model with a larger base than the slammed model does not suffer collateral damage and is not knocked down. Resolve any collateral damage simultaneously with slam damage. Collateral damage is not considered to be damage from an attack or model. For example, an effect triggered by being "damaged by an enemy attack" would not trigger due to collateral damage.

THROW

A model making a **throw** power attack picks up and throws another model. A model cannot throw a model with a larger base. A warbeast must have at least one Open Fist to make a throw power attack.

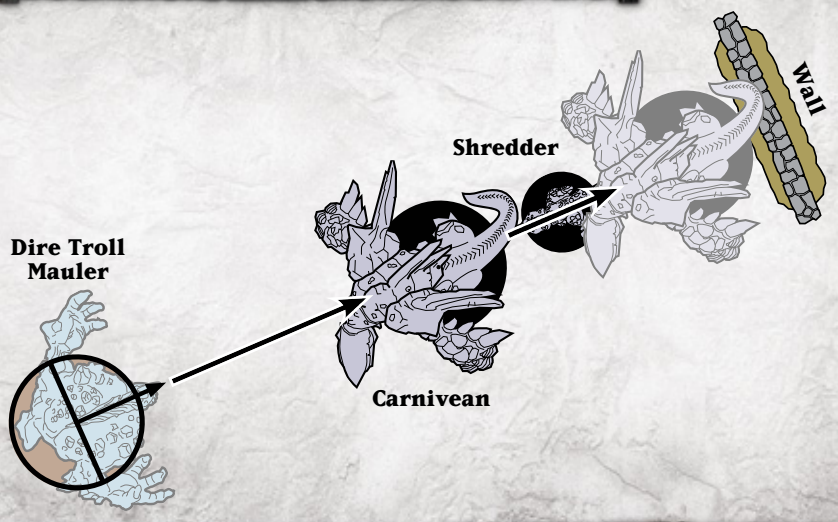
The attacking model makes a melee attack roll against its target. If the attack hits, both models roll a d6 and add their current STR. If the target's total is greater, it breaks free without taking any damage and avoids being thrown. If the attacker's total equals or exceeds the target's, the target model is thrown.

Being Thrown

When your model throws another, choose a direction for the thrown model to be moved. This direction must be away from the attacker. Measure a distance from the target equal to half the attacker's current STR in inches along the chosen direction to a point on the table. This point is the thrown model's intended point of impact. A large- or huge-based model throwing a small-based model adds 1″ to this distance.

SLAM MOVEMENT AND COLLATERAL DAMAGE

A Dire Troll Mauler declares a slam attack against a Carnivean. Because it moved more than 3″ to make contact with the Carnivean, the Dire Troll Mauler will be able to slam its target. The attack succeeds, and the Carnivean is knocked back d6″. The roll comes up a 6, but the Carnivean stops when it hits the wall 4″ behind it. During the slam, the Carnivean passes over a Shredder, and the Shredder suffers collateral damage. In addition, because the Carnivean was slammed into a wall, it suffers a damage roll of 3d6 plus the STR of the Dire Troll Mauler (2d6 plus an extra die for colliding with a solid terrain feature). This damage roll can still be boosted on top of the additional die.



POWER ATTACK EFFECTS FROM OTHER SOURCES

A model can be pushed, slammed, or thrown as a result of a spell or an ability rather than from a power attack. The resolution of a push, slam, or throw caused by an effect might differ slightly from the resolution of one caused by a power attack. For example, a model thrown as a result of Krueger the Stormwrath's Tornado spell suffers a POW 13 damage roll instead of suffering damage based on Krueger's STR.

From this point, determine the thrown model's actual point of impact by rolling for deviation. Referencing the deviation rules (p. 59), roll a d6 for direction and a d3 for distance in inches. The deviation distance cannot exceed half the distance between the thrown model and the intended point of impact.

The **thrown** model is moved directly from its current location in a straight line to the determined point of impact. A thrown model moves through models with smaller bases during this movement without contacting them. Unlike when a model is slammed, rough terrain and obstacles do not affect this movement, but the thrown model still stops if it contacts an obstruction or a model with an equal or larger-sized base. The thrown model is then knocked down and suffers throw damage. If a thrown model cannot be knocked down it must still forfeit its action or movement if it activates later in a turn in which it was thrown.

If a thrown model would end on top of another model, that model is contacted. Follow the rule of least disturbance (p. 65) to move the models into legal positions.

A thrown model falls off elevated terrain if it ends its throw movement with less than 1″ of ground under its base. See "Falling" (p. 63) for rules on determining damage from a fall. Resolve any falling damage simultaneously with throw damage.

Throw Damage

Apply throw damage after movement and knockdown effects, regardless of whether the model actually moves or is knocked down. The thrown model suffers a damage roll with a POW equal to the attacker's current STR. Add an additional die to the damage roll if the thrown model contacts an obstruction or a model with an equal or larger-sized base. Throw damage can be boosted.

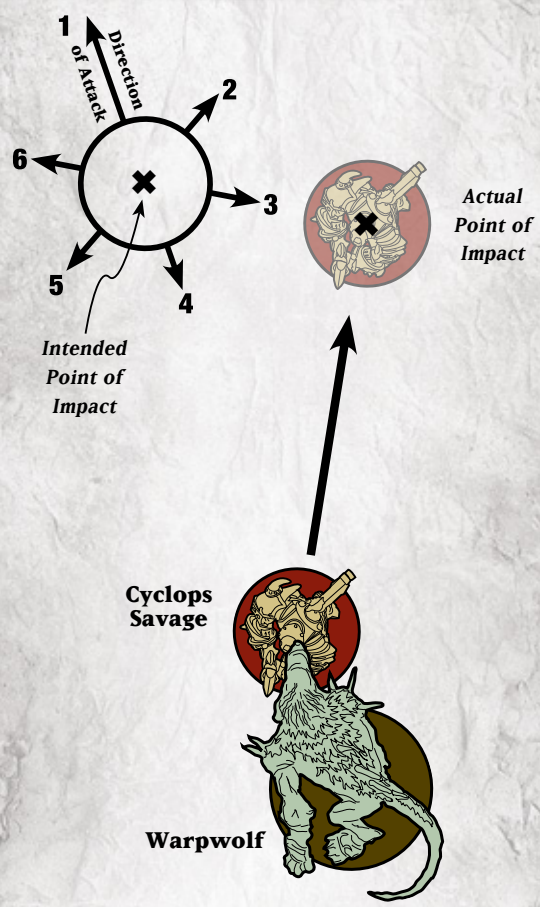
Collateral Damage

If a thrown model contacts a model with an equal or smaller-sized base, that model is knocked down and suffers collateral damage. A model suffering collateral damage suffers a damage roll with a POW equal to the attacker's current STR. Collateral damage cannot be boosted. A contacted model with a larger base than the thrown model does not suffer collateral damage. Resolve any collateral damage simultaneously with throw damage. Collateral damage is not considered to be damage from an attack or model. For example, an effect triggered by being "damaged by an enemy attack" would not trigger due to collateral damage.

DOUBLE-HAND THROW

A model making a **double-hand throw** power attack uses both its arms to pick up and throw another model. A model cannot throw a model with a larger base. A

EXAMPLE OF A THROW



A Feral Warpwolf throws a Cyclops Savage. Since the Feral Warpwolf has a STR of 11, measure 5.5″ from the thrown model to determine the intended point of impact and determine deviation from that point. The Feral Warpwolf rolls a 3 for deviation direction and a 6 for distance. On a d3, that equals 3″ of deviation, reduced to 2.75″ because the deviation cannot exceed half the throw distance. Measure the deviation distance in the direction indicated by the deviation diagram to determine the actual point of impact. The Cyclops Savage moves from its current position directly toward the point of impact.



warbeast must have two Open Fists to make a double-hand throw power attack.

The attacking model makes a melee attack roll against its target. If the attack hits, the target rolls a d6 and adds its current STR. The attacker rolls 2d6 and adds its current STR. If the target's total is greater, it breaks free without taking any damage and avoids being thrown. If the attacker's total equals or exceeds the target's, the target model gets thrown.

To determine the direction of the double-hand throw, the attacker can either follow the steps for determining the direction of a regular throw (see "Being Thrown," previous) or simply throw the model at another model within the attacker's line of sight. Ignore the model being thrown when determining line of sight to the other model. In either case, the direction must be away from the attacker as with other throw power attacks. The throw distance is equal to half the attacker's current STR in inches. A large-based model throwing a small-based model adds 1″ to this distance. If the other model is within range, the attacker makes a melee attack roll against it. If it is outside this range, resolve the throw using the rules in "Being Thrown," above, as if the thrown model were thrown directly toward the other model. On a hit, move the thrown model from its current location directly toward the other model's base until it contacts the target. This throw does not deviate. A double-hand throw at another model is not an attack against that model.

If the attack roll misses, determine the thrown model's point of impact by rolling deviation from the center of the other model's base. Referencing the deviation rules (p. 59), roll a d6 for direction and a d3 for distance in inches. If the other model is beyond the throw distance, determine deviation from a point on the line to it equal to the throw distance. The thrown model moves directly from its current location in a straight line to the determined point of impact. The deviation distance cannot exceed half the distance between the thrown model and the intended point of impact.

A thrown model moves over models with smaller bases during this movement without contacting them. Unlike when a model is slammed, rough terrain and obstacles do not affect this movement, but the thrown model still stops if it contacts an obstruction or a model with an equal or larger-sized base. The thrown model is then knocked down. If a thrown model cannot be knocked down it must still forfeit its action or movement if it activates later in a turn in which it was thrown.

If a thrown model would end on top of a model, that model is contacted. Follow the rule of least disturbance (p. 65) to move the models into legal positions.

A thrown model falls off elevated terrain if it ends its throw movement with less than 1″ of ground under its base. See "Falling" (p. 63) for rules on determining damage from a fall. Resolve any falling damage simultaneously with throw damage.

Resolve damage resulting from a double-hand throw using the "Throw Power Attack," "Throw Damage," and "Collateral Damage" rules above.

TRAMPLE

A model making a **trample** power attack crashes its way through small-based models in its path. Any effects that prevent a model from charging, such as a penalty to its SPD or movement for any reason other than for being in rough terrain, also prevent the model from making a trample power attack. A trampling model can advance through rough terrain. A model must have both its normal movement and action available in order to use its normal movement to make a trample power attack. Light warbeasts cannot make trample power attacks.

Declare a trample power attack at the beginning of the model's normal movement. Choose a direction in which you wish to trample, and turn the model to face that direction. The model then advances up to its current SPD plus 3" in a straight line in that direction. It moves through any small-based model in its path, but there must be room for the trampling model's base at the end of the movement. It stops if it contacts a model with a medium or larger base, an obstacle, or an obstruction. The trampling model cannot change its facing during or after this movement. Do not resolve free strikes against the trampling model during this movement.

After the warbeast has finished its trample movement, it makes a melee attack roll against each small-based model through which it moved during this movement. Models hit by a trample attack roll suffer a damage roll with a POW equal to the current STR of the trampling model. Trample damage can be boosted.

Resolve free strikes against the trampling model after resolving all trample attacks. Models contacted cannot make free strikes against the trampling model. Ignore the distance between models when resolving free strikes against the trampling model; if a model was eligible to make a free strike against the trampling model during the trampling model's movement it can do so whether or not the trampling model ended its movement in the eligible model's melee range. If a trampling model first contacts the front arc of a model in Shield Wall, that model gains its Shield Wall ARM bonus when resolving damage for the trample.

RANGED COMBAT

Some would argue there is no honor in defeating an enemy without being close enough to look him in the eyes. When a rabid warpwolf with a pair of enormous flesh-tearing claws bears down on you faster than a charging destrier, it is a good plan to keep your distance and consider your ranged attack options.

A model using its combat action for **ranged attacks** makes one initial attack with each of its ranged weapons. Some models have special rules that allow additional ranged attacks during their activations. For example, warlocks can spend fury points and warbeasts can be forced to make additional ranged attacks during their activations. Each additional attack can be made with any ranged weapon the model possesses, but a ranged weapon can never make more attacks in a single activation than its rate of fire (ROF).

A ranged attack can be declared against any target in its line of sight, subject to the targeting rules. A model making more than one ranged attack can divide its attacks among any eligible targets. A model in melee cannot make ranged attacks.

Some spells and special rules allow certain models to make magic attacks. Magic attacks are similar to ranged attacks and follow most of the same rules, but they are not affected by rules that affect only ranged attacks. See "Offensive Spells, Animi, and Magic Attacks" (p. 79) for details on magic attacks.

RANGED WEAPONS

Ranged weapons include bows, rifles, crossbows, throwing axes, cannons, and catapults.

Ranged Weapon Damage Roll = 2d6 + POW

DECLARING A TARGET

A ranged attack can target any model in the attacker's line of sight (see "Line of Sight," p. 43), subject to the targeting rules. A ranged attack cannot target open ground or a permanent terrain feature. Some terrain features and objects can be targeted, but they will say so in their individual rules. A ranged attack need not target the nearest enemy model, but intervening models can prevent a model farther away from being targeted.

The attack must be declared before measuring the range to the intended target. Unless a model's special rules say otherwise, it can make ranged attacks only against models in its front arc.

MEASURING RANGE

A ranged attack must be declared against a legal target before measuring range. After declaring the attack, measure to see if the target is within the Range (RNG) of the attack. Measure range from the edge of the point of origin's base to the target up to the maximum range of the attack. If the nearest edge of the target model's base is within the maximum range of the attack, the target is in range. If the target is in range, make a ranged attack roll. If the target is beyond range, the attack automatically misses. If a ranged attack has an area of effect (AOE) and the target is out of range, the attack automatically misses, and its point of impact will deviate from the point on the line to its declared target at a distance equal to its RNG. See "Area-of-Effect (AOE) Attacks" (p. 58) for details on these attacks and deviation.

RATE OF FIRE

A weapon's **rate of fire (ROF)** indicates the maximum number of ranged attacks it can make in an activation. Reloading time prevents most ranged weapons from being used more than once per activation. Some ranged weapons reload faster and can make multiple attacks if a model is able to make additional attacks. A ranged weapon cannot make more attacks per activation than its ROF, though, regardless of the number of additional attacks a model is entitled to make. Ranged attacks made outside of a model's activation are not limited by ROF.

RANGED ATTACK ROLLS

Determine a ranged attack's success by making a ranged attack roll. Roll 2d6 and add the attacking model's Ranged Attack (RAT). A boosted attack roll adds an additional die

to this roll. Special rules and certain circumstances might modify the attack roll as well.

Ranged Attack Roll = 2d6 + RAT

A target is directly hit by an attack if the attack roll equals or exceeds the target's Defense (DEF). If the attack roll is less than the target's DEF, the attack misses. A roll of all 1s on the dice is a miss. A roll of all 6s is a direct hit unless you are rolling only one die, regardless of the attacker's RAT or its target's DEF.

Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

RANGED ATTACK ROLL MODIFIERS

The most common modifiers affecting a model's ranged attack roll are summarized here for easy reference. Where necessary, additional detail can be found on the pages listed.

- *Aiming Bonus:* A model can forfeit its movement to gain an aiming bonus. The aiming bonus adds +2 to every ranged attack roll the model makes that activation. This bonus does not apply to magic attack rolls.
- *Back Strike* (p. 61): A back strike gains +2 to the attack roll.
- *Cloud Effect* (p. 69): A model inside a cloud effect gains concealment.
- *Concealment* (next): A model with concealment in relation to its attacker gains +2 DEF against ranged and magic attack rolls.
- *Cover* (next): A model with cover in relation to its attacker gains +4 DEF against ranged and magic attack rolls.
- *Elevated Target*: If the target is on terrain at least 1″ higher than the attacker, it is an elevated target. When drawing line of sight to an elevated target, ignore intervening models on terrain at least 1″ lower than the target. An elevated target gains +2 DEF against ranged and magic attack rolls.
- *Elevated Attacker*: If the attacker is on terrain at least 1″ higher than the target, it is an elevated attacker. When drawing line of sight from an elevated attacker, ignore intervening models on terrain at least 1″ lower than the attacker unless they are within 1″ of the target. Additionally, ignore intervening models within 1″ of the target that are on terrain at least 1″ lower than the attacker and have equal or smaller-sized bases than the attacker.
- *Knocked Down Target* (p. 63): While knocked down, a model has its base DEF reduced to 5.
- *Stationary Target* (p. 65): While stationary, a model has its base DEF reduced to 5.
- *Target in Melee* (p. 58): A ranged or magic attack roll against a target in melee suffers a –4 penalty.

CONCEALMENT AND COVER

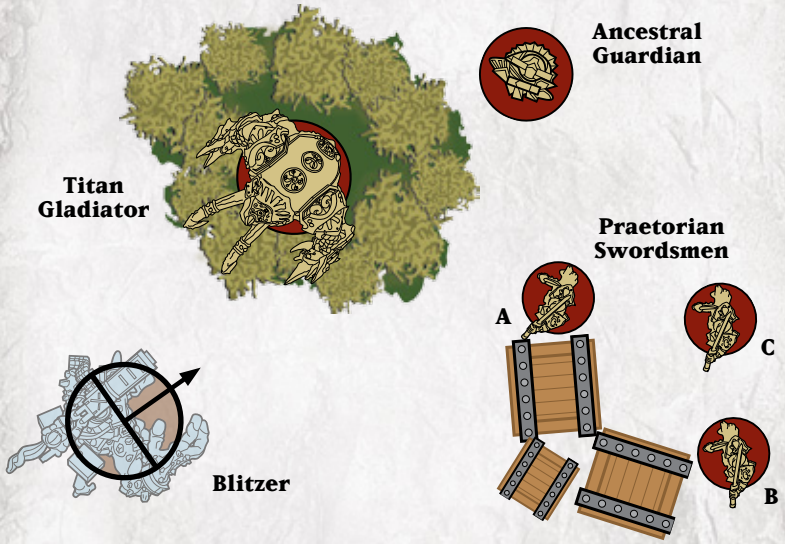
Terrain features, spells, and other effects can make it more difficult to hit a model with a ranged or magic attack. A model within 1″ of a terrain feature that obscures any portion of its base from an attacker can gain either a concealment or cover bonus, depending on the type of terrain, to its DEF against ranged and magic attacks. A terrain feature obscures the base of a target model if you can draw a line from any part of the attacker's volume to any part of the target model's volume and that line passes through that terrain feature. In order to benefit from concealment or cover, the model must be within 1″ of the terrain feature along that straight line. Concealment and cover bonuses are not cumulative with themselves or each other, but they are cumulative with other effects that modify a model's DEF. See "Terrain" (p. 88) for details on terrain features and how they provide concealment or cover.

Some terrain features and special effects grant a model **concealment** by making it more difficult to be seen, but they are not actually dense enough to block an attack. Examples include low hedges or bushes. A model within 1″ of a concealing terrain feature that obscures any portion of its volume (p. 43) from an attacker gains +2 DEF against ranged and magic attack rolls. Concealment provides no benefit against spray attacks.



Examples of Concealment and Cover

CONCEALMENT AND COVER IN ACTION



It might appear at first that the Dire Troll Blitzer has several targets from which to choose, but many of them are actually well defended. The forest grants concealment (+2 DEF) to the Titan Gladiator, and the crates grant cover (+4 DEF) to Praetorian Swordsman A and to Praetorian Swordsman B. The Blitzer cannot draw line of sight to the Ancestral Guardian at all because there is a forest between them. Praetorian Swordsman C is behind the crates, but because he is more than 1″ from them, he does not receive the cover bonus.

Other terrain features and special effects grant a model **cover** by being physically solid enough to block an attack against it. Examples include stone walls, giant boulders, and buildings. A model within 1″ of a covering terrain feature that obscures any portion of its base from an attacker gains +4 DEF against ranged and magic attack rolls. Cover provides no benefit against spray attacks.

TARGETING A MODEL IN MELEE

A model making a ranged or magic attack roll against a target in melee risks hitting another model participating in the combat, including friendly models. The standard targeting rules, including line of sight, still apply when targeting a model that is in melee.

In addition to any other attack modifiers, a ranged attack roll against a target in melee suffers a –4 penalty.

If the attack against the intended target misses and the target was in range, it might hit another combatant. If the target was not in range, the attack misses automatically and will not potentially hit another combatant.

If the target was in range, the attacker must immediately reroll his attack against another model in that combat. When determining the attack's new target, the only models considered to be in the same combat are those in melee with the attack's original target and any models in melee with them. Any model meeting these criteria can become the new target. However, a model cannot become the new target if a special rule or effect prohibits it from being targeted by the attack or if the attacker's line of sight is completely blocked by obstructing terrain. Ignore intervening models when determining a new target. If multiple models in the combat are eligible targets, randomly determine which model becomes the new target (excluding the original target).

Example: *Using a d6, if there are three other models in the combat, the first model will become the new target on a 1 or 2, the second on a 3 or 4, and the third on a 5 or 6. If the attacker cannot draw line of sight to one of those models due to an obstruction (e.g., it's around the corner of a building), ignore that model and randomize the attack between the other two: it targets the first on a 1, 2, or 3 or the second on a 4, 5, or 6. If one of those two models cannot be targeted for some reason, only one model is an eligible target and thus a random roll is not necessary.*

If the attack against the new target misses, it misses completely without targeting any more models.

Example: *Madrak is in melee with a Cyclops Savage affected by the Defender's Ward spell. A Troll Impaler forfeits its movement, aims, targets the Cyclops Savage with a thrown spear, and is forced to boost its attack roll. The Impaler's attack roll gains an additional die for boosting the attack roll, gets +2 to the roll for the aiming bonus, and suffers the –4 penalty for targeting a model in melee. In addition, the Savage's DEF against this attack is enhanced due to the spell affecting it.*

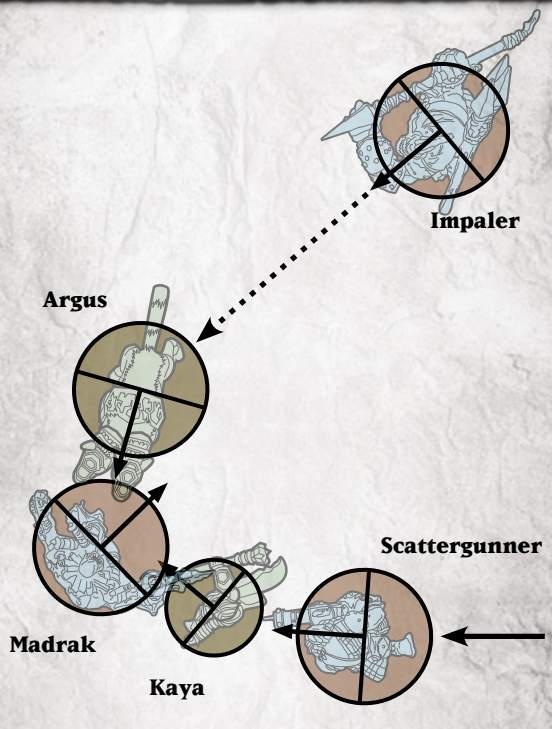
If the attack misses, the Impaler rerolls the attack, this time targeting Madrak. It still includes the additional die for boosting the attack roll, the +2 aiming bonus, and the –4 penalty for targeting a model in melee. If Madrak is behind cover in relation to the Impaler, he gains +4 DEF against this attack.

An area-of-effect attack that misses a target in melee deviates normally instead of following these rules. Spray attack rolls that miss a model in melee do not follow these rules; they simply miss.

AREA-OF-EFFECT (AOE) ATTACKS

An attack with an area of effect is sometimes referred to as an **AOE attack**. A ranged attack with an AOE is a ranged attack. A magic attack with an AOE is a magic attack. A melee attack with an AOE is a melee attack. An area-of-effect attack, such as from an explosive spell or a gas cloud,

TARGETING INTO MELEE EXAMPLE



Madrak is in melee with Kaya and an Argus. A Trollkin Scattergunner enters the fight from the side to engage Kaya but not the Argus. A Troll Impaler makes a ranged attack against the Argus and misses. Since Madrak is in melee with the Argus and Kaya is in melee with Madrak, they are both in the same combat as the intended target. The Scattergunner is not included because it is not in melee with the intended target (the Argus) or with another model in melee with the intended target (Madrak). It is far enough from the intended target not to be attacked accidentally.

A random die roll determines Kaya is the new target. Unfortunately, since the Impaler is more than 5″ away from Kaya and she is affected by her Occultation spell, she has Stealth, which causes the attack to miss automatically without even rolling. Even though Stealth prevents Kaya from being hit, she can still be targeted. Since the attack missed both its intended target and the new target, it misses completely with no further chance of hitting Madrak or the Scattergunner.

hits every model in an area centered on its point of impact. The attack covers an area with a diameter equal to its area of effect (AOE). Templates for AOEs appear on p. 247.

An AOE attack follows all normal targeting rules. A successful attack roll indicates a **direct hit** on the intended target, which suffers a direct hit damage roll of 2d6 + POW. Center the AOE template over the point of impact—in the case of a direct hit, the center of the targeted model's base. Every other model with any part of its base covered by the AOE template is hit, but not directly hit, by the attack and suffers a **blast damage** roll of 2d6 + 1/2 POW. Make separate damage rolls against each model in the AOE; each roll must be boosted individually.

Blast Damage Roll = 2d6 + 1/2 POW

AOE attacks are simultaneous attacks (p. 236).

An AOE attack that misses its target deviates a random direction and distance. An AOE attack declared against a target beyond its range (RNG) automatically misses, and its point of impact deviates from the point on the line from the attack's point of origin to its declared target at a distance equal to its RNG away from the attack's point of origin. An AOE attack that misses a target in range deviates from the center of its intended target.

DAMAGE POINT OF ORIGIN

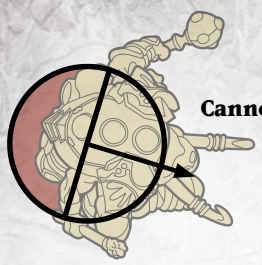
An AOE attack's point of impact determines the origin of damage and effects for models not directly hit by the attack. For instance, suppose an AOE ranged attack targets a trooper in a unit that has used the Shield Wall order. If the attack hits, the target trooper will benefit from the Shield Wall if the attacker is in the trooper's front arc, as will other troopers that have the target trooper in their front arc; troopers that do not have the target trooper in their front arc will not benefit from Shield Wall, though, as the damage is originating in their back arc. Should the attack miss and deviate long, into the target trooper's back arc, the target trooper would not benefit from being in the shield wall either. See p. 64 for more information on point of origin and origin of damage.

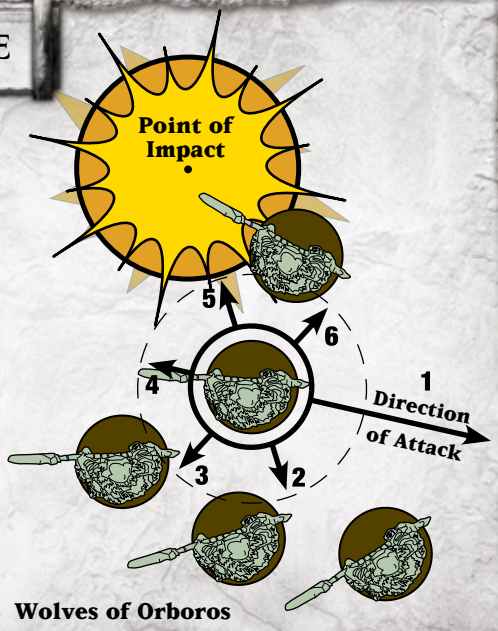
DEVIATION

When an AOE attack misses its target, determine its actual point of impact by rolling **deviation**. Referencing the deviation template (p. 247), roll a d6 to determine the direction the attack deviates. For example, a roll of 1 means the attack goes long and a roll of 4 means the attack lands short. Then roll another d6 to determine the deviation distance in inches. Determine the missed attack's actual point of impact by measuring the rolled distance from the original point of impact in the direction determined by the deviation roll. If the deviated point of impact would be off the table, reduce the deviation distance so the point of impact is on the edge of the table instead. If the intended target is beyond the weapon's RNG, determine deviation from the point on the line from the attack's point of origin to its declared target at a distance equal to its RNG.

If the target is within range of the attack, the point of impact will not deviate more than half the distance from the attack's point of origin to its intended target. If the target is

DEVIATION EXAMPLE





A Titan Cannoneer makes a ranged attack with its siege gun targeting the Wolf of Orboros in the middle of the unit 10″ away. If the target is hit, the siege gun will catch four Wolves of Orboros under the template! The Cannoneer's ranged attack roll misses, however, and since the attack is an AOE attack, the Cannoneer's controller must roll deviation to determine the attack's point of impact. The roll is a 5 for direction and a 3 for 3″ of deviation. Measure this distance in the deviation direction from the center of its original target to locate the point of impact. Models under the template suffer blast damage and are subject to the attack's special effects. The Cannoneer does not hit as many Wolves of Orboros as it wanted, but it still catches one under the template.

not within range of the attack, the point of impact will not deviate more than half the RNG of the attack. Use the exact value for this maximum; do not round it. For instance, an attack made at a target 5″ away from the attack's point of origin will deviate a maximum of 2.5″ even if the attacker rolls a 3, 4, 5, or 6 for deviation distance.

Terrain features, models, or other effects do not block deviating AOE attacks. They always take effect at the determined point of impact.

Center the AOE template over the point of impact. Every model with any part of its base covered by the AOE template is hit, but not directly hit, by the attack and takes a blast damage roll. Deviating AOE attacks never cause direct hits even if the point of impact is on top of a model.

SPRAY ATTACKS

An attack using the spray template is sometimes referred to as a **spray attack**. Some weapons and spells, such as scatterguns and Fell Caller's sonic blast, make spray attacks. This devastating short-ranged attack can potentially hit several models. A spray uses the spray template and will have a RNG of "SP 6," "SP 8," or "SP 10." Effects that modify RNG do not affect spray attacks. The spray template appears on p. 248.

When making a spray attack, center the spray template laterally over an eligible target with the narrow end of the template touching the nearest edge of the point of origin's base. The target itself need not be under the template. The targeting rules apply when choosing the attack's primary target. Every model with any part of its base covered by the appropriate section of the spray template can be hit by the attack.

Make separate attack rolls against each model under the template. Remember that each roll must be boosted individually. Spray attacks ignore concealment, cover, Stealth, and intervening models because the attack comes over, around, or in some cases through its protection.

A spray ranged or magic attack roll against a model in melee does not suffer a –4 penalty and a spray attack roll against a model in melee that misses is not rerolled against another model. It misses completely.

A model under the spray template cannot be hit by the attack if the attacker's line of sight to it is completely blocked by terrain.

Every model hit by a spray attack suffers a direct hit. Make separate damage rolls against each model hit. A spray attack is a simultaneous attack.

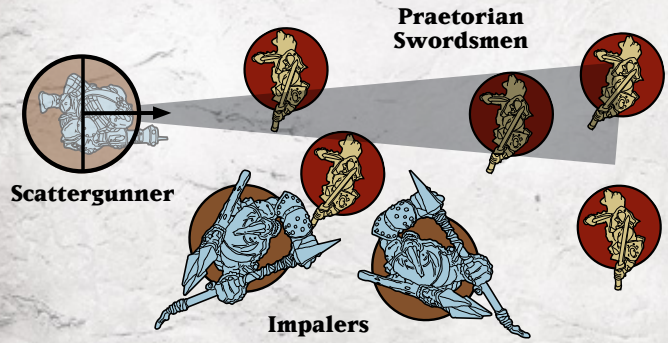
SPECIAL COMBAT SITUATIONS

The chaos of a battlefield is constantly producing the unexpected. Although situations can arise as a result of unique circumstances or a model's special rules, the rules in this section should enable a smooth resolution. Savvy players will use these rules to their best advantage.

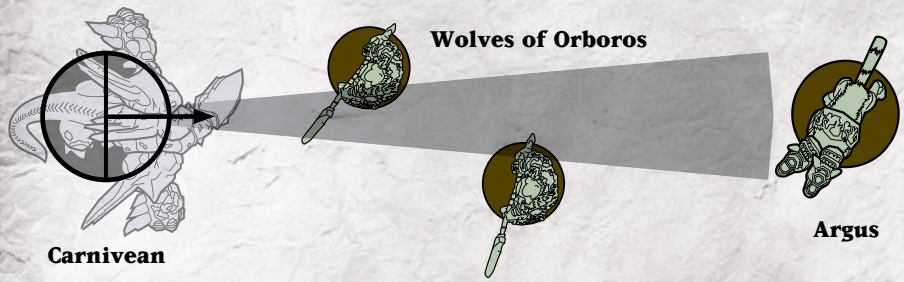
ATTACK-GENERATING ABILITIES

When a model is granted more attacks as a result of an attack it made, it gains only one. If two or more abilities would grant the model another attack as a result of making an attack, its controlling player chooses which ability to apply.

EXAMPLES OF SPRAY ATTACKS



A Trollkin Scattergunner makes a spray attack against a group of Praetorian Swordsmen. The Trollblood player centers the SP 8 spray template laterally over an eligible target, choosing the centermost Praetorian Swordsman. Targeting that trooper also lets the player cover the greatest number of Praetorian Swordsmen without covering his own nearby Troll Impalers. He makes a ranged attack roll against each of the four Praetorian Swordsmen in the spray. If an attack roll against a Praetorian Swordsman in melee with the Impalers misses, it will not hit one of the Impalers.



Two Wolves of Orboros have advanced to within range of a Carnivean's Dragon Breath. The Circle player has been careful to place them far enough apart so a spray attack targeted against either one of them will not catch the other under the template. Unfortunately he has not taken the Argus behind them into account. The Carnivean has line of sight to the Argus and therefore can target it with its Dragon Breath even though it is out of range. Doing this will cover both Wolves of Orboros with the spray template.

The attack is then resolved using the rules for that ability. These attacks can, in turn, earn more attacks of their own.

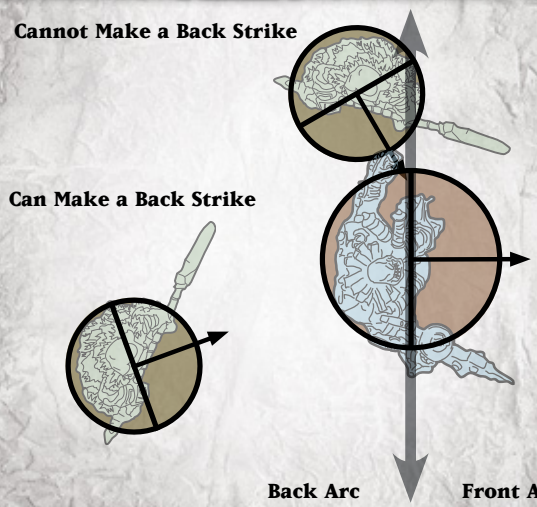
ATTACKS THAT HIT OR MISS AUTOMATICALLY

Some special rules cause attacks to hit automatically or miss automatically. If a special rule causes an attack to **hit automatically**, you do not have to make an attack roll. If you do make a roll (because you want to try for a critical hit, for example), the attack no longer hits automatically. If the attack roll fails, the attack misses.

If a special rule will cause an attack to **miss automatically**, do not make an attack roll. The attack just misses.

If one rule causes an attack to hit automatically and one causes it to miss automatically, the automatic hit takes precedence over the automatic miss. For instance, an effect that allows attacks to hit automatically would override special rules such as Stealth that would otherwise cause an attack to miss automatically.

MAKING A BACK STRIKE



BACK STRIKES

A **back strike** grants a +2 bonus to the attack roll of any melee, ranged, or magic attack made against a model from its back arc. For a model to receive the back strike bonus, the point of origin of the attack must have been in the target's back arc for the attacker's entire activation up to the moment of the attack. If the attack's point of origin was in the target's front arc at any time during the attacking model's activation, the attacker does not receive this bonus. A model receives a back strike bonus only during its activation.

COMBINED MELEE ATTACKS

During their unit's activation, two or more troopers with this ability with the same target in their melee range can combine their melee attacks against that target. In order to participate in a combined melee attack, a trooper must be able to declare a melee attack against the intended target. Choose one model in the attacking group to be the primary attacker and make one melee attack roll for the group. Add +1 to the attack and damage rolls for each model participating in the attack, including the primary attacker. All other bonuses and penalties to the attack and damage rolls, such as the bonus for intervening terrain, are based on the primary attacker.

Each model in a combined melee attack = +1 to the attack and damage rolls

In a combined melee attack, only the primary attacker actually makes an attack. The other participants lose their attacks, contributing them to create the combined attack. A model that charged during its activation can participate in a combined melee attack, but the combined attack cannot be a charge attack unless all contributed attacks are charge attacks. If any non-charge attack is contributed, the combined attack is not a charge attack.

A unit's melee attacks can be grouped in any manner, including multiple combined melee attacks. Troopers capable of multiple melee attacks can divide them among eligible targets and participate in multiple combined melee attacks. Units with Combined Melee Attack ignore the rule that one trooper's combat action cannot begin until the previous model's combat action ends.

Example: *Four members of a Wolves of Orboros unit make a combined melee attack against a Skorne Titan Gladiator. One model is chosen to make the melee attack for the group, adding +4 to his attack and damage rolls since there are four models participating in the attack. Two other troopers in the same Wolves of Orboros unit make a combined melee attack against a nearby Basilisk Drake. The trooper declared as the primary attacker makes one melee attack and adds +2 to his attack and damage rolls.*

COMBINED RANGED ATTACKS

During their unit's activation, two or more troopers with this ability can combine their ranged attacks against the same target. In order to participate in a **combined ranged attack**, a trooper must be able to declare a ranged attack against the intended target and be in formation. Choose one model in the attacking group to be the primary attacker and make one ranged attack roll for the group. Add +1 to the attack and damage rolls for each model participating in the attack, including the primary attacker. All bonuses and penalties for the attack are based on the primary attacker.

Each model in a combined ranged attack = +1 to the attack and damage rolls

Combined ranged attacks cannot target a model in melee.

In a combined ranged attack, only the primary attacker actually makes an attack. The other participants lose their attacks, contributing them to create the combined attack.



After declaring all participants, check each one to see if a ranged attack made on its own would have automatically missed due to lack of range or a special rule. Models that would have automatically missed do not contribute to the attack and damage roll bonus but still forfeit their attacks. If the primary attacker would have automatically missed, the combined attack automatically misses. For example, models found to be more than 5″ away from a target with the Stealth ability do not contribute to the combined attack, and the entire combined attack automatically misses if the primary attacker is more than 5″ away from the target.

A unit's ranged attacks can be grouped in any manner, including as multiple combined ranged attacks. Troopers capable of multiple ranged attacks can divide them among eligible targets and participate in multiple combined ranged attacks. Units with Combined Ranged Attack ignore the rule that one trooper's combat action cannot begin until the previous model's combat action ends.

Example: *Four members of a Blighted Nyss Archer unit that are in formation declare a combined ranged attack against a Trollblood Dire Troll Blitzer. When measuring range, the player discovers one trooper is out of range. That model's participation in the attack will not add to the attack or damage roll, though it still forfeits its attack. The model chosen to make the ranged attack for the group gains only +3 to its attack and damage rolls since only three of the four models participating in the attack contribute to it.*

GUNFIGHTER

A model with the Gunfighter advantage has a melee range of 0.5″ and can make ranged attacks targeting models in its melee range. This model does not get an aiming bonus when targeting a model in its melee range but can forfeit its movement to use other special abilities. A ranged attack roll does not suffer the target in melee attack roll penalty when the attacker is in melee with the target. However, if such an attack misses and there are multiple models in the combat, the attack can still hit another random model in the combat, excluding the attacker and the original target. Resolve these situations following the rules in "Targeting a Model in Melee" on p. 58.

A model with the Gunfighter advantage can make charges. If it makes a charge, the model can make its initial attacks with its ranged weapons; if its first attack is made with a ranged weapon, however, that attack is not a charge attack. A model with Gunfighter can make free strikes with its ranged weapons.

Remember that Gunfighter does not allow this model to make melee and ranged attacks during the same activation.

MODEL DESTRUCTION AND TOKENS

Special rules cause some models to gain certain types of tokens when a model is destroyed. A model generates only one of each type of token when destroyed. If multiple models are eligible to gain a specific token, the nearest eligible model gets the token. If a model has a limit on how many of a specific token it can have and is at that limit, it is not considered an eligible model.

FALLING

A model that is slammed, thrown, pushed, or that otherwise moves off of an elevated surface to another surface at least 1 full inch lower falls. A **falling** model is knocked down and suffers a damage roll. A fall of up to 3″ causes a POW 10 damage roll. Add an additional die to the damage roll for every additional increment of 3″ the model falls, rounded up.

Fall Damage Roll = 2d6 + 10 + d6 for every 3″ of the fall after the first

Example: *A model falling 3″ suffers a damage roll of 2d6 + 10. One falling 5″ suffers a damage roll of 3d6 + 10, and one falling 7″ suffers a damage roll of 4d6 + 10!*

If a falling model lands on top of another model, follow the rule of least disturbance (p. 65) to move the non-falling model into a legal position.

If a falling model contacts a model with an equal or smaller-sized base, the contacted model is knocked down and suffers the same damage roll as the falling model. A contacted model with a larger base than the falling model, however, does not suffer damage and is not knocked down. All damage resulting from the fall is simultaneous.

KNOCKDOWN

Some attacks and special rules cause a model to be **knocked down**. While knocked down a model cannot advance, make actions, make attacks, cast spells, use animi, use feats, be used to channel a spell, or give orders and does not have a melee range. A knocked down model does not engage other models and cannot be engaged by them. As a consequence, a model is never in melee with a knocked down model. A melee attack roll against a knocked down model automatically hits. A knocked down model has a base DEF of 5. A knocked down model does not block line of sight and is never an intervening model. A knocked down model cannot be locked or moved by a slam.

A knocked down model can stand up at the start of its next activation unless it was knocked down during its controller's turn; in that case it cannot stand up until its controller's *next* turn even if it has not yet activated this turn. A model cannot become knocked down while it is knocked down. For example, if a model is knocked down during your opponent's turn and before it gets a chance to stand up is affected by an effect that would ordinarily cause it to be knocked down on your turn, it is not affected by the second instance of knockdown and can still stand up on your turn.



To stand up, a model must forfeit either its movement or its action for that activation. A model that forfeits its movement to stand can make an action, but it cannot make attacks involving movement such as a slam. A model that forfeits its action to stand can use its normal movement to make a full advance but not to run or charge. When a model stands, it ceases to be knocked down. Some special rules allow a model to stand up. In that case, the model may stand up even if it was knocked down during the current player's turn.

BEYOND THE PLAY AREA

If an effect would cause a model to move or be placed beyond the table edge (such as being thrown or slammed), the model stops at the table edge and remains in play. The table edge does not count as an obstacle; models do not take additional damage for stopping there.

POINT OF ORIGIN

The **point of origin** of an effect or attack is the location or model from which the attack or effect originates. Typically this is the model causing the effect or making the attack, but not always. For example, when a warlock channels a spell through a model, the model the spell is channeled through is the point of origin of the spell even though the warlock is the model casting the spell. For attacks or effects that require line of sight to the target model, both line of sight and any attack roll modifiers that depend on line of sight (such as concealment) are checked from the point of origin of the attack. Range is also checked from the point of origin, including the placement of spray templates. Ignore the target in melee attack roll penalty when the point of origin of the magic attack is in melee with the model against which the attack roll is being made.

For most attacks, the **origin of damage** will be the same as the point of origin of the attack. The origin of damage for a *direct hit* with an AOE attack is the attack's point of origin, but the origin of damage for *any other* damage caused by an AOE attack is the point of impact.

Finally, some non-AOE attacks, such as Chain Lightning, have special rules that allow them to damage models besides the attack's target. The origin of damage in those cases is the model or point from which you measure the range to other affected models. For example, when the lightning generated by Chain Lightning arcs to another model, the immediately previous model struck by the lightning is the origin of that damage.

REPLACING MODELS

When **replacing** one model with another, place the new model so the area covered by the smaller of their bases is completely within the area covered by the larger. If the two bases are the same size, place the new model in the same location as the one being replaced. There must be room for the model's base in the location the model is placed. The player choosing the placed model's new location chooses its facing.

ENTERING

A model **enters** an area when its position in play changes such that its previous position was not within the area and its new position is within the area, or when it is put into play in the area. A model can suffer the effects of entering any particular area only once each time it advances.

STATIONARY MODELS

A **stationary model** cannot activate. A stationary model does not have a melee range. A stationary model does not engage other models nor can other models engage a stationary model. A model is never in melee with a stationary model. A stationary model cannot advance, make actions, make attacks, cast spells, use animi, use feats, or give orders.

A melee attack roll against a stationary model automatically hits. A melee attack against a stationary model automatically hits.

LEAST DISTURBANCE

Some rules can cause moving models to overlap the bases of other models temporarily, such as when a model is thrown or slammed. Once the model has stopped moving, models must be repositioned so that there are no longer any overlapping bases. The model that was moving stays in its final position; other models are moved out of the way to make room.

To determine which models to move and where to move them, first identify the fewest models that would need to be moved to make room. Then find the locations to move them that create the least *total* distance moved. If there are multiple options that yield the least distance—if one model is centered over another, for example—randomly determine the option to use. A model's facing does not change if it moved as a result of this rule.

FORFEITING

Some rules require a model to forfeit its activation, movement, or action, or allow it to do so voluntarily for some benefit.

A model cannot voluntarily forfeit something if it is also required to forfeit it. A model cannot forfeit the same thing to multiple effects. For example, a model that is knocked down cannot forfeit its movement to stand up and also gain an aiming bonus for forfeiting that movement.

A model can forfeit its activation only before it activates in a turn. If it does so, resolve the effect to which the activation is being forfeited, then the model ends its activation, triggering any relevant effects. A model cannot forfeit its activation if it cannot activate. A model cannot forfeit its activation unless it is required to do so or has a rule that allows it to do so. Forfeiting a model's activation does not trigger effects that take place at the end of movement and those that take place at the end of an action.

A model can forfeit its movement anytime before it moves. When a model forfeits its movement, resolve the effect to which the movement is being forfeited, then the model ends its movement, triggering any relevant effects. A model cannot forfeit its movement if it cannot move or does not have a movement available.

A model can forfeit its action anytime before it takes an action. When a model forfeits its action, resolve the effect to which the action is being forfeited, then the model ends its action, triggering any relevant effects. A model cannot forfeit its action if it cannot take an action or does not have an action.

REROLLS

Some models have special abilities that enable them to reroll attack or damage rolls or that cause another model to reroll its attack or damage rolls. These rerolls occur before applying effects that are triggered by hitting/missing for attack rolls or by damaging/not damaging for damage rolls. The results of a reroll completely replace the results of the roll that was rerolled. For example, if a reroll causes a hit model to be missed, it is missed. If a reroll causes a missed model to be hit, it is hit. Multiple reroll effects can come into play on the same roll. Resolve them all before resolving any other effects dependent on hitting/missing or damaging/not damaging.

SWITCHING TARGETS

Some models have the ability to cause another model to be directly hit by an attack in their place. Others can cause themselves to be directly hit by an attack in place of another model. Switching targets occurs immediately after a hit or a miss has been determined, including the resolution of all rerolls.

DAMAGE

Warlocks, warbeasts, and some other models can take a tremendous amount of damage before they fall in combat. What might be an incapacitating or mortal wound to a regular trooper will just bruise a warbeast or be deflected by a warlock's arcane protections.

DAMAGE ROLLS

Determine how much damage is dealt to a model by making a **damage roll**. In the case of ranged, magic, and most other damaging effects roll 2d6 and add the Power (POW) of the attack. In the case of melee attacks, roll 2d6 and add the POW + Strength (STR), or P+S, of the attack. A boosted damage roll adds an additional die to this roll. Special rules for certain circumstances might modify the damage roll as well.

Damage Roll = 2d6 + POW (+ STR if melee)

Compare this total against the Armor (ARM) of the model suffering the damage. That model takes 1 **damage point** for every point that the damage roll exceeds its ARM.

A weapon or attack with POW "—" does not cause damage.

Attacks that generate multiple attack and/or damage rolls do so simultaneously. See "Simultaneous and Sequential" (p. 236) for details on simultaneous damage.

RECORDING DAMAGE

A model's army list entry gives the total amount of damage it can suffer before being **disabled** (below). For models without damage boxes, this is 1 damage point. A model resilient enough to take more than 1 point of damage will have a row of **damage boxes** on its stat card for tracking damage it receives. Record its damage left to right by marking one damage box for each damage point taken. A model is disabled once all its damage boxes are marked. Unmarked damage boxes are sometimes called **wounds**.

Warbeasts have **life spirals** consisting of six **branches** of damage circles labeled with the numbers 1 through 6. Different life spirals might be slightly different in shape and number of damage circles, but they function the same way. When a model with a life spiral suffers damage, roll a d6 to determine which branch takes the damage. Starting with the outermost unmarked circle in that branch and working inwards, mark one damage circle per damage point taken. Once a branch is full, continue recording damage in the next branch clockwise that contains an unmarked damage circle. Continue filling branches as required until every damage point taken has been recorded.

When a rule specifically states a model suffers damage to a particular aspect, find the lowest numbered branch on the model's card that has an unmarked damage circle of that aspect. Within that branch, mark the outermost unmarked damage circles of that aspect.

DAMAGING ASPECTS

Life spiral are divided into three **aspects** that can be **crippled** as a model suffers damage. As a warbeast's aspects are crippled its performance on the battlefield suffers. While all the damage circles corresponding to an aspect are marked, that aspect is crippled. The effects of crippled systems are as follows:

- **Crippled Body:** The warbeast rolls one fewer die on damage rolls.
- **Crippled Mind:** The warbeast rolls one fewer die on attack rolls. Additionally, the model cannot make chain attacks or special attacks, including power attacks.
- **Crippled Spirit:** The warbeast cannot be forced.

If 1 or more damage points are removed from a crippled aspect, the aspect is no longer crippled.

DISABLED AND DESTROYED

A model is **disabled** when all of its damage boxes are marked, or when it suffers 1 damage point if it does not have damage boxes. When a model is disabled, immediately resolve any effects triggered by being disabled. A model cannot suffer more damage than it has damage boxes. If 1 or more damage points are healed or removed from a model, it is no longer disabled.

After resolving any effects triggered by being disabled, if it is still disabled it is considered to be **boxed**. When a model is boxed, after resolving any effects triggered by being boxed it is **destroyed**, triggering any relevant effects. Remove the destroyed model from the table.

If an effect causes a model to leave play or cease being disabled, such as when damage is removed on a successful Tough roll, do not resolve any more effects triggered by the model being disabled. The model does not become boxed or destroyed, thus effects triggered by the model becoming boxed or destroyed do not occur.

Likewise, if an effect causes a boxed model to leave play or no longer be boxed, do not resolve any additional effects triggered by the model being boxed. For example, if an effect causes a boxed model to be removed from play, no additional effects triggered by the model being boxed take place, and the model is not destroyed. In this case, the removed model does not provide a soul token because it was not destroyed.

In most cases, a model simply takes damage and is destroyed. Some abilities and effects can interrupt or modify the process of taking damage, though, and that's when these steps come into play.

REMOVED FROM THE TABLE AND REMOVED FROM PLAY

Some rules cause a model to be **removed from the table**, such as when it is destroyed or does something like burrowing into the ground. The model is removed from the playing field and set aside.

Destroyed models can be returned to the table by many means, but other effects that remove a model from the table list specific rules on how and when it can return to play.

Some rules cause a model to be **removed from play**; sometimes this is instead of being destroyed, and at other

A LESSON IN ABSTRACTION

Obviously a warbeast's spirit could not be literally damaged. These rules are an abstraction of the effects of damage suffered by a warbeast. For instance, as a warbeast suffers damage on the battlefield, its physical well-being may be compromised (Body aspect) or it may lose the will to fight (Spirit aspect).



times it is in addition to being destroyed. A model removed from play is removed from the table and set aside for the rest of the game; it cannot return to the table for any reason.

WARLOCK DESTRUCTION

Should a warlock be unfortunate enough to fall in combat, his entire army suffers from the harsh blow. When a warlock is destroyed or removed from the table, all upkeep spells cast by the warlock immediately expire. Every warbeast in the warlock's battlegroup immediately goes **wild**. When a warbeast goes wild, remove fury points from it.

While it is wild, a warbeast must run during its activation. It is not required to move the full distance of its run, however, and it can even run 0″ if desired. If a wild warbeast cannot run, it makes a full advance and must forfeit its action. A wild warbeast cannot make actions, be forced, advance outside of its normal movement, use its animus, or make attacks, including attacks that do not take place during the model's or unit's activation, such as a free strike. It also does not gain an ARM bonus for shields or bucklers. A wild warbeast never frenzies.

TAKING CONTROL OF WILD WARBEASTS

A friendly Faction model with the Battlegroup Commander special ability, such as a warlock, that ends its movement in base-to-base contact with a wild warbeast can take control of it. To take control of the warbeast, the model must forfeit its action this turn but can still cast spells, use its feat, and use special abilities. The controlled warbeast is no longer wild, but it must forfeit its activation and cannot be used to channel spells the turn it becomes controlled. The warbeast becomes part of its new controller's battlegroup.

HEALING AND REMOVING DAMAGE

Some abilities, spells, and other effects remove damage points from a model. When a model with a life spiral is **healed** or has **damage removed**, remove the damage points from anywhere on the model's life spiral. Remember, if a model heals damage while disabled, it is no longer disabled.

RETURN TO PLAY

Some special rules can cause a model to **return to play** after it is removed from the table. Unless otherwise specified, a model that is returned to play can activate that same turn and has all damage removed. Returned models cause their units to lose benefits or effects received from the original destruction of the models returned. Models removed from play cannot be returned to play.

If a model has an ability it can use once per game that it has already used this game, it cannot use that ability again even if it returns to play.

DAMAGE TYPES

Some weapons inflict a specific **damage type** that might affect some models differently than others. When a damage type is referenced in text, it is described as an "X damage

roll." For example, a damage roll that causes electrical damage is described as an "electrical damage roll."

A model with immunity to a certain damage type does not take damage of that type. A single attack can inflict damage of several types. If a model is immune to any of those types, it does not suffer damage from the attack. A model that is immune to damage from an attack can still suffer other effects from the attack.

Example: *The Pyre Troll is a warbeast with Immunity: Fire. If it were hit by an attack that caused fire damage, the warbeast would not suffer a damage roll from the attack.*

Some damage types are identified by their attack type. For example, damage caused by a ranged attack might be referred to as "ranged attack damage."

Damage types and immunity to those types include:


Cold


Corrosion


Electricity


Fire


Immunity: Cold


Immunity: Corrosion


Immunity: Electricity


Immunity: Fire

MAGICAL WEAPONS

A magical weapon can damage and affect models with the Incorporeal ability. Attacks made with magical weapons are not magic attacks. Magical ranged weapons make ranged attacks. Magical melee weapons make melee attacks.

SPECIAL EFFECTS

Many attacks cause special effects in addition to causing damage. Each special effect is unique in its application. There are three categories of special effects: automatic effects, critical effects, and continuous effects. A special effect can belong to more than one category, and its category can change depending on the weapon. For instance, one weapon might cause the Fire continuous effect automatically on a successful hit, but another might require a critical hit to cause the Fire continuous effect.

Pay close attention to the exact wording for each model's special effects. Even if the effect is the same for different models with the same weapon or ability, it might require different conditions to function. Some models' special effects function if the target is hit, and others require the target to take damage. Critical effects require a critical hit on the attack roll.

AUTOMATIC EFFECTS

Apply an automatic effect every time it meets the conditions required to function.

Example: *The Pyre Troll's Spew Fire has the Continuous Effect: Fire weapon quality. Any model hit by the fire spewed by the troll automatically suffers the Fire continuous effect.*

CRITICAL EFFECTS

Apply a critical effect if any two dice in the attack roll show the same number and the attack hits; this is a **critical hit**. The target model suffers the special effect even if it takes no damage from the damage roll. An AOE attack's critical effect functions only with a direct hit, but every model under the template suffers the critical effect.

CONTINUOUS EFFECTS

Continuous effects remain on a model and have the potential to damage or affect it some other way on subsequent turns. A model can have multiple continuous effects on it at once, but it can have only one of each continuous effect type on it at a time.

Resolve continuous effects on models you control during your Maintenance Phase. First roll a d6 for each continuous effect; if the result is a 1 or 2 the continuous effect immediately expires without further effect. On a 3, 4, 5, or 6 the continuous effect remains in play. After rolling for expiration for all continuous effects, apply the effects of all continuous effects that remain in play simultaneously.

Continuous effects do not require fury points for upkeep and cannot be removed voluntarily. Remove a continuous effect only when it expires, a special situation causes it to end, or the affected model is removed from the table.

Example: *A Pyre Troll attacks a Titan Gladiator with Spew Fire. Spew Fire has Continuous Effect: Fire, so the Titan Gladiator now suffers the Fire continuous effect. It takes no damage from the fire at this point. During its controller's next Maintenance Phase, the Titan Gladiator's controller rolls a d6. The result is a 5, so the Titan Gladiator suffers a POW 12 damage roll from the fire. The Pyre Troll hits it with another Spew Fire attack, but since the Titan Gladiator is already on fire, there is no further fire from the hit. When the Maintenance Phase of the Titan Gladiator's controller comes around again, he rolls another d6 for the fire. This time the result is a 1, so the fire goes out without causing the Titan Gladiator to suffer another damage roll.*

Some common continuous effects are represented on a weapon's stat bar as weapon qualities.

Corrosion – A model hit by this attack suffers the Corrosion continuous effect, which slowly erodes its target. Corrosion does **1 damage point each turn** to the affected model during its controller's Maintenance Phase until it expires. Models with Immunity: Corrosion (p. 35) never suffer this continuous effect.

Fire – A model hit by this attack suffers the Fire continuous effect, which sets it on fire. A model on fire suffers a **POW 12 damage roll each turn** during its controller's Maintenance Phase until the continuous effect expires. Models with Immunity: Fire (p. 35) never suffer this continuous effect.

Critical Corrosion – On a critical hit, the model hit suffers the Corrosion continuous effect.

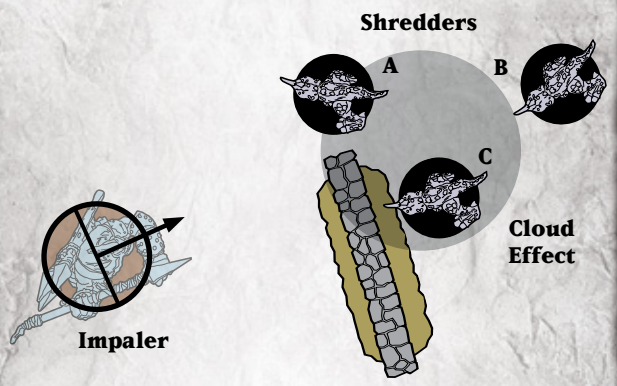
Critical Fire – On a critical hit, the model hit suffers the Fire continuous effect.

CLOUD EFFECTS

A **cloud effect** produces an area of dense smoke, magical darkness, thick mists, or the like that remains in play for a specified length of time. Use an AOE template of the appropriate diameter to represent the cloud. Every model with any part of its base covered by the cloud's template is within the cloud and susceptible to its effects.

In addition to being affected by a cloud's special rules, a model inside a cloud effect gains concealment (see p. 57). The cloud effect does not block line of sight from models within it to those outside of it, but it completely obstructs line of sight from models outside of it to anything beyond it. Thus, a model can see into or out of a cloud effect but not through one. A cloud effect provides no protection from melee attacks.

EXAMPLE OF A CLOUD EFFECT



The Troll Impaler has line of sight to Shredders A and C, but they both gain +2 DEF from concealment against any ranged or magic attacks from the Troll Impaler for being in the cloud effect. The Troll Impaler's line of sight to Shredder C crosses a solid terrain feature that's within 1″ of Shredder C, so Shredder C gains +4 DEF from cover against the Troll Impaler's attacks instead of gaining concealment (since concealment and cover are not cumulative). The Troll Impaler and Shredder B do not have line of sight to each other since the cloud effect is between them.



ANATOMY OF A UNIT
COMPONENTS, FORMATION, AND MOVEMENT

An army's soldiers and support personnel are organized into **units**. Every member of a unit is similarly equipped and trained to fill a certain battlefield role. Some units specialize in melee combat, others excel with ranged weapons, and some provide critical or highly specialized capabilities.

UNIT COMPONENTS

Most units are made up of a single Leader model and one or more Grunts that all share the same stat profile. Some units are led by an Officer with a different stat profile than the models it leads. All models in a unit are troopers in addition to their types explained below.

GRUNTS

Grunts are the basic troopers in a unit. The number of Grunts in a unit is noted on the unit's card.

LEADER

In most units, the **Leader** is the unit commander.

When the Leader model in a unit is destroyed or removed from play, immediately promote a Grunt model in the unit to become the new Leader by replacing the Grunt with the Leader model. See "Field Promotion" (p. 72) for details on this. The new Leader cannot make an attack during the turn it was promoted.

OFFICERS

An **Officer** is a special type of unit commander. Unlike with a Leader, if an Officer is destroyed or removed from play, do not promote a Grunt in the unit to be the new Officer.

OTHER TROOPER MODELS

Some units contain models that are not Leaders or Grunts. These models might have different stats and weapons than the other models in the unit.

STANDARD BEARER

While the **standard bearer** is in formation, models in its unit that are also in formation can reroll failed command checks. Additionally, the unit can reroll failed unit-wide command checks while the standard bearer is in formation. Each failed roll can be rerolled once as a result of the presence of a standard bearer.

When the standard bearer is destroyed or removed from play, you can choose a Grunt in its unit that is within 1″ of it to take its place and become the new standard bearer. If you choose to replace the standard bearer, replace the Grunt model with the standard bearer model. Effects on the destroyed or removed standard bearer expire. Effects on the replaced Grunt are applied to the new standard bearer. The new standard bearer has the same number of unmarked



damage boxes remaining as the Grunt it replaced. The new standard bearer cannot make an attack during the turn it replaced the Grunt.

UNIT COMMANDER

The **unit commander** is the focal point of a unit. In most cases, the unit commander is the Leader of the unit. If a unit is led by an Officer, the Officer is the unit commander. If a unit has neither an Officer or a Leader, designate another model in the unit to be the unit commander. That model remains the unit commander as long as it is part of the unit.

A trooper's proximity to its unit commander determines whether it is in unit formation. The unit commander issues orders to its unit and can attempt to rally its unit when the unit flees.

ATTACHMENTS

Attachments are made up of one or more models that can be added to a unit of the same type as the attachment. They can be fielded only as part of a unit, not as individual models. Attachments cannot be added to weapon crews. There are two different types of attachments: **unit attachments** and **weapon attachments**. A unit can have only one of each type of attachment added to it. Models in an attachment are not Grunts.

Each attachment's rules list the unit types to which it can be added.

An Officer can be added to a unit with a normal unit Leader as part of a unit attachment. If the unit contains both an Officer and a normal unit Leader, the Officer is the unit commander. Models in a unit gain the benefits of Granted abilities only while the model on whose card the rule appears is in formation.

TACTICS

Tactics are abilities granted to units by some unit attachments. The unit retains these abilities even if the model that granted them is destroyed or removed from play.

WEAPON CREWS

Weapon crews are small units that operate light artillery. Weapon crews cannot have attachments.

The unit Leader is on the same base as the light artillery and is treated as having the same base size as the Grunts in its unit.

Unlike with other units, if the Leader of a weapon crew leaves play it replaces a Grunt in the unit only if the Grunt is within 1″. Otherwise the Leader model leaves play and the player controlling the weapon crew chooses another model in the unit to become the unit commander. See "Field Promotion" on p. 72.

UNIT FORMATION

Regardless of a unit's role on the battlefield, one thing is certain: a unit is most effective when all its members are **in formation**. The unit commander is always in formation. A model is in formation if it is within its unit commander's command range. A unit's controller can measure the distance between the unit commander and a model in its unit anytime during that unit's activation.

All models in a unit must begin the game in formation.

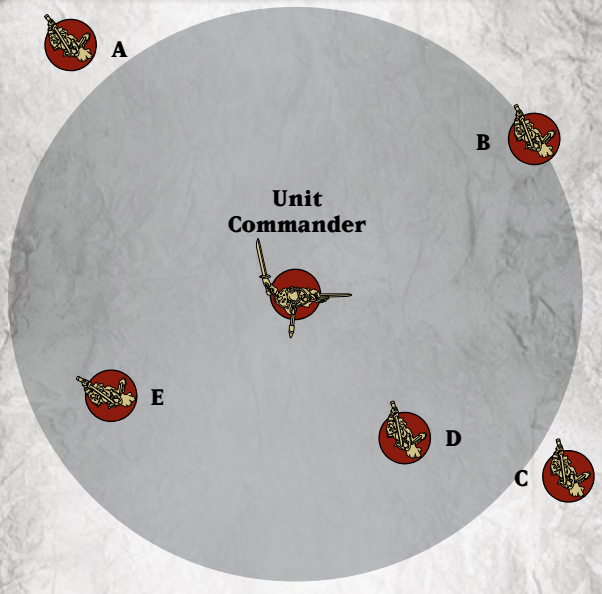
OUT OF FORMATION

While **out of formation**, a trooper cannot make actions, advance outside of its normal movement, receive orders, cast spells, or make attacks, including attacks that do not take place during the model's or unit's activation, such as a free strike. The trooper also suffers –2 CMD.

At the beginning of a unit's activation, determine if any troopers are out of formation. Those who are will not receive any order given to their unit. A trooper that is out of formation at the start of its unit's activation must use its normal movement to make a full advance toward or run directly toward its unit commander. If it makes a full advance, it must forfeit its action.

At the end of a unit's activation, every out-of-formation trooper must pass a command check or flee. Unlike most other command checks made by troopers, an out-of-formation trooper makes this command check individually. If he fails the check, he does not cause the entire unit to flee. See "Command" (p. 86) for detailed rules on command checks and fleeing.

IN AND OUT OF FORMATION



Praetorian Swordsmen B, D, and E are in formation since they are within the command range of the unit commander. Praetorian Swordsmen A and C are out of formation since they are not within the command range of the unit commander.



MOVING UNITS

When a unit makes its normal movement, troopers can move in any order. Remember, a trooper that is out of formation at the start of its unit's activation must advance toward or run directly toward its unit commander. If it makes a full advance, it must forfeit its action.

A unit required to make a command check as a result of its proximity to a terrifying entity during its normal movement does not do so until after every trooper in the unit has completed its movement.

ISSUING ORDERS

Orders let models make specialized combat maneuvers during their activation. Unlike other warrior models, troopers cannot automatically choose to run or charge during their normal movement; they must receive an order to do so. Similarly, a cavalry trooper must receive an order to make a ride-by attack (see "Cavalry," p. 83). A unit can receive an order from its unit commander at the beginning of its activation. The unit commander is the only model in a unit that can issue its unit orders.

Some units have orders described in their special rules that can be issued by their unit commanders, such as the Cataphract Cetrati's Shield Wall order. A unit commander can issue any order to its unit that is specified in the unit's special rules.

Orders that appear in the special rules of an Officer ⩓ can be issued only by that Officer. If the Officer leaves play, those orders cannot be issued by the new unit commander.

A unit can receive only one order per activation. Every trooper in formation receives the order and is affected by it. Out-of-formation troopers are not affected by orders received by their units. Models in a unit that do not receive an order can make a full advance and make their actions normally. Orders do not carry over from one activation to another.

FIELD PROMOTION

When a unit's Leader is destroyed, removed from play, or otherwise no longer part of its unit, choose a Grunt in that model's unit to take its place and become the new Leader. Replace the Grunt model with the Leader model. Effects on the destroyed Leader expire. Effects on the replaced Grunt are applied to the new Leader. The new Leader has the same number of unmarked damage boxes remaining as the Grunt it replaced. Leader models are replaced even if there is an Officer model in the unit. The new Leader cannot make an attack during a turn it was promoted.

If the Officer leading a unit leaves play and there is a Leader model in its unit, the Leader model becomes the unit commander.

If the unit's Leader is the unit commander and it leaves play and there is no Grunt to replace it, or if an Officer is destroyed and there is not a Leader model in the unit, choose another model in the unit to become the unit commander. That model remains the unit commander as long as it is part of the unit. If that unit commander is destroyed, choose another model to become the unit commander. If an effect allows your opponent to immediately take control of the Officer or Leader of a unit to make an attack or to make a full advance and an attack, that model remains the unit commander and is not replaced despite your opponent's temporary control.

Example: *The Leader of a Tharn Ravager unit is destroyed. The unit's controlling player decides to make a Grunt with four unmarked damage boxes remaining the new unit commander. He replaces the Grunt model with the Leader model. The new Leader model has the same number of unmarked damage boxes remaining as the Grunt it replaced. If the Grunt was also suffering from the Fire continuous effect when it was replaced, the new Leader would continue to suffer from the continuous effect.*

Example: *The Officer in charge of a Praetorian Swordsmen unit is destroyed. Instead of replacing a Grunt in the unit with the Officer model, the Officer leaves play and the Leader of the unit becomes the new unit commander.*

Example: *If a Kriel Warrior unit currently consists of a Leader, a Piper, a Caber Thrower, and a Grunt, and an AOE attack destroys both the Leader and the Grunt, the controlling player must make the Piper or the Caber Thrower the unit commander. In either case, the model is not replaced by the Leader because neither is a Grunt.*

SPELLS AND EFFECTS

Some special rules and spells affect entire units. Those special rules and spells are noted in their descriptions. If a special rule or spell specifies "target unit," it must target a trooper in a unit but will affect all models in the unit. Effects that specify "target model/unit" can target any model, including non-troopers, but if the target model is a trooper the effect will apply to the entire unit.

WARBEASTS–MONSTERS OF WAR
SPECIAL RULES, FORCING, AND FRENZY

Warbeasts are living engines of rage and are the greatest assets in a warlock's arsenal. They are armed with a broad variety of melee and ranged weaponry and embody the primal power of their respective factions. A single warbeast can annihilate dozens of men, and several warbeasts together are a threat no enemy can ignore.

WARBEAST SPECIAL RULES

All warbeasts have the following special rules in common.

LIFE SPIRAL

Warbeasts have life spirals. A warbeast is not destroyed until all the boxes in its life spiral are marked.

FEARLESS ✠

Though the icon does not appear on their stat lines, all warbeasts have the Fearless advantage (see p. 33).

ANIMUS

Warbeasts have dormant arcane abilities called **animi** that can be tapped by the warlocks who control them. A warbeast can be forced to use its animus, or the warlock who controls the warbeast can treat the animus as if it were one of his own spells while the warbeast is in his control area.

If an animus refers to "this model" it affects the model using the animus, not necessarily the warbeast whose card the animus appears on.

WARBEAST MELEE RANGE

Warbeasts always have at least a 0.5″ melee range.

WARBEAST CONSTRUCTS ⚙

Warbeasts with the Construct advantage (see p. 33) never make threshold checks and cannot be healed.

FURY AND FORCING

A warbeast is a primal creature that reaches its full potential only when under the control of a model with the Fury Manipulation ability. A warbeast can be **forced** only while in its controller's control area, but it does not need to be in its controller's line of sight to be forced. When a warbeast is forced, declare the desired effect and place 1 fury point on it. This fury point does not come from the warlock; the warbeast itself generates it. A warbeast can be forced several times during its activation, but it can never have a fury point total higher than its current FURY. If a warbeast's current FURY is reduced for any reason, immediately remove excess fury points. A warbeast cannot be forced if the fury point gained would cause it to exceed its current FURY. Wild warbeasts cannot be forced. Fury points remain on warbeasts until removed by leaching, reaving, or a special rule.

ADDITIONAL ATTACK

During its activation, a warbeast can be forced to make additional melee or ranged attacks as part of its combat action (see "Combat Actions," p. 48). It can make one additional attack each time it is forced.

BOOST

During its activation, a warbeast can be forced to boost any of its attack rolls or damage rolls during its activation. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll.

Remember, a single roll can be boosted only once, but a warbeast can boost as many different rolls as you can afford to force it to.



CHARGE
A warbeast must be forced to charge.

RUN
A warbeast must be forced to run.

MAKE A POWER ATTACK
Warbeasts can make power attacks but must be forced to do so. All warbeasts can make the slam, head-butt, and push power attacks. Heavy warbeasts can make the trample power attack. Warbeasts with at least one weapon with the Open Fist weapon quality can make headlock/weapon lock and throw power attacks. Warbeasts with two weapons with the Open Fist weapon quality can make double-hand throw power attacks. A warbeast cannot make power attacks while its Mind Aspect is crippled.

RILE
During its activation, a warbeast can be forced for the sole purpose of gaining fury points. When a warbeast is riled, it can gain any number of fury points but cannot exceed its current FURY. A warbeast can be riled even if it runs.

SHAKE EFFECTS
During your Control Phase after resolving threshold checks and frenzies, a warbeast that is knocked down can be forced to stand up.

During your Control Phase after resolving threshold checks and frenzies, a warbeast that is stationary can be forced to cause the stationary status to expire.

USE ANIMUS
Once per activation, at any time, a warbeast can be forced to use its animus. Instead of gaining only 1 fury point when it is forced to use its animus, the warbeast gains a number of fury points equal to the COST of the animus. A warbeast cannot use its animus during an activation it runs. (See "Spells and Animi" on p. 78 for details.)

THRESHOLD AND FRENZY
Tapping into the primal energies of vicious warbeasts is not without risks. The fury generated by pushing a warbeast can potentially send it into a blind rage, causing it to frenzy. During your Control Phase, after your warlocks have leached fury from their warbeasts and spent fury to upkeep their spells, each of your warbeasts with 1 or more fury points remaining on it must make a successful threshold check or frenzy. To make a threshold check, roll 2d6 and add 1 to the roll for each fury point on the warbeast. If the roll exceeds the warbeast's current Threshold (THR) stat, it fails and frenzies.

Example: *During his Control Phase Rob makes a threshold check for his Titan Gladiator, which has 3 fury points on it. Rob rolls 2d6 and adds 3 to the roll for the Titan Gladiator's fury points. He then compares the result to the Titan Gladiator's THR of 9. The Titan Gladiator passes the threshold check and nothing happens if Rob rolls 6 or less (the Gladiator's THR of 9 – 3 fury points = 6). If Rob rolls 7 or more, the Titan Gladiator frenzies because the result exceeds its THR.*

A frenzied warbeast immediately activates and attempts to attack another model. First determine the frenzy target— the model the warbeast will try to attack—then the warbeast can move and attack depending on the circumstances and location of the warbeast and its frenzy target.

Check the following conditions in order. The first valid condition determines the frenzy target for the warbeast and how it will act during its activation. If multiple models match a condition, choose among them randomly.

1. Enemy model in the warbeast's melee range. Warbeast forfeits movement and makes combat action as described below.
2. Friendly model in the warbeast's melee range. Warbeast forfeits movement and makes combat action as described below.
3. Closest enemy model engaging the warbeast. Warbeast advances toward the model to get it into melee range and LOS, directly faces it, then makes its combat action as described below.
4. Closest model in LOS of the warbeast. Warbeast charges the model without being forced. If unable to charge, the warbeast advances toward the model to get it into melee range and LOS and then directly faces it. The warbeast makes its combat action as described below.
5. Closest model. Warbeast advances toward the model to get it into melee range and LOS, directly faces it, then makes combat action as described below.

If a frenzied warbeast is required to forfeit its movement or action and its frenzy target is met by condition 1 or 2, it will forfeit its movement. Otherwise it will forfeit its action. If a frenzied warbeast is knocked down and its frenzy target would be met by condition 1 or 2 after standing up, it will forfeit its movement. Otherwise it will forfeit its action.

A frenzied warbeast makes its combat action in a particular way. It never makes special attacks. It chooses the initial melee attacks option and makes one attack with its highest POW melee weapon and then forfeits the rest of its initial attacks. All attacks it makes that activation have boosted attack and damage rolls. The warbeast cannot make any additional attacks.

At the end of the warbeast's frenzy activation, it is no longer frenzied and you can remove any number of fury points from it.

A player cannot intentionally choose a path for a frenzying model's charge that would cause the charge to fail.

Because a frenzied warbeast activates in the Control Phase, it cannot activate during the Activation Phase that turn. During the frenzy activation, a frenzied warbeast can only take its movement and action as described above. It cannot be forced, use its animus, etc. If a frenzied warbeast cannot immediately activate, it loses its activation and is no longer frenzied, and you can remove any number of fury points from it.

WARLOCKS AND FURY–TRUE POWER
SPECIAL RULES, MANAGING FURY POINTS, AND CASTING SPELLS

Warlocks are the most powerful models in HORDES. They are powerful shamans and deadly warriors as effective in martial combat as when wielding arcane forces. A warlock's greatest talent, however, lies in harnessing the primal power contained within his warbeasts. If a warlock is the most powerful model in an army, warbeasts are his greatest asset. Without warbeasts, a warlock's power is greatly diminished.

Battles can be won or lost purely by how well a player manages his models' fury, how he forces his warbeasts, and what he does with the fury generated. HORDES is a game of risk management, pure and simple. A player is required to know not only where he needs to boost an attack or cast a spell but also how far he is willing to push the warbeasts under his control. Choosing poorly can result in a frenzied warbeast charging ahead of the rest of the army, or worse, assaulting its controlling warlock in a blind rage.

WARLOCK SPECIAL RULES

All warlocks have the following special rules in common.

BATTLEGROUP COMMANDER

This model can control a group of warbeasts. This model and its assigned warbeasts are collectively referred to as a **battlegroup**. This model can force the warbeasts in its battlegroup.

Since warlocks and warbeasts are independent models, each model in a battlegroup can move freely about the battlefield separate from the rest of the group. Although warbeasts usually benefit from remaining within their warlock's control area, they are not required to do so.

Only friendly models can be part of a battlegroup. If a rule causes a warbeast to become an enemy model, it is not part of its original battlegroup while that rule is in effect.

If an effect causes a battlegroup commander to fall under your opponent's control, while he is controlled by your opponent the warbeasts in his battlegroup remain under your control but are not considered to be part of their former controller's battlegroup. If you regain control of the battlegroup commander, he resumes control of the warbeasts in his battlegroup unless some other model has already taken control of them.

COMMANDER

Though the icon does not appear on their stat lines, all warlocks have the Commander advantage (see p. 33).

FEARLESS

Though the icon does not appear on their stat lines, all warlocks have the Fearless advantage (see p. 87).

FEAT

Each warlock has a unique **feat** that can turn the tide of battle if used at the right time. A warlock can use his feat at any





time during his activation. A warlock cannot use his feat if he runs and cannot interrupt his movement or attack to use it. He can use his feat before moving, after moving, before an attack, or after an attack, but not while moving or attacking.

A warlock can use his feat only once per game.

FURY MANIPULATION

This model has a Fury (FURY) stat. During your Control Phase, this model **replenishes** its fury points by leaching fury from the warbeasts in its battlegroup. This model begins the game with a number of fury points equal to its FURY. Unless otherwise stated, this model can spend fury points only during its activation.

During his controller's Maintenance Phase, a warlock loses all fury points in excess of his FURY stat.

FORCING WARBEASTS

A battlegroup commander can force his warbeasts as long as they meet the following criteria. The warbeast must be in the battlegroup commander's own battlegroup and in his control area (see "Control Area," next page), though it need not be in his line of sight. Take care to remember which warbeasts belong to which battlegroup; a battlegroup commander cannot force warbeasts in another model's battlegroup even if they are both part of the same army.

LEACHING

Warlocks can use the fury points generated by their warbeasts, but they do not receive it automatically. This model can leach fury points from warbeasts in its battlegroup that are in its control area during its controller's Control Phase. Fury points leached from a warbeast are removed from it and placed on this model.

This model can also leach fury points from its own life force during its controller's Control Phase. For each fury point this model leaches in this way, it suffers 1 damage point. This damage cannot be transferred.

This model can leach any number of fury points but cannot exceed its FURY in fury points as a result of leaching. Leaching is performed at the start of the Control Phase before threshold checks are made or fury is spent to upkeep spells.

For example, Hoarluk Doomshaper has FURY 7. If he begins his controller's turn with 2 fury points, he can leach up to 5 additional fury points from warbeasts in his battlegroup that are in his control area, but he cannot leach more than 5 because the additional points would cause him to exceed his FURY.

REAVING

Warlocks are able to capture the life essence of their warbeasts as they are destroyed. When a warbeast in this model's battlegroup is destroyed while in its control area, this model can reave the fury points on the warbeast. Before removing the destroyed model from the table, remove its fury points and place them on this model. This model cannot reave fury points from a warbeast in its battlegroup that was destroyed by a friendly attack or as a result of transferring damage to the warbeast.

Some abilities enable a model that does not control a warbeast to reave its fury points. The fury points of a destroyed warbeast can only ever be reaved by a single model, however.

This model cannot exceed its FURY in fury points as a result of reaving. Excess fury points gained from reaving are lost.

FURY: ADDITIONAL ATTACK

This model can **spend fury** to make additional melee or ranged attacks as part of its combat action (see "Combat Actions," p. 48). It can make one additional attack for each fury point it spends.

FOR THE MATHEMATICALLY INCLINED

Some effects use terminology like "increases control area by 2″." Inches are a unit of length, not area, and so the phrase may seem a bit odd. Likewise, some effects "double the control area." The correct interpretation is that the length of the line extending out from the model's base is the value being modified, not the area enclosed by sweeping that line around the model.

FURY: BOOST

This model can spend 1 fury to boost any of its attack rolls or damage rolls during its activation. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll.

Remember, a single roll can be boosted only once, but a warlock can boost as many different rolls as he can afford.

FURY: SHAKE EFFECT

During your Control Phase after resolving threshold checks and frenzies, if this model is knocked down it can spend 1 fury point to stand up.

During your Control Phase after resolving threshold checks and frenzies, if this model is stationary it can spend 1 fury point to cause the stationary status to expire.

DISCARDING FURY

During its activation, this model can remove any number of fury points from itself. This model can discard fury even if it runs.

PERFORMANCE POWER

Remember that a warbeast must be forced to run, charge, use its animi, or make a power attack. Warlocks can also spend their fury points to cast spells or heal damage.

DAMAGE TRANSFERENCE

When this model would suffer damage, it can immediately spend a fury point to **transfer** the damage to a warbeast in its battlegroup that is in its control area. The warbeast suffers the damage instead of this model. Determine where to mark the damage normally. Transferred damage is not limited by the warbeast's unmarked damage circles, and any damage exceeding the warbeast's unmarked damage circles is applied to this model and cannot be transferred again. This model cannot transfer damage to a warbeast that has a number of fury points equal to its FURY stat. This model is still considered to have suffered damage even if the damage is transferred. Models unable to suffer transferred damage cannot have damage transferred to them.

Example: *A warlock with one unmarked damage box remaining is hit by an enemy attack and would suffer 10 damage points. The warlock spends a fury point and transfers the damage to a warbeast in his battlegroup. Unless the warbeast has at least 10 unmarked damage circles, the remaining damage will be suffered by the warlock.*

HEALING

At any time during its activation, this model can spend fury points to heal damage it or a warbeasts in its battlegroup in its control area has suffered. For each fury point spent this way, this model heals 1 damage point.

SPELLCASTER

This model can **cast spells** at any time during its activation by paying the COST of the spell. In addition to the spells listed on its card, this model can also cast the animi of the warbeasts in its battlegroup in its control area as spells. This model cannot cast spells during an activation it runs. (See "Spells and Animi" on p. 78 for details.)

CONTROL AREA

This model has a **control area**, a circular area centered on this model with a radius that extends out from the edge of its base a number of inches equal to twice its current FURY. A model is always considered to be in its own control area. When a special rule changes a model's FURY, its control area changes accordingly. Some spells and feats use the control area, noted as "CTRL," as their range or area of effect.

A warbeast must be in its warlock's control area to be forced by the warlock.

MEASURING CONTROL AREAS

You can measure the control area of your models at any time for any reason. Specifically, you can measure the distance from a model to any point within its control area at any time.

For control area effects against opposing models, you do not have to measure the control area until after the enemy model commits to its movement or action.

Example: *A warlock casts a spell that turns his control area into rough terrain. That warlock's controller does not have to measure his control area prior to an enemy model entering it. The opposing player will have to adjust his model's position after completing its movement if it entered the warlock's control area and had its movement reduced by the spell's effect.*



SPELLS AND ANIMI

Some models, like warlocks, have the ability to cast spells and tap the dormant primal power of a warbeast known as an animus. A model with the Battlegroup Commander and Fury Manipulation abilities can tap the animus of a warbeast in its battlegroup that is in its control area and cast it as if it were a spell of its own. A warbeast must be forced to use its animus. When a warbeast uses its animus, it is not considered to be casting a spell, but when the warbeast's controller taps its animus, the controller is considered to be casting a spell as well as using an animus.

A model can cast a spell or be forced to use its animus only during its activation.

SPELLCASTING

Models with the Fury Manipulation ability cast spells by paying the COST of the spell or animus in fury points. A model can cast any number of spells during its activation for which it can pay the COST. A spell can be cast multiple times per activation if the COST can be paid.

When a model casts a spell, resolve the spell's effects immediately.

A spell's point of origin is the model casting the spell or the model through which the spell is channeled (see "Channeling," p. 82). Unless noted otherwise, spells that target a model other than the casting model or the model channeling the spell require line of sight to their targets. Unlike ranged attacks, being in melee does not prevent a model from casting a spell.

A model can cast spells at any time during its activation but cannot interrupt its movement or attack to cast a spell. It can cast a spell before moving, after moving, before an attack, or after an attack, but not while moving or attacking. A model cannot cast spells during an activation it ran.

Example: *A warlock could cast a spell, move, use his combat action to make a melee attack, cast two more spells, and then spend another fury point to make an additional melee attack.*

ANIMI

A warbeast cannot exceed its FURY in fury points as a result of using its animus (p. 74). If the fury points gained by using its animus would cause a warbeast's fury point total to exceed its FURY, it cannot use the animus.

When a warbeast uses its animus, resolve its effects immediately.

An animus' point of origin is the warbeast using the animus or the model casting it as a spell. A model that can cast an animus as a spell can also channel that animus. Unless

noted otherwise, animi that target a model other than the model using the animus require line of sight to their targets. Unlike ranged attacks, being in melee does not prevent a model from using an animus.

A warbeast can be forced to use its animus any time during its activation but cannot interrupt its movement or attack to use its animus. It can use its animus before moving, after moving, before an attack, or after an attack but not while moving or attacking. A warbeast cannot use its animus during an activation it ran.

A model or unit can have only one friendly animus in play on it at a time. If another friendly animus is cast on a model or unit the older friendly animus expires and is replaced by the new one when the affected model is hit by the animus. The older friendly animus expires even if only a single model in the unit is affected by the new friendly animus. This applies to animi used by warbeasts as well as those cast as spells.

If an animus affecting a unit expires on one model in the unit, it expires on all models in the unit.

SPELL AND ANIMUS STATISTICS

Spells and animi are defined by the following six statistics:

COST – The number of fury points that must be spent to cast a spell or the number of fury points a warbeast gains by being forced to use its animus.

RNG, Range – The maximum distance in inches from the spell or animus' point of origin to its target. Measure range from the edge of the point of origin's base to the target up to the maximum range of the spell or animus. If the nearest edge of the target model's base is within the maximum range of the spell or animus, the target is in range. A RNG of "SELF" indicates that a spell can be cast only on the model casting it or an animus can only be cast on the model using it. A RNG of "CTRL" indicates the spell uses the spellcaster's control area as its range. Animi never have a RNG of CTRL.

POW, Power – The base amount of damage a spell or animus inflicts. The POW forms the basis of the spell or animus' damage roll. A spell or animus with POW "—" does not cause damage.

AOE, Area of Effect – The diameter in inches of the template an AOE spell or animus uses for damage effects. When casting an AOE spell or animus, center the template on the determined point of impact. A model with any part of its base covered by the template potentially suffer the spell or animus' effects. See p. 58 for details on AOE attacks. Templates for AOEs appear on p. 247. A spell with an AOE of "CTRL" is centered on the warlock and affects models in his control area.

UP, Upkeep (Yes/No) – Whether the spell can be upkept. Animi cannot be upkept. An upkeep spell remains in play if the model that cast it spends 1 fury point to maintain it during its controller's Control Phase.

OFF, Offensive (Yes/No) – Whether the spell or animus is offensive. An offensive spell or animus requires a successful magic attack roll in order to take effect. If the attack roll fails, the attack misses and the spell or animus has no effect. A failed attack roll for an offensive spell or animus with an area of effect deviates.

If a stat is listed as "*" the spell or animus does not use the stat in a normal way and contains special rules relating to that aspect of the spell or animus.

Example: *A spell or animus that has an AOE but does not use one of the standard 3", 4", or 5" templates would have "*" as its AOE stat and include rules explaining how its AOE is measured.*

OFFENSIVE SPELLS, ANIMI, AND MAGIC ATTACKS

An **offensive spell** or **animus** is a magic attack that requires that the model casting the spell or using the animus succeed in a magic attack roll to put its effects in play. Magic attacks are similar to ranged attacks and follow most of the same rules but are not affected by a rule that affects only ranged attacks.

An offensive spell or animus cannot target its point of origin.

Some spells and animi have "*" in the OFF column rather than "YES" or "NO." Treat these spells as non-offensive when targeting friendly models and offensive when targeting enemy models.

CASTING A SPELL OR USING AN ANIMUS

After paying the cost of the spell, if the spell is an upkeep spell, any other copies of that spell cast by the spellcaster immediately expire. Next, declare the target.

A spell or animus can target any model in the point of origin's line of sight (see "Line of Sight," p. 43) subject to the targeting rules. Non-offensive spells and animi with a numeric RNG can also target the point of origin of the spell. A spell or animus cannot target open ground or a permanent terrain feature.

Certain rules and effects create situations that specifically prevent a model from being targeted. A model that cannot be targeted by an attack still suffers its effects if inside the attack's AOE. Other rules and effects, such as Stealth, only cause an attack to miss automatically. They do not prevent the model from being targeted by the attack.

MEASURING RANGE

After declaring the target, **measure** to see if the target is within the Range (RNG) of the spell or animus. Measure range from the edge of the point of origin's base to the target up to the maximum range of the spell or animus. If the nearest edge of the target model's base is within the maximum range of the spell or animus, the target is in range. If the target is in range and the spell or animus is non-offensive, apply the spell's effects. If the target is in range and the spell or animus is offensive, make a magic attack roll to see if it hits. If the target is beyond maximum range, a non-offensive spell or animus does not take effect and an offensive spell or animus automatically misses. If a magic attack has an area of effect (AOE) and the attack's target is out of range, it automatically misses, and its point of impact will deviate from the point on the line to its declared target at a distance equal to its RNG. See "Area-of-Effect (AOE) Attacks" on p. 58 for details on these attacks and deviation.

MAGIC ATTACK ROLLS

Determine a magic attack's success by making a **magic attack roll**. Roll 2d6 and add the attacking model's current FURY. Roll an additional die if the roll is boosted. Special rules and certain circumstances might modify the attack roll as well.

Magic Attack Roll = 2d6 + FURY

A target is directly hit if the attack roll equals or exceeds the target's DEF. If the attack roll is less than the target's DEF, it misses. A roll of all 1s on the dice causes an automatic miss. A roll of all 6s is a direct hit unless you are rolling only one die, regardless of the attacker's FURY or its target's DEF.

Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

A magic attack roll does not suffer the target in melee attack roll penalty when the point of origin is in melee with the target. If such an attack misses and there are multiple models in the combat, however, the attack can still hit another random model in the combat, excluding the attacker and the original target. Resolve these situations following the rules in "Targeting a Model in Melee" on p. 58 and "Spell and Animus Targeting" below. An AOE spell that misses in this situation will deviate normally.

MAGIC ATTACK ROLL MODIFIERS

The most common modifiers affecting a model's magic attack roll are summarized here for easy reference. Where necessary, additional detail can be found on the pages listed.

- *Back Strike* (p. 61): A back strike gains +2 bonus to the attack roll.
- *Cloud Effect* (p. 69): A model inside a cloud effect gains concealment.
- *Concealment* (p. 57): A model with concealment in relation to its attacker gains +2 DEF against ranged and magic attacks.
- *Cover* (p. 57): A model with cover in relation to its attacker gains +4 DEF against ranged and magic attacks.
- *Elevated Attacker:* If the attacker is on terrain at least 1″ higher than the target, it is an elevated attacker. When drawing line of sight from an elevated attacker, ignore intervening models on terrain at least 1″ lower than the attacker unless they are within 1″ of the target. Additionally, ignore intervening models within 1″ of the target that are on terrain at least 1″ lower than the attacker and have equal or smaller-sized bases than the attacker.
- *Elevated Target:* If the target is on terrain at least 1″ higher than the attacker, it is an elevated target. When drawing line of sight to an elevated target, ignore intervening models on terrain at least 1″ lower than the target. An elevated target gains +2 DEF against ranged and magic attack rolls.
- *Knocked Down Target* (p. 63): While knocked down, a model has its base DEF reduced to 5.
- *Stationary Target* (p. 65): While stationary, a model has its base DEF reduced to 5.
- *Target in Melee* (p. 58): A ranged or magic attack roll against a target in melee suffers a –4 penalty. Remember that a model making a magic attack while in melee with its target does not suffer this penalty. If the attack misses, it will deviate and might hit a nearby model instead.

SPELL AND ANIMUS TARGETING

Many spells and animi can be cast only on certain types of models, such as warbeasts or enemy troopers. Such restrictions are noted in a spell's description. To abbreviate these targeting restrictions, when a spell's description mentions an effect against a "target something," the spell can be cast only on that type of model.

Example: *Kromac the Ravenous' spell Wild Aggression states "target friendly warbeast in this model's battlegroup can run, charge, or power attack slam or trample without being forced and gains boosted melee attack rolls." Therefore when Kaya casts this spell it can target only a warbeast her battlegroup.*

When using an offensive spell or animus to attack a structure, ignore its targeting restrictions.

When an offensive spell or animus targeting a model in melee misses, ignore its targeting restrictions when determining



which model in the combat might be hit instead. If the new target is an invalid one for the spell or animus, the spell or animus has no further effect. (See "Targeting a Model in Melee" on p. 58 and "Offensive Spells, Animi, and Magic Attacks" on p. 79 for details on resolving a magic attack against a model in melee.) An AOE spell or animi that misses will deviate normally instead.

Example: *Hoarluk Doomshaper, Shaman of the Gnarls attempts to cast Stranglehold on a Legion Blighted Nyss Swordsman trooper in melee with one of his Pyre Trolls, which is itself in melee with two other Blighted Nyss Swordsman troopers. Thus, there are four models in the combat. If he misses, determine which of the other three models might be hit by the spell instead as usual.*

UPKEEP SPELLS

Upkeep spells can be maintained for more than one round. During your Control Phase, your models can spend fury to keep their upkeep spells in play. Each upkeep spell requires 1 fury point for its upkeep every time. A model can maintain an upkeep spell even if the spell's effects are outside that model's control area. If fury is not spent to maintain one of your upkeep spells during your Control Phase, the spell immediately expires.

A model can have only one instance of each specific upkeep spell in play at a time, but it can maintain any number of different upkeep spells simultaneously if it spends enough fury points to do so. A model or unit can have only one friendly and one enemy upkeep spell in play on it at a time. If another upkeep spell is cast on a model or unit that already has one from the same side—friendly or enemy—the older upkeep spell expires and is replaced by the newly cast one when the affected model is hit by the spell. The older upkeep spell expires even if only a single model in the unit is affected by the new upkeep spell. Likewise, an upkeep spell on one model expires if its unit is affected by a new upkeep spell from the same side.

A model can recast any of its upkeep spells already in play. If this happens, the spell's previous casting immediately expires when the COST of the new casting is paid.

If an upkeep spell affecting a unit expires on one model in the unit, it expires on all models in the unit.

Example: *A unit of Skorne Cataphract Cetrati currently has the Savagery spell in play on it. The Skorne player decides it would be more beneficial to have the Defender's Ward spell cast on the unit instead and casts it, which immediately removes the Savagery spell when he pays Defender's Ward's COST. During the Legion player's turn, Lylyth casts Parasite on the unit. This does not remove the Defender's Ward spell because an enemy upkeep spell does not replace a friendly one.*

MULTIPLE SPELL EFFECTS

Although it is not possible to have more than one friendly upkeep spell and one enemy upkeep spell on a model or unit at a time, it *is* possible for a model or unit to be affected by more than one spell or animus at a time. As long as a model or unit is under the effects of no more than one friendly and one enemy upkeep spell, it can be affected by any number of non-upkeep spells and up to one friendly animus effect at the same time.

Example: *A Troll Impaler targets a Dire Troll Blitzer already under the effects of Sure Foot with its Far Strike animus. Sure Foot does not expire when the Dire Troll is affected by Far Strike because Far Strike is not an upkeep spell.*

CHANNELING

Some models, known as **channelers**, can act as passive relays for spells and extend their effective range. A spellcaster can cast spells through any channeler in its battlegroup that is also in its control area. The spellcaster is still the attacker and the model casting the spell, but the channeler becomes the spell's point of origin. This means that eligible targets and the spell's range are measured from the channeler and that the channeler must have line of sight to the spell's target. Channeling a spell does not require the spellcaster to have line of sight to either the channeler or the spell's target. There is no additional fury cost for channeling a spell.

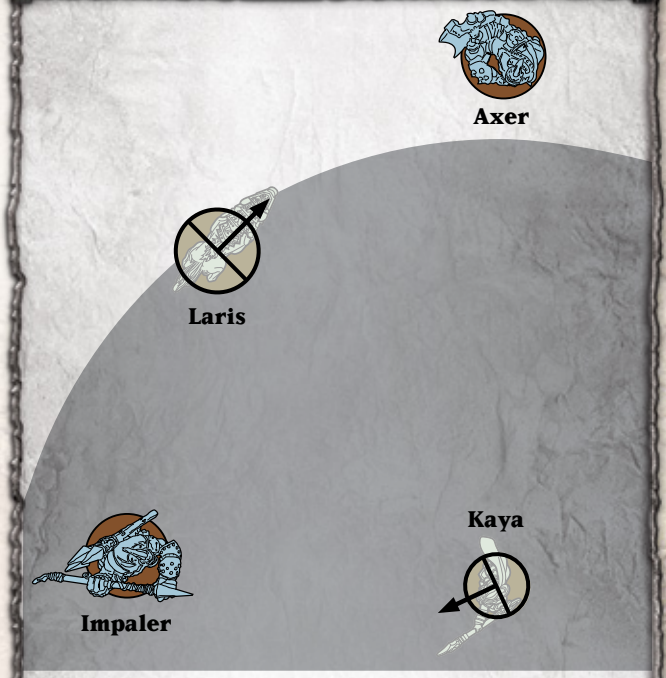
A channeler engaged by an enemy model cannot channel spells. A stationary channeler can channel spells, but one that is knocked down cannot. A channeler can be the target of a non-offensive spell it channels, but a spell with a RNG of "SELF" cannot be channeled. A channeler cannot be the target of an offensive spell channeled through it.

Make a magic attack for a channeled offensive spell normally. The warlock can spend fury to boost die rolls or otherwise enhance the spell normally.

Remember, the channeler is just a relay. Being used to channel a spell is a passive effect that occurs during a spellcaster's activation and has no impact on the channeler's own activation. A channeling warbeast cannot be forced to pay the spell's COST or boost its rolls, for example.

Only spells can be channeled, including animi cast as spells by warlocks. An animus used by a warbeast cannot be channeled because it is not a spell.

CONTROL AREA AND CHANNELING



Kaya the Moonhunter has FURY 6, so her control area (represented by the shaded area) measures 12″ from her base. Kaya can channel spells through Laris as long as Laris is in her control area.

A channeler must have line of sight to a target in order to be used to channel spells at it. Therefore Kaya can use Laris to channel spells at the Troll Axer, but she cannot use it to channel spells at the Troll Impaler even though Kaya herself has line of sight to it.

CHANNELING 101

Channeling a spell does not require the spellcaster to have line of sight to either the channeler or the spell's target. The channeler must have line of sight to the spell's target, though.

A warlock can channel a spell through only a single channeler at a time. Spells cannot be relayed from one channeler to another.

The warlock casts the spell, but the channeler is the spell's point of origin. A channeler cannot be the target of an offensive spell channeled through it.

CAVALRY

Mounted forces are renowned for their terrifying charges, which couple tremendous speed with great weight. Even troops who can avoid being cut down by lances and sabers are still vulnerable to being crushed underfoot.

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

TALL IN THE SADDLE

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

RIDE-BY ATTACK

A cavalry model can combine its normal movement and action in a **ride-by attack**. Declare that the model is doing so at the beginning of its normal movement. The model makes a full advance and can halt its movement at any point to make its combat action. Do not resolve abilities that trigger when the model ends its normal movement at this time. After it ends its combat action, the model resumes its movement. Therefore, a model making a ride-by attack triggers end-of-action effects before end-of-normal-movement effects. A cavalry trooper making a ride-by attack must complete both its movement and its combat action before the next model begins its normal movement.

Models in a cavalry unit must receive an order to make a ride-by attack. A cavalry model that received a ride-by attack order can make its attacks that activation even while out of formation.

MOUNT

A cavalry model's **Mount** not only provides transportation but also is a weapon in its own right. Mounts are indicated by a horseshoe icon in their stat bars. A Mount weapon has a 0.5″ melee range. Attacks made with a Mount are melee attacks and are resolved normally except that the damage roll is only 2d6 plus the POW of the Mount. Do not add the cavalry model's STR to Mount damage rolls. Mount attack and damage rolls cannot be boosted.

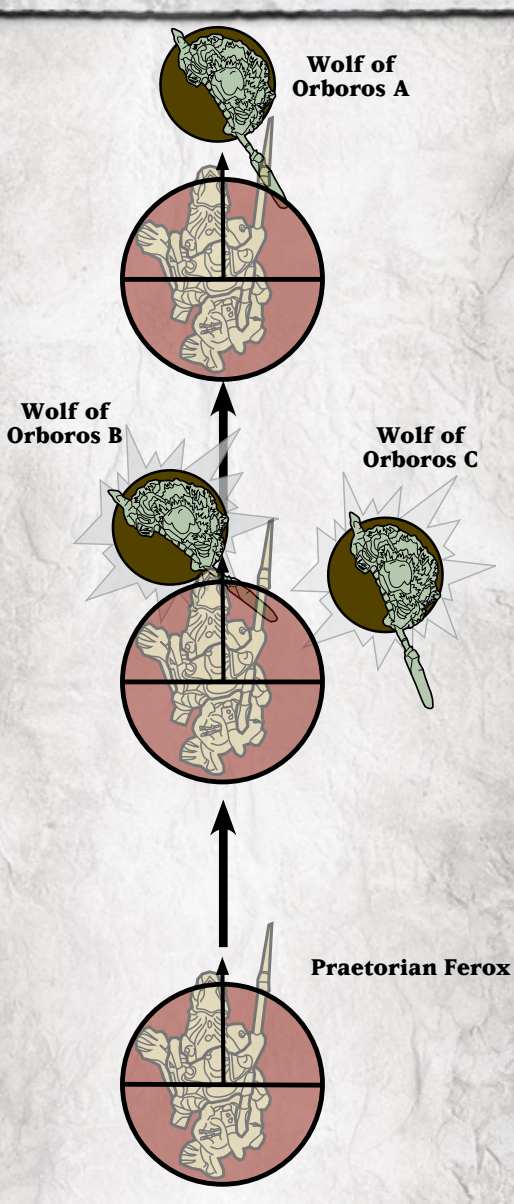
Mount Melee Attack Damage Roll = 2d6 + POW of Mount

Normally a model can use its Mount only to make impact attacks (see "Cavalry Charge," next).

CAVALRY CHARGE

A charge made by a cavalry model differs in several ways from a standard charge. When declaring a charge target, cavalry models ignore intervening models with bases smaller than their own.

CAVALRY CHARGE EXAMPLE



The Praetorian Ferox declares a charge targeting Wolf of Orboros A. The Ferox then moves in a straight line toward his target. After moving 4″, he stops short when he moves into base-to-base contact with Wolf of Orboros B. He then makes impact attacks targeting Wolves of Orboros B and C since both models are in his Mount's melee range.

After hitting and destroying Wolves of Orboros B and C, the Ferox continues his charge movement to Wolf of Orboros A.

If Wolf of Orboros C had not been destroyed, the Ferox could have continued the charge anyway, although he would have suffered a free strike. If Wolf of Orboros B had not been destroyed, the Ferox's charge would have been unable to continue, and the charge would have failed.

If a charging cavalry model contacts another model during its movement and has moved at least 3″, it can stop and make **impact attacks** with its Mount (see "Mount," previous) against all models in the Mount's melee range. The model makes these attacks even if it is out of formation. Impact attacks are simultaneous. After resolving the impact attacks, the charging model resumes its charge movement. It cannot make further impact attacks during this charge. If the charging cavalry model did not move at least 3″ before contacting the other model, it does not make any impact attacks and must stop its movement at that point. If the cavalry model's target is not in melee at the end of the charge movement, the charge fails. If the charge target is the first model contacted by the charging cavalry model, the charging model can still make an impact attack against it.

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

DRAGOONS

Dragoons are cavalry models that begin the game mounted but can become dismounted during play. For some dragoons the ability to be dismounted is optional. Adding this ability to the dragoon increases its point cost and total damage capacity.

While mounted, a dragoon is subject to all the normal cavalry rules. Once the dragoon has become dismounted, it is no longer a cavalry model and loses all cavalry abilities, including its Mount weapon. A model's Dragoon rule might list abilities and weapons that the model loses when it becomes dismounted. Dragoons have stats with two different base values. Use the first value while the dragoon is mounted and the second once the dragoon has become dismounted.

When a mounted dragoon suffers damage, apply the damage to its mounted dragoon damage boxes. When all these damage boxes are marked, the dragoon becomes disabled unless it has the ability to become dismounted. If the dragoon does have that ability, it becomes dismounted instead. Damage points in excess of the mounted dragoon's remaining unmarked damage boxes are not applied to its dismounted damage boxes. If this occurs while the dragoon is advancing, it cannot continue to advance; if it occurs during the dragoon's activation, the activation ends immediately. Remove the mounted dragoon and replace it with the dismounted dragoon model (see "Replacing Models," p. 64). Apply effects that were on the mounted dragoon to the dismounted dragoon. Once this replacement is complete, any further damage the dragoon suffers will be applied to its dismounted dragoon damage boxes. The model is disabled when all its dismounted dragoon damage boxes have been marked.

LIGHT CAVALRY

Some cavalry models are designated as **light cavalry**. They follow all the normal cavalry rules with the following alterations.

After an independent light cavalry model completes its action, the model can advance up to 5″. After all the models in a light cavalry unit have completed their actions, each can advance up to 5″. A light cavalry model cannot make ride-by attacks or impact attacks. A light cavalry model can make initial attacks with its Mount. When making additional attacks, a light cavalry model can use its Mount.

CHARACTER WARBEASTS

Character warbeasts represent the pinnacle of each faction's evolution. Due to their unusual or unpredictable nature, character warbeasts cannot typically bond unless a special rule specifically allows them to do so. (For details see Appendix B: Warbeast Bonding on p. 238 and "Affinities," below.)

AFFINITIES

Affinities are special abilities conveyed to some character warbeasts when the warbeast is part of a specific warlock's battlegroup. The warbeast gains the affinity when controlled by any version of the warlock listed in the name of the ability. A character warbeast with an affinity can be bonded to that warlock (see Appendix B: Warbeast Bonding, p. 238). The "warlock" referenced in the text of an affinity always refers to the warbeast's controller.

ELITE CADRES

Some models confer abilities to other models of a certain type in an army. Models that gain abilities from an **Elite Cadre** rule retain them even if the model that granted those abilities is destroyed or removed from play.

EPIC MODELS

Constant exposure to the carnage of the battlefield and the tumultuous nature of combat takes its toll. The warriors fighting in the shadow wars of western Immoren are locked in desperate struggles where they must persevere or face annihilation, forcing them to test their limits. The rigors of these clashes affect the mightiest of warlocks, and no one can weather them unchanged.

Epic models are variations of character models with fresh abilities, strengths, and weaknesses. Epic models are not more powerful versions of the original characters but instead reflect character growth and changes described in major story arcs. If these models were simply improvements on older versions, the older models would quickly become obsolete. Epic models do not replace the original models on which they are based but instead offer players the opportunity to play whichever version they

prefer. There may be several epic versions of a model from which to choose.

In story terms, these characters have not lost their original abilities but have instead adapted to the demands of war by adopting new tactics, equipment, and spells as necessary.

Because all versions of a model are considered the same character, an army or team can include only one of those versions. Just as a player cannot field two Alten Ashley, Monster Hunter models in the same army, he cannot field both Master Tormentor Morghoul and epic warlock Lord Assassin Morghoul at the same time.

EPIC WARLOCK BONDING

Some epic warlocks have the **Warbeast Bond** ability, representing an exceptionally powerful connection between the warlock and some of his warbeasts. This ability allows the epic warlock to start a game bonded to a warbeast in his battlegroup. These bonds follow the rules given in Appendix B: Warbeast Bonding (p. 238) except as noted here. Do not roll on the bond effect tables for these bonds. Their effects are described in the epic warlock's special rules.

Designate which warbeast is bonded to the epic warlock before the start of the game.

CAMPAIGN PLAY

In **campaign play**, the warlock need not bond with the same warbeasts from battle to battle. These bonds are in addition to any other bonds the warlock forms during play (see Appendix B: Warbeast Bonding, p. 238). A warbeast can be bonded to only one warlock at any time, however. If an epic warlock's Warbeast Bond ability is applied to a warbeast that is already bonded to a warlock, including himself, the previous bond is broken and its effects are lost. After the battle, do not make a bonding check for a warbeast affected by the Warbeast Bond ability; it is already bonded to the warlock.

MAGIC ABILITY

Some models have the ability to cast spells as a special action or attack without spending fury. The spells a model can cast are listed in its entry under its **Magic Ability** special rules. Magic Ability special attacks are magic attacks but are resolved using the model's Magic Ability score instead of the FURY stat. A model's Magic Ability score appears in brackets next to "Magic Ability"; for example, a Druids of Orboros model has "Magic Ability [7]."

Determine a Magic Ability attack's success by making a magic attack roll. Roll 2d6 and add the attacking model's Magic Ability score.

Magic Ability Attack Roll = 2d6 + Magic Ability Score

Casting a Magic Ability spell does not require a skill check.

MINION WARLOCKS AND WARBEASTS

A **minion warlock** counts toward the maximum number of warlocks allowed in an army. Field allowance is not faction-specific. If an army includes both faction and minion warlocks, count all the warlocks in the army when determining field allowance limits for both faction and minion models and units. If the only warlocks in an army are minions, only minion models can be included in that army.

Minion warbeasts can be controlled only by minion warlocks. By the same token, a minion warlock can control only minion warbeasts.

THEME FORCES

Theme Forces are themed armies for specific warlocks. A Theme Force can include only the warlock named in its title. If you are playing a game with two or more warlocks in each army, you cannot use these rules.

Theme Forces are broken into tiers. Each tier has a set of requirements that restricts your army composition. If your army meets the requirements of a tier and the tiers before it, you gain the benefits listed. These benefits are cumulative: you gain the benefits of every tier for which your army meets the requirements.

If a Theme Force can include a given unit, you can add any attachments to the unit that are available to it.

Theme Forces and their requirements and benefits can be found in each faction's *Forces of HORDES* book.

Regardless of a soldier's skill at arms, his real worth to an army is measured by his will to fight. Warriors might break and flee after suffering massive casualties or when confronted by terrifying entities, while manipulative spells can warp the minds of the weak-willed and cause them to attack their allies. The inspiring presence of a nearby warlock or unit commander can steel the nerves of warriors faced with these mental assaults and even rally them before their panic becomes a full-blown rout. Command checks determine the outcome of these game situations that test a combatant's discipline or mental resolve.

COMMAND RANGE

Every model has a **command range** equal to its CMD in inches. A model is always in its own command range.

Models in a unit that are in their unit commander's command range are in formation. A unit commander can rally and give orders to models in its unit that are in formation. A trooper that is out of formation cannot rally and will not receive orders (see p. 72). A trooper making an individual command check can use its unit commander's CMD if it is in formation.

Some models have the **Commander** advantage, which allows friendly Faction models or units in the model's command range to use its current CMD in place of their own when making a command check if they prefer. When making a command check for a unit, only one model in the unit must be in the command range of the model with the Commander advantage in order for the unit to use that model's CMD for the command check. A model with the Commander advantage can rally any friendly Faction model or unit that is in its command range (see "Rallying," next page).

COMMAND CHECKS

Several different circumstances require a model or unit to make a command check: massive casualties, terrifying entities, and a spell or other attack's special rules.

When a model or unit is required to make a **command check**, roll 2d6. If the result is equal to or less than its Command (CMD) stat, it passes the check.

Passed Command Check: 2d6 ≤ CMD

Failed Command Check: 2d6 > CMD

In most cases, this means the model or unit continues to function normally or rallies if it was fleeing. If the roll is greater than the CMD, the check fails and the model or unit suffers the consequences. When a unit fails a command check, every trooper in that unit suffers the effects, including out-of-formation troopers.

Example: *A Trollblood Fell Caller has a CMD of 9. The Fell Caller passes a command check on a 2d6 roll of 9 or less.*

An independent model makes a command check on an individual basis using its own CMD. It can use the CMD of a friendly Faction model with the Commander advantage instead of its own if it is in that model's command range, but it is not required to do so.

In most cases, troopers make command checks at the unit level. Some exceptions include troopers that end their activations out of formation and spells that specifically target single models. When you make unit-level command checks, use the unit commander's CMD, and apply its results to every trooper in that unit unless stated otherwise. Just as with an individual model, a unit making a command check within command range of a friendly Faction model with the Commander advantage can use that model's CMD instead. Only one model in a unit must be in the commander's command range for a unit-level check to be able to use the commander's CMD.

A trooper making an individual command check can use its unit commander's CMD if it is in formation. Alternatively, it can use the CMD of a friendly Faction model with the Commander advantage if it is within that model's command range, but it is not required to do so.

MASSIVE CASUALTIES

A unit suffers **massive casualties** when it loses 50% or more of the models that were in it at the beginning of the current turn. The unit must immediately pass a command check or flee. A unit makes only one command check per turn due to massive casualties. After you make a massive casualty roll during a turn, pass or fail, you will not make another one for that unit that turn for any reason. If you pass, the unit will not flee as a result of massive casualties that turn.

TERRIFYING ENTITY

A **terrifying entity** is one with the **Abomination** or **Terror** advantage.

A model or unit within 3″ of a model with Abomination—friendly or enemy—must pass a command check or flee.

A model or unit in melee range of an enemy model with Terror, or a model or unit with an enemy model with Terror in its melee range, must pass a command check or flee.

Make command checks due to proximity with terrifying entities during a model's or unit's normal movement when the model or unit ends its normal movement. If a model or unit encounters a terrifying entity at some other time, such as when an enemy model gains the Terror ability or a



terrifying entity is placed near the model or unit, make the command check immediately after resolving the attack or effect that caused the encounter.

Example: *If Thagrosh, Prophet of Everblight moves into melee with a Kriel Warrior, the Kriel Warrior's unit makes a command check as soon as Thagrosh ends his movement. If a Kriel Warrior moves into melee with Thagrosh, however, make a command check for his unit after all the troopers in the unit finish moving. In either case, make the command check before any model makes an action. If Thagrosh used Mutagenesis to place himself into the melee range of a Kriel Warrior, make the command check after the placement is resolved.*

A single terrifying entity can cause a model or unit to make only one command check per turn due to proximity. Additionally, a model or unit that passes a command check caused by its proximity to a terrifying entity does not make further command checks as a result of proximity to the entity if it remains inside the range that triggered the effect. If these models become separated and encounter each other during a later turn, another command check will be required.

A unit that consists of terrifying entities counts as a single terrifying entity for the purpose of these rules. A model or unit need only make a single command check for encountering the unit regardless of how many of its troopers it actually encounters.

FLEEING

A model or unit that fails a command check against fleeing **flees**. Some special rules can even cause a model to flee without making a command check at all. If this occurs during the model's or unit's activation, the activation immediately ends. Fleeing does not cause the model to move until its next activation; a model that is already fleeing cannot flee again and does not make command checks against fleeing.

Example: *If Thagrosh, Prophet of Everblight moves within melee range of a fleeing model, the fleeing model does not make a command check against fleeing.*

A fleeing model must run during its activation. It is not required to move the full distance of its run, however, and it can even run 0″ if desired. If a fleeing model cannot run, it makes a full advance and must forfeit its action. A fleeing model cannot advance toward any enemy models. While fleeing, a model cannot make actions, advance outside of its normal movement, give orders, cast spells, or make attacks, including attacks that do not take place during the model's or unit's activation, such as a free strike.

At the end of its activation, a fleeing model or unit might have an opportunity to rally.

RALLYING

A fleeing model or unit can make a command check to **rally** at the end of its activation. If a trooper is fleeing but its unit is not, it can make a command check to rally only if it is in formation with its unit commander or if it is within the command range of a friendly Faction model with the Commander advantage. If a fleeing unit makes a command check to rally, every trooper in the unit is affected by the result regardless of its formation status.

If the model or unit passes the command check, it rallies. When a model or unit rallies, it is no longer fleeing. If the fleeing model or unit fails the command check, it is still fleeing.

FEARLESS MODELS

A model with the **Fearless** ✠ advantage never flees and automatically passes command checks against fleeing. It still makes other command checks as normal. Fleeing models that become Fearless immediately rally.

TERRAIN–YOUR BEST FRIEND
THE BATTLEFIELD, HAZARDS, AND STRUCTURES

The lay of the land has a tremendous impact on an army's ability to maneuver. The most cunning commanders use terrain conditions to their best advantage. These terrain rules provide guidelines for establishing the effects and restrictions a battlefield's objects and environment can have on a game. Covering the rules for every possible terrain type would be an endless task, so players themselves must determine the exact nature of each terrain feature on the battlefield before the game begins.

BEFORE PLAY

Players must discuss the terrain setup and agree on the characteristics for different terrain features prior to deploying their armies. Decide which terrain features grant cover or concealment, which provide elevation and at what level, which are impassable, and so on. It is vital to understand the rules for all terrain features in play before the start of the game; developing the habit of discussing terrain before the game will help you avoid unnecessary disagreements and misunderstandings during play.

SETTING TERRAIN DETAILS

When discussing the specifics of terrain features, it may be handy to keep the following questions in mind:

- **Does it provide cover or concealment?**
- **Is it rough terrain? Impassable?**
- **Does it provide elevation? If so, does it have a gradual or sloped surface? Are some parts of the elevated terrain feature gradual while others are sheer?**
- **Does it have any special rules? Is it forest, shallow water, a trench, a structure, or so on?**
- **What characteristics of terrain are likely to become important during the game due to the abilities and spells of the models in my army?**

BATTLEFIELD SETUP

When placing terrain, strive for a visually appealing and tactically challenging battlefield. These qualities provide the most exciting and memorable games. Battlefield setup and terrain placement is not a competitive portion of the game—players should not strategically place terrain features in a manner that unfairly aids or penalizes a specific army. However, a scenario might dictate doing so to represent an overmatched force defending a village or mountain pass, for example. In such a scenario, giving the defending army a strong defensive position would be one way to make up for being outclassed by its opponent.

Use the amount of terrain that suits the type of game you wish to play. A table with few terrain features favors ranged attacks and swift movement, while using more terrain features shifts the emphasis toward melee combat.

Consider model base sizes when placing terrain features close together, since a model can move between obstructions or impassable terrain only if its base will fit between them. With careful placement, you can create narrow passages that can be accessed only by models with smaller bases.

TERRAIN TYPES

A model's movement can be affected by the type of ground it covers. In HORDES, terrain falls into one of three categories: open, rough, and impassable.

OPEN TERRAIN

Open terrain is mostly smooth, even ground. A model in open terrain moves 1″ for every 1″ of its movement. Examples include grassy plains, barren fields, flat rooftops, dirt roads, sloped hillsides, elevated walkways, and paved surfaces.

ROUGH TERRAIN

Rough terrain can be traversed but at a significantly slower pace than open terrain. As long as any part of its base is in rough terrain, a model suffers a movement penalty that causes it to move only 0.5″ for every 1″ of its movement. Examples include thick brush, rocky areas, murky bogs, shallow water, and deep snow.

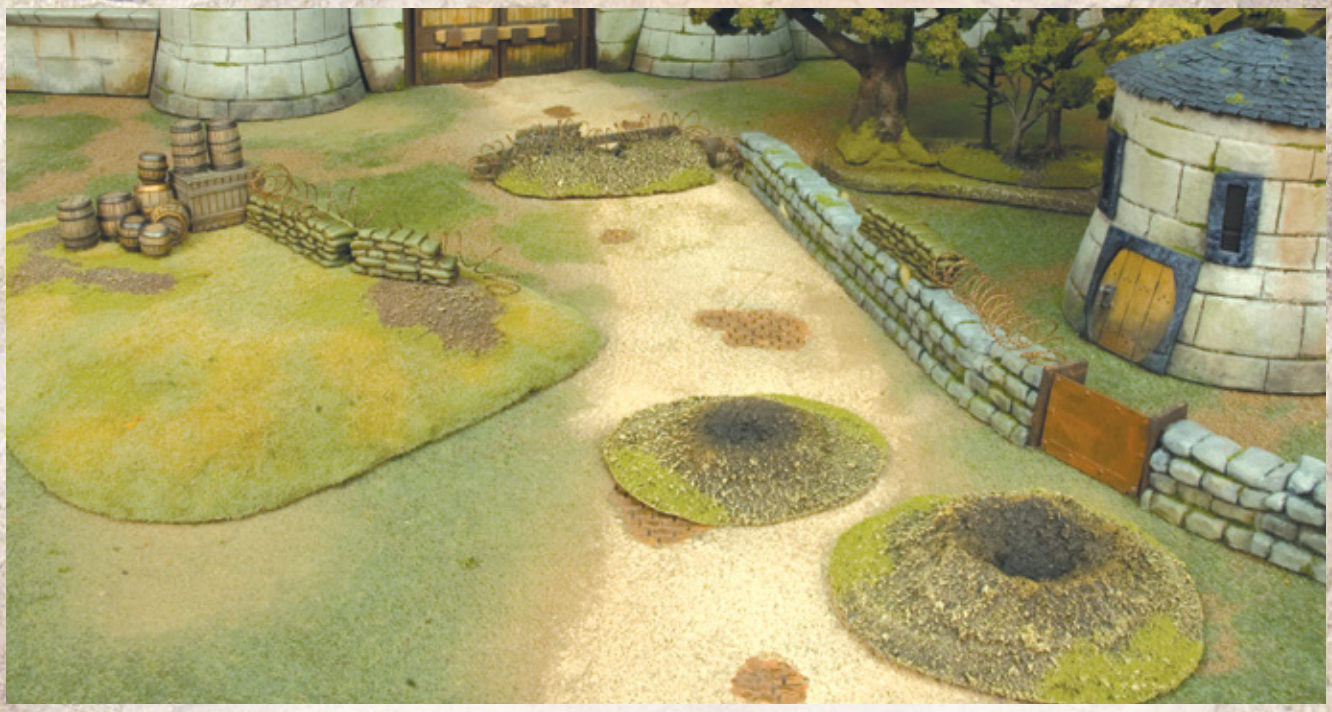
IMPASSABLE TERRAIN

Impassable terrain is terrain that completely prohibits movement. Examples include cliff faces, oceans, and lava. A model cannot move across or be placed within impassable terrain.

TERRAIN FEATURES

Natural and man-made objects on the battlefield are terrain features. Each terrain feature is unique, so you must decide its specific qualities before staring the game. Terrain features are virtually limitless in their variety, but you can quantify each by how it affects movement, the type of protection it affords, and any adverse effects it causes.

In addition to hindering movement, terrain features can also provide protection against attacks. A terrain feature such as a hedge grants a model concealment by making it more difficult to be seen even though the feature is not dense enough to block the attack itself. A terrain feature such as a stone wall or a building grants a model cover by being solid enough to block an attack physically.



OBSTACLES

An **obstacle** is any terrain feature less than 1″ tall. These affect a model's movement, provide protection from attacks, and serve as intervening terrain during melee combat.

A model with any portion of its volume obscured from its attacker by an obstacle gains +2 DEF against melee attack rolls.

MOVING OVER OBSTACLES

Obstacles are low enough that they can be climbed upon or, in some cases, easily crossed. An obstacle must be at least 1″ thick, such as a raised platform or the sides of a ziggurat, in order for a model to climb atop and stand on it.

An advancing model suffers a movement penalty when it climbs atop an obstacle. Once the model has contacted the obstacle, it needs to spend 2″ of its movement to climb up. A model cannot climb an obstacle if it does not have at least 2″ of movement remaining. Place a model that climbs an obstacle atop it with the front of the model's base making only 1″ of forward progress. Once atop an obstacle, the model can continue with the remainder of its movement. Remember that a charging model cannot pay this movement penalty, cannot climb an obstacle and ends its movement upon contact.

A medium- or large-based model might have trouble balancing atop an obstacle if it does not continue moving after initially climbing it. With only 1″ of forward progress, the back of the model's base will overhang the back of the obstacle. This is fine—just prop up the model with some extra dice or replace it with an empty base until it can move again.

A moving model can descend an obstacle without penalty.

LINEAR OBSTACLES

An obstacle up to 1″ tall but less than 1″ thick, such as a wall or hedge, is a **linear obstacle**. A non-charging advancing model can cross a linear obstacle at no penalty as long as the model can move completely past it. Otherwise the model must stop short of the linear obstacle. A model cannot partially cross, climb atop, or stand atop a linear obstacle.

OBSTRUCTIONS

An **obstruction** is a terrain feature 1″ tall or greater, such as a high wall or a gigantic boulder. A model cannot move through or climb an obstruction. Like an obstacle, obstructions provide protection from attacks and serve as intervening terrain during melee combat. A model with any portion of its volume obscured from its attacker by an obstruction gains +2 DEF against melee attack rolls.

VARIABLY SIZED TERRAIN FEATURES

Terrain features can have some parts that are greater than 1″ tall and some parts that are less, such as a crumbling wall. In such cases players should decide before the start of the game whether they are treating the terrain feature as an obstacle, an obstruction, or both. If they are treating it as both, the portions less than 1″ tall are obstacles and the parts over 1″ tall are obstructions.

FORESTS

A typical **forest** has many trees and dense underbrush, but any terrain feature that hinders movement and makes a model inside it difficult to see can also be designated a forest. A forest is rough terrain and provides concealment to a model with any part of its base inside its perimeter.

When drawing line of sight to or from a point within a forest, the line of sight can pass through up to 3″ of forest without being blocked, but anything more blocks it. When a model outside of a forest attempts to draw line of sight to another point outside of a forest, the forest blocks line of sight to anything beyond it. Thus, a model can see 3″ into or out of a forest but not completely through one regardless of how thick it is.

HILLS

A **hill** is a terrain feature with a gentle rise or drop in elevation. Since many terrain pieces use stepped sides instead of gradual slopes to represent a hill's elevations, be sure to declare whether the terrain feature is a hill or an obstacle.

A hill might be open or rough terrain depending on the ground's nature. Unlike obstacles, hills do not impose any additional movement penalties, nor do they provide cover or concealment. They simply provide elevation to models on them. A model can charge up or down a hill in open terrain at no penalty.

WATER

Depending on its nature, water can be hazardous to both warriors and warbeasts. When placing a water terrain feature, declare whether it is deep or shallow.

DEEP WATER

A model cannot begin a charge or run while in deep water. As long as any part of its base is in deep water a model moves only 0.5″ for every 1″ of its movement and cannot make actions, cast spells, use feats, or give orders. A model in deep water cannot engage other models or make attacks. A warlock in deep water can still force warbeasts and use fury points to maintain upkeep spells.

A model in deep water has base DEF 7. A warrior model ending its activation in deep water automatically suffers 1 damage point.

SHALLOW WATER

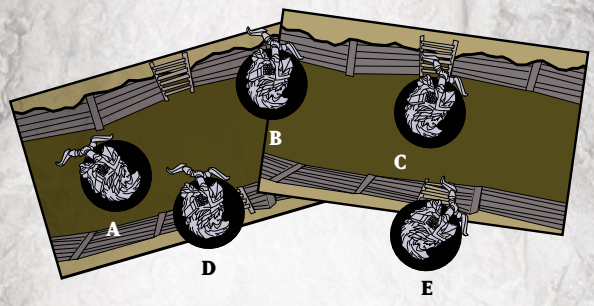
Shallow water is rough terrain.

TRENCHES

Trenches are earthwork fortifications represented by 3″ × 5″ templates (included on p. 248). Trench templates are designed to be placed in contact with each other to create networks of trenches on the table.

A model completely within the area of one or more trench templates has cover from attacks made by models not touching at least one of the trench templates the model is in. Models completely within the area of a trench template do not suffer blast damage unless the origin of damage is in a trench template they are touching. When drawing line of sight to a model not completely within one or more trench templates, ignore models completely within one or more trench templates.

TRENCHES



Striders A, B, and C are completely within the area of one or more trench templates, so they have cover and do not suffer blast damage unless the origin of the damage is in a trench template they are touching.

Striders D and E are not completely within the area of one or more trench templates, so they do not gain the benefits of being within the trench.

STRUCTURES

Structures present unique opportunities for terrain arrangement and tactical play. A **structure** is any terrain feature that can be damaged and destroyed. The most common structures are buildings, but you can use these guidelines for fortress walls, bridges, and similar constructions as well. Keep in mind that these rules are guidelines and might need to be adapted to the actual terrain pieces you are using.

Example: *A burned-out building that has only its exterior walls remaining might be large enough that models deep within its interior are far enough away from those walls not to suffer damage when the structure collapses.*

Example: *A house might have attached fences and field walls. Those walls and fences are best treated as separate structures from the house itself even though they are part of the single terrain piece. After all, shooting at a fence should not cause the house to collapse!*

Before the start of the game, players must agree which, if any, terrain features can be damaged during play.

DAMAGING AND DESTROYING STRUCTURES

An attack against a structure must target a section of the structure. An attack against a structure in range automatically hits. A structure is also automatically hit by a spray attack if any part of the structure is within the spray template. Not all weapons are effective against structures, however, so a model must have a weapon that will do the

Structure Material	ARM	Damage Capacity (points per inch)
Wood	12	5
Reinforced Wood	14	5
Brick	16	10
Stone	18	10
Iron	20	20
Steel	22	20

job if it intends to punch through. Ranged weapons such as handguns, rifles, and crossbows are all but useless. A ranged attack must have a POW of at least 14 to damage a structure. Melee attacks, magic attacks, and AOE attacks do full damage against structures, as do ranged attacks that cause fire or corrosion damage. Structures suffer blast damage and collateral damage. A magic attack does only its normal damage to a structure; except for its stats and damage type, ignore a spell's rules when it targets a structure. A structure cannot be charged or slammed.

A structure can suffer only so much damage before being destroyed. Every structure has an Armor (ARM) stat and damage capacity corresponding to its composition, size, and nature. Before the start of the game, the players must agree on each damageable structure's ARM and damage capacity. A structure's damage capacity is determined by its composition and size. A wooden structure typically has a capacity of 5 damage points per inch of perimeter. The damage capacity of stone structures is typically 10 per inch. A reinforced stone or metal structure has a capacity of 20 or more damage points per inch. See the table below for typical ARM and damage capacity values. For mixed-composition structures, ARM values might vary from location to location. Assign damage capacity of mixed-composition structures proportionally.

Example: *A 1"-wide or so wooden door in an otherwise stone building would contribute only 5 points to the structure's damage capacity. The door has ARM 12 while the surrounding stone has ARM 18.*

Undamaged portions of walls or other freestanding structures remain intact as the structure suffers damage, so the total damage capacity of such structures is determined by their total perimeter (or length, for linear structures such as walls or small structures such as obelisks). Complex structures such as buildings and bridges, however, rely on the support of all portions to remain standing. Such a structure's damage capacity is only half the value determined by its composition and perimeter or length.

Example: *A 3"-wide stone wall is destroyed once it suffers a total of 30 damage points (3" length × 10 points per inch), but a 3" × 6" stone building collapses when it suffers 90 points of damage (18" perimeter × 10 points per inch ÷ 2).*

When a structure is destroyed it **collapses**. Remove the collapsed structure from the table and replace it with an equal-sized ruin. A ruin is rough terrain and provides cover to a model with any part of its base inside the ruin's perimeter. In addition, the destroyed structure can damage models that are inside it when it collapses.

A model inside the structure when it collapses suffers a damage roll with Power (POW) equal to the structure's ARM times the number of levels in the structure, after which the model is knocked down.

Example: *A warbeast inside a three-story brick building when it collapses suffers a POW 48 (brick structure ARM 16 × 3 levels) damage roll. Whatever is left of the warbeast is then knocked down.*

ENTRYWAYS

Some terrain features such as buildings and walls have **entryways** that allow models to pass through or enter them. A model cannot enter a terrain feature if the interior is not physically accessible to the players.

Example: *A model can enter a ruined building that is missing its roof or one that has a removable roof. It cannot enter a building with a fixed roof that cannot be opened in some other way to allow access to the models inside of it.*

Before the start of the game, players must agree on which terrain features can be entered and the locations of any entryways into those terrain features. Player should also determine which base sizes those entryways accommodate.

Example: *Players might decide that a heavy warbeast is unable to pass through a doorway much smaller than its base size or that warrior models of any size can move through ground floor windows.*

SCENARIOS–WHY WE CAN'T ALL BE FRIENDS
VARIATIONS OF GAMEPLAY

There are as many reasons for war as there are wars themselves. Sides seldom clash with only the intent to eliminate one another. It could be a skirmish over boundaries, a fight over resources, or an attempt to hold important strategic ground. Conceiving a reason for your conflicts can greatly enhance your HORDES gaming experiences.

Here you will find six scenarios ready to play. Each occurs on a balanced playing field conveying no specific advantage to any one army. You can agree with your opponent on which scenario to play or roll a d6 prior to building your army and play the scenario indicated on the table included here.

Each scenario provides special rules that describe how to handle the unique circumstances of the scenario. Certain scenarios will also have restrictions on army composition as well as how the game table should be set up. Most scenarios can be played at any encounter level you choose. Experiment with different combinations, and feel free to create variations or unique scenarios of your own!

Unless otherwise noted in the rules of a scenario, all scenarios are intended to be played on a 4′ × 4′ table with a fair amount of terrain. Players decide how much terrain to use and then take turns placing terrain.

Determine deployment and turn order with a standard starting roll (see "Two-Player Games," p. 40). Players are allowed to place their forces completely within 10″ of the table edge.

OBJECTIVE MARKERS

Some scenarios use **objective markers** to denote key strategic points on the table. Objective markers are circular areas 50 mm in diameter placed as directed by the scenario.

A player holds an objective marker when the only models with bases overlapping the marker are his. Inert warjacks, wild warbeasts, and incorporeal models cannot hold an objective.

RANDOM SCENARIO DETERMINATION

If both players agree, instead of choosing a scenario for battle, you can roll a d6 and consult this table to determine the scenario you will play.

Roll	Result
1	Break the Line
2	Claw & Fang
3	Killing Field
4	Mosh Pit
5	No Man's Land
6	Throw Down

BASIC BATTLE

As we have seen countless times, the tides of war change history. Today, let us write a new chapter.

—Krueger the Stormwrath

DESCRIPTION

The loss of a warlock will deal a crippling blow to any force and may shatter the morale of an entire army. In this battle, two armies clash with the goal of destroying the opposing commander.

SPECIAL RULES

There are no special rules for this scenario.

VICTORY CONDITIONS

A player wins the game when he has the only remaining warlock(s) in play.

MULTIPLAYER GAME

In a multiplayer Basic Game scenario, all players should have the same size deployment zones, equidistant from each other.

BREAK THE LINE

We may be outnumbered and outgunned, but we fight today for the survival of our kin in the valley. Let the strength of Dhunia empower you, and whatever the cost, we will hold this ridge.

—Janissa Stonetide

DESCRIPTION

Bold advances are required on this battlefield as each army drives forward to break the enemy line and claim enemy territories without losing regions under its own control.

SPECIAL RULES

Divide the table between the deployment zones into six 14″ × 16″ **territories**.

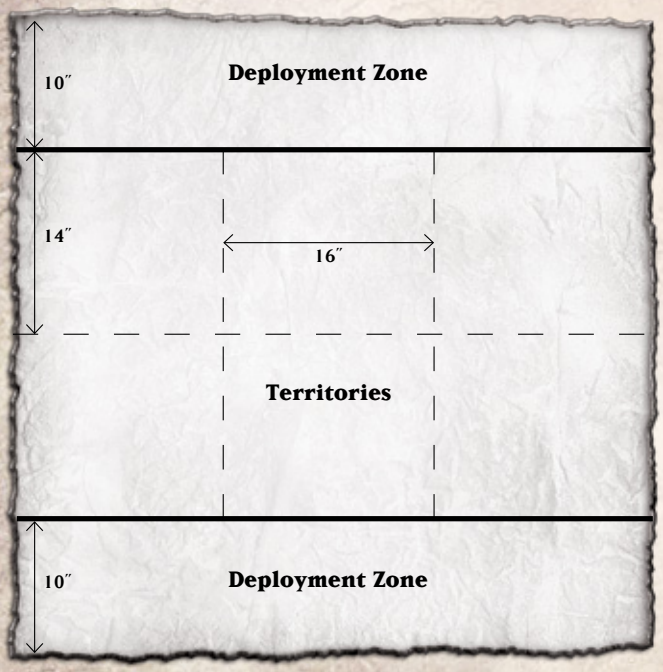
A player controls a territory if he has one or more models completely within it and his opponent does not. For a unit to control a territory, all models in the unit still in play must be completely within it. A warrior model must have a CMD greater than 1 to control a territory. Ignore inert warjacks, wild warbeasts, and fleeing models when checking for control.

VICTORY CONDITIONS

A player wins the game when he has the only remaining warlock(s) in play. Starting at the end of the first player's third turn, a player will also win if he holds two territories on his half of the table and one territory on his opponent's half of the table at the end of his opponent's turn.

MULTIPLAYER GAME

Break the Line is not suited to multiplayer play.



CLAW & FANG

For this battle I require only beasts at my side.

—Kaya the Wildborne

DESCRIPTION

Claw & Fang is a brutal gladiatorial contest between rival warlocks and their warbeasts. This scenario is an unrestrained bloodbath where the only goal is to survive.

SPECIAL RULES

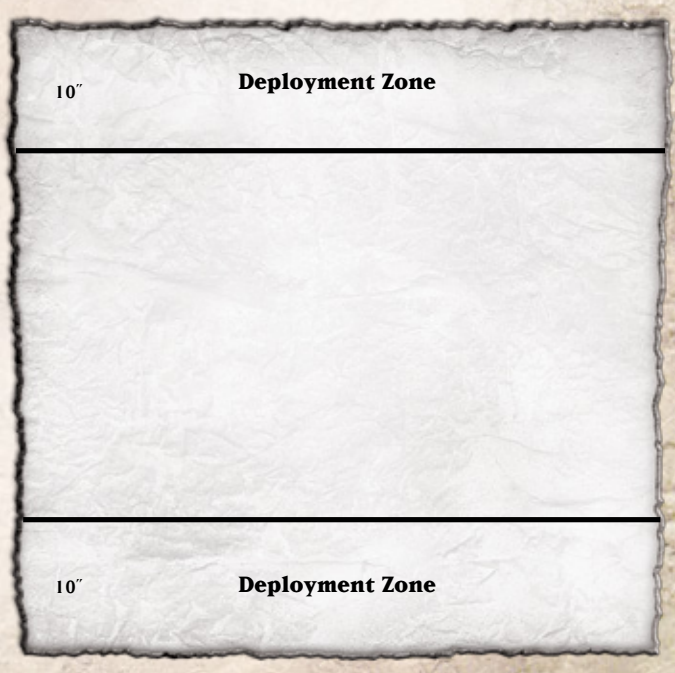
Each player is allowed only a single warlock. Besides its one warlock, each army can include only warbeasts; units and solos have no place in Claw & Fang.

VICTORY CONDITIONS

A player wins the game when he has the only remaining warlock in play or when all his opponents' warbeasts have been destroyed or removed from play.

MULTIPLAYER GAME

In multiplayer Claw & Fang, all players should have equal deployment zones, equidistant from each other.



KILLING FIELD

This farmstead crawls with enemies. Once you move into position, nock arrows and let fly. Everblight's hungry children will feast well tonight.

—Lylyth, Herald of Everblight

DESCRIPTION

Killing Field is a desperate struggle between two armies to seize control of the battlefield either by entrenching themselves on the centerline or by inflicting crippling losses on the opposition.

SPECIAL RULES

Before the start of the game, place three objective markers in the middle of the table, one at the center and one 8″ from each side of the table. Any terrain features preventing a model from standing on one of these markers should be moved.

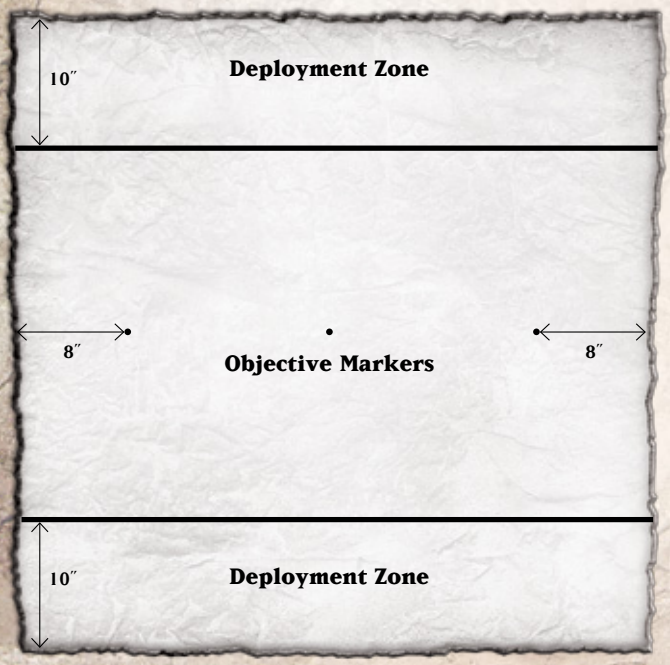
A player scores **control points** by holding objective markers at the end of his turn. A player scores 1 control point for each marker held. Control points cannot be scored during the first round of the game.

VICTORY CONDITIONS

A player wins the game when he has the only remaining warlock in play or when he has scored 7 or more control points.

MULTIPLAYER GAME

Killing Field is not suited to multiplayer play.



MOSH PIT

I cannot determine whether I should credit our foes with great bravery or great stupidity. Not many would stand their ground against five tons of charging flesh plated in steel.

—Korboth, paingiver beast handler

DESCRIPTION

The rhythm of warfare often leads to decisive moments as enemy lines are crossed or territories lost. Mosh Pit is a bitter, disorganized brawl in the center of the battlefield in which the only rule is to seize the initiative and never back down.

SPECIAL RULES

Mark a 16″-diameter circle centered on the table. This is the **mosh pit**.

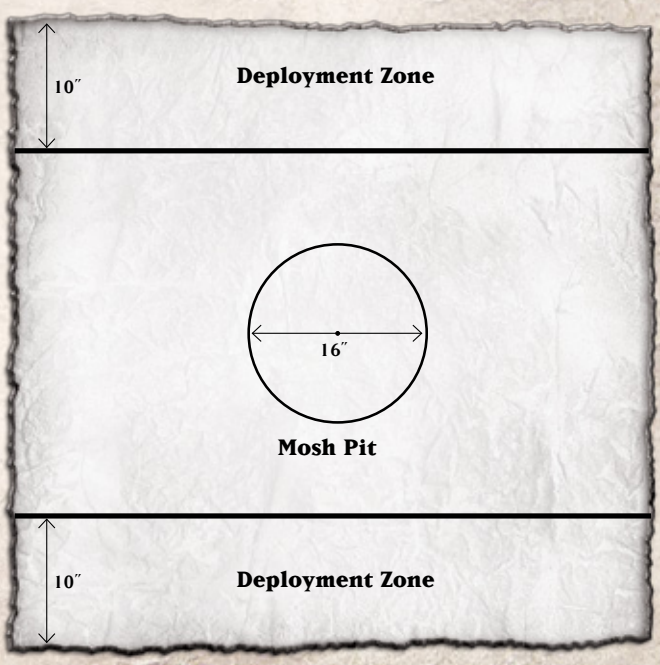
A player controls the mosh pit if he has one or more models completely within the mosh pit and his opponent does not. For a unit to control the mosh pit, all models in the unit in play must be completely within it. A warrior model must have a CMD greater than 1 to control the mosh pit. Ignore wrecked or inert warjacks, wild warbeasts, and fleeing models when checking for control.

VICTORY CONDITIONS

A player wins the game when he has the only remaining warlock(s) in play. Starting on the first player's third turn, a player will also win if he ends his turn in control of the mosh pit.

MULTIPLAYER GAME

In multiplayer Mosh Pit, all players should have equal deployment zones, equidistant from each other.



NO MAN'S LAND

When my first shot didn't bring the beast down, I could only hope and pray there was enough open ground between us for me to reload and fire a second round.

—Alten Ashley

DESCRIPTION

With battle lines drawn, two great armies converge on the no man's land between them.

SPECIAL RULES

Mark an 8″-wide area, running east to west, centered on the centerline of the table. This is the **no man's land**.

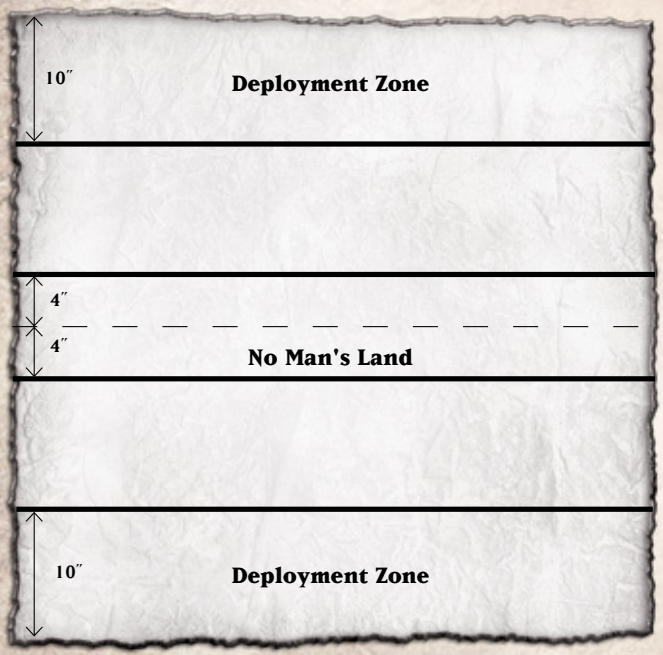
A player controls the no man's land if he has one or more models completely within it and his opponent does not. For a unit to control the no man's land, all models in the unit still in play must be completely within it. A warrior model must have a CMD greater than 1 to control the no man's land. Ignore wrecked or inert warjacks, wild warbeasts, and fleeing models when checking for control.

VICTORY CONDITIONS

A player wins the game when he has the only remaining warlock(s) in play. Starting on the first player's third turn, a player wins when he ends his turn in control of the no man's land.

MULTIPLAYER GAME

No Man's Land is not suited to multiplayer play.



THROW DOWN

Take your men to the edge of the woods and wait. When the ravagers cry the charge, engage at will. We will crush the intruders and reclaim this grove.

—Huntsman Trevayn

DESCRIPTION

Armies desperately clash across the muddy, blood-drenched field to secure two points of vital strategic importance. Each side strives to gain supremacy while trying to manage their divided forces.

SPECIAL RULES

Mark two points on the centerline of the table, one 8″ from the left table edge and one 8″ from the right table edge. Each **control zone** is a 10″-diameter circle centered on one of the points.

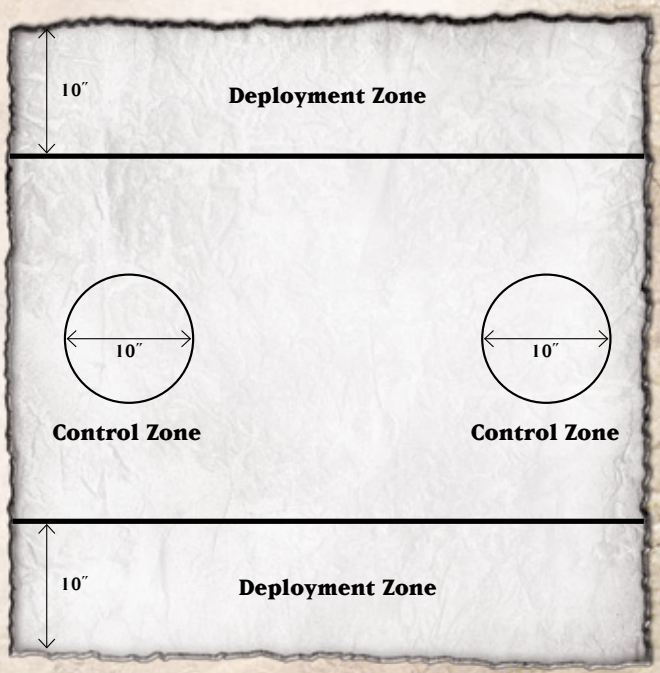
A player controls a control zone if he has one or more models completely within it and his opponent does not. For a unit to control a control zone, all models in the unit still in play must be completely within it. A warrior model must have a CMD greater than 1 to control a control zone. Ignore wrecked or inert warjacks, wild warbeasts, and fleeing models when checking for control.

VICTORY CONDITIONS

A player wins the game when he has the only remaining warlock(s) in play. Starting on the first player's third turn, a player will also win if he ends his turn controlling both control zones.

MULTIPLAYER GAME

Throw Down is not suited to multiplayer play.



THE FACTIONS OF HORDES

Immoren is a continent fraught with danger and adventure. It is a land steeped in a history of brutal struggles between proud peoples, and the current era has been swept up by the turmoil of war. Whether clashing for the wealth won by conquest, control over primal sites deep in the wilderness, or the basic right to survive, each of the peoples of the region is convinced its faction must become stronger and destroy its enemies in battle lest they risk annihilation in turn.

The warlocks, warbeasts, and soldiers depicted in *Primal* serve merely as an introduction to the forces each faction can bring to bear on its enemies. Full rules for many more models for each HORDES faction can be found in its corresponding *Forces of HORDES* book.

TROLLBLOODS



The scattered trollkin kriels are part of a tribal culture that has thrived in the mountains and forests of western Immoren since time immemorial. They recognize ties of blood that connect them to their larger and mightier cousins, the full-blood trolls and dire trolls, and these fearsome creatures have joined together for mutual protection. For centuries the trollbloods have seen their sacred lands taken and their numbers diminished. Now the human nations have brought war to the last trollkin refuges in western Immoren. Banding together with their less civilized kin, the trollbloods are on the warpath to restore what was once theirs.

Trollkin are a strong, hardy race, and the Trollblood armies are capable of absorbing an enemy's best shot and then countering with overwhelming force. Trollkin warriors and their warbeasts offer plentiful support options with abilities and animi that enhance the prodigious strength and sturdiness of their forces. This army carries a strong theme of stone magic and brute strength.

CIRCLE ORBOROS



This secretive ancient order of druids is the oldest continuous organization in human history. Although few in number, they wield great power wherever the shadow of wilderness falls. Capable of summoning the forces of storm, animating warriors of stone, and commanding the beasts of the wild, their will is rarely resisted. Once they were entirely reclusive and hidden, only invoking their wrath on those who dared trespass upon their lands. Recently they have become far more active in the region, as the first to recognize the danger represented by the Legion of Everblight. The druids have long kept vigil over the dragons and know how perilous it will be if the mighty creatures' conflicts escalate. Their need to muster their forces and consolidate centers of power in the wilderness has also put them at direct odds with the trollbloods and the skorne.

Circle Orboros armies are elusive and deadly. These masters of the wild deftly maneuver the battlefield while stalking the enemies most vulnerable to their individual skills, be those sorcerers, troops, or heavily armored warbeasts. The Circle's army makes heavy use of terrain manipulation and precision attacks.

SKORNE



Originating in a vast and sprawling civilization of eastern Immoren, the savage race of the skorne have crossed the Bloodstone Desert to make war on the west. They have one purpose: the utter subjugation of all western nations, including the enslavement of any species that crosses their path. They have embraced the concept of empire and believe the harsh conditions of the east and the trials of history have forged in them a unique strength. From this they aspire to become tyrants over all Immoren. Backed by a massive army including the proud soldiers of dozens of martial houses, skorne warlords call upon enslaved and tortured warbeasts the likes of which the nations of men have never seen.

Skorne armies reflect peerless training that is rooted in their warrior code. Their soldiers and beasts are supported by individuals trained in the torturous paingiver arts or in the magic of agony or death. Skorne forces embody organized military might coupled with ruthless cruelty.

LEGION OF EVERBLIGHT



The dragon Everblight was thought defeated by the Iosans centuries ago, but he has returned from his icy prison and now unleashes his newly massed legion of blighted beasts. The dragon has not reformed his body, choosing instead to fuse portions of his divided essence into chosen warlocks. These great generals are all connected by the mind of Everblight, and this unity gives the Legion a singularity of purpose and action no other army can match. The great draconic beasts spawned from their blood

are similarly obedient to Everblight's will, each bearing a form that embodies one aspect of his versatility and killing power. Alongside these horrors march the blighted soldiers of the dragon, including Nyss and ogrun from the frozen northern mountains.

The Legion of Everblight forces are quite diverse. Blighted Nyss move quickly and kill efficiently with bow or blade, tainted ogrun cleave through foes, and dragonspawn as varied as Everblight's whims swarm the ground. Legion maintains a strong theme of blighted energies and warbeast support for its mighty dragonspawn.

MINIONS



War brings risk to life and limb, but it also brings the possibility of great rewards. Some minions are merely unconventional sell-swords with peculiar backgrounds who have made allies on the fringes of civilization. Others are of species unable to muster large-scale armies but are willing to fight alongside more powerful allies who will help defend them. A number of wild species have been caught up in the recent wars, whether by accident or deliberate manipulations. This includes the hardy and tenacious farrow, a species of pig-men with cunning similar to humanity's, as well as similarly intelligent species lurking in the swamps and bogs such as gatormen, bog trogs, and wild gobbers. Whether persuaded or coerced into battle, these groups often possess unique abilities that can give a commander a much-needed edge.

Although minion forces are not as well supplied as full faction or kingdom armies, their inherent diversity is an asset not to be underestimated.

THE NATIONS OF WESTERN IMMOREN

Despite the strength and history of the HORDES factions, western Immoren is still a land dominated by the nations of mankind with their sprawling cities, steam-powered technology, and blind ambition. Often meddlesome and always a potential threat, the human kingdoms engage in machinations that cannot be ignored. They enforce their will with might, and their massive armies boast powerful warjacks controlled by formidable warcasters. The technologically advanced nation of Cygnar in the south continues to wage war in its bitter rivalry with the expansionist nation of Khador to the north. The Protectorate of Menoth, once beholden to Cygnaran laws, has raised its own army to wage bloody religious crusades with the goal of uniting all mankind under the Menite faith.

The wars of these nations involve great powers other than mankind. In the Nightmare Empire of Cryx that sprawls across the southwestern islands, the Dragonfather Toruk plans to use his vast undead army to seize control of the mainland as he moves to consume his dragon progeny, obliterating any nation or faction that stands in his way. In addition, a violent sect called the Retribution of Scyrah has recently arisen from the elven nation of Ios to send their own forces to war. Its mage hunters and assassins have been joined by the soldiers of other Iosan houses and their myrmidon war machines as they seek vengeance against humanity for harm allegedly done to their gods. And throughout the continent, mercenaries offer their swords for hire in these wars, including maverick adventurers as well as free agents from the dwarven nation of Rhul and the smaller human nations of Ord and Llael. Explore these factions in greater detail in WARMACHINE, a miniatures game that is fully compatible with HORDES.

BEYOND THE IRON KINGDOMS

Lurking in the shadows of the wilderness are still more threats to the inhabitants of western Immoren. The regions beyond the borders are not well understood, and other creatures and civilizations may well exist off the edges of the map. To the south of Immoren is the unexplored continent of Zu, from which such enigmatic creatures as the totem hunter originate. Even closer to home, the unexplored regions of Immoren include its frozen northern wastes, the vast chain of islands off its southeastern shores, the subcontinent of Alchiere to the east of the Protectorate, the Lost Forest of Ryolyse, and other mysterious places sure to harbor any number of wonders and horrors. Vastly powerful dragons lair in some of these remote places, which are peppered with untapped ruins such as those left behind by the Lyoss Empire and the northeastern giants of Bemoth. Time will tell if any of these places gives rise to other threats or allies in the current wars.


TROLLBLOODS

LEGACY SCRIBED IN STONE

A HISTORY OF THE TROLLKIN KRIELS

This I vow: I will find a way for my people to survive. If I must take the lands promised me by force, I will do so.

—Madrak Ironhide speaking to King Leto Raelthorne

Transcribed words of Elder Gosarn of the displaced Klamat Kriel, formerly of the Thornwood, 608 AR

We face a grim truth, for as much misfortune and sorrow as we have suffered in recent years, I believe we have not seen the end of bloody days. Though we continue to search for shelter and security, we will not find it without answering the call of war. If we cannot make hard choices, we will fade as a people and leave behind only our legacy of stone. It is worth remembering that even this notion of speaking of our tribes as a people united is a recent idea. We have been scattered for so long. The elders of each region, each kriel, have looked after only their own affairs. Kriels in the far north of Scarsfell once might have been forgotten entirely by those of us from the Thornwood or others in the Gnarls. That time is no more. We must unite, put aside territorial claims, and pool our wisdom and dwindling strength. I will not tell you how to raise your young, but I will ask you to lift your blades with mine against our common enemies.

Even as I speak, warring armies tear apart the Thornwood Forest, which was once my home. My kriel no longer exists except in the memories of those few of us who survived the carnage. We were among the first to abandon the homes we had built and lived within for generations to join the great chieftain Madrak Ironhide. Unity came to us at that time of slaughter, but almost too late. Many of us were prepared to lay down our lives on the soil where we had been born, but Ironhide knew that in order to endure we had to take our children elsewhere. Since fleeing the forest we have enjoyed no rest; we have been driven from one place to another as our warriors bloodied their blades and axes to defend us and one another. This time of sorrow has created a lasting bond that goes beyond kith and kriel. We fight as one people.

When I look around me today I see the faces of elders from many different lands. It is not only Thornwood kriels that have suffered. Kriels once held the grounds around Scarleforth Lake, but they, too, have joined us in exile. The last remaining great bastions of our settled peoples, in the Gnarls and northern Scarsfell Forest, have welcomed us into their protection. We cannot be complacent, however, or expect that these places will remain untouched. The battles of mankind have often ignored the deepest wilds, but the war today reaches into even the deepest corners of the world. Nowhere is truly safe from its ravenous appetites. Villages have been annihilated, kriels decimated, and thousands uprooted. Strange invaders attack from both the east and the north, while the blackclads we once counted as friends even now attempt to drive us from the face of Immoren.

Before we speak of what we must do in the days ahead, we must understand our history. Though we now feel uprooted and disconnected, our krielstones and the tales of our chroniclers remind us we are part of a chain that stretches back beyond memory or written record.

The ancient Molgur terrorized all of western Immoren thousands of years ago, descending upon isolated villages with bloodthirsty abandon. "Molgur" was a name shared by many untamed tribes of humans, ogrun, goblins, and trollkin, and together they comprised a vast empire. There had never been anything like the Molgur, and there never will be again. Our races shared an appetite for cruelty and malice, feasting in the darkness under the stars while sacrificing captured enemies to the Devourer Wurm—he who sired our races in the dawn of time by ravaging Dhunia, our divine mother. Our species arose from violence, and we will never entirely escape the influence of our untamed father.

Some elders speak of the age of the Molgur as a golden era, but it was a time of savagery. We must accept the darkness of our past, but we should not seek to return to it. Then we fought as one blood but forsook our goddess Dhunia. The Devourer Wurm is a cruel father unsatisfied by any amount of blood spilled in his name; the Beast of All Shapes leaves behind nothing but ruin. We did not learn the lessons of civilization until the Molgur were destroyed and the tribes scattered.



Now some of our kin have become *too* civilized. Let us embrace the rage our ancestors knew and turn it against our foes. As we gather, let none turn their backs on our kin, even those who wander as orphans in human cities. Let us rise up united like the Molgur but cry the name of Dhunia and leave a stronger legacy for our young.

The Molgur left us our shared tongue: Molgur-Trul. This language is rich and varied, even though we record only its core meaning in runes, which are not intended for record-keeping but for immortalizing heroes. Learning the languages of mankind was inevitable for trade, but Molgur-Trul is our true tongue. *Kith* describes both close and distant blood-kin and also means "home." *Kriel* describes an entire tribe of gathered people and can also mean the place where a tribe builds its homes. *Shen* means both "brotherhood" and the lustful dangers of youth unbound and untied to community. *Quitari* describes the patterns in woven cloth linked to a community. The *Tohmaak Mahkeiri,* or "Glimpse of the Mind," is a unique gift allowing us to peer deeply into the thoughts of another kin. Only our language holds the rich meaning of these words; it is far superior to the base tongues of man.

Other than giving us our language and a legacy of fierce warriors, the Molgur taught us that mindless brutality is no way to govern or create a lasting legacy. Humans learned this path through the cruel example of their unforgiving god, Menoth. The Menite priest-kings brought humanity in line with a stern hand and a barbed lash, building walls, organizing armies, and annihilating entire tribes. This is not our way, but we must recognize the methods by which mankind has achieved dominance.

Never forget the lessons of sword and flame brought by Priest-King Golivant of ancient Calacia. The humans and their worshipful histories never describe how brutally Golivant slaughtered our kind. Humans were allowed to convert to his religion, but he put Dhunia's children to the sword without question. The greatest Molgur chieftain at the time was the trollkin Horfar Grimmr, who led a massive, doomed attack against the long wall called the Shield of Thrace near the Murkham River. Tens of thousands of Molgur crashed against the wall like waves breaking on a shore. The Murkham River bled for weeks after this battle, but the Molgur were shattered and Grimmr was captured. The Menites wracked Horfar for a month, hoping to break him and weaken the memory of his deeds

among our people. They could not force a single word from his lips, however, and his death brought an end to the Molgur. Mass graves were deemed too honorable for our people; instead, Golivant had them burned in great bonfires or dumped into the sea. In the far north, Priest-King Khardovic arose after Golivant and proved equally cruel. He enslaved entire tribes of our people and worked them to death before sacrificing the survivors in Menoth's name at the conclusion of their labor.

By the end, the remnants of the Molgur lay scattered and divided. Each race once called Molgur turned to their elders. Most of our people settled in the dense forests, but some spread to the mountains, islands, and marshes—any land the humans found difficult to tame. After Golivant, many kin fled west to the Scharde Islands, and others headed deep into the Wyrmwall Mountains. Many more undertook the trek north to settle among the Gnarls, the Thornwood, and the Scarsfell. These forests became our greatest homes.

Separated by distance and the barriers of man, our people returned to the lessons of Dhunia. We carved the rites of our people upon enduring krielstones, describing the deeds of our warriors and the words of our elders. We continue this tradition of inscribing stone to immortalize heroic acts while preserving those passed down to us by the ancients. Our history will never be a dusty list of endless names and dates.

After the fall of the Molgur, our shamans established and explored our connection with full-blood trolls. Some kin had previously attempted to deny the bond we share with our primal cousins, insisting we trollkin were the higher and better species because of our sharp minds. After all, we have mastered language and writing and created a lasting culture. All of this is true, yet the trolls answer to the bonds of blood. The truth of our connection eventually became widely accepted among all Dhunian shamans. Our stronger cousins came to live alongside us in our kriels, helping carry the stones to build our homes and wielding axe and spear to fight our foes. Their minds are simpler, it is true, but they brought us their strength, courage, and loyalty. The support of the full-bloods was vital to our successful carving of territory from the wild places, for we contended with savage beasts as well as others who competed for these spaces—including remnants of the human Molgur who refused to bow to the Menites and join civilization.

Because we were no longer part of a single nation, our kriels looked to their own interests, and battles among neighbors were common. In that age, such self-preservation was understandable, and bloodshed was honorable in cases of disputes between kith or kriels. This strife strengthened our people, for we have ever loved battle and been willing to stand up for our beliefs. This attitude was also seen among the scattered and numerous human lords and fiefdoms of this era, which seemed forever engaged in one petty war or another. Sometimes these battles threatened our lands, but only rarely, as we had chosen to live in places they were happy to ignore.

Humans speak of their history in terms of before and after the Orgoth invasion, so great was its impact on their lives. The Orgoth left their mark on the kriels as well, but not to the same extent. To us they were just humans of another tribe, one from beyond the vast ocean. Our withdrawal from human lands afforded us some protection, and the invaders felt little need to intrude on our wilds. We fought them, however, when they paved roads through our lands to connect their empire or when they befouled our sacred sites with their death magic. We made them pay dearly for every inch they gained. The full-blood trolls were vital in these battles, and it was only with their assistance that we discouraged the Orgoth from pushing into the heart of the wild. The blackclads also aided us at that time, but this was before their more recent betrayals.

We did not entirely escape the Orgoth lash. Recognizing our stamina and our mastery over stone, they used the knowledge of our kin to erect many of their greatest fortresses and stone temples. These were foul places, but we can take pride in how long our skill has endured: some of these places still stand, and even the colossals of the Rebellion army and the Orgoth scourge could not break all our stonework to dust.

Certain heroes of our blood have risen to such greatness that even humanity remembers their deeds. Consider Grindar of the Tolok Kriel, who became a general among the Rebellion army in the last battles against the Orgoth. He led mixed armies against the western strongholds of those dark invaders. His cunning ambushes led the Rebellion to victory, and Grindar earned a seat on the Council of Ten at the Corvis Treaties. His name appears on the document that birthed the human kingdoms. You will see his image in all the paintings of that gathering, his face frowning upon Cygnar's kings in their own throne room.

Grindar's time with humans clouded his judgment, but still he worked to help his people. He used his influence to force the new kingdoms to agree to give our people land, but few of those promises withstood the test of time. Whenever they choose, human kings will deny the oaths of their

forefathers. They honored Grindar with one breath and tore apart his life's work with another. Human industry pillaged our forests, and they refused to recognize the boundaries of our territories. They drew their own borders large enough to encompass ours, insisting we retained our homes only by their sufferance. When we fought to enforce our lawful demands, Cygnar soldiers marched on our villages.

Sending elders to speak to human leaders did not help. They told our elders we should thank them for not demanding taxes or other tribute—all this while Grindar watched from their walls. We learned the emptiness of human promises, the futility of trying to earn their respect by words alone. War is the only language humanity understands, and we answered them in kind: just forty years after the Corvis Treaties, our ancestors had had enough.

Cygnar thought our people primitive; they felt we could not challenge them. They did not understand the deep ties we have with our cousins the full-blood trolls. Our shamans have long known how to speak the simple tongues of those living nearest them and had forged lasting pacts with their bloodlines.

When Cygnar's nobles sent soldiers to cow us, we remembered our blood. Some kriels had grown too "civilized" to maintain their friendships with the full-blood trolls, but they soon sought to renew those bonds. Across the Gnarls and the Thornwood, trolls were once again welcome in every kriel. Trolls and trollkin came together as an army united, equipped, and trained for war. Freed from the need to hunt for prey, the trolls were not so different from us, and we learned to use their hunger as a weapon.

The kriels of both the Thornwood and the Gnarls set upon Cygnar's garrisons and the Ordic forces who aided them. Battles raged across Cygnar and Ord, engulfing Armandor, Tarna, Fellig, and Point Bourne and isolating Ceryl and Corvis. The uprising counted upon no single leader, but rather many strong chieftains, to deal blows to Cygnar. Cygnar won its victories through sheer numbers alone: fought one to one, or even two to one, we never saw defeat.

Finally our foes unleashed their colossals, the tales of which survive the generations. Today we regularly do battle with their smaller descendants, the warjacks, but our ancestors had seen nothing to match these towering giants. A coal-fed inferno roared inside the belly of each metal behemoth as it belched steam and smoke into the sky and crushed anything in its path. They were slow and clumsy but utterly unstoppable. Axes and blades bounced off their armored shells, and even the strength of trolls was not enough to stand against them. Though I am proud of my ancestors for pushing Cygnar so hard they were forced to unleash their mightiest weapons, we suffered a bitter defeat. In the end our elders withdrew our forces from the fight and sued for peace.

The Colossal War was a great drain on the Cygnaran Army, and while they depleted their resources we nursed our wounds and our anger simmered. Not long after the end of the Colossal War we gathered again to resist the tyranny imposed upon us at the end of the last of our battles with the Cygnarans. They called this the Second Trollkin War, but for us it was the same fight as before.

Chief Modr rose to lead our kin and proved the power and the strength of trolls. He did not let the colossals pick the battlefields; instead, he led them into traps and ambushes, showing our people that these giants could be tricked into charging into pits or ravines to be crushed by their own weight. We led them into bad ground and tore them apart piece by piece. Trollkin and troll alike swarmed and hammered them with a hundred blows. After the first colossal fell, our people forgot their fear and tackled the second and then the third.

Never forget the lesson of Modr. Defeated, the colossals passed into the dust of history. The human nations created the smaller warjacks to fight us better, and *still* they are not equal to the task. A full-blood troll is more cunning, more ruthless, and just as fearless. Warjacks are heavy and slow and rely on coal and water. Can a warjack swim across a river and attack in silence in the dead of night? Can a warjack return from the brink of death by feasting on the bodies of the slain? Do not fear human technology. We borrow from them that which is useful, such as rifles, but we can defeat all their tricks with our strength and cunning.

By the end of Modr's war, Cygnar accepted all our demands, and the promises sworn at the Corvis Treaties were renewed. We thought death and toil had won a lasting respect, but time has proven that human memories are short and subject to convenient change. In the end they still defined our lands as part of theirs, and to their minds they *allowed* us to stay—as if it were a gift rather than our inherent right earned by honor and blood. They did not see us as equals; that which is given by one king is easily taken by another.

After Modr's war, many *shen* journeyed to human cities. When Cygnar's southern city of Mercir suffered a great fire, thousands of trollkin moved there to rebuild it. Over the centuries our city-dwelling kin forgot our language and our ways. We need to bring them back to their kriels and their families. The lore they have learned can serve us now, and we need every weapon in the hard times to come.



Every human war has brought hardship and casualties to our kin. Consider the Thornwood War between Khador and Cygnar. Lacking a force strong enough in their forest to confront the Khadorans, Cygnar tricked the massive Khadoran army into marching into our largest and most ancient community, Tolok Kriel. They cared nothing for the innocents they destroyed, and hundreds of trollkin were slaughtered in the heart of our lands despite every oath between the Cygnaran throne and our elders.

Tolok Kriel no longer exists; the Khadorans ravaged its villages to feed their soldiers and burned everything behind them as they marched on. Our surviving warriors harried their advance by striking from the trees. As much human blood as trollkin soaked the ground to mark their passage. Later we learned it was the Cygnarans who had led them to us. Nothing so clearly shows what the humans think of our kind. To them we are nothing more than animals to be used or killed at a whim.

The kin of the Gnarls have long kept this lesson to heart, but we in the Thornwood lost it for a time. We became complacent surrounded by the trackless forest we presumed no army could ever subdue. The Cygnarans were happy to leave us where we were, amid undesirable lands that served as a barrier to their enemies. Benefits even occasionally came from deals with humans, but the gains were short and betrayal never far behind.

A recent example of this has reminded us what those in the Gnarls never forgot. I speak now of the ties between King Leto and Madrak Ironhide. Leto befriended Ironhide decades before Leto seized the Cygnaran crown, and they swore oaths of brotherhood. Ironhide welcomed Leto as a member of his kriel, not thinking this ceremony meant nothing to one who is not of our blood. In times of peace they shared kind words and gifts. But when darkness rose in the Thornwood to strangle Ironhide's people, Leto was silent.

When war broke out anew between Khador and Cygnar, the northern men again sought to strike directly at their foe—and that path led directly through the Thornwood. The abominations of Cryx came to this war like vultures to pillage corpses from both sides. Even the southern zealots



of the Protectorate lay claim to a stake in these clashes and brought prayers of fire into our forest. Our lands were caught in the middle, beset by all these armies, and we were crushed underfoot. The carelessness with which the humans despoiled our villages was proof of how little they regarded our lives.

This is the challenge Madrak Ironhide faced. Thinking of his human blood-brother and ally, he went to King Leto for aid. It is easy for us to point to the inevitable outcome now, but we must not denigrate Ironhide for his efforts. I know Ironhide well. He is as great a war chief as has ever walked Caen. Like Grindar, from whom his blood flows, he counted on friendship with a human king to buy help for our kind.

At first Ironhide's talks seemed to bear fruit. Servants of Cygnar's king eased their use of the Thornwood and turned increasingly to the Glimmerwood and Widower's Wood instead, regions unclaimed by nations. Chief Ironhide also acquired considerable supplies—blasting powder, firearms, raw metal, lumber—which is remarkable in a time of war.

These acts by Cygnar were not a kindness, however; they put Ironhide's people in harm's way. The king told Ironhide to protect Cygnar's border from southern fanatics who might cross that region, but all the while Leto knew another threat approached from the east—the skorne invaders that had attacked Corvis just three years previous. The king lied to Ironhide and promised him better lands, *within* Cygnar, for defending the border.

The skorne swept in to destroy all in their path. Their goal might have been to claim human lands, but many kriels perished in their wake. The first were along the shores of Scarleforth Lake, where Grissel Bloodsong and her people once lived in peace. Then into the Glimmerwood they came like a storm, crashing into Madrak Ironhide and his people. The invaders were finally forced to seek another path to the west, but only after many trollkin lives were lost.

Having paid the blood debt asked of him by his blood-brother, Ironhide returned to Leto to be given a home for his kriels at last. King Leto refused, swayed by the greed and prejudice of his nobles. He pleaded for Ironhide to endure and wait, clearly hoping to use our people again to halt the enemies at his borders. Let this be the *last* time we are so

easily fooled! No small gains are worth the cost in lives. No number of firearms, no barrels of blasting powder, no tons of iron are worth so much death. But even as we suffer this hard lesson, do not hold Ironhide to blame.

Ironhide faced worse than the betrayal of Cygnar's king when he returned to his kriels; one of his own sworn champions turned against him for the promise of power and glory. The blackclads, who had once stood with us as friends, sought to destroy the chieftain, seeing he possessed too strong a will to submit to their schemes. By this treacherous attack the friendly face of the druids proved false and their advice poison. They wanted us to fight their battles for them, but this is no different from Cygnar leading enemies into our kriels. Druids would do this smiling and pretending to give us honor.

Their attempt to assassinate Ironhide might have succeeded if not for the great Shaman of the Gnarls, Hoarluk Doomshaper. There by the Glimmerwood the druids bent their might to slay these two great war-chiefs, but they failed. Wielding his axe alongside Doomshaper, Ironhide ended the life of one of the blackclads' mightiest leaders, the druid Ergonus, sending an unequivocal message about the price of betrayal. It was the druids and their allies who fled into the trees while our people stood triumphant. We must not stop with this victory, for they have declared themselves our enemies. We cannot rest until we reclaim those places they have stolen from us over the centuries.

This was the first great moment of unity in our current age, the first joining of our once-divided people. Doomshaper and his kin from the Gnarls joined Ironhide and us of the Thornwood to stand against the druids who had hoped to manipulate all of us into fighting their battles and dying for their cause.

Doomshaper brought with him the dire trolls, the greatest of true trolls, whom we had always believed too wild and dangerous to join us. Now they stand at our side along with the full-bloods, giving us the raw might we need to contend with our enemies. Ironhide and Doomshaper have become our chosen war leaders, and we elders must ensure they are given the support they need to protect us and destroy our foes. Already Ironhide has found new allies in the far north, with legendary heroes such as Borka Kegslayer adding the voice of the Scarsfell Forest to our alliance. Our three great communities are now of one blood.

With our newly united strength, Ironhide led our people into the Crael Valley, defeating any Cygnarans who stood in his way. This region of farmland was suitable for our needs—defensible and rich with food and materials. We thought Cygnar might allow us this small piece of justice, as we had taken by force only what had once been promised to us. We enjoyed a blessed pause from our wandering for a time in that valley, building fortifications in the hope of creating a lasting home. For a year or more we enjoyed this illusion.

Soon enough the dark times returned once more. Doomshaper was captured by humans while their armies came to drive us from Crael Valley. Ironhide was able to free Doomshaper from his prison even as the settlement he had founded was beset. We fought hard and killed many of their sons and daughters, but there is no end to the tide of humanity. In the end we had to retreat west to take shelter on the fringes of the Gnarls, despite Grissel Bloodsong's heroic stand against Cygnar's army. Make no mistake: we are still in lands Cygnar calls its own. Their army has tasted our blood and would spill more if given the chance. The only lasting victory we will ever gain over the humans must come from a position of strength. They have seen some measure of our unity and power, and I believe the losses we inflicted at Crael Valley still linger.

Although they won that battle, it cost them far more than they had expected. We cannot falter or succumb to despair. As bleak as things look now, as much as we have been driven from place to place like cattle before a barking dog, we must hold onto our pride and call upon our strength. Our enemies have tested our courage and tasted our wrath, and inside they quail at the thought of our ferocity in battle. They have seen how a few hundred of our kin can bring the deaths of thousands of their finest soldiers. Cygnar hopes we will simply give up and vanish, but they fear we will not. They fear what will follow when we come upon them with renewed certainty of purpose to seize once again what is rightfully ours. Their willingness to confront us withers even now. It is important that we draw upon our last reserves to prove to them that we will not disappear without a fight.

We will carve a home for ourselves by war and blade and then build upon the bloodied battlefield a lasting legacy of stone. We can triumph over this dark and accursed moment in time, which will later be remembered as just a brief delay on our way to a greater destiny. This dream is not impossible. We can bestow it upon generations to come, if we hold fast, raise our weapons, and scream defiance in the face of any foolish enough to believe they can outlast us. By Dhunia's grace, let us show them the strength that flows in the blood of trolls!

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, 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

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 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

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.

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

TACTICAL TIPS

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

remained on the battlefront, 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 kriels, 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

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.

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 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 Gnarls is a dire omen for all who have earned the wrath of the trollkin.



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	5
DAMAGE	18
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
MEDIUM BASE	

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 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.

SPELLS	COST	RNG	AOE	POW	UP	OFF
CARNAGE	3	SELF	CTRL	–	NO	NO
Friendly Faction models gain +2 to melee attack rolls against enemy models in this model's control area. Carnage lasts for one 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.						
SURE FOOT	3	6	–	–	YES	NO
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 kriels 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 kriels. 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 Grimmr 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.



TROLL AXER

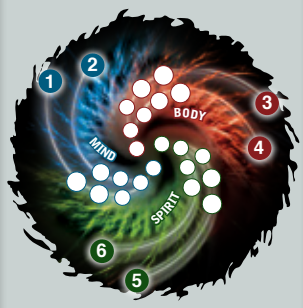
TROLLBLOOD LIGHT WARBEAST

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

—Kithkar Elken Fallentree

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 BASE	

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.

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.

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 Gnarls, and the Thornwood rely upon these old agreements to buttress their war effort.

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 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.



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.

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.

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.

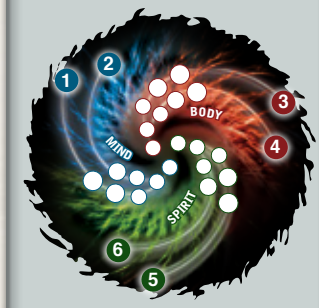
BATTLE SPEAR

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	

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.

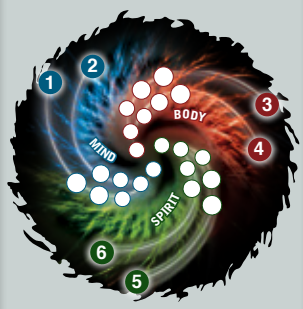
—Professor Viktor Pendrake

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

SPEW FIRE				
	RNG	ROF	AOE	POW
H	8	1	3	12

CLAW		
	POW	P+S
L	3	12

CLAW		
	POW	P+S
R	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

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.

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



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 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.



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

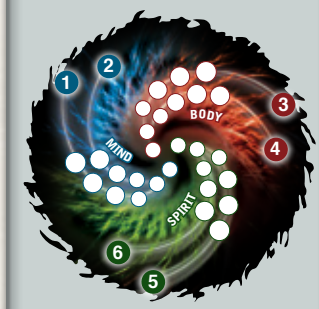
Open Fist

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	

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.

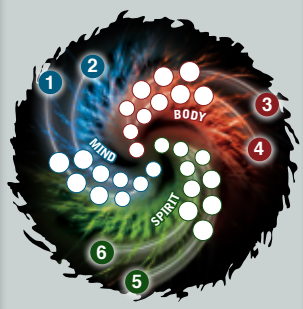
—Grissel Bloodsong

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

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.

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 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 ordinance 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 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 kriels. As long as the dire trolls can continue to be managed, they offer the trollkin their greatest chance of victory.

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

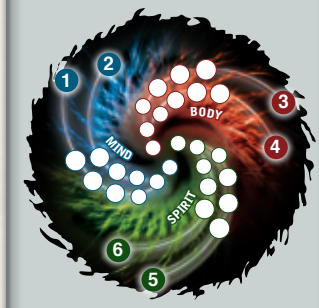
Open Fist

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 (L)	
POW	P+S
4	16

BIG MEATY FIST (R)	
POW	P+S
4	16



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

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.

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.

Most kriel 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.



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

TACTICAL TIPS

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

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 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.

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 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.

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	

GRUNTS

Fearless

Tough

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.

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 nonetheless 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.

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 trollkin forces, using stolen spyglasses to scout and identify the best places to set up calculated offenses.



TROLLKIN CHAMPIONS

TROLLBLOOD UNIT

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

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.

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

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	



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.

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.

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.



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 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 trollkin 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.

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.

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	

SWORD

Weapon Master




CIRCLE ORBOROS

An Unending Cycle

Lore of the Druids of the Circle Orboros

Orboros is without beginning or end; it is shapeless and yet all shapes. Storm is its breath, spilled blood its sustenance. By its power we chosen few become the scythe that culls mankind.

—Omnipotent Ergonus

Penned in the autumn of 608 AR by Omnipotent Lortus of the Wyrmwall, Watcher of Blighterghast.

Some believe our order exists to sow chaos and reap destruction, but this is not true. We all know the power of nature's fury and the strength of storm and flood. It is not our mission to unleash these powers blindly upon the world to the detriment of the natural order. We are the conscious and enlightened extensions of nature on the face of Caen. We do not serve this power; we bend it to *our* will.

To understand the Circle, one must grasp the nature of Orboros. Just as a man may have several titles representing his myriad roles, so do those beings recognized as gods hold many names. Names have power; each title given to a god describes one aspect of his nature, while his true name encompasses his entire essence. Orboros is not a god but something greater. Orboros and Dhunia share a special onus as the primal fonts of creation, and their essence is tied inextricably into the world. We of the Circle do not deny the existence of the Devourer Wurm, but this is only one aspect of Orboros. The Devourer Wurm is the ravenous hunger, the conscious awareness of Orboros and the embodiment of its will.

There is an ancient and unending rivalry between the Devourer and Menoth, the Creator of Man. From time immemorial the Devourer has embodied the wild and ravenous forces of nature while Menoth has represented order. It is said that man emerged from Menoth's shadow as it fell upon the still-forming waters of the world in its earliest days. Humanity instinctively huddled together around the warmth of fire, building lasting monuments and fighting off the beasts that would eat their flesh. In time Menoth retreated to Urcaen to build the city that would protect the souls devoted to him. The Devourer chased after, and its consciousness in the living world faded. Priests of the Devourer commune with the God of Feasts, offering sacrifices to call on its power across that divide.

Those who devote themselves fully to the Devourer Wurm do not understand that Orboros is still present here on Caen, inextricably bound into the living world. While the *will* of Orboros is in Urcaen battling Menoth, its *essence* pervades our world. Menoth can never win in his battle so long as the Devourer replenishes itself from the wellspring of power on Caen. Orboros has no need for the souls of worshipers. It requires only the untamed wilderness: flowing rivers, storm clouds, and the raging ocean. The Circle alone can access this strength unfettered.

Dhunians speak of the ravaging of their goddess by the Devourer Wurm as if this were a single act of procreation at the dawn of time. It is ongoing: every season, every storm, and every drop of rain link Orboros to Dhunia. The seed of Orboros gives rise to every predator, and its shifting bones sunk deep into the rocks and mountains of the world cause the ripples of earthquakes. Orboros' pumping heart-blood powers the ocean tide and the flooding of a river swollen by rain. Its tongue is lightning and fire, and its breath is the hurricane wind. This is not allegory but literal truth.

Though the rest of humanity is obsessed with taming the wild, planting fields, and building walls, since the earliest times there have been those few born with an innate connection to the untamable chaos. We of the Circle were born touched by Orboros, and we draw strength from the wellspring of creation. When this power awakens in us in childhood it is mistaken for madness or possession by evil spirits. We call it the *wilding* when a child hears voices on the wind or perceives lines of power thrumming below the soil and along rivers.

Our fellowship was founded after the fall of the Molgur tribes and the rise of the Menite priest-kings. Golivant and Khardovic embodied a drastic change in the nature of humanity, one which we knew would constrict and strangle the natural power of the world. Ultimately the efforts of our order are a mirror of the battles in Urcaen between the Devourer Wurm and the Creator of Man. In watching the rise of the new cities, we witnessed the stifling of natural forces that are the lifeblood of Orboros. Each city built weakens Orboros and makes the Devourer's battles in Urcaen more difficult.

We swore pacts in those ancient days to limit the rise of these cities. This has sometimes required culling populations, weakening dams, toppling walls, and burning fields, all in the name of Orboros. It is a fine rope we walk, for our power relies on the strength of Orboros but also on his distraction. If the Devourer ever won its war against Menoth, the Wurm would return in full force from Urcaen to topple mountains, set loose tsunamis, and erase humanity from the face of Caen. Far better for us to guide nature's wrath. Despite our efforts, however, civilization has long advanced at a quicker pace than we could hinder it. Our powers are great, but our numbers are too few.

To keep the Devourer distracted in Urcaen, we must ensure that Menoth's attention remains focused on the afterlife as well. Menoth has created a vast sprawling city amid the wilds of Urcaen to protect the souls of the dead devoted to him, an entire continent walled and shielded against the wilds. In long cycles between roaming the endless wilds, the Devourer Wurm returns to besiege this city, battering its ramparts and consuming any Menite souls it can reach. It is at these times, when the clash between these powers is most intense, that they pay the least attention to the affairs on Caen. When the Devourer is driven back into the wilds, Menoth often turns his gaze back to the world and begins to meddle with the affairs of his priests and followers. By working as we do and following our old pacts, we hope to keep both Menoth and the Wurm concentrated on their mutual battles. If the Devourer is distracted, it pays less heed to the flow of its power on Caen and by consequence it is easier for us to control and tap into those energies in the wilds.

THE WURM WILL BRING RUIN AND ANNIHILATION AND OBLITERATE MAN'S GREATEST CITIES IN A FRENZY OF DESTRUCTION.

Ultimately this delicate balance is unsustainable. We are few against the teeming masses. Eventually the works of mankind will clog the arteries of Orboros and sap its strength enough that the Devourer will feel compelled to return and act. The Wurm will prowl Caen once more, bringing ruin and annihilation, obliterating man's greatest cities in a frenzy of destruction intended to eliminate the clots obstructing the natural flows of its power.

Few understand our struggle, nor would they embrace it if they knew. The sons and daughters of Menoth mistakenly believe their gods can protect them. They believe the Devourer Wurm is not a primal power but a beast that can be slain.

In the time of the Molgur there was no need for our efforts. Mankind was nomadic and had not yet taken up the Canon of the True Law. In this age the worship of the Devourer was open and widespread. Remember that priests and cultists of the Wurm are not of our ilk. Our relationship with Orboros is intimate, not worshipful. Minions of the Devourer have long been our pawns, eager to heed our words. They revel in communion with the Beast but do not comprehend its deeper nature or their insignificance to it. Do not lower yourself to treat them as equals. They can be useful—even powerful—allies, but ours must always be the guiding hand.

Our order learned to hide its nature following the dissolution of the Molgur, and we began to implement subtle plans. We used flood and earthquake to slow the spread of civilization. It was through our influence that ancient empires fell, but the rotten tooth of what would become Caspia had its roots sunk too deep in the mouth of the Black River for us to simply pull it loose. The City of Walls continues to vex our fellowship, impervious to all efforts to bring it to ruin.

Despite the spread of Menoth's word, the Thousand Cities Era was good to us. Mankind remained fractured as countless petty fiefdoms and city-states vied for dominance. Where necessary we destroyed cities without repercussion. Under the city of Ceryl, hidden below tons of mud and earth, rest the bones of a dozen townships destroyed by our hand. Other ruins spotted the landscape, their destruction blamed on floods, fire, earthquake, or plague—but all our work.

The first major sign that we were failing to maintain balance was the foundation of the Khardic Empire. The Khards were the result of a long process of calcification whereby tribes banded together under strong warlords. We could not prevent this, only slow the process. Some of our order used murder and assassination, but such overt action rarely succeeds ultimately and often creates martyrs or heroes. Removing individual leaders seldom helps; they arise by factors beyond their ken. When we remove one, another takes his place. Disease is a more effective tool in some times and places, and we have sowed plague to create chaos and destroy large populations.

There were other forces steering the fate of the northern empire. Amid the tedious struggles of the Kossite, Skirov, and Khardic tribes, a strange figure arose to confound even the most learned of our fellowship. The immortal Zevanna Agha, sometimes called the Old Witch of Khador, is a power who, acting alone, has sometimes thwarted the plans of our

entire order. She protects the northern tribes and their lands for her own reasons; her agenda is indiscernible to us. At one time she walked in our midst, for her power echoed our own, yet ultimately she betrayed the Circle and used our lore against us. Her ability to draw on the vitality of the land is near to ours, yet she also draws on the vast strength of the people of her lands themselves. All attempts to unravel her power or even comprehend it have failed.

We have clashed with Zevanna Agha many times in our effort to weaken the Khardic Empire and more recently to thwart the Khadorans who inherited their legacy, but she has vexed our efforts at every turn. Where her crows have been, they leave nothing but the bones of those who have tried to tear her down, so our most effective tactics against her have involved misdirection. Recent events forced us to send our order into the north to fight the blighted threat, and the crone confronted us there. Although her true machinations remain hidden from us, I hope she can be convinced that her purposes and ours are not at odds on this matter, for the rise of the blighted has put her domains at risk just as it has threatened ours.



On the subject of the blighted, let me speak of the arrival of Lord Toruk to the Scharde Islands and our vigil over the dragons. Even before Toruk's exodus from the mainland, we watched his movements and those of his progeny. Our agents watched as Toruk destroyed a dragon named Gaulvang and consumed his athanc in 1387 BR, and an omnipotent witnessed firsthand the struggle between Toruk and his progeny that rent the skies with fire and left a blizzard of caustic ash that fell upon the earth. Dragons evoked the fascination of our order because their destructive power exceeds the natural wrath of the Devourer yet arises from some wholly tainted and unnatural source.

It is not uncommon for the ignorant to link dragons to the Wurm, and myths of several religions paint the Devourer as the originator of the dragons, but there is no truth to these legends. Dragons are a perverse mockery of true life and exist entirely outside the natural order. They share no commonality with any living thing on Caen nor any part of the cycle of Orboros and Dhunia. There is a world of difference between a cleansing flood that shatters a dam to free a river, or a forest fire that leaves the soil richer by depositing the ash of fallen trees, and the barren landscape left by concentrated blight. Where dragons go, blight follows, bringing death and corruption. Blight is anathema to our power, sapping our connection to Orboros and interfering with our mastery of the elements. The effects of blight are terrible and poorly understood, but we recognize the power of dragons as one of the most dire threats to our world.

One would never think it to survey them today, but the Scharde Islands were once a bastion for our order. They were not always a festering morass of rotting swamplands crawling with nightmare abominations and the undead. Many druids found the western islands amenable to their designs, naturally laced as they were with latent power.



We established strong ties on several islands, encouraged the mastery of blood magic, and fostered the wilding among the scattered descendents of the Molgur. Our plans were unraveled by the arrival of Toruk and his all-pervading blight.

The Circle suffered one of its greatest betrayals when the mightiest druid of the Scharde Islands became enamored with Toruk's unholy majesty. We do not speak his name, for he violated all we hold sacred when he offered himself to the Dragonfather. Subsequently he set about exterminating his former subordinates or bringing them into Cryxian service as the undead. Our places of power were seized and corrupted, and the Scharde Islands were lost to us. Some of the rites originating from our order have lingered on the islands amid the descendants of the Molgur, twisted into other blood magics mingled with necromancy to pervert their original intent.

While not as mighty as their father, Toruk's brood are singularly powerful, each of these dragons nearly a minor god. No external means has been discovered to destroy any of them permanently. Some of our order have devoted their lives to monitoring these unnatural creatures. We know that one day either Toruk will consume them or they will rise up against their Dragonfather and the fate of the world will lie in the outcome of that final war. Delaying this apocalypse is one of our greatest responsibilities.

The arrival of the Orgoth heralded a dark time for the Circle when our most sacred places were seized by the invading fiends and transformed into sites of unmitigated slaughter. The Orgoth understood the power of blood and fought to capture our loci of nature power, particularly those linked to rituals of sacrifice. While it is true that many among us practice primal magic and rituals born of bloodshed, the atrocities committed by the Orgoth bore no connection to the rites of fertility, predation, or any of the natural cycles of life. Instead the Orgoth twisted this power with death-magic to imprison and consume souls.

Knowing these sites could not remain in the hands of this new enemy, we called upon the powers of the earth to swallow the places tainted by Orgoth magic. Many of these places had been reclaimed from the Black Kingdom of Morrdh, and it had taken generations to purify them so that the power of Orboros could flow through them once more. The malignant energies wielded by the Orgoth were even more virulent and poisoned the wellspring of our power. Someday these sites may yet be reclaimed, but I am hesitant to speculate on events so distant from the present.

We had victories against the Orgoth particularly through the spread of the disease rip lung—a gift of Orboros. Few would attribute the contagion to the destruction of the

invader's empire, but we know the plague traced their supply routes back to their homeland and devastated their population across the sea. It is true that many Immorese also died of this disease, but we can never place too much weight on individual lives. Were every major city in western Immoren to fall to plague and flood, there would still be too many humans leeching life from the body of Orboros.

Recovering from the blows dealt by the Orgoth has been a gradual process over the last four centuries. Our ability to recuperate from disasters is hindered by the slow rate at which the wilding manifests.

The rise of the Iron Kingdoms has only accelerated the expansion of cities and the rise in populations. During the Orgoth era, the growth of humanity was kept in check both as a result of the poor conditions the inhabitants of western Immoren were subjected to and by intentional culling by the invaders. Following the Rebellion the population grew unfettered except by incidents of war and natural contagion. The relative peace of the past four centuries has allowed for great advances in industry and trade, allowing the kingdoms to support their ever-soaring populations. Trade brought with it shipping and exploration that has led to the discovery of new lands and possibilities for inevitable expansion. One day the cancer that has claimed western Immoren may spread across the face of Caen, all but ensuring the return of the Devourer Wurm. Though the new wars that have swept through the region as of late suit our ultimate ends, I fear they come too late to mitigate the damage that has already been done.

In recent decades we have seen a sudden rise in those born with the power to commune with Orboros. Far from seeing it as fortuitous, we attribute this increase in those born with the wilding as a natural response to Menoth turning his attention back to Caen. His followers have carved a nation devoted to the Creator of Man, assimilated the nomadic Idrian tribes, and launched a crusade devoted to the conquest of Caen. The presence of Menoth's Harbinger is a dangerous portent, and it indicates a need to renew battle against the his servants on Caen.



The foremost imperative of our order is to locate and retrieve humans born with the spark of the wilding before their potential is ruined. Through our awareness of certain portents, we have learned how to predict both the time and the location of the manifestation of our brethren accurately. We see that a mentor is sent to recover them and bring them into their new life. We are called the corruptors of youth, and some actually believe we sacrifice the young, but by our guidance these children find their place in the Circle, learning to control primal energy and put their past behind them. It is true these children will never return to their old homes, but each of them becomes far greater than their parents could ever imagine. They were seen as outsiders in their old lives, but we give them new purpose as they learn to unleash their full potential.

Though our connection to Orboros is innate, mastery is a lifelong pursuit. We afford great freedom to our number once they are inculcated in the basic mysteries and come to grips with the nature of their calling. Each wilder must find his own way, learn to control what he can grasp, and become a power unto himself.

Wilders who prove themselves more than competent become warders trusted with more difficult tasks. As a druid's power grows, the Circle will call on him and grant him greater responsibility. We organize in small groups with considerable secrecy to preserve our fellowship in dark times. Most druids spend their entire lives as warders; they are the backbone of our Circle. The handful who can approach mastery and prove capable by trial become overseers granted with even greater responsibility. These proven druids inherit territories to patrol and sacred sites to protect and are sent to coordinate plans abroad. A chosen few are initiated into the deepest mysteries and elevated to potent. Potents watch over vast regions, are trusted with executing plans sometimes requiring years to unfold, and

INDIVIDUAL DRUIDS SPEND A LIFETIME SEEKING TO CARVE THEIR OWN PATH OF MASTERY.

are given the careful oversight of dozens of subordinates as well as minions outside the order.

The potents maintain the relationships with groups who serve us, from the ancient mortal lines who owe us allegiance to the disparate Devourer worshipers eager to fight in our wars and earn glory. Each of these groups is an asset carefully nurtured and expended only as required. While our numbers and strength are far greater than most could imagine, they are not infinite.

At the head of the order stand the omnipotents, always three in number, who lead the Circle and understand the inner secrets and the deepest enigmas of Orboros. There are many ways that Orboros expresses itself in the world, and individual druids spend a lifetime seeking to carve their own path of mastery. The shaping of stone, the control of beasts, the command of storm, the primal connection

between life and death, the tapping of the flows of natural energy buried beneath the earth: no aspect of Orboros is inherently superior to another, and omnipotents must learn the proper uses of all of them. Only in this way can they command subordinates to strike where their talents will best serve in our unending battle.

This power we wield has a purpose. We cannot be reluctant to act. Our habit in the past has been to wait until the right convergence of the seasons, conjunction of the stars, or gathered reinforcements. The hour is now too late for this.

Pride has also at times blinded us. We became too self-assured in our mastery of primitive species, and we have had great success in influencing disenfranchised species in the wilds such as the Dhunians. Until only a few years ago we counted the trollkin among our allies, and a most potent ally they might have been. We had worked over many generations of slow effort to gain their trust, yet by a grave miscalculation we have undone those plans and earned ourselves an enemy instead of what could have been our greatest weapon. This happened when my predecessor Ergonus underestimated the nature of a chieftain of the Thornwood named Madrak Ironhide who had begun to unite his people. Ergonus attempted to enlist his help directly in the fight against Everblight, but we were too absorbed in our own struggle to recognize the Thornwood trollkin were in the midst of their own battles.

THIS POWER WE WIELD HAS A PURPOSE. WE CANNOT BE RELUCTANT TO ACT.

Rather than finding another way to convince him, or even loaning aid to his people, Ergonus decided to have Ironhide killed. As I said before, such simple assassinations invariably fail. Not only is Madrak Ironhide still alive, but trying to slay him also earned us the wrath of all trollkin from the Scarsfell Forest to the Gnarls. Worse, Omnipotent Ergonus was slain and his strength denied to us. This is not how I had hoped to assume the mantle of leadership.

Not all is lost, even in this perilous age. We have bolstered our numbers with the tribes of the Tharn. These savage tribes were once cursed with infertility but only a few decades ago one of our own pulled them back from the precipice of extinction. Morvahna the Autumnblade proved herself one of our most brilliant luminaries by not only breaking but actually reversing the curse limiting their reproduction—and earning the loyalty of all their scattered tribes in doing so. The Tharn now propagate at a rate that would terrify the nations of men if they knew of it. Soon they will pour forth in a great tide like the barbarian hordes of the Molgur led by the greatest among them, Kromac the Ravenous.

The ferocity of the Tharn is a welcome complement to the commitment of our regular soldiers, the Wolves of Orboros. The ranks of the Wolves are filled with the finest hunters and woodsmen to roam the wilds of Caen, and they are utterly devoted to our cause. We shelter and protect their families, having chosen them as the most likely to produce children who undergo the wilding. Those who do not experience such an awakening still retain their loyalties to us and make up the core of our forces.



I fear the last battle is already upon us. Even now Orboros stirs, and we must draw on that power openly to bring every weapon to bear against our enemies. Warfare consumes the kingdoms, and this is the time to strike—while the nations are distracted and locked in mortal toil. We are not the only ones sensing this opportune time to act. Invaders from the east have arrived from the Marches and seek to impose their own empire. They are the least of our concerns. Indeed, their arrival comes at a fortuitous time. Although the skorne would impose their own order upon the lands, the wars and chaos they bring with them work to our advantage. Fortresses crumble and borders change as they battle to establish a foothold so far from their home in the east. Still, among the skorne are masters of their own breed of magic, one that is a close cousin of necromancy and unnatural to the order of the world. Some of our number are watching them as well, and we will do battle with them as required to preserve our domains and to prevent their power from festering and bringing harm to Orboros.

No current difficulty can compare to what may be the direst event in recent history: the awakening of Everblight. This dragon is capable of bold moves and unexpected imagination unlike the rest of its kind. It has demonstrated an ability to spread its influence and blight in a fashion never before witnessed in Toruk's spawn, for the blight itself seems to spread like a virulent disease not rooted in the dragon's body. It may be that by refusing to take flesh, Everblight has managed to exceed the potential of any of its siblings.

Minions of the dragon have annihilated the homelands of the Nyss in northern Khador. The vast majority of the Nyss have been corrupted and brought into willing service of the dragon. Their bodies are strangely twisted and changed in a more deliberate fashion than we have

ever seen before. It is as though Everblight has taken their forms and found ways to reshape the natural according to the dragon's narrow purpose: sowing death and destruction. Everblight is voracious and lacks the patience of its siblings.



We attempted to stand in the way of Everblight's legion but failed to prevent it from destroying its sibling dragon Pyromalfic. This doomed battle took place at the Castle of the Keys, where events conspired against us to demonstrate the power and speed of a dragon host on the move. While witnesses never saw the dragon itself take form, we are aware that Everblight has consumed the essence of Pyromalfic. This cannibalism has empowered Everblight to an immeasurable degree. There are unanswered mysteries in how the unseen hand of the dragon guides its host, but we have identified a number of leading generals that can direct its spawn. We must solve these riddles if we are to stand a chance of interfering with the actions of this army and the peril they bring to the continent.

This is a time the Circle should stand as one, yet we are divided in both mind and action. So great is the potential peril of Everblight that we all agree we must intervene. It is imperative we find common ground regarding the proper course of action to stand in the dragon's way.

Some have urged for direct battle and confrontation. At the Castle of the Keys our forces could not gather in time to defeat the foe and ultimately failed. Our losses in that battle may have weakened us more than they hurt our enemies. We lost additional people as we chased the fleeing dragon army north, hoping to crush it completely. Our efforts against this foe have thus far proven inadequate, although with each encounter we learn more about the enemy.

Others seek a solution to this dire problem by manipulating forces beyond their reckoning. Such was the case when Krueger the Stormwrath ignored my orders and took it upon himself to speak directly with the dragon Blighterghast, seeking to encourage a confrontation between Everblight and the rest of Toruk's progeny. This act may have imperiled us all, but only time will tell whether this was recklessness or courage. Direct contact with the dragons has long been forbidden for myriad reasons momentous and grave, and I fear what consequences may come of provoking their wrath.

In the days to come we will call on the strength and loyalty of all our order, from the least to the greatest. Our numbers are few, but we channel the primal forces of nature as we enter a battle that may destroy us. This is the end of days. Let us show our enemies what it means to unleash the vengeance of the masters of Orboros.

BALDUR THE STONECLEAVER

CIRCLE WARLOCK

Baldur is the Rock of Orboros. Let our enemies crash against his strength like the waters of the tide.

—Omnipotent Dahlekov

BALDUR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	4	14	16	8

TRITUS	
POW	P+S
7	14

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

FEAT: BROKEN EARTH

For Baldur earth and stone are living things—the skin and bones of Orboros. Boulders spring from the ground, crevices pull apart, and rumbling earth makes every footstep perilous for the enemy while wide paths are carved for the friends of Orboros.

While in Baldur's control area, friendly models gain cover. While in Baldur's control area, enemy models never have Pathfinder and treat open terrain as rough terrain. Broken Earth lasts for one round.

BALDUR

Pathfinder

Elemental Mastery – Warbeasts in this model's battlegroup with Construct beginning their activations in this model's control area can charge and make power attacks without being forced. This model can heal friendly warbeasts in its battlegroup that have Construct .

Forest Walk – While completely within a forest, this model can forfeit its normal movement to use Forest Walk. If it does, choose a location completely within this model's control area that is completely within a forest. Remove this model from the forest and place it in the chosen location. This model cannot use Forest Walk while knocked down.

TRITUS

Magical Weapon

Reach

Weight of Stone – When a model is damaged by this weapon it suffers –3 SPD and DEF for one round.

SPELLS	COST	RNG	AOE	POW	UP	OFF
EARTH SPIKES	3	10	3	13	NO	YES
When making this attack, ignore cover and the +2 DEF bonus for elevation. On a critical hit, models hit are knocked down.						
RAPID GROWTH	2	CTRL	4	–	YES	NO
Place the AOE completely in this model's control area. The AOE is a forest that remains in play as long as upkeep is paid.						
SOLID GROUND	2	SELF	CTRL	–	YES	NO
While in this model's control area, friendly models cannot be knocked down and do not suffer blast damage.						
STONE SKIN	2	6	–	–	YES	NO
Target friendly Faction model/unit gains +2 STR and ARM but suffers –1 SPD and DEF.						

A bastion of strength and resolve noted for his steadfast loyalty, Baldur the Stonecleaver is described among the Circle as the "Rock of Orboros." Some jest he has spent too long communing with mountains, for he is a calm and serene presence among his more passionate peers. When his battle temper is aroused, however, he becomes an unstoppable juggernaut made flesh.

Baldur laughs off questions about his past, saying he was born in a bear cave near Boarsgate, but there is an undeniably Khardic flavor to his features and hulking frame. He moves with deceptive ease as strength flows into him from the earth. His massive stone sword sings through the air and shatters anything it encounters. No other man has ever been able to lift this weapon, let alone wield it in battle. Baldur insists this has nothing to do with strength of limb but is because the sword is as much a part of him as his arms.

Older than he appears, Baldur has overseen numerous territories in his tenure with the Circle, has mentored powerful younger druids like Kaya the Wildborne, and has established unusual friendships with outsiders. He cares nothing for druidic politics and reserves his philosophy for the shaping of stone; he has shared lore with Rhulic stonemasons and even conducted terse exchanges with the guardians of Ios. In better days he was a welcome guest among kriels of the Thornwood and Scarsfell, and he considers the rift with the trollkin to be disappointing, even as he will not shirk from his duty to battle them. His logical and insightful appeals give him a powerful voice among the ranks of the Circle. His promotion to potent continued his gradual rise through the ranks, and he has been entrusted with the deeper mysteries of druidic lore.

The Stonecleaver is a paragon of the earth-shaping path of druidic magic: he deeply understands stone, earth, and the forest; he has mastered the shaping of wolds and their ilk; and he can infuse primal power into stone runes. His thick fingers possess the skill and artistry of a sculptor, but his masterpieces spring to life and stride onto the battlefield to tear walls and beasts asunder. Baldur's magic enlivens forests in even the most blighted places, and he uses these trees to cross enormous distances and pulverize the enemies of the Circle Orboros.

Everblight's menace weighs heavily on Baldur's mind. The dragon's unnatural blight warps all it touches, leaving scars that will never heal. The Stonecleaver has slept little since the rise of this threat, waking each morning before sunrise to work on a warden or muster for battle. Baldur has spent considerable time patrolling the wilds of northern Khador, slicing into the forward elements of the encroaching Legion. Despite all these dire omens, however, Baldur somehow remains optimistic about the future—a beacon of energy and vitality who insists no fight is lost until all will is lost.



KAYA THE WILDBORNE

CIRCLE WARLOCK

She is bold, courageous, and utterly committed to Orboros. Kaya's spirit is untamed and embodies what is best among us.

—Baldur the Stonecleaver

KAYA						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	4	16	13	8

SPLINTER	
POW	P+S
6	11

FURY	6
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: WILD MASTERY

The wilding removes a druid from the rest of humanity, opens a primeval conduit to forgotten powers, and enables communion with beasts. Kaya the Wildborne endured a wilding so intense it has left her with unrivaled mastery of her feral warbeasts. She can unleash a surge of rage in any nearby warbeast and siphon this ferocity to lend the bestial strength to her own power.

Place up to 3 fury points on each friendly Faction warbeast in Kaya's battlegroup that is in her control area. She can immediately leach fury points from warbeasts in her battlegroup in her control area.

KAYA

Pathfinder

Pack Hunters – Living warbeasts in this model's battlegroup in its control area gain +2 on melee attack rolls.

SPLINTER

Magical Weapon

Reach

Critical Knockdown – On a critical hit, the model hit is knocked down.

SPELLS	COST	RNG	AOE	POW	UP	OFF
OCCULTATION	2	6	–	–	YES	NO
Target friendly model/unit gains Stealth .						
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.						
SPIRIT DOOR	3	CTRL	–	–	NO	NO
Select a model in this model's battlegroup in its control area. If this model is selected, immediately place it within 2″ of another model in its battlegroup that was in its control area at the time the spell was cast. If another model in this model's battlegroup is selected, immediately place that model within 2″ of this model. A model cannot advance or attack after being placed by Spirit Door this turn.						
SPIRIT FANG	2	10	–	12	NO	YES
A model damaged by Spirit Fang suffers –2 SPD and DEF for one round.						

TACTICAL TIPS

Wild Mastery – Because Kaya is leaching these fury points, her fury point total cannot exceed her current FURY as a result of Wild Mastery.

Kaya the Wildborne plunges herself into the minds of beasts with an abandon unequalled among her peers. While riding this tide she is a ruthless and savage creature who tirelessly stalks her prey day or night. When she enters this battle trance there is no future and no past, only the infinite present and the sweet promise of blood.

Her willingness to submerge herself so deeply into the consciousness of her pack worries her mentor Baldur the Stonecleaver, yet it seems inseparable from her nature. Older druids have tried to teach her patience, but she chafes at their inability to understand her way. For Kaya more than any druid in recent memory, the *wilding* was no struggle but an awakening of her true self. She throws herself into battles with ardent courage without worrying about her own preservation. This irrepressible spirit has led to victory after victory and provided unexpected windfalls to the Circle Orboros.

Though she does not remember her early life, Kaya was born in eastern Ord within sight of the Thornwood Forest. She felt the wilding as a toddler and distressed her parents in the middle of the night on Calder's full moon by shrieking out her window. Even more alarming were the answering howls of wolves. Perhaps it was with relief that they handed their peculiar daughter to the hulking blackclad stranger who came knocking on their door. Since that day, Baldur has been the only father Kaya has ever known. Though her path has taken her elsewhere, she always returns for advice, and he remains the only ranking druid she trusts implicitly.

Kaya believes other Circle leaders are needlessly manipulative, and she rarely agrees with their decisions. She has no ability to govern her tongue and has insulted many of her peers without even knowing it. This may result from so much time spent in the minds of beasts who do not dissemble, lie, or understand tact.

For similar reasons, Kaya does not participate in the schemes and plots for which the druids are famed. She finds the motivations of beasts more to her liking, as they require only food, shelter, and a strong will to lead them. Kaya prefers to let her actions speak for themselves as she strikes even harder against the enemies of the Circle, and her recent effectiveness in numerous engagements against Everblight's Legion has won her some respect.

Though capable of sacrificing them if the need is great, Kaya has a tight bond with her beasts and is able to inspire in them remarkable efforts. Their loyalty to her is genuine. Her piercing eyes contain the cold, hard stare of a battlefield veteran twice her age, and with the merest glance she conveys that she has experienced her share of horrors and intends to do her part to end them.



KRUEGER THE STORMWRATH

CIRCLE WARLOCK

To understand Krueger you must think of him not as a man but as a force of nature. He is the raging hurricane, the wild tornado obliterating anything in its path and leaving others to pick up the pieces.

—Omnipotent Lortus

KRUEGER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	6	15	14	8

LIGHTNING			
RNG	ROF	AOE	POW
10	1	—	13

LIGHTNING SPEAR	
POW	P+S
7	12

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

FEAT: STORM RAVAGER

This is the Stormwrath. All despair when the sky shouts its verdict of thunderous doom and death by lightning's spear.

Place three 3″ AOEs anywhere completely in Krueger's control area. Enemy models in one or more of the AOEs when they are placed suffer a boostable POW 10 electrical damage roll . During each of your Maintenance Phases, remove one AOE. An enemy model entering or ending its activation in one or more AOEs suffers an unboostable POW 10 electrical damage roll.

KRUEGER

Immunity: Electricity

Pathfinder

LIGHTNING

Magical Weapon

Damage Type: Electricity

Electro Leap – When a model is hit with this weapon, you can have lightning arc to the nearest model within 4″ of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll .

LIGHTNING SPEAR

Magical Weapon

Reach

Sustained Attack – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

SPELLS	COST	RNG	AOE	POW	UP	OFF
CHAIN LIGHTNING	3	10	–	10	NO	YES

A model hit by Chain Lightning suffers a POW 10 electrical damage roll , and lightning arcs from that model to d6 consecutive additional models. The lightning arcs to the nearest model it has not already arced to within 4″ of the last model it arced to, ignoring this model. Each model the lightning arcs to suffers a POW 10 electrical damage roll .

DEFLECTION	2	SELF	CTRL	–	NO	NO

While in this model's control area, friendly Faction warrior models gain +2 ARM against ranged and magic attack damage rolls. Deflection lasts for one round.

LIGHTNING TENDRILS	3	6	–	–	YES	NO

Target friendly model/unit gains Immunity: Electricity . Affected model's melee weapons gain Reach and Electro Leap. (When a model is hit by a weapon with Electro Leap, you can have lightning arc to the nearest model within 4″ of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll .)

SKYBORNE	2	SELF	–	–	NO	NO

This model gains +2 SPD and DEF and Flight for one round. (A model with Flight can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. It ignores intervening models when declaring its charge target.)

TORNADO	4	10	–	13	NO	YES

Instead of suffering a normal damage roll, a non-incorporeal model hit by Tornado is thrown d6″ directly away from the spell's point of origin regardless of its base size and suffers a POW 13 damage roll. Collateral damage from this throw is POW 13.

TACTICAL TIPS

Electro Leap – The lightning will still arc to a model with Immunity: Electricity; it just cannot damage that model. Damage from Electro Leap is not considered to have been caused by a hit or by a melee or ranged attack.

Chain Lightning – The lightning can arc to models with Immunity: Electricity; it just cannot damage them. Damage from Chain Lightning strikes is magic damage and is not considered to have been caused by a hit.

Tornado – Incorporeal models are not thrown; they just suffer a damage roll.

Universally feared, respected, and disliked within the Circle hierarchy, Krueger the Stormwrath counts no man as friend and no druid his equal. He earned his name by performing deeds such as climbing atop the highest Watcher Peak and calling down a storm powerful enough to raise the waters of Lake Rimmocksdale and nearly drown the city of Orven. The Stormwrath was the only witness to the death of Omnipotent Ergonus, and he seethes at the promotion of Lortus to fill that vacant leadership position. Convinced he is being punished for surviving the battle that took Ergonus' life, Krueger longs to reach the pinnacle of authority so that he can assert his will over the Circle. Krueger believes the blackclads have become too soft and require his guidance to return to the days of plague and flood.

Born in a small village north of Sul, Krueger is among the few to have survived a wilding in the Protectorate of Menoth. The firstborn of a Menite priest, Krueger was quickly condemned when he began manifesting his strange gift. Proclaiming him a spawn of the Devourer, Krueger's father tied him to a stake and prepared to burn him alive. Druids of the Circle had been observing young Krueger for some time, however, and intervened with bloody swiftness. They took the boy to a hidden dwelling near the ruins of Acrennia to be tutored by Mohsar the Desertwalker, a harsh master renowned for teaching the power of desert and ocean by cruel example. He once stripped Krueger and abandoned him in the desert hills east of Acrennia, forcing him to return using his own strength and cunning.

Krueger delights in bringing suffering to the cities of men. He would shatter the walls of Sul and Caspia and drive the inhabitants of both cities out into the gulf to drown. The Stormwrath holds a particular scorn for Menoth and hopes to wipe all trace of the god's despicable sycophants from the face of Caen. Baptized in the blood of Menites, Krueger's great spear contains the Tongue of the Wurm, an endless lightning storm held captive in the heart of its wooden shaft.

Krueger revels in the Devourer more than his peers, seeing no meaningful difference between the Wurm and Orboros.

He has attended the savage rites of the Tharn and other berserker tribes on the fringes of humanity, offering human sacrifices on druid stones and standing awash in blood to gnaw on the hearts of the slain. Krueger fully embraces the destructive energies he has learned to unleash.

The Stormwrath rides a constant wave of barely restrained fury visible to anyone brave enough to look into his eyes. His deep and unquenchable rage will be satisfied only when every institution of civilized man lies crumbled, burned, or drowned at his feet.



ARGUS
CIRCLE LIGHT WARBEAST

I would sooner go into battle unarmed than without my faithful hounds. They are as vicious as they are loyal.

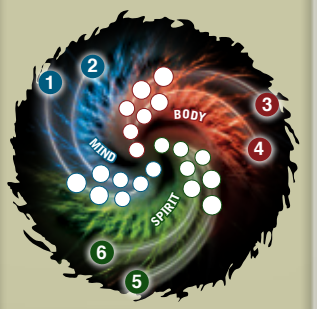
—Kaya the Wildborne

ARGUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	8	5	4	15	14	6

DOPPLER BARK				
	RNG	ROF	AOE	POW
H	SP 6	1	—	—

BITE		
	POW	P+S
H	4	12

BITE		
	POW	P+S
H	4	12



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

ARGUS

Circular Vision – This model's front arc extends to 360°.

DOPPLER BARK

Paralysis – A living model hit by this weapon has its base DEF reduced to 7 and cannot run or charge. Paralysis lasts for one round.

BITE

Combo Strike (★Attack) – Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

ANIMUS	COST	RNG	AOE	POW	UP	OFF
TRACKER	1	6	–	–	NO	NO

Target friendly model gains Circular Vision and Pathfinder. Tracker lasts for one turn.

TACTICAL TIPS

Paralysis – This attack causes no damage.

Combo Strike – This ability cannot be used while either of this model's arm systems is locked.

These huge and ferocious two-headed canines are beasts of thick muscle, solid bone, and sharp teeth. The druids have spent centuries taming, breeding, and training them for battle and protection. The variety used by the Circle is far larger and more vicious than that tamed in northern Khador. It packs a surprising punch for its size, but it is especially valued for the power of its paralyzing bark. This immobilizing howl can render even the mightiest enemy powerless, allowing the druids to strike when and where they choose.

Argus are virtually impossible to surprise. Their eyes constantly scan their surroundings and are sensitive to the slightest movement. Warlocks rely upon the fast reflexes of their argus, who stand ready to spring instantly on any who harm their pack. This pack instinct is irrepressible, and the deep bonding that occurs between a pup and a druid means that an argus will eagerly sacrifice its life to protect its master. Famed for their endurance, argus can run at great speeds over long distances. This combination of stamina and almost supernaturally keen senses makes them ideal hunters, and the druids use them to track prey—two-footed or otherwise. These creatures are surprisingly intelligent, and druids with enough expertise and patience can train their argus to understand complex orders.

In addition to tearing apart their prey between the snapping jaws of two vicious heads, argus use their sonic attacks to disorient and daze their enemies. In the wild, the beasts hunt in packs, with one argus paralyzing a target with its bark while the others leap in for the kill.



GORAX
CIRCLE LIGHT WARBEAST

Our command of the gorax is a mirror of our relationship with the Wurm: any control we exert is at best temporary.
—Krueger the Stormwrath

ANIMUS	COST	RNG	AOE	POW	UP	OFF
PRIMAL	2	6	–	–	NO	NO

Target friendly living warbeast gains +2 STR and MAT for one round and automatically frenzies during your next Control Phase.

TACTICAL TIPS

Primal – The warbeast frenzies even if Primal was removed via a spell, ability, or casting of new animus on the same model prior to the Control Phase.

Falling somewhere between beast and man, gorax are hulking primitives with broad and massively muscular torsos that boast extremely long arms ending in oversized claws. Their jaws protrude from ugly faces and are filled with hardened fangs designed to tear the flesh and sinew that form the bulk of their carnivorous diet. Few creatures better embody the primal and uncontrollable rage of a warbeast than gorax. But even these terrible attributes pale in the face of their terrifying reaction to pain: rather than slow them down, injuries drive them to lash out with ever-increasing savagery and strength.



GORAX

Pain Response – While damaged this model can charge or make power attacks without being forced.

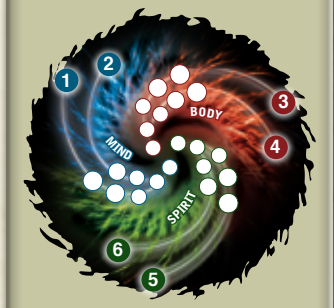
CLAW

Open Fist

GORAX						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	3	12	16	5

CLAW (L)	POW	P+S
	3	12

CLAW (R)	POW	P+S
	3	12



FURY	4
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

For centuries gorax have been captured, enslaved, and trained for battle. Warlords of the Thousand Cities era used them as front-line shock troops, flinging them into frenzied melee by the hundreds. Once the creatures' blood lust became too great to control, they were simply killed. Gorax appreciate the taste of human flesh, and some prefer it above all other fare. Their tendency to attack friend and foe alike quickly diminished their use in the wars of man, but the druids have again pulled them from their wilderness lairs to terrorize western Immoren.

Despite their fearsome appearance, gorax are smarter than animals. They have a guttural approximation of speech and can learn to follow instructions. The druids have bribed them with food and mates, for they are conditioned to accept training and do not require armament to fight effectively. The Circle taps into the primal chaos seething deep within the maddened minds of gorax and spreads that raw strength like a fever among other warbeasts—transforming untapped aggression into bestial destruction.

WOLDWATCHER
CIRCLE LIGHT WARBEAST

In the lands of Orboros, even the stones have eyes.

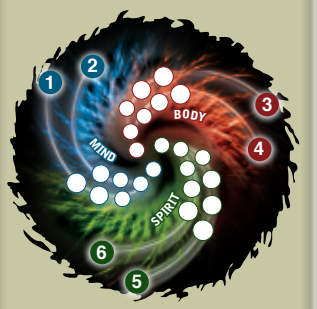
—Kaya the Wildborne

WOLDWATCHER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	5	5	10	17	—

ELEMENTAL STRIKE			
RNG	ROF	AOE	POW
10	1	—	12

RUNE FIST	
POW	P+S
4	12

RUNE FIST	
POW	P+S
4	12



FURY	2
THRESHOLD	-
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

WOLDWATCHER

Advance Deployment

Construct

Pathfinder

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

Stone Form – During its activation, this model can be forced to use Stone Form. For one round or until it advances, this model gains +4 ARM, its base DEF is reduced to 5, and it is automatically hit by melee attacks.

ELEMENTAL STRIKE

Magical Weapon

Fertilizer – When a living or undead model is boxed by this weapon, center a 3″ AOE on it and then remove the model from play. The AOE is a forest that remains in play for one round.

RUNE FIST

Magical Weapon

Open Fist

Fertilizer – See above.

ANIMUS	COST	RNG	AOE	POW	UP	OFF
EARTH'S BLESSING	1	SELF	-	-	NO	NO

This model cannot be pushed, knocked down, or made stationary. Earth's Blessing lasts for one round.

Drawing upon the strength of stone, soil, and tree, woldwatchers defend sacred groves and screen the advancing armies of the Circle. It is impossible to doubt their power after witnessing enemies overcome by blasts of elemental energy that sunder bodies in showers of blood that feed the hungry earth. A grove of trees then erupts from this still-twitching flesh, tearing apart what remains of the victim in a plume of gore.

Rolled up into tight piles of easily overlooked stone, woldwatchers are often placed to protect key territories in the forest. When triggered by the tread of intruders, they reveal their true form and call upon the power of nature to neutralize interlopers. Blackclads who honor the ways of the earth can fashion them from any strong stone and other natural materials lashed together by ropes that have tasted blood. Into the stone the druids inscribe ancient runes imbuing the woldwatcher with the power of Orboros and the spark of animation. Many druids prefer these versatile elemental constructs to their larger counterparts, for they are easier to assemble and endlessly useful.

Although the ropes used to make woldwatchers are not always wound from vines watered with the blood of sacrifices as they once were, the constructs still draw great power from the essence of life. Their strong connection to the earth allows them to cause a brief but dramatic explosion in plant growth and to become nearly impervious simply by standing still.



FERAL WARPWOLF
CIRCLE HEAVY WARBEAST

They embody the essence of the Beast of All Shapes. To watch them devour our enemies is to see the hand of Orboros at work.
—Krueger the Stormwrath

ANIMUS	COST	RNG	AOE	POW	UP	OFF
BAYING OF CHAOS	2	SELF	*	-	NO	NO

Remove 1 fury point from each enemy warbeast in this model's command range. A warbeast can be affected by Baying of Chaos only once per turn.

The embodiment of the Devourer Wurm, warpwolves were first created by a degenerate cult of Devourer worshipers seeking a closer connection to the Beast of All Shapes. They unlocked a potent mystical formula that combined the bestial essence of man with the madness associated with the shifting moons. A mortal human who ingested this elixir transformed into a hulking, bipedal, lupine monster when distressed or injured—a warpwolf, filled with the urge to slaughter and feast. Long ago a cabal within the Circle hierarchy learned the secret of the formula, and the blackclads have since used these beasts for war.

Although the initial transformation from human to warpwolf is instantaneous, after a time the beast returns to human form. The transformation cycle will occur again in times of stress and during certain lunar phases; the genetic change is irreversible. Warpwolf children possess the transformative ability of their parents.

WARPWOLF

Controlled Warping – At the beginning of this model's activation, choose one of the following warp effects. Warp effects last for one round. If this model frenzies it must choose Warp Strength at the start of its activation.

- **Protective Plates –** This model gains +2 ARM.
- **Warp Speed –** This model gains +2 SPD.
- **Warp Strength –** This model gains +2 STR.

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.

CLAW

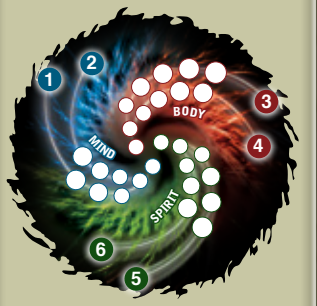
Open Fist

WARPWOLF						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	11	7	3	14	16	7

	BITE	
H	POW	P+S
	3	14

	CLAW	
L	POW	P+S
	4	15

	CLAW	
R	POW	P+S
	4	15



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



Few warpwolves retain their sanity, suffering from nervousness, tension, and violent episodes even when in human form. They indulge any excuse to express their predatory nature. The Circle officially disdains the creation of new warpwolves from the unafflicted partially for this reason, but since the rise of Everblight and the unexpected feud with the trollkin, the omnipotents have turned a blind eye to the practice.

Warpwolf bodies constantly shift and warp in battle, muscles and tendons preferentially bulging to provide bursts of speed or power and bone-like spurs erupting to protect vulnerable flesh. Wounds quickly close as skin wriggles, ripples, and reforms over an injury. The bloodcurdling howls of triumphant warpwolves on the hunt is one of the most terrifying sounds in the dark wilds of western Immoren.

WARPWOLF STALKER

CIRCLE HEAVY WARBEAST

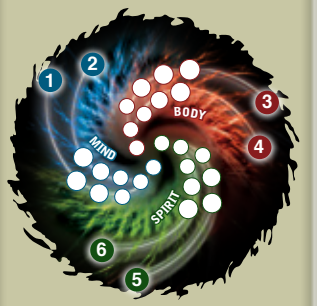
They are the blasphemous spawn of primordial madness, as warped in mind as they are in body.

—Vice Scrutator Vindictus

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

CLAW	
POW	P+S
4	14

GREAT SWORD	
POW	P+S
6	16



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

WARPWOLF

Pathfinder

Controlled Warping – At the beginning of this model's activation, choose one of the following warp effects. Warp effects last for one round. If this model frenzies it must choose Warp Strength at the start of its activation.

- **Berserk –** When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.
- **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.
- **Warp Strength –** This model gains +2 STR.

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 SWORD

Reach

CLAW

Open Fist

ANIMUS	COST	RNG	AOE	POW	UP	OFF
LIGHTNING STRIKE	2	6	–	–	NO	NO

Target friendly model gains Sprint. Lightning Strike lasts for one turn. (At the end of its activation, if a model with Sprint destroyed one or more enemy models with melee attacks this activation it can make a full advance.)

Some arcanists of the order have speculated that those who become warpwolf stalkers were individuals touched by the shadow of the wilding. Though they lack the spark that would have enabled them to become true blackclads, their transformation gives them access to a font of primal power.

These creatures prowl the forests of Immoren and accompany the vanguard of the Circle's armies. Concealed amid the dense foliage they stalk their quarry quietly even as their rage grows and threatens to grow out of control. At the last possible moment, the stalkers leap out and slaughter their unsuspecting prey in a berserk rush of liberated frenzy.

Warpwolf stalkers are created from the same fell rites used to spawn feral warpwolves. For reasons not entirely understood, however, these creatures react differently to the transformative elixir. Though unquestionably warped by the savage power of the Devourer, stalkers retain a portion of their human intellect and are able to wield weapons even after warping into their bestial forms. With this combination of bestial instinct and human faculty, they are particularly effective weapons, if still bloodthirsty in the extreme.

WOLDWARDEN
CIRCLE HEAVY WARBEAST

The mountains and forests themselves march with us; our army rises from the very land we are sworn to protect.
—Baldur the Stonecleaver

ANIMUS	COST	RNG	AOE	POW	UP	OFF
WILD GROWTH	2	SELF	–	–	NO	NO

Center a 4″ AOE on this model. The AOE is a forest that remains in play for one round.

Woldwardens are towering constructs that combine the permanence of stone and wood with the chaos of living entropy. Their solid frames are inscribed with intricate lattices of runes that glow when infused with the power of Orboros. With mighty stone fists strengthened by nature's wrath, these elemental monoliths can deliver an overwhelming onslaught of terrible blows.

A woldwarden's greatest asset is the mystical harmony it enjoys with its controlling warlock. This bond allows the woldwarden to be a vessel for the druid's arcane might, which is fueled by the power of the earth rather than the druid's own energy. A woldwarden can unleash potent magic, effectively allowing its controlling druid to attack from two places at once. More than a mere weapon, the woldwarden is an extension of its druid's will and embodies the absolute power he wields within his territory.



Crafted from huge blocks of stone and inscribed with countless powerful sigils, a woldwarden is created from a slow process that imbues it with the will of its creator. In quiet times woldwardens guard the most sacred sites of the Circle Orboros, but in the current crisis they have been brought forth from those groves to contest directly with the Circle's enemies.

Some druids, particularly those who follow the path of earth, consider woldwardens superior to and infinitely more reliable than the wild beasts others struggle to tame. Woldwardens can charge unimpeded through any terrain and absorb tremendous punishment in battle. Their natural power allows them to cause trees and foliage to erupt around them, hindering any enemy that attempts to engage them.

WOLDWARDEN

Construct

Pathfinder

Geomancy – Once per activation while in its controller's control area, this model can be forced to cast one of its warlock's spells with a COST of 3 or less. This model's controller 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 controller's FURY. This model cannot cast spells with a RNG of SELF or CTRL.

RUNE FIST

Magical Weapon

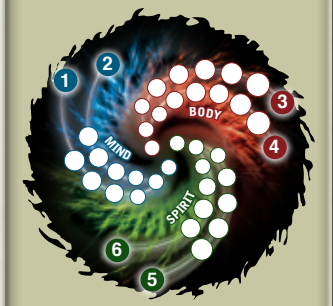
Open Fist

Chain Attack: Smite – If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against that model. If the additional attack hits, the target is slammed d6″ directly away from this model. The POW of the slam damage roll is equal to the STR of this model + the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

WOLDWARDEN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	4	10	18	—

RUNE FIST	
POW	P+S
4	15

RUNE FIST	
POW	P+S
4	15



FURY	3
THRESHOLD	-
FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

DRUIDS OF ORBOROS
CIRCLE UNIT

To preserve natural order, we must be prepared to harness primordial forces to hold the predations of the civilized world at bay.

—Krueger the Stormwrath

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	14	13	9

VOULGE	
POW	P+S
4	10

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	7
SMALL BASE	

LEADER

Pathfinder

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

Magic Ability [7]

- **Counter Magic (★Action) –** While within 3″ of this model + 1″ for each other model in this unit that is in formation, enemy models cannot cast spells and friendly models cannot be targeted by enemy spells. Counter Magic lasts for one round.
- **Force Bolt (★Attack) –** Force Bolt is a RNG 10, POW 10 magic attack. An enemy model hit by this attack can be pushed d3″ directly toward or away from this model. Choose the direction before rolling the distance. On a critical hit, the enemy model is knocked down after being pushed.
- **Medicate (★Action) –** RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.
- **Summon Vortex (★Action) –** Center a 3″ AOE cloud effect on this model. Enemy models suffer –2 to attack rolls while in the AOE. Summon Vortex lasts for one round.

GRUNTS

Pathfinder

Camouflage – See above.

Magic Ability [7]

- **Force Bolt (★Attack) –** See above.
- **Medicate (★Action) –** See above.
- **Summon Vortex (★Action) –** See above.

VOULGE

Magical Weapon

Reach

TACTICAL TIPS

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

Magic Ability – Performing a Magic Ability special action or special attack counts as casting a spell.

Known mainly as "blackclads" to outsiders, druids are discussed in whispers. They are seen as heralds of doom, dark cultists, and reminders of a time when mankind feared the wilderness. They are known to invoke brutal reprisal on any who interfere with their plans. Seeing multiple druids emerge from the mist of a dark forest is often enough to unnerve even the most veteran soldiers. With the wilding fresh in their blood, they gather to channel enormous natural power over the earth. The greatest among them can make the ground itself betray the enemy and swallow them whole.

Druids wield mighty voulges, but their true power lies in their mastery of primal forces. Wreathed in storm, they confound enemies with wind and mist and draw upon the chaotic energies of Orboros to disrupt and unravel magic formulae wrought by arcanists, warlocks, or priests.

Orboros druids seldom fight in the open. Dense forests part to facilitate their advance and then close to shroud them in protective cover. They prefer to keep to the trees, move through marshy swamps, or attack from the advantage of cliffs. Though sending precious druids into battle is a risk, the Circle believes they will be strengthened through conflict as the worthy rise to power and the weak are culled.



SHIFTING STONES
CIRCLE UNIT

We have not even begun to exhaust the mysteries of earth and rock.
—Baldur the Stonecleaver

TACTICAL TIPS

Immobile – This model can be placed.

Serenity – Shifting Stones can remove fury from different models or all from the same model.

Shifting – Grunts must be placed in formation.

Teleportation – If one or more Shifting Stones have been destroyed or removed from play, you cannot use this Shifting Power.

Trollkin are proud of their krielstones, but even their understanding of and reverence for the power of stone is simple when compared to that of the Circle Orboros. For many centuries the druids have explored and increasingly mastered this power and used intricate columns carved with mystic runes to mark their territories. These shifting stones denote the boundaries of the druids' lands, but they are far more than that. They also tap into the pervading essence of Orboros that gathers in certain nexus points below the soil of Caen—ley lines that represent the capillaries and arteries within the "body" of Orboros.

The druids of the Circle have an unparalleled knowledge of this unseen web of energy that crisscrosses the face of the world, and they use their shifting stones to mark and manipulate these channels of power. Key to this process are the carefully inscribed symbols and patterns upon the faces and recesses of these pillars. These inscriptions are no mere decoration, but part of a precise mystical language that is as unwavering as mathematical formula. Activated stones prompt these markings to glow an eerie green, an eldritch luminescence that has led more than one lost traveler to his death at the hands of the Circle's guardians.



Some of the greatest stones—those hewn from carefully guarded quarries and inscribed with the most potent runes—possess a number of occult abilities. Some can send messages across tremendous distances and heal even grievous wounds. It is their ability to expedite druidic teleportation across ley lines that is their greatest power, however. The versatile power of these stones is one reason the movement of Circle Orboros druids is so difficult to track or anticipate, and it allows them to launch unexpected reinforcements upon the enemy.

LEADER & GRUNTS

Advance Deployment

Construct

Immobile – This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
–	0	0	0	5	18	4

DAMAGE	5
FIELD ALLOWANCE	2
LEADER & 2 GRUNTS	2
SMALL BASE	

Serenity – At the beginning of your Control Phase, before leaching, you can remove 1 fury point from a friendly Faction warbeast within 1″ of this model.

Shifting Powers – Choose one of the following effects at the start of this unit's activation:

- **Healing Field** – Models in this unit that are in formation and friendly Faction models within 1″ of one or more of them heal d3 damage points. Roll separately for each model. Healing Field can heal warbeasts with Construct.
- **Shifting** – Place each model in this unit that is in formation anywhere within 8″ of its current location.
- **Teleportation** – If all three Shifting Stone models in this unit are in formation, place one friendly Faction model whose base is within the triangular area between them anywhere within 8″ of its current location. The placed model must forfeit its movement after being placed this turn.

THARN BLOODTRACKERS
CIRCLE UNIT

Once the hunt is called there is no escape. There is no trail we cannot follow. We are the serpent in the grass, the falcon that strikes unseen from on high

—Ksana Stagheart

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	6	6	14	11	8

THROWN JAVELIN

RNG	ROF	AOE	POW
7	1	—	3

FIGHTING CLAW

POW	P+S
3	9

FIELD ALLOWANCE	1
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

LEADER & GRUNTS

Advance Deployment

Pathfinder

Stealth

Prey – After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10″ of its prey, it gains +2″ movement that activation. When the prey is destroyed or removed from play, choose another model/unit to be the prey.

THROWN JAVELIN

Weapon Master

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

Among the Tharn it is not only the men who heed the call of the Devourer; their women are equally bloodthirsty and savage. Bloodtrackers are a remnant of ancient ways—a people of a darker time—and their choice of arms reflects this. They prefer to pierce foes from a distance with weighted javelins, but they also wield clawed bucklers to eviscerate those who close with them in melee. Bloodtrackers rarely allow their foes to get so close, however. Their lean forms are instead barely seen shadows darting through the umbral underbrush, hurling javelins with terrifying accuracy into vulnerable flanks in the shifting chaos of battle.

Those who have faced bloodtrackers fear the frenetic savagery with which these women conduct their attacks. Though they do not adopt the hulking forms of the ravagers, bloodtrackers do call upon the Devourer Wurm to imbue them with the essence of animals that strike with lightning swiftness. Their hypersensitive awareness is enhanced well beyond human limits, and they slice enemies to ribbons with savage relentlessness. Once they have chosen a target for their hunt, they will seek its destruction to the exclusion of all other concerns before selecting new prey.

TACTICAL TIPS

Prey – Modifiers to movement apply only to a model's normal movement. Choose one model/unit to be this unit's prey.

Few have ever seen a bloodtracker clearly, and those who have say they draw shadows about them like cloaks. Though magical camouflage is an exaggeration, bloodtrackers do possess a near-supernatural ability to blend into their environment and move through even the densest underbrush with startling alacrity.



THARN RAVAGERS
CIRCLE UNIT

They yet revel in the old ways, feasting on the hearts of the fallen and quenching their thirst in warm blood.
—Krueger the Stormwrath

The Tharn have always been able to channel the savage power of the Devourer Wurm. In times of peace, their villages are indistinguishable from those of now largely extinct northern Khadoran barbarian tribes. In times of war, however, their populations begin to boil with bestial metamorphosis. Bellowing a call to the Wurm sends their ravagers into an unbridled frenzy of physical transformation: muscle mass expands and thickens, skin hardens, and teeth elongate into terrible fangs. Their senses become as keen as the beasts they revere, and they fall into a state of insatiable hunger. Legends of inhuman deprivation among the ravagers are true; they gleefully tear out and eat the hearts of their prey, eyes aglow with berserk madness. These acts of frenzied feasting add an element of terror to their grievous attacks.

Just three centuries ago, the Tharn numbered among the largest barbarian tribes; tens of thousands called the northern Thornwood home. Most were slaughtered as part of a political gambit by a Khadoran queen against Cygnar, while the rest suffered under a withering curse that decimated their numbers. Decades ago the leaders of the Circle Orboros secretly unraveled this curse and restored the Tharn's numbers, and they have once again grown strong. This renaissance, led by Morvahna the Autumnblade, has engendered the absolute loyalty of the Tharn, who are now eager to repay their debt.

The druids have encouraged the ravagers to come forth, led by their beast lords, to provide much-needed strength and ferocity to the battles being waged by the Circle Orboros. Whereas few of their other allies are eager to engage in such brutal carnage, Tharn ravagers enthusiastically charge from the forest gloom to hack apart foes with their long-handled axes. The trail of mutilated bodies they leave behind is a ghastly reminder of the dark age when civilized humans embraced the Menite priest-kings to save them from these savage tribes.

LEADER & GRUNTS

Fearless

Pathfinder

Heart Eater – This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse tokens at a time. It can spend corpse tokens during its activation to boost an attack or damage roll or to make an additional melee attack at one token per boost or additional attack.

Treewalker – This model ignores forests when determining LOS. While in a forest, this model gains +2 DEF against melee attack rolls and can advance through obstructions and other models if it has enough movement to move completely past them.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	5	13	14	8

THARN AXE	
POW	P+S
5	13

DAMAGE	8
FIELD ALLOWANCE	2
LEADER & 3 GRUNTS	6
LEADER & 5 GRUNTS	9
MEDIUM BASE	

THARN AXE

Reach

Powerful Charge – This model gains +2 to charge attack rolls with this weapon.



WOLVES OF ORBOROS

CIRCLE UNIT

Be wary of the people of the deep woods. Some honor ancient pacts with strange masters, and they brook no interference or questions.

—Professor Viktor Pendrake

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	6	4	13	13	8

CLEFT SPEAR	
POW	P+S
4	9

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	4
LEADER & 9 GRUNTS	6
SMALL BASE	

LEADER & GRUNTS

Combined Melee Attack

Pathfinder

CLEFT SPEAR

Reach

Powerful Charge – This model gains +2 to charge attack rolls with this weapon.

There have always been those willing to offer strength of arms to the wilderness prophets, and the Circle has used such men and women to guard their territories and serve as agents in towns and villages on the wilderness fringes. Families in the dark forests and isolated hills have passed this tradition to their sons and daughters, rugged folk initiated into a secret cabal that furthers the interests of the druids. They are the Wolves of Orboros—hunting packs marching against the enemies of whichever druidic order they promise to serve.

In exchange for this fealty, the druids vow to watch over their lands and families—a significant gesture in the brutal regions beyond civilization. Druids select these family lines because a greater than average number of their children undergo the wilding. The Circle shelters and protects such families as a precious commodity.

Each Wolf trains to master the cleft-bladed spear, a powerful piercing weapon designed to punch through thick hides and armor. Wolves of Orboros must prove their skill with this weapon and demonstrate the ability to survive in the wilds in order to pass the initiation ritual and earn the wolf pelt that marks them as a brother or sister.



With the pressure of recent battles, the Circle has bolstered the numbers of Wolves with recruits lured by offers of coin and other valuables, who serve more as mercenaries than dedicated defenders. These hardy and grim warriors must still possess pragmatic survival skills and a willingness to obey. Some cannot explain why they continue to serve after their contracts have ended, only that it feels right to do so. Coercing or intimidating men into the brotherhood is not unheard of, but the Circle knows such behavior breeds problematic resentment, so they prefer voluntary recruits. The lifestyle of the Wolves of Orboros has an undeniable appeal to those who live on the fringes of society and who hunger to belong to some greater cause.

LORD OF THE FEAST

CIRCLE CHARACTER SOLO

We called the Lord of the Feast to slaughter in the time of the Orgoth. He stalked those places stolen from us and littered the forest floor with the bones of our enemies.

—Omnipotent Dahlekov

TACTICAL TIPS

Blood Reaper – The melee attacks are all simultaneous.

Shifter – This attack causes no damage.

A walking horror of prehistory, the Lord of the Feast feeds the ravenous hunger of the Devourer Wurm. It lurks in shadow and falls upon those doomed to cross its path. From each victim the Feast Lord claims the viscera and vital organs. It then prepares its sacrificial offering to the Beast of All Shapes and is rewarded with a wave of savage power. Upon the completion of its work, the Lord of the Feast transforms into ravens that linger to consume the eyes of the slain.

The Circle seldom intentionally draws the attention of the Devourer, for they prefer to tap into the mindless power of Orboros that suffuses the world. Dark times sometimes require dark measures, however, and the druids have begun to call upon the forgotten lore once known only to the highest priests of the Molgur tribes. With these black rites they have once again summoned an avatar of the Unsleeping One and unleashed it upon the living.

The Lord of the Feast's only companion is a raven that ranges ahead of its master, leading its lord to fresh victims. Emerging like a shadow of death, the Feast Lord whirls its long blade in a storm of steel, carving into enemy flesh as it relishes its banquet of bloody sacrifice.



LORD OF THE FEAST

Advance Deployment

Fearless

Pathfinder

Stealth

Terror

Blood Reaper – When this model makes its first melee attack during its activation, it makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

Heart Eater – This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse tokens at a time. It can spend corpse tokens during its activation to boost an attack or damage roll or to make an additional melee attack at one token per boost or additional attack.

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.

LORD OF THE FEAST						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	8	7	12	17	10

RAVEN			
RNG	ROF	AOE	POW
10	1	–	–

WURMBLADE	
POW	P+S
5	13

DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	4
SMALL BASE	

RAVEN

Shifter – When this attack hits an enemy model, immediately after the attack is resolved place this model B2B with the enemy model.

WURMBLADE

Magical Weapon

Reach


SKORNE

WEIGHT OF ANCESTORS

HISTORY OF THE SKORNE CIVILIZATION

Our culture was born in disaster and hardened under the lash; we have turned pain itself into our ally. The rise of the skorne is inexorable, our subjugation of this continent inevitable.

—Archdomina Makeda of House Balaash

From the testament of Hexeris, Tyrant of House Kurshon

For those who have not spent their lives studying the lore of our people, it can be difficult to believe that one individual can change the course of history. There are not many with the will and strength to stand as such a fulcrum; nevertheless, our history is filled with such examples. Those of us who have lived through the last two decades have witnessed this transformation first hand.

Having been at the center of these monumental events, I am in a unique position to document them. I will endeavor to focus the light of insight onto the present using the lens of the past.

We did not first record our history in stone until we became a settled people, long after we had learned to preserve the spirits of our ancestors. Because each house jealously guards its secrets and ancient records, sharing this information is uncommon, and so piecing together an accurate portrait of the ancient times is no simple matter. Much of what I have learned was gleaned by sifting through the ruins of extinct or subjugated households and questioning the spirits of their ancestors.

The examination of the past is aided immeasurably by calling on the voices of our ancestors. Through sacred rites, the essences of our most esteemed ancestors are crystallized and preserved in sacral stones, becoming exalted. Above all other treasures a house may possess, the stones containing the spirits of its exalted ancestors are the most precious. They are our direct conduit to ancient history. There are many formalities and liturgies required before a house's aptimus extoller grants permission to interact with its exalted, and they wield this influence for their own benefit. The extollers have become miserly with the fruits of their lore, but as the empire has consolidated so have the repositories of ancestral stones and lore. In recent years we have been able to utilize this fact to recreate documents stretching back to the first exalted of our people. Secrets once held as the exclusive prizes of one house have proliferated to the benefit of all.

For most of our ancient past we were a nomadic people ranging with unfettered freedom across the southern reaches of what westerners call eastern Immoren—what we call *Scindor Solum*. To the north stretched the Empire of Lyoss, a vast realm controlled by a frail and arrogant species doomed to eventual self-destruction. Pampered by their gods, for a time they lived long lives of lush excess in fertile valleys and plains. We were never a part of their civilization, though they tried on several occasions to subjugate us, to "civilize" us. Both emissaries and soldiers we killed. They never understood us, and we despised them, having chosen a pure and hard path.

We preyed upon Lyoss as predators feed on a herd grown fat and torpid. Our war bands struck any place they left vulnerable. We occupied the worst badlands and lived free without need for cities. Lyoss loathed us and saw in our lean faces a rugged determination they could not fathom. They called us many things: "the godless," "faithless," and the "shunned." They did not apprehend that we accepted the term "godless" with pride. Those *we* exalt arise from our own blood—those heroes who earn immortality through deeds, triumphs, and sacrifices. We have no need for gods. There was a certain narrow simplicity to this time, but I am grateful I was not born among them, for their lives required only strength and fortitude. These ancestors had not yet learned to tap the potential of their minds.

The first of our ancestors to discover spiritual awakening was the master Voskune, who introduced the fundamentals of exaltation. Voskune was a philosopher and ascetic whose life predated written history. His accomplishments are all the greater given the era in which he lived.

After decades mortifying his flesh and fasting in the desert, Voskune worked to understand the connection between the body and essence—the spirit. He dissected the living and the dead to understand this fundamental connection.

He plucked out his own eye to learn its complex structure of fluids and fleshy tissues, and he replaced the ruined orb with a device of smooth crystal that allowed him to perceive vital essence, vivid in moments of anguish or when the body lingers near death.

The moment of death was a topic of particular fascination to him, and he was the first to perceive that on expiration our spiritual essence was flung into the yawning Void to experience endless pain and agony. The spirits in the Void are all mad, and he was shaken to learn this was the fate of his ancestors and would be his own fate as well. Extollers revere Voskune, as well they should, but he was first and foremost a seeker after truth rather than a hoarder of mysteries. He would frown on the inheritors of his legacy.

Voskune was lost to us, but his students carried his work forward. Ten generations passed before two masters named Ishoul and Kaleed worked together to achieve a breakthrough. Ishoul discovered that cutting and polishing certain stones will pull at a spirit, drawing it as water is absorbed into a sponge. Ishoul and Kaleed spent their lives working with these stones. Duplicating Voskune's sacrifice, each replaced an eye with an artifact to perceive spirits, as all extollers since have done likewise. A small price to pay to perceive life's essence. It is not the only way to see these energies, but it is the most constant and reliable. I am no extoller, and they would be offended by an outsider adopting this rite, but I have found other means to replicate their vision. It is essential to any true understanding of the world and the deeper mysteries that underpin what we can perceive with the naked eye.

The dominar of the masters' house, a venerable warlord named Vuxoris, became the First Exalted through their ministrations. This revered ancestor invented the code of battle known as *hoksune,* still followed today, and asked Ishoul and Kaleed to preserve his spirit so his lore would not fade. They captured Vuxoris' essence in a great polished piece of obsidian and watched as the stone transformed with a lattice of powerful energy, preserving him in immortality. He could thereafter be contacted, although this required a draining and elaborate ritual. Kaleed was astonished to realize the stone now emanated great power and manifested strange phenomena. It would be many more generations before we learned how to harness this power and call on the ancestors to aid us.

This stone became a treasured relic of our people. Countless wars and the slaughter of thousands erupted over ownership of the First Exalted. With this stone we learned that smaller pieces carved from a sacral stone could be incorporated into weapons and armor, thereby imbuing those items with some shadow of ancestral power. This was done sparingly to preserve the integrity of the original stone, yet over time some ancient stones were slowly carved away piece by piece. In the following ages the first sacral stone was lost, perhaps divided too many times, but it is part of the inevitable destruction brought by the passage of time.

The process of preservation to exalted is a complex and difficult ritual requiring much preparation. Only the most accomplished members of a given house are deemed worthy. This is the fundamental base of extoller influence and power, and like the knowledge they have gleaned from the ancients, they hoard it.



Another great ancestor arose twelve generations before the destruction of Lyoss: a warrior-philosopher named Morkaash. He focused on learning anatomy and the infliction of pain and agony. Morkaash believed sublime enlightenment was a result of suffering, and he sought to understand the mechanisms by which living bodies function. Morkaash tested himself against the great beasts of the badlands by conquering them in battle, taming them, and bending them to his will. His knowledge carried on after his death, and his followers improved their techniques over many lifetimes.

This eventually gave rise to paingivers and chirurgeons, who study nerves, blood vessels, tendons, and other living tissues. They do not dwell on philosophy or mysticism. Chirurgeons seek mastery of anatomy to understand the mechanisms of the body, to provide aid to the wounded in battle, and to assist members of their house in recovery from severe injury. They learn to correct internal bleeding, to set bones, to sew lacerations, and to numb or augment pain response as well as to conduct ritual scarification. Chirurgeons also learn alchemy to create purgatives and other beneficial compounds. There is no glory in this pursuit, and the caste is not highly respected, but dominars and tyrants both have been saved from death through their ministrations.

Paingivers master anatomy for the purpose of inflicting pain, and their higher arts require them to learn the fundamentals of mortitheurgy as well. Any arena where the application of pain can be bent to a useful purpose is their domain, making them skilled assassins, torturers, and beast handlers. They are most frequently employed to root out traitors or question enemies for vital information. This is a necessary art in the complex intrigues between and within the houses. There are always those seeking greater power, and through the application of the paingiver arts, the treacherous are rooted out and order is maintained.

Nearly as vital is the paingiver responsibility for keeping and training the great warbeasts required for war, and they

comply by bending their skill to train and condition the creatures' behavior. Toward this end they must also learn the use of a variety of injected toxins, stimulants, and soporifics, all useful when controlling beasts. Beast handlers have taken efforts to modify and augment countless beasts of war. In some cases it takes patient effort and generations of experimentation to bend these creatures into useful weapons, but in other cases the transformation is a matter of bringing out native qualities through physical modification and conditioning.

Though an individual paingiver works for a particular house, he is a member of none. Paingivers give up their house loyalties when initiated into their art, for only by divorcing themselves from inter-house struggles can they dispassionately execute their duties.



In the centuries following the deaths of Voskune, Ishoul, Kaleed, and Morkaash, some continued to devote themselves to deeper mysteries. These were often extollers not content merely to undertake funerary rites and see to the treasured ancestral stones. This gave rise to mortitheurgy, the art underlying all our arcane pursuits. The fundamental tenets of mortitheurgy are that there is great power released by the flesh as it undergoes transition and that blood and pain have innate potency.

Mortitheurgy provides an enormous advantage in battle, as through its application a warrior can be forced to fight well past the limits of his flesh. By tapping into the power of the dying or suffering, a skorne can be sustained on almost no nourishment or water and live regardless of injuries. This is a short reprieve, and such manipulations carry a price. The affected warrior will eventually still die, often in great agony. Yet those extra moments in battle may mean victory instead of defeat for the army.

Master paingivers and all who expect to lead a house must learn to control these energies as indispensable tools in dominating the will of their subjects. From these bonds a warlord may force even reluctant vassals to fight or may tap into the strength of enslaved beasts, and he uses both as extensions of himself in battle. This art allows a warlord to have the strength of a titan and shed injuries that would fell an entire cohort. Most tyrants learn the fundamentals of mortitheurgy, becoming well versed in its battlefield techniques, but their comprehension of the art is limited. Some few take these studies further. Master mortitheurges draw on the infinite energy contained in the immortal essence of living beings—the spirit.

This must be done with care, however, for those who delve too deeply into these arts can exceed their limits and become stretched to a point from which there is no return. Annihilation in this fashion is utterly permanent and beyond recovery even by the preservation techniques of the extollers. In my work I have discovered this is a

simple formula of will and power applied against mortal frailties. A master with sufficient will can not only evade annihilation but theoretically avoid the pull of the agonies of the void that awaits us beyond death. Most will exceed their limits long before this.

Our ancestors remain our most treasured relics, and it is no wonder house wars have been waged over their keeping. It is the goal of every skorne to earn the reward of exaltation. Those who succeed avoid the ceaseless torments of the void, and most warriors are inspired to fight more fiercely in the hopes of earning this honor. Battle has always been the surest path to exaltation; those who engage purely in scholarly pursuits are rarely chosen.

The Empire of Lyoss knew none of our philosophies and never attempted to understand our ways. It was impossible for them to comprehend that our people could master power over death. All their strength, luxury, and prosperity sprang from their gods, and as a result they were complacent, like babes refusing to be weaned from the milk of their mothers.

Our dominars celebrated the day Lyoss was obliterated. The sun exploded in the sky over their greatest cities and sent sheets of flame and molten rock across all they had built. The wave of destruction was so powerful it rippled the earth like cloth stirred by the wind. We lost many lives in the following tumult of savage winds, unremitting storms, and ceaseless lightning, yet because we had already honed our strength, we stood firm while they panicked and died. Our tribes harassed the survivors as they fled the ruined empire in a long column of dispirited refugees wailing and scattering into the west. We set upon them like reapers at harvest, beheading those too slow to flee. All the legacy of their peerless civilization had come to ashes, and what little survived fell into our hands.

Lyoss collapsed nearly 250 generations ago. Exalted ancestors who survived this period passed down descriptions of the fall, but it was only in the fullness of time that we realized the benefits of the destruction of Lyoss. It happened in a time of calamity, disaster, and upheaval, and a long dark age followed as the continent was sundered by the unnatural powers released in that onslaught of destruction. The Abyss opened to swallow their capital as unquenchable fire consumed their outer cities.

One result of the aftermath was a transformation of our society away from its nomadic roots. It became imperative to build permanent shelters against unpredictably intense windstorms, dust gales, and flooding. Our ancestors learned the crafts of masonry, engineering, and building, but there were some who resisted this inevitable transformation. They believed it moved us away from our austere heritage, but our society has retained both its values and its traditions. A healthy society must have laborers and slaves to tend the herds and reap the crops in addition to having warriors and thinkers who are freed from such trivial burdens.

The fractured houses continued to vie with one another, both for temporary dominance and for crucial resources like stone quarries, mines, isolated plots of fertile soil, underground streams, and access to hunting grounds. Life became short and cruel. A great house could be wiped from existence in a few short days, leaving no trace of its passage except spoils plucked by those who pillaged its carcass.

Slowly the storms receded, the weather became more predictable, and the flooding became a distant memory. Our cities prospered, the glorious eternal war of houses continued with renewed passion, and our philosophies and traditions were restored. Still, much had been lost, including many sacral stones.

Some of the exalted were released when their stones were broken. Such an event is an ill tiding that brings plague, misfortune, and the wrath of that ancestor, for without a sacral stone their essence becomes twisted. The strongest ancestral spirits can endure this indignity, and in very rare cases they can be reborn. More often they become what we call *kovaas*, or "rage ghosts," possessed of endless fury. The destruction of a sacral stone can breed insanity in these spirits and turn them into mindless wrathful beings with endless reserves of energy. Most extollers consider it imperative to banish tormented kovaas. On rare occasions an extoller can re-inter such a spirit in a new stone inscribed with runes to strengthen the stone against the rage of the kovaas within, but such stones remain extremely dangerous. One can only imagine the extent of dementia in a spirit twisted twice by the breaking of a stone, and even protective runes can be worn away over time. Sacral stones of re-interred kovaas are buried or sealed away with great care.

On the fringes of Lyoss, the unquenched fire retreated, and we were able to occupy those lands and gain useful stone from their ruins. Much of that region is still hostile to life, but after thousands of years the wake of the cataclysm still offers forgotten treasures and mysteries. There is merit to the salvage of their structures, but great and powerful beasts roam the periphery of those ruins.

The wars between our houses have forged our strength for the 250 generations since the fall of Lyoss. Our culture changed little during this era: warlords vied against one another to test their strength and ensure the mighty arose and cast down the weak. Those who could not lead served.

Great houses rose and fell, and heroic ancestors distinguished themselves to earn the right to be exalted. Our people spread from the badlands to occupy any lands where the fires of Lyoss were extinguished, and growth began again. Lesser species fell under our yoke, including many tribes of cyclops savages from the desert. Throughout our history we never abandoned the principles that life is struggle and the nature of this struggle defines us. Through conflict we are stronger, and our houses benefit.

We give a number of titles to those who rule our houses, each describing a distinct stature and degree of power, although the meaning of these titles has shifted over time, particularly since the rise of our new empire. Traditionally the master of his house is a tyrant. A powerful tyrant who can impose his will on lesser vassal houses is a dominar. While a tyrant can field a band of warriors, dominars can raise armies and wield tremendous influence over their cities. Through great victories a dominar may rise to a position of authority over his peers, making vassals of other ranking houses. These individuals are archdominars, masters of vast fiefdoms. The dynasties created through such consolidation have seldom lasted long, however.

One of the most recent warlords to acquire this degree of power was Vaactash, a legendary patriarch of House Balaash. By slaughter and careful political manuevering he carved out a territory north of Halaak. His rule was longer than that of any other archdominar on record, as he survived countless duels and assassination attempts. He is now exalted in a place of honor among his ancestors. The ruling of his house went first to his son, who did not long endure; then to his grandson; and finally to his granddaughter Archdomina Makeda. As one who has fought beside her, I can acknowledge Makeda of House Balaash knows no equal in battle aside from the Conqueror himself.

The Conqueror emerged from the west, walking battered but strong from the Stormlands. We were primed for his coming. We had lifted ourselves from barbarism to the heights of a great culture over thousands of years in the wake of devastation and upheaval. We had been taught for centuries to revere strength above all else and to bow to those who could prove their mastery of the arts of war.

He was a human, the first we had ever met, and he swept through our lands like a storm. The first of our people to meet him raised arms and were slain to the last. They had underestimated him, but it did not matter. No act of preparation would have been sufficient. As Vinter Raelthorne marched from village to village, his legend among our people grew. Hundreds of skilled warriors engaged him, but all fell. There were whispers he was a blood-mad messiah, and some believed he was a vengeful kovaas and not flesh at all, but still his forces grew as warriors joined his cause. He fought his way to our largest city, Halaak, gathering a following from the outlying houses and defeating all champions who challenged him.

That he was not of our people mattered little. The hoksune code could not accept a master of this caliber arising who had not heard the words of Vuxoris. To these adherents, the only answer to the paradox was that a skorne soul had been reborn in human flesh. This protected their pride, and they remained undiminished. The explanation was preposterous, but he nevertheless became known as the Reborn. Adherents argued that he had cast aside the inferior species of his birth to return to his true people and would elevate us to a new era of greatness. The Conqueror did not deny these tales and even encouraged them.

WE NEVER ABANDONED THE PRINCIPLES THAT LIFE IS STRUGGLE AND THE NATURE OF THIS STRUGGLE DEFINES US.

Of course there were those among us who were not fooled. Despite seeing the truth, we remained silent. Many of us, myself included, eventually pledged service to him.

The Conqueror made quick work of those who stood against him, and it is no wonder his successes quickly gave rise to a sense of awe. This became known as the First Unification. The greatest battle of this cycle was outside the great fortress of House Balaash. There Archdomina Makeda battled him with all the resources of her house. Countless Balaash warriors lost their lives that day. In the end the Conqueror and Makeda crossed blades directly while the battle raged around them. His skill matched hers, and when the last of her titans died, she was defeated.

She was unable to reconcile that one man without the vitality of an army of warbeasts had bested her, and this defeat convinced her Vinter Raelthorne was in fact the Reborn. From that moment she was his most ardent supporter and a true believer in the cult devoted to his glory.

Makeda's support and that of others like her was instrumental in completing the First Unification. For the first time in its history, the skorne were united. Even those of us who despise the deception that made this possible will admit this was an exceptional moment in our history, a transition that was necessary for us to rise above our divisions.



The Conqueror spoke of the great wealth in the west, of the fertile land and the weak species that populated its expanse. He offered the promise of conquest, a dream that remains undiminished. He proposed the construction of a great bridge to cross the Abyss and allow our army to march on the west. Seven years after the First Unification and before this bridge was complete, the Conqueror grew impatient and personally led an army across the great desert. He claimed this was to pave the way for our dominion over the continent.

The first seeds of doubt as to the infallibility of our new Conqueror took root during this time. While dominars did not speak openly for fear of reprisals from his supporters, many had noted his eccentricities: his temper, his distrust of his subordinates, his impatience. A conspiracy was hatched in the capital to seize back power.

The topic of the Conqueror's defeat in this first campaign in the west was never raised during his reign, and it was not until years later that we learned the extent of his failure. He marched a small army against the city of Corvis and was defeated after a short occupation, falling far short of his goal of establishing a stronghold for the later invasion. It is a worthy lesson that even the greatest warrior can overreach, and victory is never certain. The races of the west may seem soft and unpracticed in war to us, but we underestimate them at our peril. While defending their lands they demonstrate uncharacteristic tenacity and have proven capable of surprising reserves.

Hearing no news of victory despite Vinter's lengthy absence, the conspirators in Halaak believed the Conqueror had died in this campaign; they were therefore surprised when he returned with a vengeance. In what would become known as the Second Unification, the Conqueror fell on the betrayers, who soon endured torments beyond imagination at the hands of his personal paingiver, Morghoul. They were slaughtered and refused the rites of the extollers as a lesson to their heirs.

In the absence of the Conqueror, Makeda of House Balaash had held fast to her convictions. She had weathered assassination attempts, retreated into her fortress during the strife in Halaak, and fought off all who would lay siege to her house. For her loyalty, the Conqueror bestowed on Makeda the dominion of the western empire and tasked her to lead her army into those fertile lands to subjugate all who opposed him.

In preparation for this conquest, the Conqueror, also titled the Supreme Archdominar, imposed a number of radical but necessary reforms on the empire. These included consolidating many houses, implementing improvements in military weapons manufacture, and establishing other programs necessary to govern what had once been a fractured people. Whereas previously our armed forces had been divided by house, efforts were made to train soldiers from different houses under the same banner and integrate them into a single fighting force. The meaning of ranks like tyrant, lord tyrant, and dominar shifted to have specific military authority. This transformation is ongoing, but it has made significant progress toward ending the

petty rivalries that might have otherwise obstructed a clear command structure. Our people resisted many of these foreign concepts, which particularly threatened those in positions of highest authority and went against thousands of years of tradition. Nonetheless, these reforms were the most important and lasting legacies of Vinter Raelthorne, and they laid the foundation for what was to come.

I joined the Conqueror's army, for I saw rich potential in the coming wars in the west. Already he had shown us the way across half of a continent and led us to rich lands; the wealth in resources and slaves we could seize in war were clear. Though he achieved the unity of our people through deception, that unity is itself a worthwhile accomplishment and one we must preserve.

The strategy of the Army of the Western Reaches was more methodical and deliberate than the earlier assault led by the Conqueror. Makeda's first priority was to secure a permanent supply chain between the west and the Abyssal Fortress, which protected the bridge across the great chasm in the Stormlands, through a number of intermediate fortresses. The army would then build and defend a number of larger fortresses just east of the human kingdoms, in what they call the Bloodstone Marches. Creating permanent, self-sustaining settlements there would allow us to wage war without relying too heavily on the distant homelands.

Although those lands had been ignored by human settlers spoiled by the lush farmlands east of their Black River, they proved perfect for our needs and not entirely dissimilar from the settled lands in the empire itself. Our cohorts conducted a carefully orchestrated series of attacks along the borders and the intervening lands to ready them for settlement. In purging the northern region east of the Cygnaran city of Corvis of all native inhabitants, we encountered a large number of a hardy but primitive species we called *duzusk*, after a tenacious vine found in our homeland. These duzusk, who refer to themselves as trollkin, proved stalwart and worthy adversaries despite their lack of adequate weapons and military discipline.

While Makeda's army fortified its position east of the Black River, we also led strikes on the human border positions, forcing them to allocate defenders across a long stretch of border while we gathered information about their capabilities and resources. These attacks were coordinated with allies retained by the Conqueror in his former homelands, including the desert scout Saxon Orrik, and mercenaries led by a human named Asheth Magnus. These western allies provided meaningful intelligence on the disposition of enemy troops and allowed us to exploit Cygnar's weaknesses. We learned much about both Fort Falk and Eastwall, the two mightiest fortresses along Cygnar's eastern border. Eventually plans were initiated to assault Eastwall while the enemy was engaged in a draining street-to-street battle just to the south, in the connected cities of Caspia and Sul. We pitted all our efforts toward this with high expectations of success.

What we did not expect was that the Conqueror himself would stand in our way. We had done our work too well. At some point during his reign he had begun to fear the might of our race. He had hoped to use us as a tool in his ploy to regain power among his own kind. He never dreamed of bringing our people to the heights he had promised. His fear of our capabilities unraveled his plans and revealed his treachery. This transpired when the Conqueror suddenly ordered us to stop our plan to beset Eastwall in order to hastily besiege Fort Falk instead, hundreds of miles to the north. This made no strategic sense, but the army had been conditioned to obey, and Makeda faithfully attempted to enact her sovereign's will. The army threw itself into a futile and ill-prepared assault on Fort Falk and fought until skorne corpses glutted the river. The losses sustained in this battle were massive, and we are still recovering.

Master Tormentor Morghoul interrogated Asheth Magnus and unearthed the truth of Vinter's deception to our entire race. Even Makeda was eventually forced to face the fact that the Conqueror must be overthrown if the Skorne Empire were to survive and prosper. The plans put forth by the Great Deceiver had been engineered so only he would emerge victorious. He had hoped to weaken Cygnar's and Makeda's armies simultaneously.

To her credit, despite the depth of her former convictions, Makeda did what had to be done. The army had ever been loyal to her, and she needed only to transform her command of them into command of the empire. Her army marched on the Abyssal Fortress and reclaimed it for the skorne. Vinter Raelthorne fled before her wrath, presumably disappearing back into the wastes that had spawned him. Justice will come to him eventually, I have no doubt. Despite his deception, what he built will outlast him, in part due to the strength and determination of those assembled to lead this army.

The Skorne Empire stands united and determined to conquer the west. We will enslave any who stand against us. For the first time in recorded history, east and west will be subjugated under the same banner, and that banner will fly the colors of the Skorne Empire.

LORD TYRANT HEXERIS
SKORNE WARLOCK

Though peerless in the arts of death, he is a danger. His eyes reflect naught but annihilation.

—Archdomina Makeda

HEXERIS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	4	15	16	8

GULGATA	
POW	P+S
6	14

FURY	7
DAMAGE	17
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: DARK DOMINION

To Hexeris the process of dying is just another strategic mechanism, for he can insinuate his will into a body as the spirit slips away. Invoking the most potent of his powers, he can reach across the battlefield to turn his enemies into his puppets when they die, their flesh pulled by strings of his volition.

When a living or undead enemy model is boxed by an attack while in Hexeris' control area, take control of it. The model becomes a friendly Undead model. If it is a trooper, it becomes a solo. The model can immediately advance up to 3″ and can make one normal melee attack, then remove the model from play. When making this attack, ignore the effects of lost aspects on affected warbeasts. The model cannot be targeted by free strikes during this movement. Dark Dominion lasts for one turn.

HEXERIS

Vampiric Reaving – This model can reave fury points from enemy warbeasts destroyed in its control area if it is closer to the warbeast than all other models that could reave its fury.

GULGATA

Magical Weapon

Reach

Beat Back – Immediately after a normal attack with this weapon is resolved during this model's combat action, the enemy model hit can be pushed 1″ directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1″.

Life Drinker – When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points.

SPELLS	COST	RNG	AOE	POW	UP	OFF
DEATH MARCH	3	6	–	–	YES	NO
Target friendly unit gains +2 MAT and Vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance 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.)						
OBLITERATION	4	10	4	15	NO	YES
The force of this attack blasts apart the earth itself.						
PSYCHIC VAMPIRE	3	SELF	CTRL	–	YES	NO
When an enemy model casts a spell or uses an animus while in this model's control area, the enemy model suffers 1 damage point and this model heals 1 damage point.						
SOULFIRE	2	10	–	12	NO	YES
When a living non-soulless model is boxed by Soulfire, this model gains 1 fury point and the boxed model is removed from play.						
SOUL SLAVE	2	6	–	–	YES	NO
Target warbeast in this model's battlegroup automatically passes threshold checks. This model can channel spells through the affected warbeast.						

TACTICAL TIPS

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

Vampiric Reaving – Hexeris can reave fury points from enemy warbeasts that were destroyed as a result of transference provided they are not part of his own battlegroup.

Beat Back – The attacking model can advance even if the enemy model is destroyed by the attack.

Soulfire – The boxed model does not provide a soul or corpse token.

A master mortitheurge, Hexeris manipulates life and death with unrivaled skill. To him, the living are merely simple machines with measurable thresholds for potential injury and pain. Those who speak to him leave feeling violated and tainted, for his eyes can pierce through to the immortal essence.

Hexeris was born to the Kurshon, an influential house of Halaak. Strong-framed and massive, he spent time training with the elite Cataphracts. With his exceptional mind he was not destined for the life of a simple soldier. His house had long valued occult power, and its leader, Dominar Lokoda, encouraged his studies of mortitheurgy.

When Vinter Raelthorne arrived in the capital, Dominar Lokoda shrewdly joined the Conqueror's cause rather than risk weakening his house. Eight years later, though, he made the fatal mistake of joining the conspirators plotting against the supreme archdominar.

As Morghoul methodically rooted out treachery in the capital, Lokoda sealed his house to avoid the master tormentor's murderous reach. Seeing a far greater destiny alongside the Conqueror, Hexeris offered Morghoul entrance to House Kurshon in exchange for a place among Raelthorne's host. Kurshon was undone, leaving Dominar Lokoda captured and subsequently tortured to death over days in the great public excruciations and executions. Hexeris has shown no guilt over this pragmatic betrayal.

Hexeris has risen to become one of the most formidable tyrants in the Army of the Western Reaches. His soldiers march with perfect discipline and silence, bearing the dreadful knowledge that their master will sacrifice them instantly should it serve his agenda. Hexeris led them on many assaults against the trollkin dwelling in the fringes of the Bloodstone Marches. The resiliency of this species fascinates his cruel curiosity, and he is eager to plumb their secrets by exposing them to the full brunt of his dark powers.

The lord tyrant secretly dabbles in the extoller's craft to advance his ambitions. Upon his chest sits a sacral stone containing the honored soul of his own great-grandfather, the legendary mortitheurge Javekk Kurshon. Hexeris can

communicate with this spirit, who increasingly guides his studies by unlocking powers never before combined in a single mortitheurge.

His relationship with Archdomina Makeda is laced with wary undertones, but this does not concern Hexeris, for he knows his work is beyond her comprehension. He was one of the first to doubt Vinter's claim to the title of the Reborn, and he revels in recently having these doubts vindicated. Makeda has entrusted Hexeris to supervise the western defenses and to help build fortifications for the new skorne holdings. While being given such responsibility might be taken as a sign of respect, it could also be proof she does not trust him at her side in battle.



ARCHDOMINA MAKEDA
SKORNE WARLOCK

The skorne are a race bred for war, and she was born to lead them.

—Vinter Raelthorne IV

MAKEDA						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	15	16	9

SWORD OF BAALASH	
POW	P+S
5	12

FURY	6
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
SMALL BASE	

FEAT: WALKING DEATH

Not even death releases a soldier from his obligations in service of the archdomina. Makeda can force the living spirit to linger and fight even after the heart has ceased to beat and the lungs can no longer capture breath.

For one round, friendly living Faction trooper models destroyed while in Makeda's control area return to play during your next Maintenance Phase with one unmarked damage box. Place returned models in Makeda's control area in formation and within 3" of another model in their units. Returned models forfeit their normal movement the turn they are placed.

MAKEDA

Blood-Quenched – This model gains a cumulative +1 STR and ARM for each living enemy model it destroys with a melee attack during its activation. This bonus lasts for one round.

Inspiration [Skorne models] – Friendly Skorne models models/units in this model's command range never flee and immediately rally.

Side Step – When this model hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved. This model cannot be targeted by free strikes during this movement.

SWORD OF BAALASH

Magical Weapon

Combo Strike (★Attack) – Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

SPELLS	COST	RNG	AOE	POW	UP	OFF
CARNAGE	3	SELF	CTRL	-	NO	NO
Friendly Faction models gain +2 to melee attack rolls against enemy models in this model's control area. Carnage lasts for one turn.						
DEFENDER'S WARD	2	6	-	-	YES	NO
Target friendly Faction model/unit gains +2 DEF and ARM.						
MUZZLE	2	10	-	12	NO	YES
An enemy warbeast damaged by Muzzle cannot advance toward this model for one round.						
SAVAGERY	2	6	-	-	YES	NO
Target friendly Faction model/unit gains +5 SPD when making a full advance but cannot make ranged attacks.						

TACTICAL TIPS

Walking Death – If Makeda has been destroyed or removed from play, these models do not return because they cannot be placed in her control area. A model cannot be returned to play if all models in its original unit have been destroyed or removed from play.

Archdomina of the Western Reaches and leader of the skorne army, Makeda is the greatest general of the Skorne Empire. The success or failure of the invasion rests on her capable and ruthless shoulders. When the Conqueror made the difficult decision to stay at his fortress in the Stormlands, he sent Makeda to lead his armies west against the nations of mankind.

During the First Unification and after the fall of Halaak, Vinter Raelthorne marched north against House Balaash. Enormously outnumbered, Makeda stood steadfast against him, determined to fight to the last. Three times she rallied her army behind her iron will, cutting swaths from his ranks before being forced back. Knowing the foreigner's death was her only chance to end the siege, Makeda led one final devastating charge of warbeasts and Cataphracts through his line.

The two met in the center of battle in an epic clash of blades, the blood they spilled turning the desert's baked earth to mud. Makeda withstood a rain of lethal blows by calling upon the vitality of her warbeasts. Vinter had never fought an adversary so strong, and he did not yet comprehend Makeda's link to her warbeasts. In turn, an amazed Makeda had never expended herself so completely against a foe without crushing him. She could not understand how such skill and indomitable resolve could be drawn from the wellspring of only one man's being. At last Vinter disarmed Makeda. All her beasts had been slain and her soldiers brought to ruin.

Broken and exhausted but not crushed, Makeda calmly awaited the death blow. To the astonishment of his army, her foe walked away after speaking the words that gave her renewed purpose: "Another day it would be me at your blade. Pick up your swords and fight in my name."

Makeda spent the first years of the Conqueror's reign rebuilding the strength of her house. When he took his expedition in 602 AR to capture Corvis, Makeda stayed in Halaak to coordinate and organize the massive army that was to reinforce his planned drive on Caspia. Vinter had tasked all the house leaders to muster these forces in his absence and to continue working on the great bridge-fortress that would permanently span the Abyss. He could not know, however, that those same dominars plotted to overthrow him and return Halaak to its old ways.

The betrayers occupied the skorne capital and targeted Makeda for assassination. She gathered her loyal vassals to



her, fought her way to her northern stronghold, and sealed the gates. Forced to maximize their limited resources, Makeda and House Balaash endured against impossible odds until her master returned to break the siege.

Makeda strictly adheres to the *hoksune* code. The souls of her most revered House Balaash ancestors empower her to lead the largest skorne army ever gathered, which she plans to unleash upon the human lands. Unbridled ambition drives her to create permanent strongholds for the eventual occupation of all western Immoren. Her every step expands the border of the Skorne Empire, and she has only begun to walk the long road of her destiny.

MASTER TORMENTOR MORGHOUL

SKORNE WARLOCK

I have learned to feed on treachery like meat and savor loyalty like rare wine. The terror you inspire in the ranks will serve in the place of true fidelity.

—Vinter Raelthorne IV

MORGHOUL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	8	4	17	13	8

RIPPER	
POW	P+S
3	9

FURY	5
DAMAGE	15
FIELD ALLOWANCE	C
WARBEAST POINTS	+7
SMALL BASE	

FEAT: PAIN & SUFFERING

A virtuoso of the paingiver's arts, Master Tormentor Morghoul inflicts unrelenting agony without even touching his victims. By unleashing an explosion of torment, he drowns out all thoughts but those of survival.

While in Morghoul's control area, enemy models cannot spend focus, be forced, or have damage transferred to them. Pain & Suffering lasts for one round.

MORGHOUL

Pathfinder

Anatomical Precision – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Maltreatment – Once per turn during its activation, this model can remove 1 fury point from a warbeast in its battlegroup that is in its control area and add 1 fury point to its own current total. The warbeast suffers d3 damage points.

Overtake – When this model 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".

Perfect Balance – This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

Sprint – At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

RIPPER

Magical Weapon

Double Strike – This model can make two additional attacks for each fury point spent to make additional attacks with this weapon.

Inflict Pain – When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

Masked and sheathed in paingiver armor, Master Tormentor Morghoul is a terror on the battlefield. By drawing on the strength of beasts he transforms himself into a whirlwind of bladed death while nimbly evading injury. In a heartbeat he can strike a dozen times to nick arteries, pierce hearts, and sever tendons. Morghoul knows the intricate byways of living bodies with surpassing precision, so each organ and blood vessel presents an opportunity to inflict pain or death. He has lost count of the bodies that have fallen under his blades, methodically stripped of their innermost secrets.

SPELLS	COST	RNG	AOE	POW	UP	OFF
ABUSE	2	6	–	–	NO	NO
Target friendly warbeast gains +2 SPD and STR for one round but suffers d3 damage points.						
ADMONITION	2	6	–	–	YES	NO
When an enemy model advances and ends its movement within 6" of target model in this model's battlegroup, the affected model can immediately advance up to 3", then Admonition expires. The affected model cannot be targeted by free strikes during this movement.						
TORMENT	2	10	–	12	NO	YES
When a model is damaged by Torment, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.						

TACTICAL TIPS

Maltreatment – This model can exceed its FURY in fury points as a result of Maltreatment.

Perfect Balance – If the model forfeits both its movement and action for other effects, either voluntarily or as required, it cannot use Perfect Balance to stand up for free.

After building his reputation plying his cruel trade for a dozen houses, Morghoul was enlisted by House Vokuul in the great city of Halaak. Tasked to unravel plots against their domina, he systematically tortured his way through her subordinates. By the end of Morghoul's work the Vokuul domina was forced to choose a new heir but had attained absolute obedience within her house.

The Vokuul joined the skorne defenders when Vinter Raelthorne first beset Halaak, but Morghoul watched the battles silently. When the domina ordered him to engage, the master tormentor coldly informed her that his services had come to an end and left her to her fate. After the Conqueror crushed House Vokuul along with the rest of Halaak, Morghoul offered the Reborn his services, seeing ample opportunity to practice his craft.

When Raelthorne went into the west, Morghoul stayed to watch the capital. Stalking the servitors of the dominars, he uncovered a plot to overthrow the Conqueror. He became the Walking Death in Halaak, using his mastery of its extensive tunnels to move unseen as he captured and tortured any he felt might have useful information. Nearly a hundred fell during Morghoul's terror campaign. Any agents sent to engage him surfaced in waterways or were discovered on rooftops, drained of blood and wearing twisted expressions of unfathomable agony.

On word of the Conqueror's return Morghoul traveled to meet his chosen lord. The paingiver revealed the information he had obtained, including the whereabouts of every secret passage and poorly guarded sector of the capital. Morghoul had laid the groundwork for the rapid and bloody Second

Unification. The Conqueror gathered an army of loyalists and assaulted the gates of Halaak while Morghoul slipped into the city and captured the heads of the largest houses.

A month-long festival of agony followed the capture of the traitors. Silence was enforced on pain of death in the capital, and the only sound was the inarticulate screaming of the conspirators—the music of Morghoul unleashing the full imagination of his horrible arts. The citizens of the capital learned exactly what depths of pain one with the power of mortitheurgy and the lore of a paingiver was capable of inflicting.

Morghoul has been tasked with rooting out treachery among the ranks of Makeda's army and keeping a close eye on the warlords who lead it. Where he walks, silence follows.



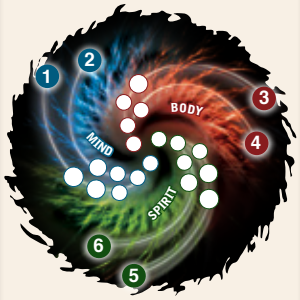
BASILISK DRAKE
SKORNE LIGHT WARBEAST

It looked upon me, and my skin felt like I'd leapt into a blazing fire. I longed for death until I managed the strength to turn away.

DRAKE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	5	5	13	16	6

WITHERING GAZE			
RNG	ROF	AOE	POW
SP 8	1	—	14

BITE	
POW	P+S
4	12



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

WITHERING GAZE
Magical Weapon

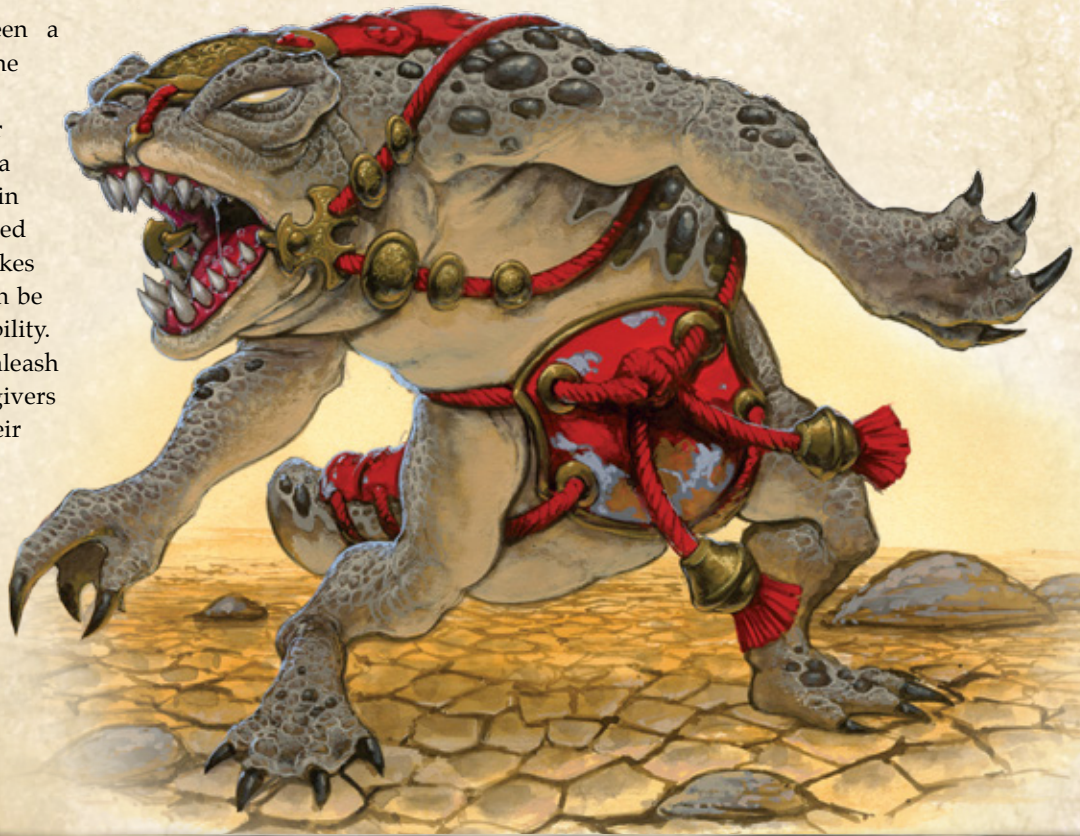
ANIMUS	COST	RNG	AOE	POW	UP	OFF
LURKER	1	6	–	–	NO	NO

Target friendly model gains Bushwhack. Lurker lasts for one turn. (During its activation, a model with Bushwhack can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.)

Few creatures can withstand a basilisk drake's withering gaze, one of the most dreadful attacks of any creature inhabiting the badlands surrounding the Skorne Empire. When its eyes focus with deadly intent on a foe, a drake unleashes a wave of rippling power that causes the air to shimmer as if turned into a flow of heavy liquid. This wholly unnatural wave of entropic energy inflicts indescribable pain on living creatures—skin sloughs from bone and muscle tissue falls apart as if roasted. This energy can grind stone to dust and melt and shear iron, which twists and splits with screeches of protest. Fundamentally, a basilisk severs the connections that bind solid matter.

Taming basilisks has always been a costly proposition that results in the gruesome deaths of many beast handlers, but there was never any doubt the skorne would find a way to turn them into weapons in their ongoing house wars. Captured young and properly trained, drakes are receptive to commands and can be handled with reasonable predictability. Though basilisks are trained to unleash their gaze only on command, paingivers attach hooks to the sides of their mouths to control them when necessary. Handlers have discovered that basilisk females fight with even greater ferocity in the presence of a drake, so the two are often paired together on the battlefield to increase their effectiveness.

The basilisk's terrible gaze has rightly made it a notorious predator in eastern Immoren, but it is also capable of inflicting gruesome wounds with its powerful, fanged maw. Its claws, however, are used exclusively for burrowing, as it prefers to lair underground during the evening and emerge to sun itself in the heat of the day. They are quite adorable during these torpid moments but still deadly if roused.



BASILISK KREA
SKORNE LIGHT WARBEAST

Because they are blinded, their powers are focused inward and intensified.
—Lord Tyrant Hexeris

ANIMUS	COST	RNG	AOE	POW	UP	OFF
PARALYTIC AURA	2	SELF	–	–	NO	NO

This model gains +2 DEF and ARM against ranged attacks. While within 2" of this model, friendly models gain +2 DEF and ARM against ranged attacks and enemy models suffer –2 DEF. Paralytic Aura lasts for one round.

TACTICAL TIPS

Paralysis – This attack causes no damage.

For centuries the skorne did not bring female basilisks to battle; they used them only for breeding drakes. Unleashing the full potential of basilisk kreas was a triumph of skorne beast handlers, for these creatures are capable of mystical feats beyond those of their male counterparts. Skorne chirurgeons cruelly sew shut each krea's eyes to focus her power, heightening the ability of her other senses to detect her surroundings. A blinded krea goaded to rage builds to a critical threshold of energy that begins to radiate from her body. This strange aura is distinctly different from the disruptive blast that once poured from her eyes, sapping the strength of enemies and slowing their movements as if they were trapped in a thick fluid. This same aura is also defensive in nature, as the slowing effect halts threatening projectiles.

Female krea are foul-tempered and violent creatures prone to lashing out against their handlers. The unusual energies emanating from their reptilian bodies are strongly amplified for several years after they give birth. Handlers suspect this great power is used in the wild to protect their young from the predators that prowl the badlands. Whatever the origin of their powers, basilisk kreas have become a favored skorne warbeast and are capable of completely turning the tide of battle.

KREA

Eyeless Sight

Flank [Basilisk Drake] – When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

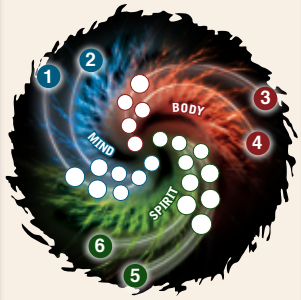
SPIRITUAL PARALYSIS

Paralysis – A living model hit by this weapon has its base DEF reduced to 7 and cannot run or charge. Paralysis lasts for one round.

KREA						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	4	4	12	16	6

SPIRITUAL PARALYSIS			
RNG	ROF	AOE	POW
8	1	—	—

BITE	
POW	P+S
4	12



FURY	3
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	



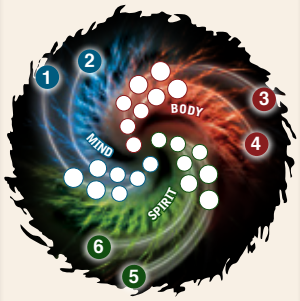
CYCLOPS SAVAGE
SKORNE LIGHT WARBEAST

It ignored my feint, stepped aside from my best cut, then nearly clove me in two before the impaler ran it through.

—Horthol, Long Rider Hero

SAVAGE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	3	13	17	6

FALCHION	
POW	P+S
5	13



FURY	3
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

SAVAGE

Future Sight – This model can boost attack and damage rolls after rolling.

FALCHION

Reach

ANIMUS	COST	RNG	AOE	POW	UP	OFF
PRESCIENCE	1	6	–	–	NO	NO

Target friendly Faction model gains Future Sight. Prescience lasts for one turn.

The cyclopes are a brutish, carnivorous species from eastern Immoren that live to hunt and kill. Centuries ago they attracted the notice of the skorne, who were surprised these relatively primitive and dim creatures could achieve such sophisticated feats of battle prowess. The skorne eventually traced this skill to their singular ability to sense the future, and they have enslaved them ever since.

Captured as youths, cyclops savages are trained and conditioned to obey orders without hesitation. Unlike some beasts, they do not require much encouragement to kill; they are bloodthirsty and welcome any excuse to fight. They are so prone to violence that skorne paingivers sedate them with narcotics between battles. Experienced beast handlers move cautiously among cyclops savages, for the creatures can kill with a single blow. In the wild, cyclopes improvise crude clubs from bones or gnarled wood, but the skorne outfit their savages with wicked blades of fine craftsmanship.

Skorne paingivers and chirurgeons have extensively experimented on cyclopes for centuries, refining strategic sections of their brains to amplify the cyclopes' most formidable instincts and reinforce their love of battle and cruelty. The creatures' limited ability to see into the future is the key to their amazing intuition in battle. Their complex and sensitive single eye demonstrates unusual perceptiveness, and allows them to see exactly how to evade blows or penetrate a foe's defenses.



TITAN CANNONEER
SKORNE HEAVY WARBEAST

They will shatter the fortifications of our enemies to their foundations by cannon, tusk, or the very tread of their feet.
—Lord Tyrant Hexeris

ANIMUS	COST	RNG	AOE	POW	UP	OFF
DIMINISH	2	SELF	*	-	NO	NO

While within 2" of this model, enemy models suffer –2 STR. Diminish lasts for one round.

The skorne have used titans to lug cannons to war for almost two hundred years. The creatures demonstrate phenomenal dexterity in the complex, three-armed juggling act required to operate these weapons. Though they are trained and conditioned, the task strains their limited intelligence, and titan cannoneers usually require a warlock's supervision to perform their maneuvers repeatedly and consistently. If driven to frenzy, the titans will revert to their instincts—wildly slamming opponents and rending them with their tusks.

Skorne warrior codes, the cost of manufacture, and extensive training time combine to make titan cannoneers rare assets deployed by only the wealthiest houses. In the wars between the skorne, the cannons blasted down the walls and gateways of fortified strongholds, allowing soldiers to charge through the breach and decimate defenders. Only in the last few decades have house fortresses been built with sufficiently thick and sloped walls to endure this type of siege weapon. Under the Conqueror's military consolidation and development, all houses were forced to relinquish their titan cannoneers to Makeda's Army of the Western Reaches.

CANNONEER

Bullheaded – When this model frenzies, if it would charge a model, it targets that model with a slam power attack instead. If it cannot, it frenzies normally.

TUSKS

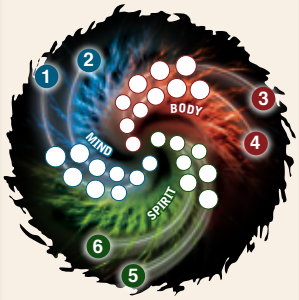
Hard Head – This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

CANNONEER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	5	4	12	18	7

SIEGE GUN (R)			
RNG	ROF	AOE	POW
12	1	3	15

TUSKS (H)	
POW	P+S
3	15

WAR MACE (L)	
POW	P+S
4	16



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



TITAN GLADIATOR
SKORNE HEAVY WARBEAST

The earth shakes as they come, and I doubt any creature alive can withstand the full impact of their weight.

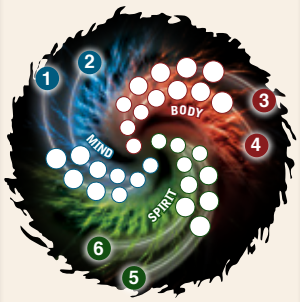
—Chief Madrak Ironhide

GLADIATOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	3	12	19	7

TUSKS	
POW	P+S
3	15

WAR GAUNTLET	
POW	P+S
4	16

WAR GAUNTLET	
POW	P+S
4	16



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

GLADIATOR

Bullheaded – When this model frenzies, if it would charge a model, it targets that model with a slam power attack instead. If it cannot, it frenzies normally.

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.

Grand Slam – This model can make slam power attacks without spending focus or being forced. Models slammed by this model are moved an additional 2″.

TUSKS

Hard Head – This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

WAR GAUNTLET

Open Fist

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

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.

Titans are solid walls of muscle and flesh. These bipedal pachyderms have served the skorne for thousands of years as their favored beasts of war, for they have the stamina to endure brutal punishment and the strength to rip apart most creatures. Titan nervous systems are well understood, and beast handlers embed barbed hooks in sensitive locations to goad them into rampaging madness before battle. By the time it is unleashed, a titan is ready to slaughter anything in its way.

A titan gladiator's armored body is itself a weapon; it uses its tremendous weight to smash enemies to the ground and pulverize them under the staggering impact. When an enemy is pierced and pinned by both of its bladed war-gauntlets, the gladiator can seize it with its extra pair of arms in order to hinder its weapons or to hurl it across the battlefield to land in a pile of shattered bones or broken steel.

Titans congregate in herds, where they are occasionally beset by pack hunters grown desperate from hunger. The pitiable hunters rarely come out ahead in these engagements, however, and are usually torn to shreds by tusks or flattened underfoot. Titans are normally docile unless threatened, but the skorne have made every effort to encourage violent tendencies by inflicting an assortment of cruelly painful torments.



TITAN SENTRY
SKORNE HEAVY WARBEAST

Immovability is itself a weapon.
—Tyrant Xerxis

ANIMUS	COST	RNG	AOE	POW	UP	OFF
LOCKER	1	SELF	–	–	NO	NO

Enemy warbeast and warjack models in this model's melee range can only advance directly toward it. Locker lasts for one round.

Whereas other titans smash their opponents to pieces, sentries are the unmovable objects upon which enemies break like frail pottery against a stone floor. Armed with shields and halberds, these massive titans can withstand punishing damage before retaliating in a flurry of crushing blows.

Expert beast handlers carefully choose sentries from among the titan herds, selecting only those beasts with the greatest mass and keenest minds. Titans are not innate warriors or tool users, but skorne beast handlers have developed their own persuasive means to forge the creatures into living engines of war. Titan sentries are painstakingly trained to use the shield and halberd. Though few titans ever develop the refined skills of professional skorne soldiers, when a sentry lands a blow it is invariably telling.

SENTRY

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.

HALBERD

Reach

Set Defense – A model in this model's front arc suffers –2 on charge, slam power attack, and impact attack rolls against this model.

SHIELD

Shield

TUSKS

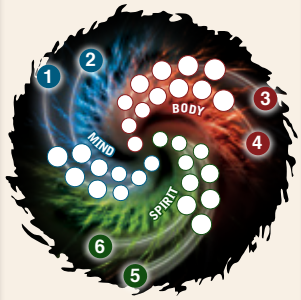
Hard Head – This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

SENTRY						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	5	3	11	19	7

HALBERD	
POW	P+S
4	16

SHIELD	
POW	P+S
1	13

TUSKS	
POW	P+S
3	15



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



The intensive conditioning a titan sentry undergoes also encourages it to fixate on the greatest perceived threat and eradicate it before moving on to the next. When the sentry doggedly sets its mind on a target, all lesser distractions fade from its attention as it sets about the destruction of the unlucky foe.

CATAPHRACT ARCUARII
SKORNE UNIT

There is nothing living that cannot be felled.

—Motto of the Cataphract Arcuarii

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	6	12	15	9

HARPOON			
RNG	ROF	AOE	POW
8	1	—	12

ARCUS	
POW	P+S
5	12

DAMAGE	8
FIELD ALLOWANCE	2
LEADER & 3 GRUNTS	6
LEADER & 5 GRUNTS	9
MEDIUM BASE	

LEADER & GRUNTS

Combined Ranged Attack

Fearless

HARPOON

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.

ARCUS

Reach

Weapon Master

TACTICAL TIPS

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

Not all skorne can aspire to become a Cataphract, for the position requires exceptional height, bulk, strength, and unflagging endurance. Similarly, not every house boasts Cataphracts among their numbers; only a few possess the esteem and wealth required to field even a few of these heavily armored combatants. Those deemed fit by the chirurgeons and mortitheurges of their house are the greatest warriors of their generation. Cataphract philosophy is founded on proud self-reliance within a supremely capable fighting unit.

The arcus takes its name from the great harpoon wielded by Vuxoris, the progenitor of hoksune. The modern variant of this weapon is essentially a small but powerful crossbow that discharges a chained blade able to bring distant enemies to the immediate attention of Cataphracts, who brutally and efficiently end their time on Caen.

Cataphract Arcuarii are imposing warriors encased in extremely thick and finely lacquered armor. Fighting effectively in such heavy armor requires a lifetime of training as well as exceptional strength and endurance. Arcuarii wield great hooked harpoons called arcus that can be brought to bear in close quarters or fired across the battlefield to impale enemies and drag them close. Arcuarii are trained to act in concert to bring down the mightiest prey and are often deployed alongside beast handlers to help bring in fresh supplies of wild titans to be broken and trained for war.



CATAPHRACT CETRATI
SKORNE UNIT

With shields raised they are as impenetrable as the walls of a mighty fortress. We could not move them.
—Golund Stonefist, trollkin shaman

Wielding wicked pole-arms and locking shields as they enter battle, the Cataphract Cetrati embody perfect skorne discipline and fearless tenacity. A wall of massively armored Cetrati charging across the battlefield can inflict terrible wounds and crush through lines of unprepared infantry. They steadfastly occupy strategic ground and then lock into formation, cutting down any enemy unfortunate enough to engage them.

Among the skorne, combat is more than a means to an end—it has intrinsic meaning. The grueling discipline and training required to become one of the a Cetrati is welcomed, seen not as an obstacle to be overcome but as a transformation to be relished. Cetrati spend many years intensively training to master the difficult formation fighting of their caste. They are expected to fight as a seamless machine, each only part of a larger, more capable whole. Cetrati are aware that they descend from an esteemed tradition stretching back for millennia and that many of the most exalted skorne ancestors were once members of their proud fraternity.

LEADER & GRUNTS

Combined Melee Attack

Fearless

Shield Wall (Order) – For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

WAR SPEAR

Reach

Weapon Master

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	5	12	16	9

WAR SPEAR	
POW	P+S
4	11

DAMAGE	8
FIELD ALLOWANCE	2
LEADER & 3 GRUNTS	8
LEADER & 5 GRUNTS	11
MEDIUM BASE	

The sheer weight of arms and equipment borne by the Cetrati is difficult to fathom, for they are nearly engulfed by massive, overlapping armor plating that seems too heavy to allow them to move. When one also considers the bulky curved shields and long halberds the Cetrati also bear, it is no wonder that only the strongest skorne can withstand the rigors of this caste.



PAINGIVER BEAST HANDLERS
SKORNE UNIT

It is the beasts that give our army its strength, and without the handlers we could never dominate so many.

—Archdomina Makeda

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	13	11	8

BARBED WHIP	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & 3 GRUNTS	2
LEADER & 5 GRUNTS	3
SMALL BASE	

LEADER & GRUNTS

Anatomical Precision – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Beast Manipulation – A warbeast can be affected by only one Beast Manipulation special action each turn.

- **Condition (★Action) –** RNG 3. Target friendly Faction warbeast. If the warbeast is in range, place any number of fury points on or remove any number of fury points from it.
- **Enrage (★Action) –** RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it gains +2 STR and must charge or make a slam or trample power attack without being forced during its next activation. Enrage lasts for one turn.
- **Medicate (★Action) –** RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.

BARBED WHIP

Reach

Inflict Pain – When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

On the path to mastery, paingivers must learn not only the anatomy of their fellow skorne but also that of the warbeasts they use to wage battle. Beast handlers are a specially trained class of paingivers able to evoke tremendous effort from the beasts under their charge and enrage them to rampage forward with impossible strength and speed. Though their primary purpose is to oversee the warbeasts, beast handlers are dangerous foes in their own right. Their expert hands wield barbed whips able to strike key arteries or tendons in even in the most heavily armored living foe.

Beast handlers are tasked with the extremely dangerous job of conditioning warbeasts, which they do with lashes, pain-hooks, needles, blades, and soporific drugs. Experienced tormentors oversee groups of adepts eager to learn the higher arts of conditioning the greatest beasts. A paingiver must know the exact temperament and limits of the beasts with which he works, both to achieve the best results and to maximize the investment of time and resources put toward the creatures. Beast handlers can fool warbeasts into believing they are whole despite the most grievous injuries. Some beasts don't survive being pushed so far beyond their limits, but such risk is acceptable if it achieves victory.

Beast handlers follow a code established by the example of the first paingiver, Morkaash. In fact, modern paingivers are as obsessed with the improvement and perfection of their art as any western monk. They do not belong to a single house; rather, they consider their calling to be beyond the petty wars of houses and dominars. Even among the Western Army, which comprises soldiers drawn from many houses, the aloof beast handlers do not fraternize with soldiers of other castes. Wearing the intimidating and distinctive mask of their brotherhood, all paingivers communicate to others is their faceless resolve.



PRAETORIAN SWORDSMEN
SKORNE UNIT

One blade for honor, one for death. These are the only absolutes in life.
—The Hoksune Code

Recognized by their distinctive, two-weapon fighting style, Praetorians represent one of the most ancient traditions of skorne warfare. In this harsh society that requires all able-bodied adults learn to fight, Praetorians form the backbone of all house armies as well as the Army of the Western Reaches.

Praetorian swordsmen undergo endless drills and training while constantly observing the ancient *hoksune* warrior code. Only after victory in ceremonial combat is a warrior allowed to take his place among the ranks of the Praetorians. Failure in this trial means death or relegation to a lesser caste.

Even after earning placement as a true Praetorian, a soldier's only hope for glory is to fight well and survive. There is no early return for the wounded, nor is there any reprieve for the weary. Tyrants ensure that Praetorians fight as long as flesh and sinew holds their bones together, and the soldiers themselves are eager to capture slaves and territory to prove themselves worthy for elevation within the ranks.

LEADER & GRUNTS

Penetrating Strike – After hitting a warjack or warbeast with this model's melee attack, you can choose to have it suffer 1 damage point instead of a normal damage roll.

SWORD

Combo Strike (★Attack) – Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	13	14	9

SWORD	
POW	P+S
3	9

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	4
LEADER & 9 GRUNTS	6
SMALL BASE	

When Vinter Raelthorne moved to his Abyssal Fortress, he ordered the dominars to send him their best swordsmen. To those who passed muster, Archdomina Makeda offered welcome into the fortress and inclusion in the great conquest to come. All others were ejected to return to their houses in shame. Thus, even the least of Makeda's Praetorians are the greatest of their houses and are rightfully proud of their abilities and standing. Accustomed to linking their honor with their houses, these soldiers have transferred that pride to their cohorts, and the various cohorts compete enthusiastically for both spoils and glory.



VENATOR REIVERS
SKORNE UNIT

Praetorian honor is a fine thing. Our guns shall let them live long enough to earn it.

—Reiver Dakar Selek Garaan

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	5	13	13	8

REIVER			
RNG	ROF	AOE	POW
12	1	—	10

SWORD	
POW	P+S
3	8

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	9
SMALL BASE	

LEADER & GRUNTS

Combined Ranged Attack

REIVER

Burst Fire – Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.

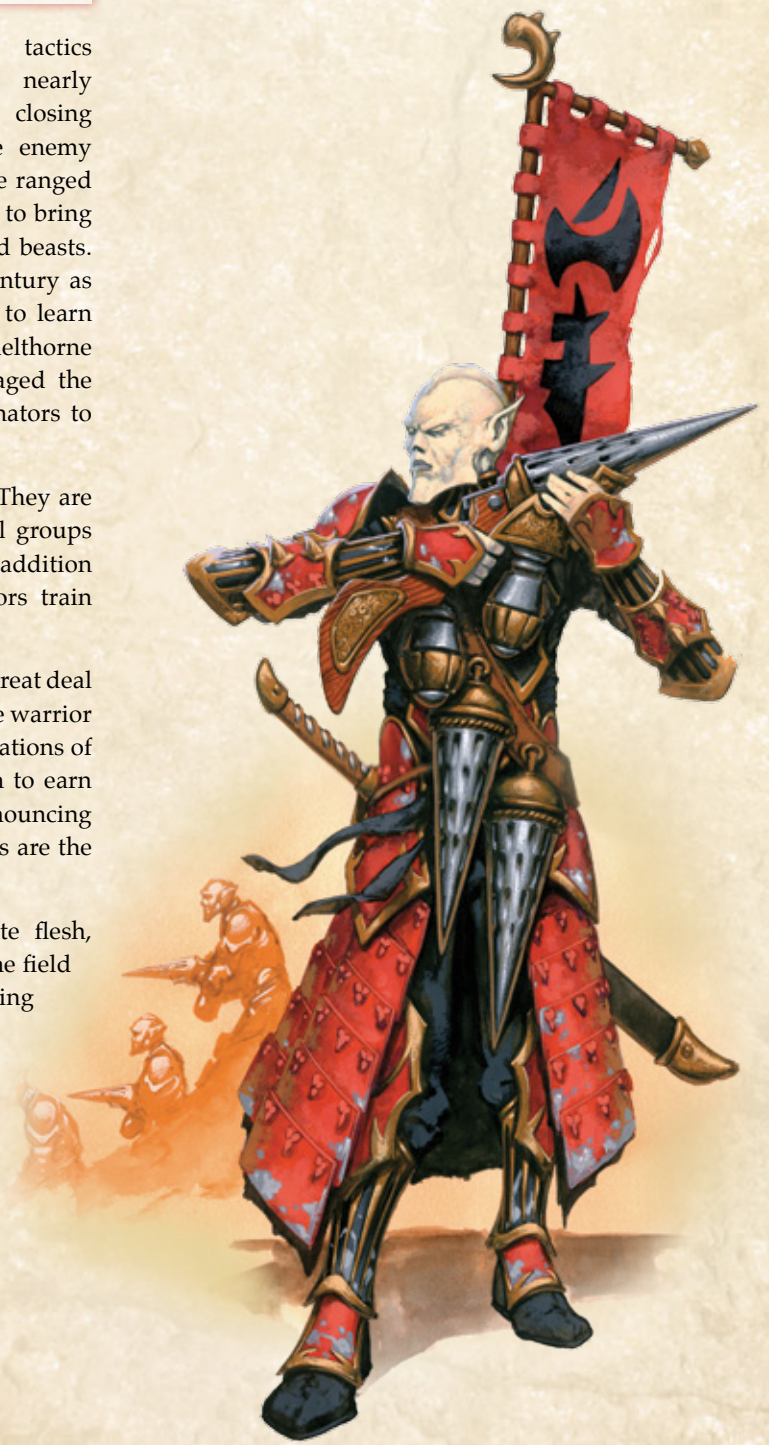
Skorne military tactics once focused nearly entirely on closing quickly with the enemy and butchering them in melee. The earliest skorne ranged weapons were large and clumsy, usually designed to bring down the walls of rival houses and slay oversized beasts. These applications have changed over the last century as skorne weapons were refined and tyrants began to learn the power of a combined-arms approach. Vinter Raelthorne is well versed in these lessons and has encouraged the recruitment and training of large numbers of Venators to operate the reivers of his invading army.

The lowest-ranking Venators are called armigers. They are led by a dakar and organized into taberna, small groups named after those who share the same tent. In addition to learning how to operate their reivers, Venators train extensively in the art of swordplay.

Mastering the heavy, gas-driven reivers requires a great deal of skill and finesse. While Venators are placed in the warrior caste hierarchy below Praetorians due to the stipulations of *hoksune*, these disciplined combatants have begun to earn more respect on the actual field of battle. Announcing their presence with a hail of iron needles, Venators are the scourge of both man and beast.

Reivers unleash scathing bursts that disintegrate flesh, rend metal, and leave their targets strung across the field begging for release from their agony. With screaming barrages of razor-sharp projectiles, Venators rip apart even the most imposing targets. The reivers create a sound unlike any western firearm—an eerie and loud metallic buzzing caused by the weapon's unique internal mechanisms.

Reivers use cylinders of explosive gas to propel needles out of a spinning cone and are somewhat less complicated to reload than western firearms, so long as additional previously prepared cones are on hand. Readying these needle-filled cones is intricate work that cannot be handled in the midst of battle. Venators carry several gas canisters and cones, each of which contains hundreds of needles.



ANCESTRAL GUARDIAN
SKORNE SOLO

Your exalted ancestors stand by you and fight at your side. By their vigilance, those who fall will be preserved.
—Aptimus Extoller Bakaresk

TACTICAL TIPS

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

The essence of accomplished skorne ancestors can be preserved and immortalized in special stones, some of which are fused into ancestral guardians. Guardians have traditionally watched over their houses but have begun to be used on the battlefield, where they offer potential immortality to any skorne fighting alongside them. They are empowered to embrace fallen skorne warriors and use these gathered essences to move with blinding speed and wrathful strength. Guided by the spirit of an ancient hero and fueled by the spiritual energy of the freshly slain, ancestral guardians can unleash a flurry of skilled attacks few can withstand.



GUARDIAN

Construct

Defensive Strike – Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.

Soul Guardian – This model gains one soul token for each friendly living Faction warrior model destroyed in its command range by a continuous effect, an enemy attack, or collateral damage of an enemy attack. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Spirit Driven – At the beginning of this model's activation, it can spend one soul token to gain +2″ movement this activation.

Steady – This model cannot be knocked down.

GUARDIAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	8	8	3	10	18	10

HALBERD	
POW	P+S
5	13

DAMAGE	10
FIELD ALLOWANCE	3
POINT COST	3
MEDIUM BASE	

HALBERD

Magical Weapon

Reach

Each guardian is a unique creation animated by the singular spirit of a fallen ancestor. Though they are expensive to create, Vinter Raelthorne chose to deploy them with the invading army—a decision that has engendered increased resolve and loyalty among the skorne. The guardians' presence is a sign of ancestral high favor that blesses any expedition they accompany.

In addition to the central sacral stone affixed to a guardian's head, numerous obsidian stones decorate its torso and limbs, attracting and crystallizing the essence of any skorne who dies within their proximity. Spirits collected in this fashion gain honor in death and become revered companions of the exalted. This caste is below full exaltation, but it gives soldiers the rare chance to preserve their essence from the void.

Sacral stones are tough and difficult to destroy. When the guardians carrying them inevitably fall in battle, their crystallized stones are recovered and returned to the skorne homeland to honor the houses of the slain.


LEGION OF
EVERBLIGHT



FALL AND RESURRECTION

THE SAGA OF THE DRAGON EVERBLIGHT

No flesh can hold his perfection; no breath can contain his truths. His blood is ours, and his glory we unleash unto every corner of this world.

—Thagrosh, Prophet of Everblight

Transcribed from Thagrosh, Prophet of Everblight, including Everblight's own words as voiced through his Prophet, spring 608 AR.

During the transformation, a thousand whispered phrases and visions smote my mind. Agony consumed my body as my flesh revolted against the change. Through this pain came the unending voice of Everblight in constant echoes. Sometimes he chooses to speak directly through me, but always we are both here. Always. I am not, and can never again be, alone. Even in the quietest times his thoughts intersect my own, and the voice of my god imparts more than I can sometimes bear to hear.

I did not always speak as I do now. My mind once was small and thick; I was crude clay that my master has since shaped. His touch transformed my mind, my soul, and my body. Dozens of languages spring to my lips as I require—including the secret language of Tkra, spoken first by Toruk the Dragonfather—without even the need for me to wish it. Even now the change is not complete. My flesh still twists under the pressure of my master's blight, for no mortal shell could remain unmoving beneath such power.

Reaching into his memories is like plunging into the abyss of a bottomless well. On first peering into these depths, I found many things that surprised me. I learned that my master, though a god to us, the mere insects who walk Caen, was not reckoned the mightiest of those dragons sprung from Toruk. As a son can exceed his father, so Everblight's intellect expanded beyond that of the one who had created him. What he lacked in size and raw power, he made up for in the cunning maze of his mind, which unflinchingly cuts through to the heart of all things.



At the core of every dragon is an athanc. This is the pure essence of the dragon's being, with skin and bone being but a convenience. If its athanc endures, the dragon cannot be destroyed. When dragons clash in cannibalistic battle and the victor consumes the defeated, their athancs pull together like two lodestones to fuse unerringly into one. More than simply a thirst for power, it is the desire to become whole that drives them to hunt one another. The unique nature of dragons derives from the athanc—a crystal so ultimately perfect that even its division only replicates its miraculously infinite complexity in smaller form.

The athanc is like nothing else on Caen. It bears no similarity to any other living thing, yet it is uniquely self-aware and alive. Each piece of this heartstone is capable of unlocking tremendous growth. The athanc was the first sentient entity on all of Caen, risen to consciousness and assuming the name Toruk in a language of his own devising long before he clothed himself in flesh and scale. The generative properties of the athanc might have sparked the seed of all life. Dragons do not require any of the substances lesser beings crave—not food, not water, not even air. Yet perhaps the athanc did share the living desire not to be alone, while knowing that no lesser creature could comprehend its nature or offer worthwhile mental stimulation.

Perhaps this was the basis of Toruk's desire to divide his essence and create progeny. This decision is as much a puzzle to us eventually born of that division as it is to those lesser mortals who strive to study draconic lore. The Dragonfather surely knew the endless mutable power of his athanc, that even the smallest fragment could become supremely powerful. Perhaps Toruk sought to understand his own nature by dividing his athanc and thereby test the limits of its power. It is possible that in Toruk's arrogance he believed his spawn would instinctively and automatically obey him, similar to the unthinking obedience we receive from the creatures spawned of our blood. Regardless of his goals, these fragments rapidly grew to become individual dragons, each more powerful and infinitely more willful than he anticipated. Though sprung from his essence, they owed him no loyalty nor felt any fidelity. When Toruk attempted to enforce his will upon them, they rebelled.

Everblight chose not to participate in the coming battle; instead, he lingered at the fringes as the first spawn clashed with Toruk. This was a calculated premeditation—he



wanted to learn Toruk's strength and gauge the mettle of his siblings, each inherently too selfish to succeed against the Dragonfather. Unlike them, he was created from the purest and most sublime portion of Toruk's athanc, the perfection of which allowed him to conceal his presence in a way the others could not. Toruk destroyed many lesser progeny while the rest fled. In the centuries that followed Toruk chased them down one by one and annihilated them, reuniting their athancs with his own.

I was not content to hide and wait out the crashing storm, even though my flawless athanc afforded me several advantages over my less flawless siblings. None can duplicate my subtle powers of concealment, nor my ability to restrain my blight. Whereas other dragons betray their presence by inevitably spoiling the lands around them, I can consciously choose how my blight manifests. My siblings—lazy beasts content to slay by claw and fang and breath—have never taken the time or effort to attempt to understand their own power, but I learned to extend my consciousness into the world to see without eyes and hear without ears. I can penetrate the dreams of man, and in those vulnerable hours when the mind lies open to strange visions, my words and thoughts can germinate there.

Everblight found fertile soil below the lands of Morrdh, the first great human kingdom. The lords of that land had mastered powers unknown to the rest of humanity, and their potent rune magic and necromancy were enigmas he could not resist exploring. Meeting through intermediary pawns, he entered into an alliance of convenience with the lords of Morrdh.

During this time he continued to master his blight, drinking deeply from Morrdh's well of knowledge to further unravel his inner nature. Their immunity to his influence vexed him, however, and he sought ways to pierce their shielding sigils. His blight finally began to take hold in the schism between Morrdh and the gods of man, and after centuries of delving into their secrets, he achieved a subtle dominance over their lords. Unfortunately, his success did not go unnoticed.

I will admit to two mistakes over my long history. I dislike dwelling on the first, for it was one of the few times I have ever felt a glimmer of the emotion humans call fear. Toruk

has ever been a patient and persistent hunter, spending long centuries stalking his progeny. My intrigue with the lords of Morrdh caused me to be indiscriminate with my blight, and Toruk recognized this familiar energy lingering about their lands. Using one of his vassals, he threatened the Morrdh lords I had been unable to corrupt and convinced them to end the alliance.

My myriad agents alerted me to this betrayal in time to flee as Toruk descended. Knowing better than to engage him, I bent all my strength to escaping. It was my first terrible taste of the bitter substance of what passes for mortality among us: if Toruk's jaws took my athanc, I would be forever obliterated. The Dragonfather inflicted grievous wounds upon me with his claws, but I managed to escape to the mountain lair of my unsuspecting sibling Nektor, who would serve well as the distraction I required. Nektor and Toruk seared the skies as I dove unseen into Blindwater Lake, where I sank to the bottom and concealed my presence. After defeating Nektor and consuming that foolish dragon's athanc Toruk gave up the chase for a time.

Everblight rested in brooding silence for centuries while he recovered from his wounds. The Dragonfather continued hunting his progeny as he waited, cornering Gaulvang to reclaim another athanc.

Because of his injuries, he did not participate when Blighterghast gathered the surviving dragons and convinced them to drive Toruk from the mainland. He watched instead from the shadows as Toruk engaged his ambushing spawn. Toruk's stamina began to wane beneath the combined onslaught of his progeny, and the fight ended in a bitter stalemate. The other dragons interpreted Toruk's retreat to the Scharde Islands as defeat, but Everblight knew his father had a scheme. Thus Cryx was born.

Blighterghast was the only dragon foolish enough to hold vigil on the western islands, eventually settling in the Wyrmwall Mountains to do so. The rest found lairs far from their creator's grasp. They withdrew from the world overcome by fatigue from their clash, and some slumbered for centuries to allow their wounds to heal.

By the time Everblight had fully recovered from his wounds, Toruk was engrossed in consolidating his island empire and training his lich lords. Taking that opportunity of distraction, my master moved north of Aeryth Dawnguard and found a lair among the Skybridge Mountains. From there he watched as the living gods of Ios departed from that land. Now isolated and in decline, Ios seemed fertile with the opportunity to corrupt the elves and usurp their lords. He knew it would be easy to hide his blight among such a verdant forest so far from Cryx—the departure of their gods had left the elves enchantingly vulnerable and weak.

Everblight began to extend his power to delve into their secrets, bending his will and imagination toward discovering a way to penetrate their mortal shells with his blight. Completely ignorant of the dragon's eyes upon them, through their dreams the elves became unwilling participants in his arcane manipulations.

The gateway to more direct interference was finally flung open centuries later with the Rivening, a chaotic event that spread panic among Ios as the elves lost contact with their gods. Maddened priests fled their fanes, tore out their eyes, and slew innocents in mad frenzies, while riots gripped the streets of every major Iosan city. Such cacophony was sweet music to Everblight. He burrowed below the ground outside the city of Issyrah, carved out lairing caverns, and linked them to the abandoned fane of the vanished goddess Ayisla. Spurred on by dream whispers, the Iosan city of Issyrah near that fane suffered the worst riots of the Rivening. After the madness of their priests, none of its citizens dared venture into the Fane of Ayisla, which they considered cursed.

I lured the elves into my clutches to test the power of my blight upon them. The best subjects were those rare few born without souls—their bodies thus only shells and missing the animating essence. My blight took root in those elves who continued to worship their missing gods, compelling them to take religious pilgrimages to my caverns. I became Ethrunbal to my followers, and it is by this name the elves still know me.

Only Scyrah's worshipers were steeled from my influence, and I discovered the underlying reason when the goddess herself returned to Ios. This unfortunate turn of events hindered my plans, but her home in the capital of Shyrr was far enough away to allow me to continue my cautious efforts. A new opportunity arose when I discovered Scyrah to be ailing: I wondered whether the goddess might become weak enough for me to risk devouring her whole and replacing her as the living god of Ios.

In time I would have succeeded, had one of my blighted minions not wandered from the caverns and set upon the inhabitants of Issyrah. The guardians of the city sprang into action with unexpected swiftness.

These memories come with a burning fire, like a lightning storm blazing across my mind!

Soldiers and myrmidons descended on Issyrah, plunging underground to seek the cause of the blight. They came into the caverns—*my* lair—ready for war. At first I left their destruction to my scytheans, created to guard the tunnels from any such intrusion, but my rage at their temerity only grew. Foolish insects! How could they hope to stand against me? At last I could no longer hold back. I filled the caverns with my breath, melting their flesh and spraying their blood onto the underground walls. Obliterating their armies inspired an escalating rage that poured forth in a torrent of destruction and slaughter. Consumed by wild madness, I leapt up through the stone and earth, shattering the abandoned fane as I erupted from the ground, and fell upon their city.

This was a mistake, but the carnage was glorious! It had been so long since I had loosed my rage—the fiery legacy of Toruk that burns in the blood of all dragons. At that moment nothing was more exquisite to me than watching the landscape consumed in clouds of fire and hearing the agonized screams of thousands writhing in burning death. Buildings exploded from the intense heat. Those pathetic creatures who scurried underground to escape my wrath were cooked alive, their flesh falling from their bones even as they cried to their gods! I reveled in this orgy of death, rediscovering an enlivening ecstasy in the massacre. For the moment I could see no cost for this beautiful indulgence, not that any price would have stopped me once my rage had been released.

Unfortunately, the elves were not so easily cowed. Insects they might be, but even insects are formidable in number. Reinforcements gathered from the Gate of Mists and Iryss. Iosan battle wizards and myrmidons confronted me in the ash-laden streets, sacrificing themselves to maim my wings. It was a cunning maneuver. I should have removed myself on their approach, but I was too drunk on my own power to see their plan or accept that it might succeed. I reaped a massive toll on their armies, but they managed to shred my wings. By the time I realized the peril of my situation, it was too late: undone by a thousand needles, my perforated body collapsed atop the ruins of the fane. I watched, unable to intercede, as they carved loose my athanc and held it aloft; in that moment I knew the bitter taste of defeat.

Thus began Everblight's long imprisonment. Even fleshless he could not truly be destroyed by the elves, who locked his athanc away in a heavily warded vessel. His awareness remained, and despite their efforts he could discern what transpired beyond this prison. He watched closely as they consulted the counsel of auguries. By prophecy they determined his athanc must be placed at the "Top of the World." Such vague assertions are a weakness of mortal interpretation of the divine, as their gods are fickle and do not perceive reality as mortals do. Everblight saw in these instructions a certain possibility for distortion, but the opportunity did not present itself immediately.

The athanc was initially stowed atop Mount Shyleth Breen, which the elves believed would satisfy the needs of the portents. From there Everblight cursed and raged impotently for years, screaming without sound. Even as I describe these events I feel his mind retreat from mine so intense is his loathing of these dark memories. After his anger faded and the haze of dragon-rage lifted, he began to think clearly once more. Though his power was greatly reduced, his intelligence remained sharp, and he could still extend his mind into the world—not as far as before, but he needed only the smallest of opportunities. As he had earlier suspected, the uncertainty regarding the accuracy of the prophecy was the most likely point of vulnerability.

Everblight was able to project a slow and subtle sense of doom onto the ruling council of Shyrr. So diluted was his power that even this nearly imperceptible suspicion required decades to craft, but time is meaningless to an immortal dragon, and he was unconcerned. This effort finally bore results when the Iosans began to reexamine the proximity of the athanc's resting place to their settlements and debates began to rage among their theologians regarding the exact meaning of their prophecy. Informed by insidious paranoia planted by the dragon, they sent a group of heroes to take charge of the warded athanc container and hasten it to the northwest. They decided to move the athanc farther from their homeland to a destination in the remote and frozen Shard Spires. Everblight bent his will to corrupt and subvert this entourage, but it was not easy. Through trick and stratagem he arranged for hazards to confront them, and they died one by one. Yet the last of them finally succeeded in his appointed task.

The urge for the dragon's consciousness to give up and fall into slumber atop this high and cold spire was powerful, but he fought against it. One thing the children had learned from their father was that their awareness of the world and the passage of time changed by the act of wearing a body and utilizing its senses. As an athanc Everblight was purer of mind but also in danger of succumbing to a trance-like state in which time would pass all too quickly. This would have been a type of surrender, as decades would fade into centuries, and these into millennia, while he remained unchanging and oblivious to the events of the world. My master contends that some dragons fall prey to this even while inhabiting flesh of their own creation, and it is for

this reason they are so slow to act. Everblight's mind had always been a raging tempest compared to the placid waters of those of his peers, and he refused to be deprived of his ambitions by a single defeat.

As he fought to retain full consciousness, he became increasingly aware of the Nyss tribes that dwelled near his resting place. These creatures bore many similarities to the Iosans, including shared blood and a similarly feeble god, who lay frozen and dormant among them. Everblight realized he could turn his earlier research and lore against these new subjects if only he could get them in his grasp. For many long decades he focused his undivided and unsleeping attention on examining their nature and constructing a plan.

To break from his prison, Everblight required a special congruence of events, most particularly the proximity of a mind weak and open enough to allow him to make contact despite the wards on his prison. It bothers me not that the ogrun I once was met the dragon's needs, as my life previous to this was bereft of meaning. Then, I was like a beast compared to what I have become.



It was a trivial enough effort for me to send whispers to the ogrun Thagrosh upon the wind, compelling him to climb the peaks and unearth the vessel that contained my essence. I had him break the wards and shatter the seals, freeing myself at last! Still, I chose not to reform my own flesh. I would not yet walk again as a dragon, regardless of how anxious I was to return to my former glory.

I forced his hand to seize the athanc and drive it into his chest so that our connection cemented and became tangible. I sent my thoughts blazing new paths through the shapeless clay of the ogrun's mind, creating a new Thagrosh to replace the old, one better suited to my needs. My power flooded his tissues and transformed them into something better. Yet I knew his inferior shell could not contain the entirety of me for long. My essence elevated him but was like a refined poison that his weak and mortal tissues could not endure at length. I knew I must act quickly and so revealed my plans to this creature to whom I was newly joined, who was now my prophet. I tasked him with ensuring my will be brought forth upon the world.

I walked down from the mountain as the avatar of the dragon-god. To my eyes, the path ahead was as distinct as



a trail of greasy smoke. Everblight's words and memories guided me to recover the greatest of the ancient weapons made for our champion in the time of Morrdh, the blade Rapture. Millennia earlier, Everblight had commanded this dire blade to be forged by the rune masters of Morrdh as a potential weapon against his siblings and the Dragonfather, but it had vanished in the fall of Morrdh and had found its way to a forgotten tomb in the Nyschatha Mountains. Because Everblight's blood had saturated its metal, he retained a connection to it. When the Iosans had hauled Everblight's athanc north, they passed near enough to this tomb to alert my master to the weapon's presence. Everblight's plans required the application of this blade, so I became the first to bear Rapture in two thousand years.

A chosen few would receive shards of the athanc. With Rapture, Everblight can divide his essence without spawning new dragons. This power is unique to him, a product of his centuries of effort spent mastering his nature and he keeps its existence hidden from his enemies. Not even Toruk knows of it. So, too, blood that flows across any of my master's athanc shards can generate blighted creatures that fight and feast at our urging, growing to mirror the might his body possessed before its destruction. Each shard of the athanc further imbues the ability to command blight-magic and shape those energies into potent and destructive sorcery.

As a mortal, I was still too weak despite these gifts, for the loss of Everblight's body had gravely reduced his strength even as it opened other possibilities. He knew at least one sibling lurked in the vicinity of those northern mountains, and if that creature sensed us before our power had sufficiently coalesced, we would be easy prey. This was one reason he did not reform in full glory as a dragon—undergoing such a lengthy transformation would have left him exposed and vulnerable. First we had to gain allies and converts among the Nyss.

A tremendous gift arrived when the sorceress Vayl Hallyr joined us of her free will. She was just the sort Everblight had hoped to find: already consumed by an unquenchable thirst for power and the desire to attain immortality by mastering sorcery. She had already reached the limit of where she could bring herself—but she knew Everblight could take her much further. She boasted considerable familiarity with the strength and disposition of the nearest tribes of her people, knowledge that I lacked.

Once Vayl received the athanc and joined my mind, events unfolded with sweet synchronicity. Suddenly I knew the location of every Nyss tribe, the weaknesses of their every leader, and the political intricacies of every shard. Defenses opened to our shared mind. I initiated my plan by tainting their wells with my blood, layering the sweet scent of my dragon essence into their flesh, to be awakened by the words of my prophet. As with the Morrdh, my ability to attune the blighted energies to my will worked precisely to my advantage. With Vayl's assistance we added many to our number without raising a single weapon. Once my blight had penetrated the Nyss, they became mine completely.

By the time word of this gathering force reached the Nyss elders, it was too late. Open war finally erupted, but my blessed minions were ready for them, enhanced by my gifts to fight better and faster. Soon their shards and tribes lay in ruin. Those who surrendered were transformed; the rest were slaughtered or forced to flee.

The only fortress able to stand for a time was the ancient Fane of Nyssor, which was protected by the Aeryn tribe. Everblight's message could not take hold in that sacred place—the hand of their frozen god sealed their minds against him. Through some underground contrivance the highest priests and their chosen warriors managed to escape the assault, taking their god as the rest sacrificed their lives to buy time for those guardians to flee. It pains us that Nyssor escaped—another ailing god we almost had in our grasp—but this is only a temporary annoyance. Few Nyss not beholden to Everblight survive, and those that fled are broken and helpless; he will find and consume their god in time.

The elven blood of the Nyss responded to our blessing as Everblight knew it would. His blight suits their nature and exalts their form. We have brought others into his fold as well, including ogrun captured from the outlying villages of the northern mountains. Nothing can stop the southern advance of the blighted army, Everblight's legion, not even the foolish blackclads who pretend to stand in our way. They have never defeated even the weakest of Toruk's spawn! Dividing his essence has amplified the power of his blight a thousandfold, and my master will create a domain to rival Toruk's work of sixteen centuries.

I wasted no time seeking out my cowardly siblings in order to add their squandered strength to my own. We proved our ability to react swiftly to intelligence on these creatures when word came to me of the resting place of Pyromalfic. The source of this information was one of Toruk's own subordinates who sought me out, I am sure, as part of some ploy or self-interested scheme. I am convinced that pawn did not expect I would be able to act so quickly. They do not understand how I can function without a dragon body and no doubt wished to lure me forth to verify my identity.

I proved that I did not need to take on flesh again to feast on my siblings. My army made great speed to the Castle of the Keys, where Pyromalfic hid, and we annihilated everything that stood in our path. That dragon, grown feeble rather than stronger over the intervening centuries, roused himself to battle but quickly fell before the combined onslaught of my legions. Using the largest portion of my athanc, kept secured by Thagrosh, I devoured his mind and essence and added it to my own. He was but the first of many I shall devour, magnifying my power until even the strength of my father pales in the face of my implacable puissance.

Though my legions bow to this physical presence, this form is of no consequence. Mortal flesh, even so refined and transformed, is inadequate to contain or express our power. Someday I will reclaim my full and terrible glory, but now is not the time. Until then I will disperse my mind among my chosen generals and spread like fire across the world. No matter the distance we can communicate freely, and by the smallest effort of my will I can stretch my divine consciousness to peer through the eyes of all those I have chosen to bear my essence. No other dragon has the insight I have gained by this, existing not in one place but many, enacting countless plans with the smooth synchronicity of a single organism. Yes, there are benefits to walking the world and feeling the earth tremble beneath my tread, but I have long been a creature more of intellect than brawn, and in this regard my current form suits me. Because I am in many places at once, my foes cannot ever hope to confront or defeat me. I have truly become a god beyond my father in every particular.

My inexorable tide engulfs my enemies and lends me their strength. Whatever my blight touches, I control. There are no limits to what I can do and no end to the growth of my legion's power. By helping me to free my divine mind from the limiting constraints of flesh, the Nyss have revealed to me how to conquer the world. I shall reward them by bringing them entirely into my dominion and sweeping the land like a cleansing wind. I hunger first to feast on god flesh, on the essence of my father, and then to swallow the world.

LYLYTH, HERALD OF EVERBLIGHT

LEGION BLIGHTED NYSS WARLOCK

By Everblight's blessing, I no longer require eyes to see. The world is colorless, and the living shadows bow before his majesty.

—Lylyth, Herald of Everblight

LYLYTH

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	4	5	7	16	14	8

HELLSINGER

RNG	ROF	AOE	POW
12	2	—	12

BOW BLADE

POW	P+S
3	7

FURY	5
DAMAGE	15
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: FIELD OF SLAUGHTER

The dragon's blight has bestowed upon Lylyth an almost omniscient awareness of battle's chaos—she controls her minions as extensions of her will to finish off her enemies. When she evokes this gift of Everblight, her skill imbues all who serve her, providing unerring accuracy and transforming each attack into a killing strike.

While in Lylyth's control area, friendly Faction models roll an additional die on attack rolls this turn.

LYLYTH

Eyeless Sight

Pathfinder

Bushwhack – During its activation, this model can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.

HELLSINGER

Magical Weapon

Blood Lure – Warbeasts in this model's battlegroup can charge enemy models hit by this weapon this turn without being forced.

Witch Mark – If this attack hits an enemy model during this model's activation, this model can target and automatically hit that model with spells, ignoring RNG and LOS, until the end of this model's activation.

SPELLS	COST	RNG	AOE	POW	UP	OFF
BAD BLOOD	2	10	–	–	YES	YES
A warlock leaching from target warbeast suffers 1 damage point for each fury point leached. The affected warbeast cannot be healed or have damage transferred to it and loses Regenerate.						
PARASITE	3	8	–	–	YES	YES
Target model/unit suffers –3 ARM and this model gains +1 ARM.						
ERUPTION OF SPINES	3	10	–	10	NO	YES
If target model is hit, d6 nearest models within 5″ of it suffer a POW 10 damage roll.						

The Voassyr tribe always boasted aggressive and far-ranging hunters, and each of its shards took part in long sojourns defending the people from intruders. Lylyth was born to a stern and uncompromising father who instilled in her the cold discipline of blade and bow. A noted champion of a leading shard, he had high expectations for his daughter. She honed her abilities night and day, and sometimes she would forego sleep while on the hunt as she learned the subtlest arts of tracking and stalking prey.

Things changed dramatically for Lylyth's shard after the killing of a local human trapper aroused a mountain township to violence. A mob of the Khadoran woodsmen ambushed a pair of Voassyr hunters and hacked their bodies into unrecognizable gore. One of their victims was Lylyth's father.

It was Lylyth who discovered the carnage, and something snapped in her mind. She stalked the woodsmen in a week of bloodletting and then turned on their township, killing anyone who ventured from their homes. Lylyth returned to her shard to speak passionately about her father and arouse in her people a similar desire for vengeance.

Calling on old unwritten codes, the shard declared a blood hunt and vowed to march across the northern territory slaying any humans they encountered. Though they did not interfere, the rest of the tribe distanced themselves from Lylyth's shard and offered no support or succor as the clan recklessly attacked village after isolated village in the cold and wild north.

Thagrosh, Prophet of Everblight, encountered Lylyth shortly after his own transformation. He saw her shard pit itself against a large band of savage humans called the Vindol, slaughtering each other down to the last. Lylyth was mortally wounded and losing consciousness when Thagrosh stepped forward and offered to save her life and give her power beyond any she could imagine. Weakened and bereft of reason, she agreed. Thagrosh lifted her above the snow and thrust a shard of Everblight's athanc into her breast.

The transformation was excruciating, yet the unbearable pain gave way to acceptance. Her blackened heart pumped powerful blight through her veins and sent tainted power into every tissue and bone. Clutching her hands to her eyes, she realized she did not need them to see. The blighted radiance seeping from the athanc shard shone from her skin, and no flesh was a barrier to its dark energies. Lylyth has now masked her eyes to avoid the mundane light of the world; seeing the world through living eyes feels imperfect, an aberration.

She has since learned what it means to be the Herald of Everblight, the stalking death of the Blighted Legion. Lylyth moves as the forward talon of the dragon and strikes deep into enemy territory. Wherever she strides, the arrow-ridden bodies of her enemies fall, and the blight walks in her footsteps.



THAGROSH, PROPHET OF EVERBLIGHT

LEGION BLIGHTED OGRUN WARLOCK

Our doom has come. Should Nyssor fall, the whole world will succumb to endless winter.

—Vaeril the Wise, Qyr-Aransor of the Fane of Nyssor

THAGROSH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	5	14	16	9

BLIGHTED BREATH			
RNG	ROF	AOE	POW
SP 8	1	—	12

RAPTURE	
POW	P+S
7	16

CLAW	
POW	P+S
3	12

FURY	7
DAMAGE	18
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
MEDIUM BASE	

FEAT: DARK REVIVAL

The Prophet of Everblight safeguards the largest portion of his master's athanc, and from its dark energies potent malignancy pumps through his veins—true draconic blood. As the singular blight of this blood, Thagrosh can pour new life into the spawn that have fallen in battle, letting them taste the dragon's blessing to cheat death. Revitalized, they rejoin the battle as if freshly born. It is a sight that can make even the bravest enemy weep with despair.

Return one destroyed warbeast that was part of Thagrosh's battlegroup to play. Place it anywhere within 3″ of him. The warbeast forfeits its action this turn.

THAGROSH

Terror

Death Shroud – While within this model's command range, enemy models suffer –2 STR.

Athanc – Immediately after leaching, this model gains 1 fury point if it has fewer fury points than its FURY.

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

BLIGHTED BREATH

Damage Type: Fire

RAPTURE

Magical Weapon

Reach

Eruption of Ash – If a model is boxed by an attack made with this weapon, center a 3″ AOE cloud effect on the boxed model and then remove that model from play. The AOE remains in play for one round. Enemy models in the AOE when it was put in play are hit and suffer a POW 12 fire damage roll . Enemy models entering or ending their activation in the AOE suffer a POW 12 fire damage roll . Eruption of Ash damage rolls cannot be boosted.

SPELLS	COST	RNG	AOE	POW	UP	OFF
BAD BLOOD	2	10	–	–	YES	YES
A warlock leaching from target warbeast suffers 1 damage point for each fury point leached. The affected warbeast cannot be healed or have damage transferred to it and loses Regenerate.						
DRACONIC BLESSING	2	6	–	–	YES	NO
Target friendly Faction model/unit gains +2 STR and Terror .						
FOG OF WAR	3	SELF	CTRL	–	YES	NO
Models gain concealment while in this model's control area.						
MUTAGENESIS	3	8	–	12	NO	YES
Target model boxed by Mutagenesis is removed from play. When Mutagenesis boxes an enemy model and this model was the spell's point of origin, this model can replace the boxed model when it is removed from play. This model cannot advance this activation after replacing another model as a result of Mutagenesis. Mutagenesis can be cast only once per activation.						
OBLITERATION	4	10	4	15	NO	YES
The force of this attack blasts apart the earth itself.						

TACTICAL TIPS

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

Mutagenesis – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token. Although replacing the boxed model is optional, removing it from play is not. If this spell was channeled, this model cannot replace the boxed model.

History will remember Thagrosh Hellborne as the abomination who unleashed the Legion of Everblight onto the world. This blight nearly annihilated the Nyss and spread down from the icy north into the heart of the lands of man. Thagrosh strides at its vanguard like death made flesh.

Even before his transformation, Thagrosh endured a harder life than most ogrun. Khadoran brigands ransacked the village where he was born and enslaved its population. He spent his formative years under the lash, toiling at backbreaking labor in darkness and watching others die around him. His burning rage eventually compelled him to choke a careless keeper with his chains and escape to wander the northern wilderness.

Some time later, fevered whispers and nightmarish visions led him to the tallest mountain in the north. Exhausted and barely conscious of what he was doing, Thagrosh climbed that imposing peak, pulling himself up the ice face with bleeding fingers and shattered nails. Finally, he discovered the sealed repository of the athanc of Everblight.

In an unimaginable test of resolve, Thagrosh mutilated himself to accept the dragon's blessing. He cut open his chest with a skinning knife and tore apart his own ribcage in order to drive the athanc into his heart. Its dark power transformed his body into a blighted vessel for an immortal presence. He was no longer ogrun, but the Abomination—flesh and bone forever twisted, blood turned into dragon's ichor. His mind has expanded far beyond his old reckoning, and it has become difficult to divorce his perspective from that of his dragon-god. The athanc has awakened in him a powerful sorcery born of Everblight—his patron, advisor, and object of worship. Thagrosh the Prophet speaks with the dragon's voice and embodies his will.



The Prophet has begun enacting the dragon's schemes, descending upon the Nyss to shatter their old life and awaken their destiny as Everblight's chosen. He has created new servants for his master by embedding shards of Everblight's athanc within warlocks who extend the dragon's will into the world. Able to wield the greatest blighted magic, Thagrosh is a terror unequaled on Caen who leaves behind only the choking ash of corruption.

VAYL, DISCIPLE OF EVERBLIGHT

LEGION BLIGHTED NYSS WARLOCK

Remember the name of Vayl the Ice Witch. She is the traitor who invited the destruction of our race.

—Cylena Raefyll

VAYL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	3	6	15	13	9

ORACULUS			
RNG	ROF	AOE	POW
8	1	—	8

FURY	8
DAMAGE	14
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: CAT & MOUSE

Through the Oraculus, Vayl gains a unique perspective on the future flow of battle. She can then channel the dragon's predatory instincts to move her minions like pieces on a board, letting them react to her enemy's every movement as part of her unfolding strategy.

At the end of this turn after all friendly models have ended their activations, one friendly Faction model in Vayl's control area can make a full advance for each enemy model in her control area at that time. During this movement, the affected model cannot be targeted by free strikes. A model can advance only once per turn as a result of Cat & Mouse.

VAYL

Immunity: Cold

Dark Sentinel – Once per turn, when an enemy model ends its normal movement within 5″ of this model, a friendly Faction warbeast within 5″ of this model can immediately make a full advance followed by a normal melee or ranged attack targeting the enemy model. The warbeast gains boosted attack and damage rolls against the enemy model.

Snow-Wreathed – This model always has concealment.

Talion – Once per turn when this model suffers damage from an enemy attack, it can spend 1 fury point to transfer half the damage to an enemy warbeast in its control area but must suffer the rest of the damage itself.

ORACULUS

Magical Weapon

Guided – Attacks made with this weapon automatically hit.

Spellbound – This model can channel spells through a model hit by an attack made with this weapon. Spellbound lasts for one turn.

SPELLS	COST	RNG	AOE	POW	UP	OFF
CHILLER	2	6	–	–	YES	NO
While within 2″ of target friendly Faction model/unit, enemy models suffer –2 DEF unless they have Immunity: Cold .						
HOARFROST	3	8	3	14	NO	YES
Hoarfrost causes cold damage . On a critical hit, models in the AOE become stationary for one round unless they have Immunity: Cold .						
INCITE	3	SELF	–	–	NO	NO
Models in this model's battlegroup gain +2 to attack and damage rolls against enemy models while the enemy model's are in this model's command range. Incite lasts for one turn.						
LEASH	2	6	–	–	YES	NO
Immediately after this model ends its normal movement, target warbeast in its battlegroup can advance up to 3″ toward it.						
MALICE	2	10	–	10	NO	YES
Add +1 to the damage roll for each fury point on the target model.						
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.						

TACTICAL TIPS

Rampager – You cannot free strike a model you control.

Nyss refugees will forever condemn the perfidious Vayl Hallyr as the agent who paved the way for Thagrosh's blighted dominion. This sorceress provided the Prophet with the start of his army by corrupting thousands of her people into the Legion's terrible fold. Unlike most, her body has changed little in the shadow of Everblight—some would say because she was a monster long before receiving a shard of the dragon's athanc.

Vayl first demonstrated her lack of conscience by coldly manipulating the Fane of Nyssor. Only Nyss priests and sorcerers are literate in the sacred language of Aeric, but Vayl feigned piety to gain access to every scroll and tome she could find until she exhausted their library. Her mentors believed her religious zeal so completely they offered her membership in the clergy, but Vayl laughed at them and spoke blasphemies in front of them. She was banned from ever again stepping foot on holy ground.

Later Vayl organized the Hallyr tribe into an army to carve out territory for herself. Any who spoke against her vanished without a trace. Her attacks on nearby shards and Nyss shrines prompted the Fane to declare her tribe outlaw, though any attempts to unseat her met with fatal failure. Even her followers began to think she had breached all sane bounds, but the few who whispered too loudly were cruelly punished for their foolish resistance.

Vayl enhanced her already potent gift of divination by crafting an arcane sphere of milky crystal spiked with razor-sharp blades and able to leech heat from the air. Peering into the crystal, she foresaw the rise of Everblight. She could have warned her people, but her hunger for power drove her to join him instead. Thus, Vayl became the first Nyss to embrace the transformation with full, willful awareness. Her betrayal allowed Thagrosh to assimilate the Nyss with exquisite speed and precision after she helped taint the Nyss water supply. By the time Thagrosh arrived, Vayl had prepared the patterns of blighted energies keyed to react to the Prophet's words.

When the Nyss defenders finally realized the threat, Vayl turned her sorcery against her former kin and the clergy

of Nyssor. Despite her best efforts, the greatest priests and the god Nyssor escaped her treachery. Vayl continues to be secretly haunted by this failure, as Nyssor himself sometimes appears in her dreams to condemn her. She has increasingly become obsessed with destroying the god, hoping to escape the last glimmer of guilt that lurks in some forgotten part of her frozen heart.



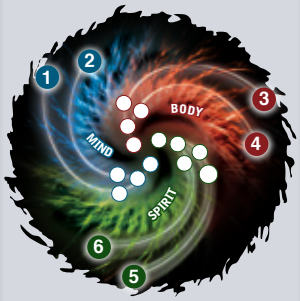
HARRIER
LEGION LESSER WARBEAST

They are a plague made flesh striking indiscriminately from the skies.

—Lord Tyrant Hexeris

HARRIER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	3	14	12	7

TALONS	
POW	P+S
4	10



FURY	2
THRESHOLD	7
FIELD ALLOWANCE	U
POINT COST	2
SMALL BASE	

HARRIER

Eyeless Sight

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Lesser Warbeast – This model cannot make power attacks.

Soulless – This model does not generate a soul token when it is destroyed.

Sprint – At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

ANIMUS	COST	RNG	AOE	POW	UP	OFF
TRUE STRIKE	1	SELF	–	–	NO	NO

The next melee attack made by this model this activation hits automatically, then True Strike expires. A model can be affected by True Strike only once per turn.

Like all dragonspawn, harriers have no true soul despite their bestial intelligence. These unnatural creatures only mimic life and lack their own internal motivation; their sole purpose is to serve at the whim of Everblight's warlocks. They are endlessly patient and dedicated beyond any natural living thing, able to sustain themselves for protracted periods in the air without fatigue if need be.

Harriers can strike with tremendous accuracy despite their lack of sight. Their senses are keener than even those of the shredders; they can home in on the living from great distances as though guided by some dark, unseen hand. In ancient times Everblight used them to scout distant positions and to find sites suitable for his lairs; now they are simply another potent weapon in the Legion's arsenal. The sight of their sickly, wet flesh gleaming in the waning moonlight is often a harbinger of death for any who behold them.

A horror from earlier eras, the harrier has been called from the depths of the dragon's blood to serve the Legion of Everblight. Though they bear a passing resemblance to the endlessly ravenous shredders, harriers are not afflicted with overpowering hunger after they grow to full size. Ranging far ahead of the dragon-god's blighted army, they terrorize the skies and fall upon their victims with the swift pain of terror given form. Their speed and maneuverability are prized attributes, giving the harriers the ability to probe enemy defenses before tearing through their flanks.



SHREDDER
LEGION LESSER WARBEAST

There is no end to these tainted horrors. For every one we destroy, they spawn three more to take its place!
—Kaya the Wildborne

ANIMUS	COST	RNG	AOE	POW	UP	OFF
TENACITY	1	6	–	–	NO	NO

Target friendly model gains +1 DEF and ARM. Tenacity 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.

The creatures now called shredders were known as the *akriel* by Everblight in ancient times. These are the smallest and simplest of the spawn that arise from the blood of those chosen to bear the dragon's divided athanc. Compelled by ravenous hunger and murderous instinct, shredders are fearsomely effective at latching onto and devouring any foe unfortunate enough to confront them.

Shredders grow to full size with unnatural speed, and their escalating appetites drive them to add to their mass using whatever flesh they can consume. Their metabolism goes into frenzied overdrive upon maturity: the more they eat, the more frenetic they become, and still their appetite pushes them to gorge. Shredders are naturally prone to cannibalism and in moments of frenzy might attempt to consume others of their ilk. This impulse can usually be controlled with some success, however, and shredders fight well in packs that swarm their hapless victims and tear them apart.



SHREDDER

Eyeless Sight

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Lesser Warbeast – This model cannot make power attacks.

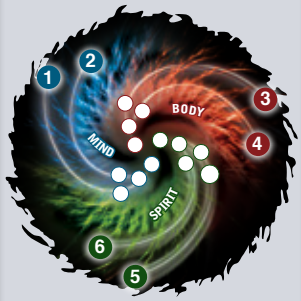
Rabid – This model can be forced during its activation to gain +2 SPD, Pathfinder, and boosted attack and damage rolls for one turn.

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.

Soulless – This model does not generate a soul token when it is destroyed.

SHREDDER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	3	13	12	7

BITE		
H	POW	P+S
	4	10



FURY	2
THRESHOLD	7
FIELD ALLOWANCE	U
POINT COST	2
SMALL BASE	

As with all dragonspawn, shredders are blind. Their heads are taken up almost entirely with toothy, unhinged maws capable of tearing large chunks of flesh from their enemies. Shredders make up for their lack of eyes with other hyperaware senses, including a preternaturally sensitive nose and skin able to register subtle changes in air pressure from sound and movement. These simple spawn recognize blighted energies and feel instinctive awe of their master's athanc. This loyalty means they will never turn on any of Everblight's chosen warlocks, regardless of hunger or frenzied rage.

TERAPH
LEGION LIGHT WARBEAST

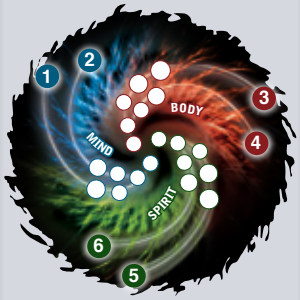
That abomination sprung from nowhere to attack our caravan. I could hear the screams as I ran. Morrow help me, but I do not regret fleeing.

—Hulgish Erdonovach

TERAPH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	5	6	13	16	7

BLIGHT BLAST			
RNG	ROF	AOE	POW
10	1	3	13

TAIL STRIKE	
POW	P+S
4	12



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

TERAPH
Advance Deployment

Eyeless Sight

Pathfinder

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Dig In (★Action) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

Soulless – This model does not generate a soul token when it is destroyed.

BLIGHT BLAST
Damage Type: Fire

TAIL STRIKE
Reach

ANIMUS	COST	RNG	AOE	POW	UP	OFF
COUNTERBLAST	2	SELF	–	–	NO	NO

When an enemy model advances and ends its movement in this model's command range, this model can make one normal melee or ranged attack targeting that model, then Counterblast expires. Counterblast lasts for one round.

A teraph is a serpentine, six-limbed spawn boasting a poisonous barbed tail. While lurking in the ground the creature accumulates a churning mass of sulfurous and acidic fluids in its gullet that erupts in a geyser of black fire and blighted ash upon exposure to air. It can also tear into enemies with its fang-packed maw, reserving its claws for burrowing and skittering across stone and earth. Its incredibly keen sense of smell allows it to locate any living creature within a hundred yards. Even underground it can find enemies by following the vibrations of their footsteps then explode from the earth with astonishing speed to ambush them. Everblight's warlocks can channel this same blinding quickness to launch attacks at foes that draw too near.

Teraphim are an essential element of the Legion's defensive formations. They are strategically placed like living mines along known troop routes, where they wait to sow terror and confusion with their earthen eruptions and terrible incendiary streams.

While Everblight laired below Morrdh, the teraphim—the most patient and silent of his creations—guarded his lair. They burrowed into the earth, where they waited to attack any intruders who did not bear the blighted essence of their creator. The dragon used them in his ancient alliance with the men of Morrdh by sending them to slay those who had been marked for death.



CARNIVEAN
LEGION HEAVY WARBEAST

The carnivean is Everblight's will given flesh and form: each claw and tooth a miracle, its breath a hymn to our master.
—Vayl Hallyr

ANIMUS	COST	RNG	AOE	POW	UP	OFF
SPINY GROWTH	2	6	–	–	NO	NO

Target friendly Faction model gains +2 ARM. If a warjack or warbeast hits the affected model with a melee attack, the attacking model suffers d3 damage points immediately after the attack has been resolved unless the affected model was destroyed or removed from play by the attack. Spiny Growth lasts for one round.

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.

Carniveans are monstrosities designed to destroy and slaughter. Everblight rarely called upon them in ancient days; even the black kingdom of Morrdh was rarely granted command of these terrifying killing machines

The rearmost four limbs of the carnivean allow for a steady stance and a rapid gait; the huge creature is able to make shocking haste across even the most daunting obstacles. The considerably longer and more powerfully muscled two upper limbs end in massive claws and are ridged with numerous flesh-tearing spines. Bony protrusions cover every inch of a carnivean, and its thick scales provide more protection than any natural hide. If urged by its master's athanc, a carnivean can undergo a terrible mutagenesis that causes tremendous spines to erupt from its body to deflect attacks and impale foes at close range.

A carnivean can also vomit a scorching but quickly consumed naphtha that melts flesh and ignites nerves with blighted agony. The sight of this dragonfire incinerating their comrades has caused entire armies to flee in terror.



CARNIVEAN
Eyeless Sight

Pathfinder

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.

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Soulless – This model does not generate a soul token when it is destroyed.

DRAGON BREATH
Damage Type: Fire

TALON
Open Fist

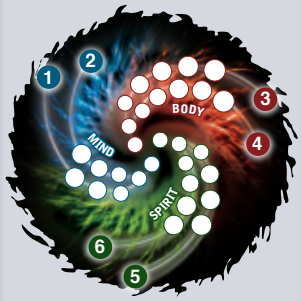
CARNIVEAN	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	12	6	4	11	18	7

DRAGON BREATH (H)	RNG	ROF	AOE	POW
	SP 10	1	—	14

BITE (H)	POW	P+S
	6	18

TALON (L)	POW	P+S
	4	16

TALON (R)	POW	P+S
	4	16



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	11
LARGE BASE	

SCYTHEAN
LEGION HEAVY WARBEAST

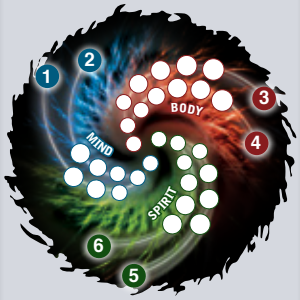
It matters little how much blood and suffering is required to craft such a beautiful killer. Its first feast upon the heart of an enemy army will repay us.

—Vayl Hallyr

SCYTHEAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	12	6	4	11	18	7

SCYTHE (L)	
POW	P+S
5	17

SCYTHE (R)	
POW	P+S
5	17



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

SCYTHEAN

Eyeless Sight

Pathfinder

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Soulless – This model does not generate a soul token when it is destroyed.

SCYTHE

Reach

Chain Attack: Bloodbath – If this model hits the same target with both its initial attacks with this weapon, after resolving the attacks it can immediately make one melee attack with this weapon against each model in its LOS that is in this weapon's melee range.

ANIMUS	COST	RNG	AOE	POW	UP	OFF
SLAUGHTERHOUSE	1	SELF	–	–	NO	NO

This model gains Take Down. Slaughterhouse lasts for one turn. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.)

TACTICAL TIPS

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

Before the present age, scytheans last roamed the labyrinthine tunnels beneath the now-blasted Iosan city of Issyrah. When the Iosans finally became aware of the danger in their midst and marched to confront it, it was the scytheans that first blocked their way. These terrible draconic monsters were supremely deadly in the narrow tunnels leading to their master, as none of them required light to massacre their enemies. Indeed, the creatures seem to take a vicious joy in slaughter, a quality that brings grim pleasure to the degenerate Nyss serving in the dragon's host.

Everblight takes tremendous pride in his ability to craft fiendish abominations that are more than a match for any creature born of nature. The scythean is the most brutal and simplistic of the dragon's malefic beasts, long favored as Everblight's guardians and executioners. Purely dedicated to destroying any who oppose their master's will, scytheans fall upon their prey with enough fury to tear apart even the most resilient foes in a savage orgy of bloodshed.



SERAPH
LEGION HEAVY WARBEAST

It descended from darkness and lit the night as it passed. Nothing but ash remained of my kinsmen.
—Kreundar of Nord Kith

ANIMUS	COST	RNG	AOE	POW	UP	OFF
SLIPSTREAM	1	SELF	–	–	NO	NO

When this model ends its normal movement, one friendly Faction model this model moved within 2″ of is placed completely within 2″ of the friendly Faction model's current location, then Slipstream expires. A model can be placed by Slipstream only once per turn.

TACTICAL TIPS

Strafe – These attacks are simultaneous. Attacks against targets beyond this weapon's range will automatically miss.

The seraphim are Everblight's messengers of death. These agile flying spawn embody the dragon's own sublime elegance, and it has been long ages since Everblight could create them with abandon.

The seraph possesses a deceptively slender frame that slices through the air on powerful wings. Blighted energy streams from its wings and leaves a strange, distorted contrail in its wake. The seraph uses this energy to warp distances around itself and can manipulate the movement of those caught in its slipstream. Its long tail ends in wickedly barbed blades capable of piercing plated steel and dripping with a poisonous ichor.

Seraphim sense the landscape with perfect clarity; even the slightest motion registers to their predatory acuity. They rarely engage in melee, preferring to annihilate adversaries from a distance using incinerating miasmas of blighted ash. The ash quickly sears and melts flesh before disintegrating it into a filthy, sulfurous powder. Seraphim can strafe and obliterate an entire enemy formation using this caustic breath.



SERAPH

Eyeless Sight

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Serpentine – This model cannot make slam or trample power attacks and cannot be knocked down.

Soulless – This model does not generate a soul token when it is destroyed.

BLIGHT STRIKE

Damage Type: Fire

Strafe [d3+1] (★Attack) – Make d3+1 ranged attacks targeting a primary target and any number of secondary targets within 2″ of the first target. Ignore intervening models when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target. Strafe counts as one attack for ROF.

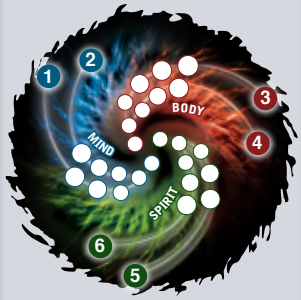
STINGER

Critical Poison – On a critical hit, gain an additional die on this weapon's damage rolls against living models.

SERAPH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	6	5	14	16	7

BLIGHT STRIKE			
RNG	ROF	AOE	POW
10	1	—	12

STINGER	
POW	P+S
4	14



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

BLIGHTED NYSS ARCHERS

LEGION UNIT

Let your arrows rain down on them until nothing moves in this village except the blood seeping from their lifeless bodies.

—Lylyth Voassyr, Herald of Everblight

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	5	13	11	8

NYSS LONGBOW			
RNG	ROF	AOE	POW
12	1	—	10

SWORD	
POW	P+S
3	7

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

LEADER & GRUNTS

Combined Ranged Attack

Suppressing Fire (Order) – This order can be issued only if two or more models with ranged weapons in this unit in formation are able to forfeit their actions. Each model in this unit in formation must forfeit its action. Other than the Standard Bearer, those models that do are participants. Place an AOE completely within 12″ of all participants, with its center point in LOS of all participants, ignoring intervening models. The size of the AOE is based on the number of participants. If there are 2–4, the AOE is 3″. If there are 5–7, the AOE is 4″. If there are 8 or more, the AOE is 5″. When a model enters or ends its activation within the AOE, it suffers a POW 10 damage roll. Suppressing Fire lasts for one round or until all participants have been destroyed or removed from play.

TACTICAL TIPS

Suppressing Fire (Order) – Place the template after movement.

Though they are blighted shells of what they once were, the Nyss have retained pride in their archery and craftsmanship; each of their recurved composite bows is still customized exactly to the strength and height of the archer. They are made from carved bone or polished wood laminated over bone using animal-hide glues. The tendon bowstrings they use allow for a tremendously strong pull.

Everblight's corruption has spread with little resistance among the Nyss, shaping and refining their anatomies to bring forth a twisted reflection of their inner darkness. With their purpose given over to the dragon's will, they have become eager accomplices in Everblight's murderous schemes. The most formidable of these, taken from the Voassyr and Raefyll hunting tribes, have been transformed into blighted archers.

Blighted archers unleash a hail of deadly arrows to wither the enemy's front ranks before other forces sweep through the demoralized foes. The sheer number of arrows they can release is beyond belief. Long a staple among the Nyss elves of the frozen north, archery was vital not only for use in warfare but also in the gathering of food; survival hinged on the constant efforts of these rugged hunters. Those who were once providers for their people are now relentless assassins able to murder with chilling precision. Most elements of their culture and psyche have been stripped away, leaving only the most brutal and merciless Nyss qualities. Delighting in slaughter, the archers enjoy nothing more than ending lives with deadly arrow fire.



BLIGHTED NYSS STRIDERS

LEGION UNIT

Our enemy moves invisibly, leaving no trace of their passage save the arrow-strewn corpses of the dead.

—Krueger the Stormwrath

Striders are blighted Nyss scouts sent ahead of the Legion to spy on troop movements and assassinate sentries and other targets of opportunity deep within hostile lands. Their transformation has reduced them to bitter vassals, enhanced their killer instinct, and honed their talent for slaying the living. Striders sadistically and gladly kill the lowest animals or murder any unarmed innocent crossing their path. They savor the grim satisfaction gained from each death because it is one of the few emotions they are still able to feel. Striders have fallen upon defenseless villages in northern Khador in the dead of night, barging into houses to satisfy their implacable need to slay every last man, woman, and child they meet.

The blight brought a special gift to these rangers who once patrolled the wilds. As it consumed them, their legs deformed and lengthened. Their bones stretched as if pulled on a torturer's rack while their calves snapped in half to be reshaped into new leg joints. The bones of their feet fused and reformed, and their nails hardened into claws able to grip the earth. These alterations turned them into swift hunters able to run at full speed across solid ice, hurdle logs, weave through underbrush, and easily leap across small streams.

LEADER & GRUNTS

- **Advance Deployment**
- **Combined Ranged Attack**
- **Pathfinder**
- **Stealth**

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	6	15	11	8

NYSS LONGBOW			
RNG	ROF	AOE	POW
12	1	—	10

SWORD	
POW	P+S
3	9

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	6
SMALL BASE	

Keeping to the shadows and trees, striders instinctively approach from downwind and strike from blind spots. Enemies fleeing the Legion are quickly overtaken by these fleet-footed assassins, who cruelly toy with their prey before granting the mercy of death. Despite being transformed into ruthless killing machines, striders still maintain one vestige of their former lives: After each slaughter they perform a ritual in which they dip a single raven's feather in the blood of every kill. They wear ever-growing cloaks of these feathers to remind them of their role in the many deaths left by the Legion's passing.



BLIGHTED NYSS SWORDSMEN

LEGION UNIT

The stillness within stillness is false; true stillness is found in motion.

—Nyss blademaster teaching

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	14	13	8

NYSS CLAYMORE	
POW	P+S
4	11

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

LEADER & GRUNTS

Fearless

NYSS CLAYMORE

Weapon Master

For many unsuspecting Nyss, the first hint of approaching doom was a long line of their own people striding toward them holding long claymores pulled from their sheaths. As the villagers witnessed this unsettling group drawing closer, their sense of dread only increased, fed by a growing certainty that something terrible and inherently wrong approached.

It was not simply the strangely lean forms of the advancing troops, as if all fat had been trimmed from them, nor even the barbs poking from their flesh that was most disturbing. It was their dead eyes, terrible and empty. The warriors did not respond to queries or pleas, and as village defenders realized their peril and drew their own weapons, it was too late. The blighted swordsmen swept through them like threshers at harvest. Their keen blades severed heads and sheared off limbs with brutal and emotionless precision. For them this act was not one of warfare or the slaughter of their own people—it was elegant and precisely executed butchery. The blighted Nyss swordsmen now turn this skill upon Everblight's enemies, be they Khadorans, the hardy trollkin of the northwest, or survivors of their own Nyss bloodlines.

Blighted swordsmen retain a close connection to their swords—the traditionally sacred weapons of the Nyss. This attachment could well be the only remnant of ordinary emotions they retain. In battle they achieve perfect union with these claymores and fight with absolutely no fear of death. They even disdain armor, preferring to enter battle bare-chested. Their black eyes show no sign of rage or cruelty as they conduct their atrocities, only an emptiness more akin to serene calm.

The swordsmen revere their blades more than they could any single life, fastidiously accounting for the weapons of their fallen compatriots after battle is done. They consider their treasured claymores to be the very embodiment of their essence, utterly refusing to abandon these keen reminders of their past. The only satisfaction they might derive from life, in fact, is knowing their swords will outlast them. Between battles blighted swordsmen can often be found staring at their weapons, as if almost recapturing a faint memory of their former lives.



SPAWNING VESSEL

LEGION BLIGHTED NYSS UNIT

We offer this sacrifice of flesh unto Ethrunbal. We beg the miracle of birth by your essence. Heed our call and send forth the akriel!

—Prayer of the Acolyths of Everblight

TACTICAL TIPS

Spawn Horror – The warbeast can activate the turn it is put into play.

Focal Point – Because this unit does not have a unit commander, models in this unit cannot receive the run or charge orders.

The cowled acolyths entrusted with spawning vessels prowl the battlefield behind the front ranks, snagging corpses with their gaff hooks and flinging them into the waiting cauldron. Bodies splash into the brackish fluids, a gruesome charnel reduction that sucks additions into its depths. There the corpses churn and simmer until a film forms. Suddenly a birthing spawn stretches and snaps the membrane on the liquid's surface as it leaps out onto the battlefield with a terrible screech, seeking to sate its ravenous hunger.

Spawning vessels are wrought-iron cauldrons crafted by ogrun slaves and delivered to Everblight's chosen warlocks. Blighted Nyss sorcerers inscribe profane runes upon them in the language of the dragons to imbue the vessel with the essence of unchecked growth. This power is awakened by a baptism in draconic blood that allows the vessel to serve as a crucible for the creation of dragonspawn. Pure draconic essence mixes with the flesh and blood of those slaughtered by the Legion until the foul, black soup becomes gravid with corruption.



VESSEL

Construct

VESSEL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
—	0	0	0	5	18	—

NYSS GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	13	11	8

GAFF	
POW	P+S
3	9

VESSEL'S DAMAGE	10
FIELD ALLOWANCE	1
VESSEL & 4 GRUNTS	2
VESSEL & 6 GRUNTS	3
VESSEL MEDIUM BASE	
GRUNT SMALL BASE	

Carried – This model is not a warrior model. It can advance only during its unit's normal movement. When it advances, it can move up to 1″ for each Grunt in this unit within 2″ of it at the beginning of this unit's activation. This model is automatically hit by melee attacks. It cannot be knocked down or made stationary.

Focal Point – This model's unit has no unit commander. Models in this unit within 8″ of this model are in formation. If a model in this model's unit is out of formation when beginning its normal movement, it must either advance toward this model and forfeit its action or run directly toward this model. If this model is destroyed or removed from play, remove the remaining models in this unit from play.

Last Call – If this model is disabled by an enemy attack, it can immediately make a special action.

Recycle – When a living model is destroyed within 4″ of this model + 1″ for each Grunt in this unit that is in formation, place one corpse token on this model. This model can have up to three corpse tokens at a time.

Spawn Horror (★Action) – Remove three corpse tokens from this model to place a non-character Faction lesser warbeast into play under your control. Place the warbeast within 3″ of this model and choose a friendly Faction warlock. This warbeast becomes part of that warlock's battlegroup.

NYSS GRUNTS

Stone Heart – This model never flees and automatically passes command checks.

GAFF

Reach

The acolyths who administer the vessel are blighted female Nyss bound by oaths to perform the rituals and sacrifices required to ensure the rapid generation of spawn. They actively embody the Legion's ghastly proliferation. Battlefields they decimate are eerie places—seeped in blood and covered in the tracks of countless claws and conflict, yet plucked clean of corpses.

BLIGHTED OGRUN WARMONGERS

LEGION UNIT

They are crude and imperfect but effective. Send them against the enemy first to sow terror and rend all hope, then follow to slaughter those who flee.

—Vayl, Disciple of Everblight

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	3	12	16	8

WAR CLEAVER	
POW	P+S
5	14

DAMAGE	8 EA
FIELD ALLOWANCE	3
LEADER & 2 GRUNTS	5
LEADER & 4 GRUNTS	8
MEDIUM BASE	

LEADER & GRUNTS

Fearless

Terror

Berserk – When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

WAR CLEAVER

Reach

The blight has brutalized the ogrun, ravaging their bodies by deforming and augmenting them at the same time. Warmongers are blight-bred for slaughter. Their mad eyes constantly reflect the twisted hallucinations they endure night and day. Completely incapable of sleeping, warmongers often chant to themselves in low tones and stare obsessively at some vision unseen by others, their faces twisted with anger and seething menace. Only battle brings them true release. Divorced from any sense of self-preservation, they can withstand brutal punishment without feeling any pain. They constantly emit a putrid odor, as if the lingering stench of death has seeped into their very being..

After conquering the Nyss, Everblight turned his attention to enslaving and converting the outlying tribes of wild ogrun dwelling in the northern mountains. Having been born among them, Thagrosh knew the locations of their enclaves and the numbers of their race. The Prophet is so removed from his former nature that he feels neither mercy nor malice for those he once claimed as kin, and he willingly offered his knowledge to his dragon master. Despite Thagrosh's cold treachery, the warmongers both fear and revere him; their leaders have gone so far as to name themselves his apostles.

The Nyss are markedly cool toward the warmongers. They barely tolerate the brutes and keep themselves carefully segregated, for the ogrun have a nasty habit of murdering anything in their path, whether friend or foe. More than one Nyss has lingered too close to these horrible creatures in combat only to be brutally hacked to pieces by a berserking warmonger's cleaver.



THE FORSAKEN
LEGION BLIGHTED NYSS SOLO

You shall come to know my master's hand by his glorious works.
—Thagrosh, Prophet of Everblight

Twisted beyond recognition, the forsaken are the malignant children of the dragon's accursed touch. The very presence of these abominations is anathema to life. They feed upon the misery of the battlefield and can mimic their master's burning aura to generate a mantle of blighted essence overwhelming enough to strike down the living by mere proximity.

These harrowing creatures are as sacred to the Legion as they are terrible, and they are indeed horrific despite their alien beauty and strange majesty. Capable of momentary periods of lucidity, forsaken are nonetheless unquestionably insane. This madness might derive from an awareness of the conflict between what they are and what they once were, unprotected by the blind resolve brought to other Nyss by more subtle applications of the blight. In their more cogent moments the forsaken remember the annihilation of their race and see in themselves the pure essence of the darkness responsible.



No ordered method guides the genesis of forsaken, though they seem to be created with greater frequency within the strong aura of blight that immediately surrounds warlocks and their athancs. Each of the sinister creatures is an aberration spawned from the unique stresses of one overwhelming moment in battle, a fluke eruption of the blight that prompts an uncontrolled and unpredictable acceleration of the transmutative cycle. Even the most fanatical of Everblight's vassals fears this fate. With bodies changed suddenly and irrevocably, forsaken often display draconic features, such as arms warped into vestigial wings, flesh covered in thick scales, serpentine tails, and spurred claws.

FORSAKEN

Abomination

Fearless

Blight Shroud (★Action) – Remove all fury points from this model. Enemy models within 1″ of this model for each fury point removed suffer a POW 8 damage roll. Add an additional die to the damage roll for each focus or fury point on the enemy model.

Consume Fury (★Action) – RNG CMD. Target friendly Faction warbeast. If the warbeast is in range, remove up to 5 fury points from it and put them on this model. This model can have up to 5 fury points at a time.

Ferocious – During its activation, this model can spend fury points to gain additional attacks or to boost attack or damage rolls, at 1 fury point per attack or boost.

FORSAKEN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	5	4	14	14	8

CLAW	
POW	P+S
5	12

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	


MINIONS



WILL WORK FOR FOOD

ON THE USE OF CROSS-SPECIES HIRELINGS

By sword, gun, or hammer or by claw, hoof, or tail,
death and destruction are universal.

—Alten Ashley

A letter from Professor Viktor Pendrake, as a reenlisted scout for the Cygnaran Army, to Scout General Bolden Rebald

As you asked, I have kept an eye open for hirelings of various species as I patrol the fringes of the Bloodstone Marches. To answer your question, this situation cannot be equated to the use of mercenary companies among the human armies in the western wars, but there are some similarities. Thinking of them as mercenaries will cause you to labor under misconceptions that could prevent you from grasping the situation.

Our sphere of engagement enjoys a long tradition of mercenary conduct that predates even the Orgoth. Though all companies do not equally honor these old codes, the system of charter and hire is well established and accepted. It is a system that outlines behavior and expected recompense so that each party knows what to expect. Nothing similar exists here among the varied groups fighting in these arguably more brutal and less organized battles.

I am quite sure that no safeguards exist for the fair treatment of hirelings, and their dispensation is thus entirely in the hands of whoever procures their services. Some groups, such as the trollkin, can be expected to make reasonable bargains with other races like the farrow or bog trogs, most often involving barter or the promise of future services. The blackclads of the wilds also utilize the services of other species and are willing to utilize a variety of means to gain their cooperation, including trade, manipulation, and sometimes coercion. Certainly, war offers opportunity to those willing to take risks and to fight, and I expect many of these more marginal species will accept those risks for the chance to secure a better future for themselves or their tribes.

At the other end of the spectrum are the skorne. From my personal observation and experience, the culture of the invading Skorne Empire is firmly based upon a foundation of slave labor. Whereas trollkin chieftains might bargain for help, the skorne will simply enslave any other race they happen to find useful; subjugation and enslavement are second nature to them.

I believe the arrival of the skorne in such numbers—as they make their slow but inexorable conquest of this barren land—has changed the behavior of several groups. This might also be the case elsewhere in the face of calamity, such as in Khador's wild frozen north where a new terror has arisen. Evidence strongly indicates that draconic blight is rampant in this new force, and rumors of affected species continue to increase. Reports confirm that this army also makes use of slaves, perhaps considering them an even more disposable resource than the skorne do. In the face of such threats it is inevitable that groups of intelligent species will overlook their differences to band together in order to survive. We will certainly see more such cooperation in the times to come.

The species most affected by the current struggles on the fringes appear to be the farrow, various breeds of gatormen, bog trogs, and several species of gobbers, including those commonly called "swamp gobbers." I expect these will not be the last. Do not discount such groups as inferior for having less refined cultures; they count among them exceptional individuals and heroes who can stand proudly with the best mankind can boast. Nor are humans exempt from these engagements. I know of several opportunistic coin-seekers plying their trade in these fights.

I will relate more as I discover it.

—VP

FARROW BRIGANDS
MINION UNIT

Once they've dug in, rootin' 'em out ain't easy. Give 'em some slop and good ground and they're here to stay.

—Alten Ashley

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	5	12	14	8

PIG IRON			
RNG	ROF	AOE	POW
10	1	—	12

CLUB	
POW	P+S
4	10

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

Minions – These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER & GRUNTS

Dig In (★Action) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

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.

- **Heroic Call –** Affected models gain Fearless and Tough for one round.
- **Hog Wild –** Affected models can make one ranged attack this activation before this unit makes its normal movement. After their normal movement, models in this unit that make combat actions can only make melee attacks this activation.
- **March –** Affected models gain Pathfinder for one turn.

TACTICAL TIPS

Hog Wild – Yes, affected models can make ranged attacks, advance, and then use Dig In.

Stonebridge Castle were beset by Protectorate zealots, the military left a number of weapon caches exposed for plunder. The farrow were only too willing to seize these weapons and put them to good use.

Farrow maintain ties with both trollkin kriels and druids of the Circle Orboros. Farrow religion strongly resembles the Dhunian faith, and their shamans find much common ground. These races often barter for farrow services with needed resources such as blasting powder, food, or protection.

As with other species embroiled in these battles, the farrow have attracted the attention of Everblight's legion as well as that of the invading skorne. Both groups have been known to enslave the sturdy farrow for use as cannon fodder.



The farrow are stern half-man, half-pig creatures found throughout the wilds of eastern Cygnar, southern Llael, and the fringes of the Marches. Civilized communities loathe them and often spread unkind rumors of their piggish habits and inscrutable origins. This animosity has been exacerbated by the fact that farrow often prey upon and scavenge from remote villages, lumber camps, and traveling merchants. The people of the Midlunds despise them as freakish menaces to farmers and trade caravans alike.

In the recesses of the wilderness other groups are eager to employ these fierce and hardy soldiers. Noted for their thick hides and boar-like tenacity, farrow are as difficult to bring down as the wild animals they resemble. Those armed with pillaged rifles are the equal of many front-line soldiers.

Several large farrow tribes came down from the Dragonspine Peaks to profit from the chaos in northern Cygnar during the recent Second Thornwood War. When both Fisherbrook and

SWAMP GOBBER BELLOWS CREW
MINION UNIT

I don't care what that cloud smells like—it'll hide us from those archers, and we're going in.
—Greygore Boomhowler

TACTICAL TIPS

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

Swamp gobbers are a clever and hardy race of diminutive humanoids found in many bogs and marshes, but they are particularly numerous in the eastern Thornwood and the Widower's Wood outside Corvis. Their crowning achievement is a unique mixture of brewed liquids that combines with astonishing rapidity to produce a dense fog. They have been able to turn this innovation into an economic resource by inventing an ingenious contraption that spreads the fog across a large area, making it difficult to see anything more than a few feet away.

Half as tall as humans, gobbers possess chameleon-like skin that can change color to help them blend into their surroundings. Most gobbers are quite intelligent and have a natural knack for invention and alchemy, but some of the more isolated groups lack the sophistication of their more urbane peers. Swamp gobbers fall into this second category, though they do speak a variety of languages they use to barter trade for their villages.

Recent warfare has encouraged swamp gobbers to seek advantages for themselves. A number of these enterprising folk have offered their services in return for food or weapons to be sent back to their families. Their prices are reasonable, and both the trollkin and druids have occasionally enlisted their particular expertise in concealment. This intrepid philosophy has put the swamp gobbers in harm's way like never before, and some of their tribes have been captured by the skorne or forced to serve the Legion. The bellows crew prefers not to fight if they can avoid it, their primary purpose instead being to use their fog to protect their allies against volleys of arrows, bullets, or skorne reiver needles.

Minions – These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER & GRUNT

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

Cloud Cover (Order) – Models who received this order must forfeit their actions. After this unit's normal movement, place a 3″ AOE cloud effect in play with its center point within 1″ of the Leader. If the Grunt is B2B with the Leader, place a 5″ AOE instead. This AOE remains in play for one round.

LEADER & GRUNT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	3	3	15	11	7

HAND WEAPON	
POW	P+S
2	5

FIELD ALLOWANCE	1
LEADER & 1 GRUNT	1
SMALL BASE	



ALTEN ASHLEY
MERCENARY MINION CHARACTER SOLO

Twelve feet high at the shoulder and a mouth full of fangs? Hell, that'll look great mounted on a wall.
—Alten Ashley

ALTEN ASHLEY						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	8	14	14	9

BUCKING JENNY			
RNG	ROF	AOE	POW
14	1	—	12

SWORD	
POW	P+S
3	9

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cygnar, Khador, and the Protectorate.

Minion – This model will work for Circle and Trollbloods.

ALTEN ASHLEY

Advance Deployment

Pathfinder

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

Monster Hunter – When this model hits a warbeast with an attack, the warbeast suffers d6 points of damage to a branch of your choice.

Swift Hunter – When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2″.

Some men are just rugged through and through: mean as a gorax, born with an eagle's eye, and possessed of such irrepressible gumption they become legends in their own time—or at least in their own minds. Alten Ashley is such a man. Unlike some braggarts, though, he lives up to his reputation as an exceptional hunter of the great beasts that stalk the wilds of western Immoren. Most men feel fear at the emergence of previously hidden enemies and the onset of war, but not Alten Ashley. For him these conflicts hold the thrilling promise of both gold and danger.

Ashley's jealous detractors dismiss him as a money-grubbing mercenary, but wealth is the least of his motivators. Though he appreciates a healthy purse—and his vast skill certainly commands a fair fee—the thrill of taking down Caen's most dangerous creatures is what truly drives him. Alten gleefully embraces the peculiar madness that demands some men seek danger instead of turning from it. Neither the reward nor the kill matters to him as much as the excitement of the hunt and the gathering of esoteric monster lore.

Ashley does not speak of a homeland, but his accent marks his roots as being somewhere on the western coast of Cygnar. For sport or hire he has traveled more than most; he has tales of tracking one of Blighterghast's dragonspawn deep in the Wyrmwall Mountains, narrowly escaping a rampaging dire troll in the Gnarls, and hunting the largest frost drake ever recorded in the frozen wastes of Khador. Deciding the cold did not suit him, he swung through the Thornwood Forest killing warpwolves before making his way to the fringes of the Bloodstone Marches. The only place he is seen with any regularity is the Sanity's Bastion saloon in the dusty no-man's-land of a town called Ternon Crag, some fifty miles east of Cygnar.

With a reputation for being so boisterous as to be considered obnoxious, Alten has earned few true friends. He is nevertheless respected by both Kossite woodsmen and Morridane scouts. Even the Widowmakers grudgingly acknowledge Ashley's shooting skill, despite his lack of formal training.

The hunter's truly monstrous rifle, named Bucking Jenny, has a thick, large-bored barrel designed to blast open the thickest hides. The weapon can punch a hole through a man as if he weren't there, and its bipod allows Alten to aim more accurately while hiding prone in the underbrush. Though Ashley relies heavily on this oversized gun, he is proficient enough with a sword to hold his own when a target closes to tear him apart.

Ashley will be the first to insist it is not his weapons that make him deadly but rather his experience and knowledge. The monster hunter has already fought more dangerous creatures than a Nyss ranger might face in a century. He knows their habits, their strengths, and their weak points—exactly where to shoot in order to deflate a dire troll's lung, for example. Not many living creatures can survive a few rounds from Alten's rifle, and he's just as capable of slipping a blade between a beast's ribs to tickle its heart. Spurning the easy life, Ashley seeks out one dangerous challenge after another. Somehow he always manages to escape unscathed and with more experience, more coin, and more stories.

TACTICAL TIPS

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

Monster Hunter – Apply this damage before the damage roll.



TOTEM HUNTER
MINION CHARACTER SOLO

The totem hunter stalks the land hunting man and beast as if they were one and the same.

—Professor Viktor Pendrake

TOTEM HUNTER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	8	8	4	14	15	9

KELKAX	
POW	P+S
6	14

SPIKED BUCKLER	
POW	P+S
3	11

DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	3
MEDIUM BASE	

Minion – This model will work for Circle, Legion, Skorne, and Trollbloods.

TOTEM HUNTER

Fearless

Pathfinder

Stealth

Hunter – This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

Jump – After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5″ of its current location. Any effects that prevent it from charging also prevent it from using Jump.

Prey – After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10″ of its prey, it gains +2″ movement that activation. When the prey is destroyed or removed from play, choose another model/unit to be the prey.

Sprint – At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

KELKAX

Reach

TACTICAL TIPS

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

Immoren is but one of Caen's continents. The world is largely unexplored by its isolated inhabitants and contains horrors many of its denizens can barely fathom. Originating across the ocean, one of these frightening species is represented by a being known as the totem hunter. Very little is known about this creature's culture, beliefs, or native language, but its motive is clear: it lives to hunt. The totem hunter values its kills above all else and retains grisly totems from its most formidable adversaries. Its hunts are accompanied by sacred rituals through which the hunter hopes to capture a portion of each kill's essence.

Strengthened by its totemic trophies, the hunter seeks increasingly refined levels of lethal perfection. It is rarely seen by its victims except in the moment before death. With a hideous cry that can shatter glass and paralyze men in terror, it leaps from nowhere to impale its chosen target upon a wickedly barbed spear. This hunter has been drawn to the battles of western Immoren like a carrion crow to a charnel feast. Able to cloak itself in shadow and vanish into the darkness, the totem hunter leaves no trace of its passage other than whatever remains of its hapless targets.

This is a fortuitous time to seek trophies, for the rise of Everblight and the invasion of the skorne have brought more powerful and singular prizes for the totem hunter to harvest. Its complete lack of any other agenda means it is willing to join battle on any side: those who profit from its presence in one engagement might well find themselves at its mercy in the next.

The totem hunter makes itself known to a chosen battlefield commander shortly before an engagement, choosing those it considers worthy by its own inscrutable criteria. After drawing the eye of a warlock, it makes an enigmatic gesture—perhaps some form of salute—and vanishes. This motion indicates the totem hunter will spare the soldiers of its chosen leader. In the ensuing fight it preys upon any of the enemy's dangerous beasts or formidable combatants that draw its attention. It slips away after the battle without seeking any payment or recompense beyond the totems it gathered in the course of its bloody work.

The totem hunter has honed its skills with obsessive determination and bears many weapons of power. It can leap tremendous distances and meld seamlessly into cover. Indeed, any attempt to track the totem hunter after battle or engage in more extensive interaction ends with inevitable failure. Whatever its purpose in Immoren, there are few creatures as graceful, deadly, or utterly terrifying.



TROLLBLOOD GALLERY



MADRAK IRONHIDE
Warlock



GRISSEL BLOODSONG
Warlock



HOARLUK DOOMSHAPER
Warlock



TROLL IMPALER
Light Warbeast



DIRE TROLL MAULER EXTREME
Heavy Warbeast



FELL CALLER HERO
Solo



TROLL AXER
Light Warbeast



PYRE TROLL
Light Warbeast



DIRE TROLL MAULER
Heavy Warbeast



DIRE TROLL BLITZER
Heavy Warbeast



DIRE TROLL BOMBER
Heavy Warbeast



KRIEL WARRIORS
Unit



PYG BUSHWHACKERS
Unit



SCATTERGUNNERS
Unit



TROLLKIN CHAMPIONS
Unit



KRIELSTONE BEARER & STONE SCRIBES
Unit



CIRCLE ORBOROS GALLERY



KAYA THE WILDBORNE
Warlock



KRUEGER THE STORMWRATH
Warlock



BALDUR THE STONECLEAVER
Warlock



FERAL WARPWOLF
Heavy Warbeast



GORAX
Light Warbeast



THARN BLOODTRACKERS
Unit



WOLVES OF ORBOROS
Unit



SHIFTING STONES
Unit



LORD OF THE FEAST
Solo



ARGUS
Light Warbeast



WARPWOLF STALKER
Heavy Warbeast





DRUIDS OF ORBOROS
Unit



THARN RAVAGERS
Unit



WOLDWATCHER
Light Warbeast



WOLDWARDEN
Heavy Warbeast

FERAL WARPWOLF EXTREME
Heavy Warbeast

SKORNE GALLERY



ARCHDOMINA MAKEDA
Warlock



LORD TYRANT HEXERIS
Warlock



MASTER TORMENTOR MORGHOUL
Warlock



TITAN CANNONEER
Heavy Warbeast



CYCLOPS SAVAGE
Light Warbeast



PRAETORIAN SWORDSMEN
Unit



CATAPHRACT ARCUARII
Unit



BASILISK DRAKE
Light Warbeast



BASILISK KREA
Light Warbeast



ANCESTRAL GUARDIAN
Solo



CATAPHRACT CETRATI
Unit



PAINGIVER BEAST HANDLERS
Unit



VENATOR REIVERS
Unit





TITAN GLADIATOR
Heavy Warbeast



TITAN SENTRY
Heavy Warbeast

LEGION OF EVERBLIGHT GALLERY



LYLYTH, HERALD OF EVERBLIGHT
Warlock



THAGROSH, PROPHET OF EVERBLIGHT
Warlock



VAYL, DISCIPLE OF EVERBLIGHT
Warlock



FORSAKEN
Solo



BLIGHTED SWORDSMEN
Unit



WARMONGERS
Unit



SERAPH
Heavy Warbeast



TERAPH
Light Warbeast



CARNIVEAN
Heavy Warbeast



STRIDERS
Unit





BLIGHTED ARCHERS
Unit



SHREDDER
Lesser Warbeast



HARRIER
Lesser Warbeast



SPAWNING VESSEL
Unit

MINIONS GALLERY



ALTEN ASHLEY
Solo

SWAMP GOBBER BELLOWS CREW
Unit

TOTEM HUNTER
Solo



FARROW BRIGANDS
Unit



HOBBY AND PAINTING GUIDE
PREPARING MODELS AND TERRAIN FOR PLAY

The goal on the battlefield is to crush your enemy, and doing it with a painted army gives you both a banner of pride to carry and a way to inspire fear in your opponent. Fielding a well-painted army shows you mean business. This guide will introduce the simplest and fastest way to paint your miniatures to a level that will make you proud. We will describe tools and techniques you can use from the moment you open the model package through the stages of painting and on to decorating the base for the finished piece. This guide will teach you how to get your army painted and onto the field in a way that is as satisfying as it is quick and easy.

Painting miniatures is very rewarding, from the day you start into years later. Like many skills, the more you do it the better and faster you will become. The time you spend doing it, or "brush time," will be your greatest teacher. With a little guidance and brush time, before long you will knocking out models left and right—just like on the field.

There are a couple of points to keep in mind when working. First, some of these models are huge! When painting a big machine, just think of it in smaller parts. Isolate the areas as you paint, dividing and conquering, and it's the same as painting a smaller model. Second, the fine details are important; make them work to your advantage. Soon you will know the tricks to painting these details fast while keeping them looking good.

Let's get started!



Formula P3 Hobby Tool and Paint Racks



Formula P3 Paints



Formula P3 Super Glue

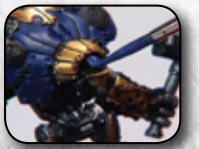


Formula P3 Paint Brushes

WORTH A THOUSAND WORDS

To learn more about painting and using tools and to pick up a multitude of tricks and techniques, check out the Formula P3 hobby DVD Modeling & Painting, *Vol.* 1*: Core Techniques.* It provides a solid visual databank of useful information for both new and experienced hobbyists.









PREPPING YOUR MODEL

Using the right tools will make it much easier to achieve your goal. Take a moment to look over the list of tools and supplies and the picture of the tool and supply layout on the facing page. The majority of these tools made by Privateer Press you can get at your local hobby store; the others you can find at any general store if you don't already have them.

Start with your work area. Besides a table and chair, you will need a good light source; a swing-arm lamp that clamps onto the side of your table will work fine. Also have a self-healing mat or a piece of masonite available to protect the table surface when you are cutting.

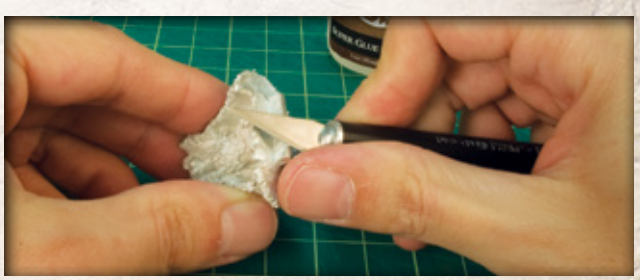
When you first open your box set or blister pack, take some time to get to know your miniature. Locate all the parts and determine what they are and what they will be doing in the final model. It may help to dry fit them, which is holding each piece in place as you expect it will appear in the final assembly. Using files, a hobby knife, and clippers, begin to clean the miniature. Carefully remove the mold line with a file and the hobby knife. This is the fine line wrapping around the miniature that is created when the two halves of the mold come together when the miniature is cast. Clean off any slivers and small chunks of metal with the clippers, a little at a time. When you're confident the model is clean, fix the parts together using super glue, then glue the model to its base. Don't use too much, and don't glue your fingers together!

After the miniature is cleaned and assembled, it's time to prime it for painting. This step may not seem as exciting as applying color, but it's necessary: the primer provides a surface coat for the acrylic Formula P3 paint to adhere to. This is a simple process; just secure the model to the outside of a box with masking tape and go outside or to a well-ventilated area to spray it with primer. Be sure to follow the directions on the primer can. Spray from several angles so that the primer covers the entire model, but be sure to spray lightly so that the model details are preserved. You have the choice of black or white primer. In general, if the miniature is going to be dark overall with a lot metal, it's best to prime it in black. If the miniature is going to be painted in brighter colors, prime it in white.

Allow the primer to dry for a couple of hours. You can speed this up a bit with a hair dryer if you want to, but be careful when doing this with plastic models so that they do not bend or warp. When the primer is dry, it's time to paint.



1. Clipping extra pieces from the model's body.



2. Using a hobby knife to scrape mold lines off the cape.



3. Filing mold lines off the cape.



4. Gluing the figure together.



5. Priming the model (black) that is mounted on the box.

THE TOOLS FOR PAINTING

The most important tools you need before beginning to paint are the brushes. A couple of brushes in different sizes will work just fine at first; you can add to your collection as you paint more and more models and want more specialized brushes. Privateer Press makes a range of Formula P3 Brushes that will cover all your needs. In addition, you need two pots of water. Use one for cleaning your bushes and another for thinning your paints—be sure to keep this water clean! Lastly, you need paper towels for general use and some type of palette to mix your paints on; this can be a sheet of plastic card, a piece of porcelain, or some glossy card stock.



BASIC PAINTING ORDER AND TRICKS

Now that you have all the tools you need to get started, let's talk a bit about the way and order in which to paint. To make the paints easier to work with, try thinning them just a touch on the palette; 8 parts paint to 1 part water is enough. This will allow them to brush on significantly smoother and cleaner. You will need to apply a couple of coats to completely cover a surface—this is entirely natural—but with slightly thinned paint the end result will be even, not chunky.

A large part of painting a miniature is defining the shadows and highlights. You are also giving it color, of course, but the real impact comes from representing the way light hits its surfaces. This gives the eye information not only about the shape of the model but also about the material of the surface: whether it is flesh or metal, smooth or textured, polished or dull. In a sense, you are exaggerating what you would see in real life. This will make the miniature look downright cool on a table, simple as that.

The steps for model painting are pretty straightforward:

- First you will lay down the basecoat. This takes the most time and is a very important stage.
- Next you will apply any washes and shading you want.
- After this, you will highlight the miniature.
- Lastly, you will give it the final touches and details.

When laying down the basecoat start with the area that will be the messiest and then move on to the areas that will be easier, considering the shape, size, and location of each. How difficult will it be to paint without messing up other areas? With a little brush time, you will be able to make this assessment almost automatically.

TOOLS OF THE TRADE

WORK AREA

Chair • Light source • Table

ASSEMBLY TOOLS

Cutting mat • Masking tape
Formula P3 Clippers
Formula P3 File Set
Formula P3 Hobby Knife and blades
Formula P3 Spray Primer
Formula P3 Super Glue

PAINTING TOOLS

Formula P3 Brushes
Palette • Paper towels
Water cups

BASING TOOLS

Flock or static grass
Hobby sand • White glue

Each faction has its own identifying colors; you can see them in the artwork throughout this book as well as on the painted miniatures in the gallery. This will give you an idea of what colors you will want. The sections on painting each faction include lists of the paints used. And you can always decide on a palette of colors that's all your own!

PAINTING TUTORIAL

This guide will take you step-by-step through great ways to quickly and effectively paint the most common materials represented on HORDES miniatures. There are many different techniques for painting miniatures. Some are fast and effective, which will get you through painting quickly so you can play games with completed minis sooner. Other techniques may win you awards for artistry but require practice and experience. Whichever path you choose, a painted mini looks better and plays harder than one left bare metal or plastic—no matter the level of painting skill. The techniques described here are tried and true, fast, and easy to learn, and the results look great on any battlefield.

BASECOAT



Starting with a black undercoat, basecoat the armor Radiant Platinum, the gown Frostbite, the skin Morrow White, the feathers Coal Black mixed with a little Menoth White Highlight, and the orb Cygnar Blue Highlight mixed with Morrow White.

WASHING & FIRST HIGHLIGHTS



Wash both the armor and feathers with a mix of 3 parts Armor Wash and 1 part mixing medium. Wash the skin with a mix of Underbelly Blue and Mixing Medium. (Keep this mix; you will need it later.) Add more Morrow White to the orb base color and highlight using the layering technique. Use a mix of Frostbite and Morrow White to highlight the gown in the same way.

SHADING & SECOND HIGHLIGHTS



Drybrush Coal Black on the feathers; add Exile Blue to the skin wash mix and apply this wash for a deeper shadow. Layer highlight the armor with Quick Silver and the gown with Morrow White. Keep adding Morrow White to the mix for layer highlighting the orb.

FINAL TOUCHES



Drybrush a mix of Coal Black and Menoth White Highlight on the feathers. Layer a mix of Exile Blue and Underbelly Blue to the deepest areas of the skin. Apply Thamar Black to the fingernails, a highlight layer of Coal Black to the robe, and a final highlight layer of the orb mix with more Morrow White to the orb. Paint her eyes Morrow White and allow them to dry. Add a small dot of Thamar Black to define each of her pupils, then add a thin layer of Murderous Magenta around the eyes.

FINISHED



Ready for battle! The entire fast and simple process took just a couple of hours. Nothing fancy—just a basecoat, a wash on the metals and feathers, some layering, and a couple of highlights—but she's looking great.

Notice how her base is finished. See "Basing Your Model" on p. 234 for how to do this.

PAINTING YOUR MODELS

In the following sections we will be using the techniques described above. Understand that any area on a mini can be painted using any of these techniques. Don't feel limited by which technique we use here for each material; you can just as easily layer or wash stone as you can drybrush it. In the same vein, there is no one stopping you from using any color or combination of colors with a particular technique. For example, the techniques for painting Trollblood skin will work for the skin of a Farrow—just change up the palette and away you go. Finally, there is only so much you can learn by study. Practice, experimenting, and finding others who paint is what will make the greatest difference to your skill in painting miniatures.

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.

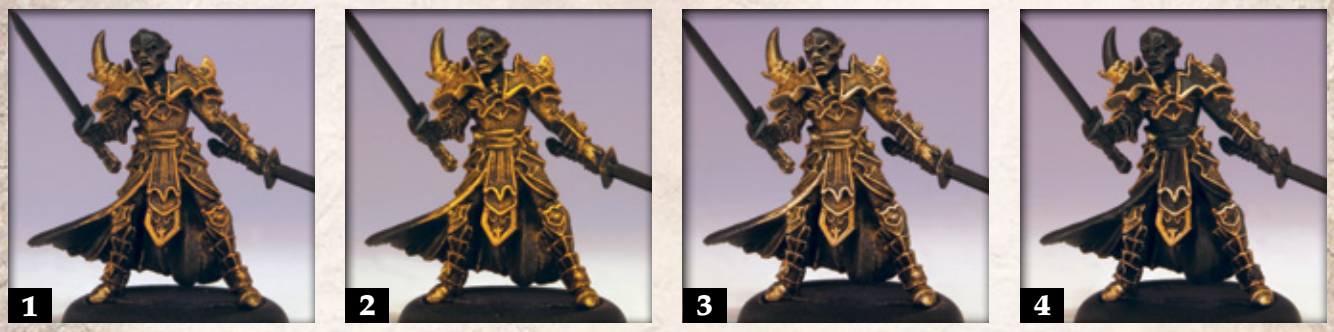
HIGHLIGHTING
A lighter color applied to the basecoat in the raised areas of a miniature to create the look of light hitting the surface. When highlighting in multiple steps, keep a little bit of the underlying color showing, overlapping them like the shingles on a roof.

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.

GOLD TRIM (DRYBRUSHING)

Rhulic Gold Solid Gold Radiant Platinum



1) Rather than paint the thin trim on the entire mini, just drybrush the entire model the color of the trim and then clean up the surrounding areas—this is much faster. Begin by drybrushing Rhulic Gold all over the black mini.

2) Highlight by lightly drybrushing the model with Solid Gold.

3) Very lightly drybrush the mini with Radiant Platinum.

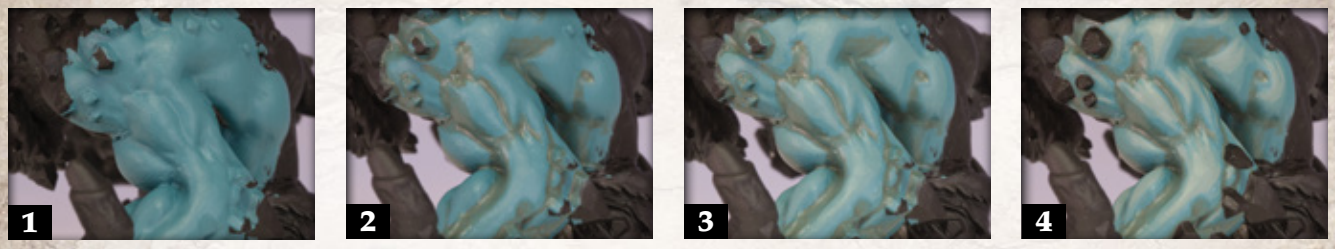
4) Clean up the areas surrounding the gold trim. Here we blacked out the areas that will later be painted Skorne Red. Going about it this way rather than layering the gold on the trim is lightning fast in comparison.

DRYBRUSH FIRST

It's a good idea to paint the areas on a mini that will be the messiest first so that you do not risk ruining parts you have already completed. Drybrushing is messy, so do this first. If you drybrush later in the process, take care to stay focused and clean with the application.

TROLL SKIN (LAYERING)

Trollblood Base Thornwood Green Trollblood Highlight



1) Apply an opaque basecoat of Trollblood Base. You might need to give the area a couple of coats to get the solid, opaque finish required.

2) Mix equal portions of Trollblood Base, Thornwood Green, and mixing medium for the shading color, then add a tiny bit of water to thin the mixture. Paint this into the crevasses and shadowed areas to create depth.

3) For the initial highlighting, mix equal parts Trollblood Base and Trollblood Highlight and paint this onto the raised areas. Be sure to leave a line of the basecoat showing to create the transition of color.

4) For the final highlight, add more Trollblood Highlight to the mixture and paint this on the uppermost areas that receive light. Looks good, and it was quick.

FUR (WASHING & DRYBRUSHING)

Trollblood Highlight Armor Wash Menoth White Highlight



1) Basecoat the area with Trollblood Base.

2) For the shading, make a wash using 2 parts Matte Medium, 1 part Armor Wash, and a 1 part water. Start with a color a little lighter than what you want in the end, as it will darken a bit in the process. Liberally apply this all over the fur. Let dry and you have instant shading.

3) After the wash dries, drybrush Trollblood Highlight on as the first highlight.

4) Drybrush Menoth White Highlight on the uppermost areas for the final highlight.

METAL (WASHING)

Cold Steel Armor Wash Quick Silver



1) Basecoat the area with Cold Steel.

2) Make a wash using 3 parts Armor Wash, 1 part mixing medium, and 1 part water and apply this to the basecoated area for the shading.

3) For the final highlight, paint a layer of Quick Silver on the uppermost areas that receive light. Can it get any easier?

STONE (DRYBRUSHING)

Bastion Grey Trollblood Highlight Menoth White Highlight

1) Begin highlighting by drybrushing Bastion Grey over a black basecoat. Go over the mini multiple times to get the desired effect.

2) Moving higher in value, drybrush Trollblood Highlight onto the mini. It is important to leave some of the darker color showing to create a three-dimensional effect.

3) Drybrush Menoth White Highlight for the final highlights. Here, we apply the paint only to the raised edges.



WOOD AND CORDAGE (WASHING & LAYERING)

Gun Corps Brown Menoth White Base Rucksack Tan Flesh Wash Armor Wash
Umbral Umber Hammerfall Khaki



1) In this example we will use the same color wash to shade multiple basecoat colors. Basecoat the wood Gun Corps Brown, the wood's core Menoth White Base, and the cordage Rucksack Tan.

2) Make a wash by mixing 3 parts Flesh Wash, 1 part Armor Wash, 1 part Umbral Umber, and 3 parts mixing medium. Add a tiny bit of water to help the mixture flow, and apply this wash over all the base colors.

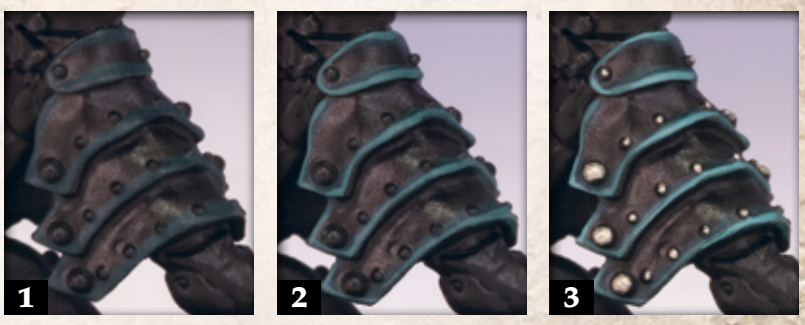
3) After the wash dries, layer the highlights by using Hammerfall Khaki mixed with a little Gun Corps Brown for the wood, Menoth White Base for the wood core, and Menoth White Base mixed with Rucksack Tan for the cordage.

BLACK (LAYERING)

Thamar Black Coal Black Menoth White Base Menoth White Highlight Radiant Platinum

1) If you use grey to highlight black, the black can turn out looking grey. The solution here is to use Coal Black to highlight over Thamar Black and keep the highlights tight and close to the edge, leaving at least half of each surface Thamar Black. Layer a thin line of Coal Black on the lighted edge of the area.

2) Add a little Menoth White Base to Coal Black and layer on a thinner line for the highlight.



3) Add a little Menoth White Highlight to the mix and layer an even thinner line for the final highlight. Here we also added Radiant Platinum to the rivets to make the effects of the highlighted black easier to see.

TUSKS (LAYERING)

'Jack Bone Battlefield Brown Menoth White Highlight







1) Basecoat the tusks with 'Jack Bone.

2) Layer thin lines of Battlefield Brown from the base halfway down the tusks.

3) Layer thin lines of Menoth White Highlight from the middle up to the tip of the tusks. This technique works for teeth and claws as well.

TARTAN (LAYERING)

Umbral Umber Boostrap Leather Menoth White Highlight Gnarls Green Iosan Green

1) After painting the skirt using Umbral Umber and Bootstrap Leather, begin the pattern by layering on thin, horizontal lines of Menoth White Highlight. Don't get distressed if you make a mistake; you can always touch it up with the brown base colors.







2) Layer on thicker vertical and horizontal lines between the thin lines you just painted going over and covering up the thin lines. Here we used Gnarls Green.

3) To finish the pattern, highlight the green lines by layering Iosan Green on the uppermost areas that receive light.

BASING YOUR MODEL

Decorating a miniature's base takes the model to a whole new level of realism and can significantly increase its "wow factor." It doesn't need to be elaborate, though; the step-by-step process described here is simple and quick. Other uncomplicated options include painting the sand a different color, using more (or no) static grass, and even using baking soda for snow. With a little practice and imagination, you will be able to create works of natural battlefield beauty on any base.













1) Begin by applying some white glue thinned with a little water. You can use a good brush for this—just make sure you use water-soluble glue and wash your brush thoroughly.

2) Swirl the base in a container of hobby sand until you have the coverage you want. Let dry.

3) Create a stain of water, Brown Ink, and Umbral Umber and paint the mix into the sand. Let this dry.

4) Drybrush the sand with Rucksack Tan. Drybrushing can be messy; be careful not to get Rucksack Tan on the feet of the miniature.

5) Give the base a final drybrushing of Menoth White Base.

6) Using white glue, glue some static grass or flock onto the base and let dry. Clean up any mess on the edge of the base, and you have a finished piece.

BUILDING TERRAIN

In addition to painted miniatures, nicely modeled terrain adds a great deal of character to your games of HORDES.

A basic game board is simple enough to make. A 4′ x 4′ piece of plywood provides an ideal battlefield after being textured with sand, painted, and flocked. A sheet of green felt laid over some books to simulate hilly terrain can also be effective in a pinch.

Modular elements placed onto the game board make your battlefield tactically challenging and keep the terrain varied from game to game. In addition to focusing on their aesthetics, remember to consider the functionality of terrain elements during construction so they can comfortably accommodate models during play.

WOODS

Whether they take the form of a sprawling forest or a small copse of trees, woods are an integral part of any terrain library. They add tactical elements like concealment and difficult terrain to the battlefield. The necessity to define an area for the woods while simultaneously making the trees passable for large units of models makes the construction of an appropriately dense forest quite a challenge. The following method allows you to create realistic forests with movable trees to accommodate models.

Rather than place each tree on its own base within the forest template, place three or four trees on a large stand. Three of these tree stands will fit onto a larger flat template that defines the area of woods. Building forests this way means fewer components and makes game setup and cleanup much quicker. Most importantly, the woods will look like *woods* rather than a template with two or three trees on it.

TREE STANDS



First, cut the tree stands out of foam core board, and bevel the edges. Next, use Formula P3 Super Glue to attach the plastic tree armatures (available from a variety of manufacturers and found at most hobby stores) onto to the stand. For burned woods, be sure to attach a few broken and knocked down trees.



Next, use construction adhesive to fill in the seams where the plastic trees attach to their stands. Doing this allows you to apply the sand and flock more evenly.

After you complete the tree stands, cut the woods templates out of foam core. Ensure you cut them large enough to accommodate three of the tree stands. Bevel the edges as you did for the smaller stands.

FINISHING THE WOODS

Cover the bases with wood glue and add some sand. When that is dry, spray the piece with Formula P3 Black Primer. Drybrush the sand with three colors: Battlefield Brown first, then Moldy Ochre, and finally 'Jack Bone. Drybrush the trees with Battlefield Brown mixed with a little Bastion Grey. Apply some flock to the base. At this point you need to decide if your woods will be alive and lush or burned and blackened.



For lush woods, affix some foliage clusters to the tree armatures. There are a variety of spray adhesives and tacky glues that are specifically designed for foliage. If your trees will be handled a lot, super glue can provide a more durable bond.



For burned woods, affix small foliage clusters at the top or side of one or two of the tree armatures, but leave the rest bare. In short bursts, spray the tree trunks with black primer. Spray the edges of the foliage, the center of the stands, and the larger tree template as well. Drybrush some patches of Bastion Grey over the blackened areas for a charred, ashen look.

APPENDIX A: TIMING
STEP BY STEP THROUGH ATTACKS, DAMAGE, AND ACTIVATIONS

Every ability or effect that is not always "on" has conditions dictating when it begins and ends. Situations where multiple effects resolve at the same time are not uncommon, and it is important to be able to sort out the order effects resolve.

The rules on timing of abilities use the terms **active player** and **inactive player**. If a model is making an attack, its controller is the active player. If no model is making an attack, the active player is the player whose turn it is. In both cases, the other player is the inactive player. When resolving effects that occur "after the attack is resolved," the active and inactive players remain the same as during the attack until all effects triggered by the attack are resolved. At any time two or more abilities are triggered at the same time, such as "attack hit" or "end activation," the active player chooses the order in which abilities on his models resolve, then the inactive player chooses the order in which abilities on his models resolve.

Some effects cause certain conditions of an attack, such as whether it hit or what models it boxed, to change during resolution. When resolving triggered effects, recheck trigger conditions as you resolve each ability. If a condition is no longer met, the effect does not resolve. Similarly, if an effect on one model causes a condition to change on another, effects triggered by that condition will resolve for each of those models.

There are many times during an attack when abilities can resolve. The structure of an attack is outlined below. In most cases the exact sequence shown here does not need to be followed step by step, but this description will help you resolve complex interactions if they occur.

SIMULTANEOUS AND SEQUENTIAL

When an effect causes multiple attacks or damage against multiple models, the attacks and damage can be either simultaneous or sequential. These labels denote whether various effects can resolve before all the attacks or damage are resolved or if the effects can intercede, possibly changing the outcome of the original effect. When resolving simultaneous effects, completely resolve all attack and damage rolls before applying any of the target's special rules triggered by suffering damage, being destroyed, or being removed from play.

Example: *When a model is slammed, the slam damage is simultaneous with the collateral damage, so first resolve the damage roll on every affected model. Then resolve effects triggered by a damage roll being sufficient or insufficient to damage them. Finally, apply damage to every affected model.*

AT ANY TIME DURING THIS MODEL'S ACTIVATION

Many effects and rules state they resolve or can be used "at any time during this model's activation." This is not literally true. The resolution or opportunity for use does occur at any time during the model's activation—*except* when it or another model is resolving a movement, attack, or any other effect.

Example: *Warlocks can cast spells "at any time during their activation." This means Thagrosh, Prophet of Everblight can cast a spell before and after moving, before and after an attack, before using his feat, and after placing all models from his feat. He cannot, however, cast a spell while he is moving, making an attack, or using his feat to place a Carnivean back into play.*

ACTIVATION TIMING

1. Resolve effects that occur before activating.
2. Resolve effects that occur at the beginning of activation.
3. Resolve all required forfeiture of movement and action.
4. If activating a unit, the unit commander can issue an order.
5. Resolve effects that occur before moving.
6. The model makes its normal movement.
7. Resolve effects that occur at end of normal movement.
8. If activating a unit, repeat steps 6 and 7 for all troopers, then resolve effects that occur at end of unit's movement.
9. The model makes its action.
10. Resolve effects that occur at end of action and at end of combat action.
11. If activating a unit, repeat steps 9 and 10 for all troopers, then resolve effects that occur at end of unit's actions.

ATTACK MAIN SEQUENCE

1. Determine what the attacker can target.
2. Resolve effects that occur before attacking.
3. Declare the attack and its target.
4. If the attack is a ranged or magic attack, check the range to the target. If the target is out of range, the attack automatically misses; do not make any attack rolls, and go to step 7.
5. Resolve effects that occur when a model is targeted by an attack, such as effects that cause an attack to hit or miss automatically.
6. Make all attack rolls as dictated by the type of attack and its special rules. For example, a spray attack would go through the attack roll sequence for each model in the template before proceeding to step 7.

ATTACK ROLL

1. Resolve effects that change the number of dice rolled, such as boosting the roll.
2. Roll the dice.
3. Resolve effects that allow a player to choose or remove dice from the roll.
4. Determine if the model would be hit or missed by the attack roll against it.
5. Resolve effects that cause the attack roll to be rerolled, returning to step 2.
6. The attack roll is complete. Return to the main sequence.

7. Resolve effects that cause the attack to hit a model other than the target automatically.
8. Resolve AOE hit or deviation. All models within the AOE at its final position are now hit by it. Remember that only the target of the AOE attack is directly hit, and then only if the attack roll against it succeeds. All other models are hit but not directly hit.
9. Resolve all other effects that are triggered by hitting or missing.
10. Roll all damage rolls against models that have been hit, or as specified by special rules.

DAMAGE ROLL

1. Resolve effects that change the number of dice rolled, such as boosting the roll.
2. Roll the dice.
3. Resolve effects that allow a player to choose or remove dice from the roll.
4. Determine if the roll would damage the model.
5. Resolve effects that cause the damage roll to be rerolled, returning to step 2.
6. Resolve effects triggered by a damage roll being sufficient or insufficient to damage a model.
7. The damage roll is complete. Return to the main sequence.

11. Apply all damage.

DAMAGE APPLICATION

1. Mark damage on the appropriate stat card.
2. Resolve effects triggered by a model suffering damage.
3. If the damage applied in step 2 fills the last damage box for a model, that model becomes disabled. Resolve effects triggered by the model becoming disabled.
4. If the model is still disabled, it becomes boxed. Resolve effects triggered by a model becoming boxed.
5. If the model is still boxed, it is destroyed. Resolved effects triggered by a model being destroyed.
6. Remove the destroyed model from the table, then return to the main sequence.

12. The attack is now resolved. After the attack is resolved:
    a. Resolve effects that automatically damage, destroy, or remove models from play.
    b. Resolve active player effects that do not involve making an attack.
    c. Resolve inactive player effects.
    d. Resolve active player effects that involve making an attack.

APPENDIX B: WARBEAST BONDING
FORGING BONDS AND THEIR EFFECTS

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

Since such bonds tend to form in extreme emotional duress such as in the heat of battle, the effects of bonding are unpredictable. While one bonded warbeast might become protective of its warlock or act like a faithful hound, another might take on darker aspects of its controlling warlock's personality, such as relishing the suffering of others.

Bonded warbeasts rarely frenzy even when pushed to their limits in battle. Their warlock's thoughts constantly fill their minds, and this mental voice helps the warbeasts maintain self-control.

Bonding is an optional rule best suited to campaign or league play, as bonds require time to establish. If all players agree, however, each can begin a game with one or more bonded warbeasts.

FORGING A BOND

After a player completes a campaign or league game, he can roll to determine if a bond forms between each warlock he fielded who survived and each of the remaining warbeasts in that warlock's battlegroup. Warlocks who were destroyed or removed from play during the game cannot make bonding checks, but their existing bonds are unaffected.

The longer a particular warbeast has served in a warlock's battlegroup, the greater the chance a bond will be established after each game. During league or campaign play, players should track the number of consecutive battles in which an unbonded warbeast has fought as part of the same warlock's battlegroup without being destroyed or removed from play.

When determining if a **bond** is formed, roll a d6 and add 1 to the roll for each consecutive battle, including the one just completed, in which the warbeast served in that warlock's battlegroup. A bond is formed on a total roll of 7 or greater.

Established Bond = d6 + 1 for each qualifying battle ≥ 7

Failed Bond = d6 + 1 for each qualifying battle < 7

Example: *After finishing a campaign battle, Mike rolls to see if Madrak's unbonded Dire Troll Mauler bonds to him. Since this was its third game under his control without being destroyed or removed from play, the bond forms on a roll of 4 or higher.*

A warlock can bond more than one warbeast, but each warbeast can bond to only a single warlock at a time. Furthermore, once a warbeast becomes bonded to a warlock, it remains bonded to him until being destroyed or removed from play; bonded warbeasts do not participate in bonding checks. A bonded warbeast not under the control of its bonding warlock loses the benefits of its bond until coming under his control again, but the bond itself is not broken.

BREAKING A BOND

If a bonded warbeast ends a game destroyed or removed from play, its bond is broken.

EFFECTS OF BONDING

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

Bonding affects each warbeast in a unique way as its personality develops. When a bond is established, roll 2d6 plus the warlock's CMD and consult the corresponding faction table to determine the effects of the bonding. The player can modify his die roll by 1 (adding or subtracting) if he wishes.

Remember that a bonded warbeast loses all benefits from its bond while not under the control of the warlock to whom it is bonded.

Bond Effect = 2d6 + CMD (+/–1 if desired)

TROLLBLOOD BONDS

2D6 + CMD	Result
10 or less	**Indomitable** – If this warbeast begins a charge or a power attack slam or trample in its controlling warlock's control area, it gains Pathfinder during its activation. While in its controlling warlock's control area, this warbeast gains +2 on trample attack rolls.
11	**Appetite for Destruction** – If this warbeast begins its activation in its controlling warlock's control area, this activation it can make power attacks without being forced and this warbeast's first melee attack each activation must be a power attack. If this warbeast cannot make a power attack, it must make initial melee attacks for its combat action instead.
12	**Demolisher** – While in its controlling warlock's control area, this warbeast can reroll missed charge and power attack rolls.
13	**Rassler** – While in its controlling warlock's control area, this warbeast can make headlock/weapon lock, head-butt, throw, and double-hand throw power attacks without being forced and cannot be knocked down or moved by a push or slam power attack made by a model with a smaller base.
14	**Irresistible Force** – Models slammed by this model are moved +2". While in its controlling warlock's control area, this warbeast can power attack slam without being forced.
15	**Rain Shadow** – While this warbeast is in its controlling warlock's control area, friendly warrior models B2B with it do not suffer blast damage.
16	**Anchor** – While this warbeast is in its controlling warlock's control area, this warbeast and friendly warrior models B2B with it cannot be knocked down.
17	**Protective** – While B2B with this warbeast, its controlling warlock gains +2 DEF against melee attack rolls and cannot be knocked down. While B2B with its controlling warlock, this warbeast does not move when slammed.
18	**Defensive** – This model gains Shield Guard. (Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn and this model is within 2" of the friendly model hit, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.)
19	**Sympathetic Regeneration** – When this warbeast is forced to regenerate while in its controlling warlock's control area, it heals an additional +3 damage points.
20+	**Empathic Link** – This warbeast's controlling warlock can transfer damage to it even if this warbeast has a number of fury points equal to its current FURY.

CIRCLE BONDS

2D6 + CMD	Result
10 or less	**Bloodthirsty** – While in its controlling warlock's control area, this warbeast gains Berserk and cannot make Chain Attacks. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range. During an activation that this model charges, it cannot gain additional attacks from Berserk until its charge attack is resolved.)
11	**Man Killer** – While in its controlling warlock's control area, this warbeast can reroll missed attack rolls against living enemy models.
12	**Howler** – If this warbeast destroys one or more enemy models with melee attacks during its activation and ends its activation in its controlling warlock's control area, at the end of its activation enemy models/units in this warbeast's command range must pass a command check or flee.
13	**Carnivorous** – When this warbeast boxes a living model with a melee attack while in its controlling warlock's control area, this warbeast heals d3 damage points and the boxed model is removed from play.
14	**Blood Hunter** – When this warbeast destroys one or more living enemy models with a melee attack while in its controlling warlock's control area, after the attack is resolved this warbeast can advance up to 1".
15	**All Terrain** – If it begins its activation in its controlling warlock's control area, this warbeast gains Pathfinder this activation.
16	**Predator** – If it begins its activation in its controlling warlock's control area, this activation this warbeast can charge, power attack slam, and power attack trample without being forced. If during its activation it charges, power attack slams a living model, or power attack tramples, it gains +2 SPD this activation.
17	**Prowler** – If this warbeast begins its activation in its controlling warlock's control area, it gains Prowl for one round. (While within a terrain feature that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect, a model with Prowl gains Stealth.)
18	**Playin' Possum** – While in its controlling warlock's control area, this model gains Feign Death. (A model with Feign Death cannot be targeted by ranged or magic attacks while knocked down.)
19	**Extended Control** – This warbeast gains Extended Control Range. (When checking to see if a model with Extended Control Range is in its controller's control area, double the area.)
20+	**Arcane Awakening** – While in its controlling warcaster's control range, this warbeast can use its animus without being forced. A warbeast that uses its animus as a result of Arcane Awakening cannot also be forced to use its animus the same activation.

SKORNE BONDS

2D6 + CMD	Result
10 or less	**Appetite for Destruction** – If this warbeast begins its activation in its controlling warlock's control area, this activation it can make power attacks without being forced and this warbeast's first melee attack each activation must be a power attack. If this warbeast cannot make a power attack, it must make initial melee attacks for its combat action instead.
11	**Bloodthirsty** – While in its controlling warlock's control area, this warbeast gains Berserk and cannot make Chain Attacks. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range. During an activation that this model charges, it cannot gain additional attacks from Berserk until its charge attack is resolved.)
12	**Indomitable** – If this warbeast begins a charge, power attack slam, or power attack trample in its controlling warlock's control area, it gains Pathfinder during its activation. While in its controlling warlock's control area, this warbeast gains +2 on trample attack rolls.
13	**Rassler** – While in its controlling warlock's control area, this warbeast can make headlock/weapon lock, head-butt, throw, and double-hand throw power attacks without being forced and cannot be knocked down or moved by a push or slam power attack made by a model with a smaller base.
14	**Dominator** – When this warbeast makes an attack against an enemy warbeast or warjack in the control area of this warbeast's controlling warlock, this warbeast gains +2 to the attack and damage rolls against the enemy model.
15	**Blood Hunter** – When this warbeast destroys one or more living enemy models with a melee attack while in its controlling warlock's control area, after the attack is resolved this warbeast can advance up to 1″.
16	**Rain Shadow** – While this warbeast is in its controlling warlock's control area, friendly warrior models B2B with it do not suffer blast damage.
17	**Predator** – If it begins its activation in its controlling warlock's control area, this activation this warbeast can charge, power attack slam, and power attack trample without being forced. If it charges, power attack slams a living model, or power attack tramples during its activation it gains +2 SPD this activation.
18	**Pain Conditioned** – If this warbeast is damaged by an enemy attack while in its controlling warlock's control area, it gains +2 on attack and damage rolls for one round.
19	**Protective** – While B2B with this warbeast, its controlling warlock gains +2 DEF against melee attack rolls and cannot be knocked down. While B2B with its controlling warlock, this warbeast does not move when slammed.
20+	**Broken Will** – While in its controlling warlock's control area, this warbeast never frenzies and automatically passes threshold and command checks.

LEGION BONDS

2D6 + CMD	Result
10 or less	**Wrathful** – When a model in its battlegroup is targeted by an enemy attack, this warbeast gains +2 to attack and damage rolls for one round.
11	**Carnivorous** – When this warbeast boxes a living model with a melee attack while in its controlling warlock's control area, this warbeast heals d3 damage points and the boxed model is removed from play.
12	**Hound** – When this warbeast's controlling warlock destroys one or more enemy models with melee or ranged attacks during its activation, at the end of its activation this warbeast can immediately advance up to 3″.
13	**Protective** – While B2B with this warbeast, its controlling warlock gains +2 DEF against melee attack rolls and cannot be knocked down. While B2B with its controlling warlock, this warbeast does not move when slammed.
14	**Defensive** – This model gains Shield Guard. (Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn and this model is within 2″ of the friendly model hit, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.)
15	**Extended Control** – This warbeast gains Extended Control Range. (When checking to see if a model with Extended Control Range is in its controller's control area, double the area.)
16	**Locked Senses** – The warbeasts ranged attack rolls are boosted against enemy models in its controlling warlock's control area.
17	**Empathic Link** – This warbeast's controlling warlock can transfer damage to it even if this warbeast has a number of fury points equal to its current FURY.
18	**Psychically Attuned** – This warbeast's controlling warlock can upkeep spells cast on it without spending fury and ignores LOS when targeting it with spells.
19	**Draconic Aura** – While in its controlling warlock's control area, this warbeast gains +2 DEF against magic attacks and Terror.
20+	**Arcane Awakening** – While in its controlling warcaster's control range, this warbeast can use its animus without being forced. A warbeast that uses its animus as a result of Arcane Awakening cannot also be forced to use its animus the same activation.

MINION BONDS

2D6 + CMD	Result
10 or less	**Carnivorous** – When the warbeast boxes a living model with a melee attack while in its controlling warlock's control area, the warbeast heals d3 damage points and the boxed model is removed from play.
11	**Craven** – This warbeast gains +2 DEF and can run without being forced. It can advance into an enemy model's melee range only if that model is in the control range of this warbeast's controlling warlock.
12	**Appetite for Destruction** – If this warbeast begins its activation in its controlling warlock's control area, this activation it can make power attacks without being forced and this warbeast's first melee attack each activation must be a power attack. If this warbeast cannot make a power attack, it must make initial melee attacks for its combat action instead.
13	**Hound** – When this warbeast's controlling warlock destroys one or more enemy models with melee or ranged attacks during its activation, at the end of its activation this warbeast can immediately advance up to 3″.
14	**Rassler** – While in its controlling warlock's control area, this warbeast can make headlock/weapon lock, head-butt, throw, and double-hand throw power attacks without being forced and cannot be knocked down or moved by a push or slam power attack made by a model with a smaller base.
15	**Demolisher** – While in its controlling warlock's control area, this warbeast can reroll missed charge and power attack rolls.
16	**All Terrain** – If it begins its activation in its controlling warlock's control area, this warbeast gains Pathfinder this activation.
17	**Anchor** – While this warbeast is in its controlling warlock's control area, this warbeast and friendly warrior models B2B with it cannot be knocked down.
18	**Dominator** – When this warbeast makes an attack against an enemy warbeast or warjack in the control area of this warbeast's controlling warlock, this warbeast gains +2 to the attack and damage rolls against the enemy model.
19	**Empathic Link** – This warbeast's controlling warlock can transfer damage to it even if this warbeast has a number of fury points equal to its current FURY.
20	**Extended Control** – This warbeast gains Extended Control Range. (When checking to see if a model with Extended Control Range is in its controller's control area, double the area.)



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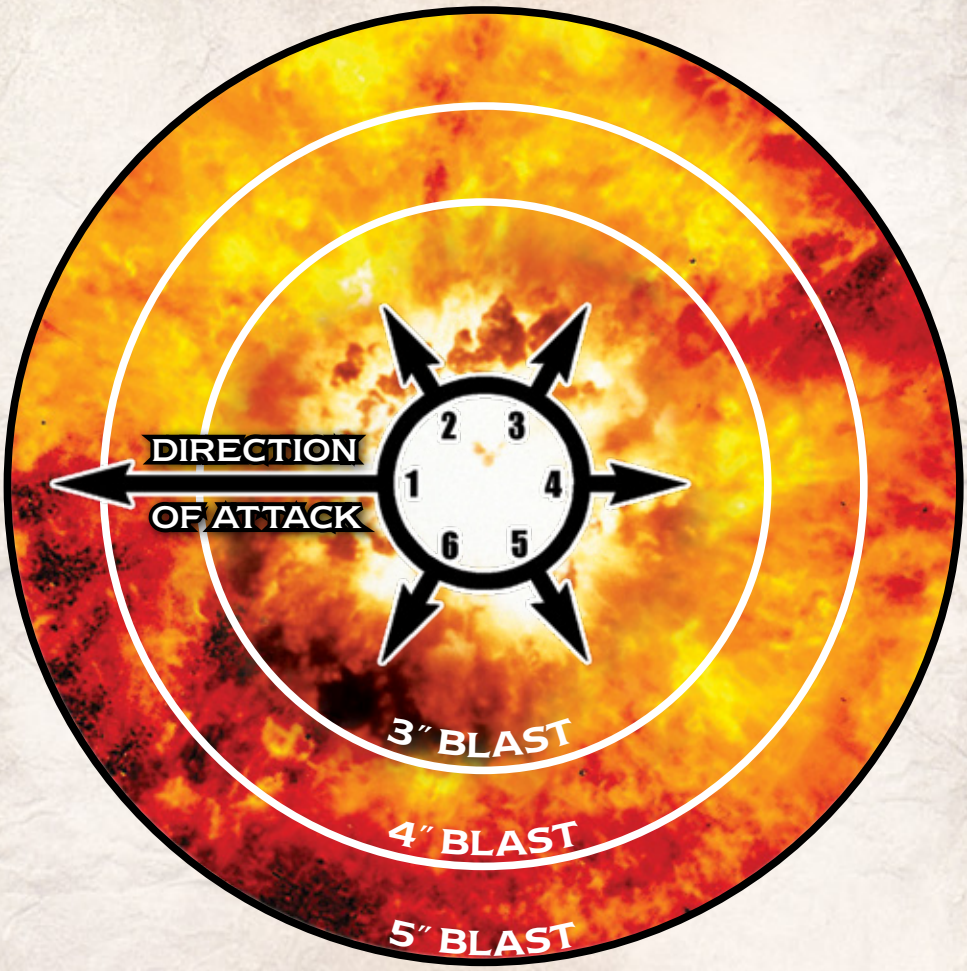
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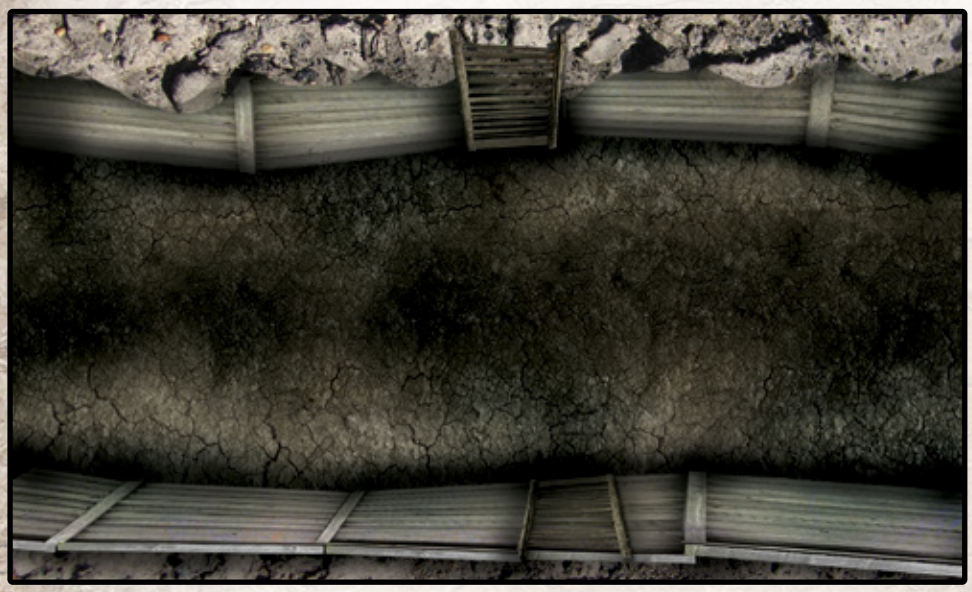
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