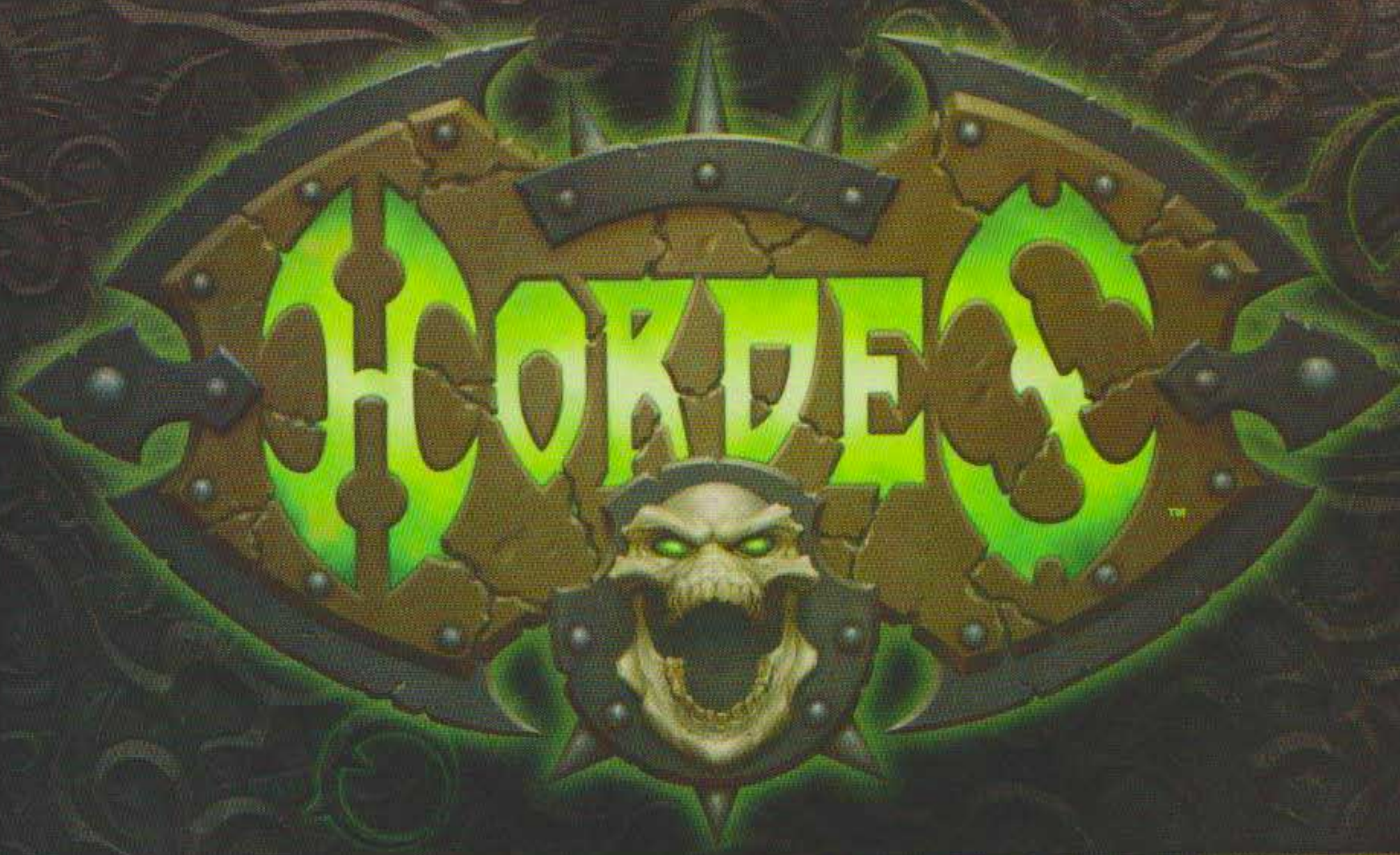# HORDES

PRIMAL

MK II

MONSTROUS MINIATURES COMBAT

HORDES

PRIMAL MKII

MONSTROUS MINIATURES COMBAT

CREDITS

HORDES created by
Matt Wilson

Project Director
Bryan Cutler

Game Design
Matt Wilson

Lead Designer
Jason Soles

Additional Development
David Carl
Brian Putnam

Art Direction
Kris Aubin

Lead Writer
Douglas Seacat

Additional Writing
Simon Berman
Rob Hawkins
Ron Kruzie
Jason Soles
Matt Wilson

Continuity
Jason Soles

Editing
Darla Kennerud
Sheelin Arnaud

Cover Illustration
Andrea Uderzo

Illustrations
Andrew Arconti
Daren Bader
Carlos Cabrera
Brian Despain
Matt Dixon
Mark Gibbons
Daryl Mandryk
Karl Richardson
Mattias Snygg
Brian Snoddy
Florian Stitz
Andrea Uderzo
Chris Walton
Eva Widermann

Concept Illustration
Chris Walton
Matt Wilson

Graphic Design & Layout
Kris Aubin
Kim Goddard
Josh Manderville
Stuart Spengler

Studio Director
Ron Kruzie

Miniature Sculpting
Kev Adams
Steve Buddle
Adam Clarke
Gregory Clavilier
Jeff Grace
Jason Hendricks
Bobby Jackson
Werner Klocke
Aragorn Marks
Victor Martins
Mike McVey
Jerzy Montwill
Paul Muller
Felix Paniagua
Edgar Ramos
Jose Roig
Steve Saunders
Ben Seins
Kevin White
Jeff Wilhelm

Resin Caster
Sean Bullough

Miniature Painting
Matt DiPietro
Ron Kruzie
Alison McVey
Mike McVey

Hobby Manager
Rob Hawkins

Terrain
Alfonzo Falco
Rob Hawkins

Photography
Kris Aubin
Matt DiPietro
Rob Hawkins

Development Manager
David Carl

Creative Manager
Ed Bourelle

President
Sherry Yeary

Chief Creative Officer
Matt Wilson

Executive Assistant
Chare Kerzman

Marketing Coordinator
William Shick

Customer Service
Adam Johnson

Convention Coordinator
Dave Dauterive

Community Manager & Staff Writer
Simon Berman

Volunteer Coordinator
Jen Ikuta

No Quarter EIC
Aeryn Rudel

Licensing & Contract Manager
Brent Waldher

Production Director
Mark Christensen

Technical Director
Kelly Yeager

Production Manager
Doug Colton

Production
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Max Barsana
Alex Chobot
Jack Coleman
Joel Falkenhagen
Joe Lee
Michael McIntosh
Jacob Stanley
Benjamin Tracy
Clint Whiteside

Sys Admin/ Webmaster
Chris Ross

Infernals
Jeremy Galeone
Peter Gaublomme
Joachim Molkow
Brian Putnam
Gilles Reynaud
Donald Sullivan

Playtest Coordinator
David Carl

Internal Playtesters
Simon Berman
Ed Bourelle
David Carl
Jack Coleman
Bryan Cutler
Dave Dauterive
Michael Faciane
Ben Misenar
Douglas Seacat
William Shick
Jason Soles
Brent Waldher
Chris Walton

External Playtesters
Alex Badion
Our Player Community
Mike Emery
Eric Ernewein
Steve Fortson
Nick Kendall
Rob Miles
Field Test Participants
Josh Saulter
John Simon
Tim Simpson
Mark Thomas
Anthony Woods

Proofreading
Ed Bourelle
Darla Kennerud
Aeryn Rudel
William Shick
Brent Waldher

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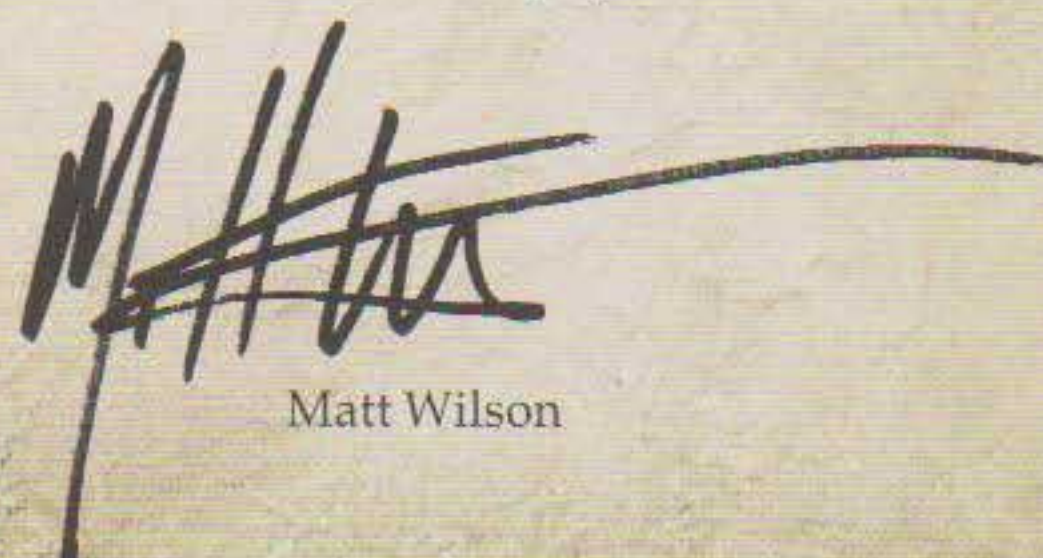
Each and every cut, every new addition, and every new feature introduced has been done with meticulous examination and maternal care and is toward one single, overriding goal: to make the HORDES experience better for you.

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

at 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.

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

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

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

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

"[...] you see where your attackers went?" Grissel asked.

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

[...]shaper grunted. "Their kin are dead. We have our [...] fight."

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

[...] eyes narrowed. "You are pledged to a more critical [...]."

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

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

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

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

[...] felt torn as she looked back to the downtrodden [...] survivors and their disbelieving faces. She knew [...]shaper was right in one regard: there was a good [...] 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

...led 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 him prodding one of the corpses with his spear. She asked, "Not going to eat that?"

...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 clatter 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.

Commander 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.

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

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

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

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

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

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

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

...before they heard a monstrous roar and two ...beasts crashed through the outer tents. These ...were each easily as large as a dire troll, if not larger. ...them Grissel saw a Nyss woman wearing elegant ...and an ornate piece of headwear who appeared to be ...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.

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

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

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

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

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

Penned by Asheth Magnus

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

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

...always had a sense for disaster, and I smell change. ...are entering a new era. Such transitions never occur ...weeping widows and mothers grieving their slain ...the specter of death is our constant companion, ...burns away what we know to make room for the ...think progress is constant and inevitable even ...we have recent evidence otherwise. Only four ...years ago we emerged from a long and terrible ...age brought upon us by foreign invaders. I do not ...would be so difficult to return to such a state.

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

...land from which the Orgoth came we know little, ...it is far to the west, across the vast Meredius and ...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

...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

... who have a vested interest in friendly ... elves have been creeping from Ios in ... working in secretive cells and lurking on the ... our wars.

... Cryx, the Nightmare Empire. Nothing shows ... significance of humanity more than this malignancy ... of Cygnar's southwestern shores. Lord Toruk, ... the Dragonfather, is very real. There is no ... being walking Caen than Toruk, and the Cryxian ... to serve his will. In Cryx the dead walk, and ... is openly encouraged by Toruk and his twelve ... each immortal, vastly powerful, and patient ... human conception.

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

... horrors, I believe the people of the mainland ... eliminated Cryx if only they had exercised the ... this would have cost tremendous lives—perhaps ... generation of men—but great acts demand ... would have required a similar effort as casting ... Orgoth, but it would have left a better legacy for ... I wonder if the loss of so many great heroes ... Rebellion has permanently diluted all courage ... blood. Cryx was allowed to fester, grow, and ... enliving army of tremendous potency. When ... invaded Llael, the long-anticipated war between ... and Cygnar began in full force. From this battle, ... became vulnerable to the weaker forces that ... them.

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

... combatant watches for these openings. He does ... to face a foe who is standing rested and ready ... armor on and his sword in hand. Only idiot nobles ... actors fight this way. Far better to wait until ... 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

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.

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

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?

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 heartstone containing his very essence—and created 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, resting in a sleep of centuries. Whatever this long sleep might have been, some if not all of them appear to have arisen, 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 the 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 and 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 races 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

Winterborn Lake

Blackice Mtns.

Broken Mirror Lake

Glass Peaks

Frostbracken

Vigil's Betrayal

Sbard Spires

Burningfrost Plains

Farhollow

North M

Scarsfell Forest

Borokuln Mtns.

GHORD

Ulgar

Skybridge

Aveer

West M

Uldenfrost

Nyschatha Mtns.

Drotuhn

Armsdeep

The Windless Waste

Tverkutsk

Blackroot Wood

HAMMERFALL

LAKEFORGE

Brunder

Vilkban Bluffs

KHADOR

Battle of Tenderholt Mines

Hellspass

RHUL

ICEWATCH

Severed Reach

Ohk

Wolvenwood

Bitterock

Skirov

Silvertip Peaks

GATE OF STORMS

AERYTH DAWNGUARD

Khardic Sea

Vescheneg Headlands

Cherov-on-Dron

FORT BRUNZIG

Harkov Massacre

Old Korska

HORGENHOLD

Oldwick

SHYRR

Evenfel

New Vroggen

Field of Souls

Laedry

Leryn

Shattered Shield

Sea of Graves

Riversmet

IOS

Palace of Khatzomir

Great Zerutsk

Kovosk Hills

LLAEL

Rhydden

Isyrah

Iryss

Lynshynal

Skrovenberg

Khardov

Redwall

CREEWIND TOWER

Mistbough

Iossan Peaks

Korsk

Lake Volningrad

MERYWYN

Forbidden Temple

Broken Sword

Volningrad

RAVENSCARG

GATE OF MISTS

Mount Shyleth Breen

FORSTAG LANDING

Kulvorn Bay

Midfast

ABOARSGATE

NORTHGUARD

Ireninide's Island

Hawksmire

Glimmerwood

Port Vladovar

SCARSWALL

Bloodroot

DEEPWOOD TOWER

Black River

Scarleforth

Fall of Peremaltic

Castle of the Keys

TYRANT'S LASH

Corbhen

Fellig

MERIN

Zerkova's Hill

Thornfall

Corvis

Tomb of Lost Souls

SAND WATCH

Sailor's Lament

Rohannor

ORD

Thornwood Forest

Ternon Crag

Bloodstone Marches

Chalice P

STONEBRIDGE

Berck

Thornmere

Bainsmarket

Caerly's Craig

Shearwater Narrows

Five Fingers

Bay of Stone

Dragon's Tongue

Pt. Bourne

Gnarls

Ironfista Field

Sea of a Thousand Souls

FORT BALTON

Roth's Stand

Vermingo's Walk

FORT FALK

Nexus's Stand

Rotterhorn

Ceryl

Bainsmarket

CYGNAR

Marchfells

SKORNE FORT

FORT WHITEROCK

New Larkholm

Upper Wyrmwall

King's Vine

Last Judgement

TOWER JUDGEMENT

MEREDIUS

Orven

WESTWATCH

Nine-Stone

Ironhead Station

Drer Drakkerung

Garlghast Island

Henge Hold

EASTWALL

Imer

BLOODSTONE DESERT

Ramarck

Minter's Folly

Steelwater

Caspia

Stul

Ingrane

Sebarde Islands

Giant's Head

Gulf of Middlebank

SENTINEL POINT NAVAL FORTRESS

Wyrmwall Mtns.

Clockers Cove

The Guardians

Asennia

MONASTERY OF THE ORDER OF THE FIST

DRAGON'S ROOST

Highgate

Gulf of Cygnar

Sithney River

Lion's

The Pits

Blackrock

SOUTHSHIELD

Tenn Marsh

Deadsands Bay

Harbor River

SKELL

Blackwater

The Broken Coast

Mercir

Eyewall Bay

Raelthorne Island

Ancient Icthier

CRYX

Aclenius

Dreggsmouth

Castle Moorcraig

Morovan

Bloodshore Island

The Wailing Sea

HELL'S HOOK

50 100 150 200 250 300 350 400

0

SCALE IN MILES

KOHSAR'S TEARS

Lacyrmyra

Suneater Mtns.

Quench Lake

Kortonoth

Mylvasin

Grinding Teeth Mtns.

BEMOTH

Nyrikrys

Valley of Kornash

Harakith River

Gerlyoss

Blasted Desert

Lyhfaryl

Abyss

CONQUEROR'S BRIDGE

Seyfylar

Helkan's Reward

THIRST POINT

Gaaketa Swamp

Kotaan

IMPERIAL FORTRESS

Shroudwall Mtns.

Fiet of Vuxoris

Defiant Plateau

Malphas

SKORTARN FORTRESS

Mirketh Lake

Mizrah Sea

Battle of Kortmark

Scourge Lake

Trembling Waste

Fractured Peaks

Kalos

Kaleed

Melhaas

Kajim

Azraval of the Reborn

HALAAK

Kalvat

Graves of the Exalted

Plains of Sortaan

Field of the Flayed

Stand of the Nine

SKORNE EMPIRE

Ocean of Grass

Kajaras Mtns.

Arufanl

Tokraas

Konesaan

Narkaurus Last Stand

Vinter's Crossing

Mokkar

Kademe

Battle of the Mixer Houses

Verskone

Clawed Peaks

ALCHIERE SUBCONTINENT

SHATTERED SPINE ISLANDS

25

THE GAME

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 large 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.

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.

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.

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.

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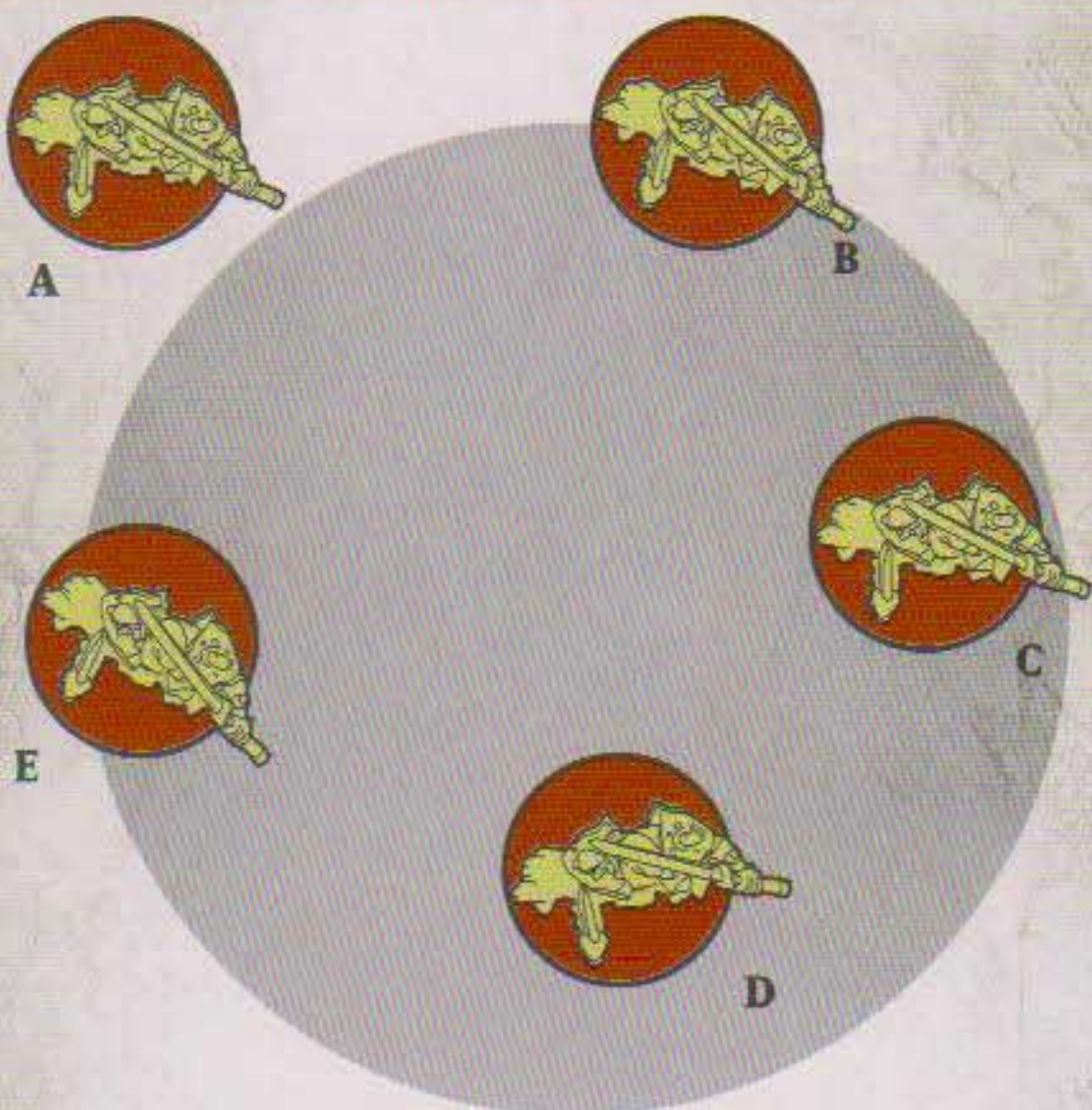
Each HORDES combatant is represented on the tabletop by a highly detailed and dramatically posed miniature figurine referred to as a model. There are several basic **model types**: warlocks, warbeasts, troopers, and solos. Warlocks, troopers, and solos are collectively referred to as **warriors**. Models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

Lord of the Feast
SOLO

Thagrosh,
Prophet of Everblight
WARLOCK

Dire Troll Mauler:
HEAVY WARBEAST

Praetorian Swordsmen
UNIT

Praetorian
Swordsman Officer &
Standard
UNIT ATTACHMENT

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

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	4	16	13	8

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.

LORD OF THE FEAST

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	8	7	12	17	10

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) when making attacks.

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 "—".

HELLSINGER	RNG	ROF	AOE	POW
	12	2	—	12

Sample Ranged Weapon Stat Bar

SWORD	POW	P+S
x2	3	9
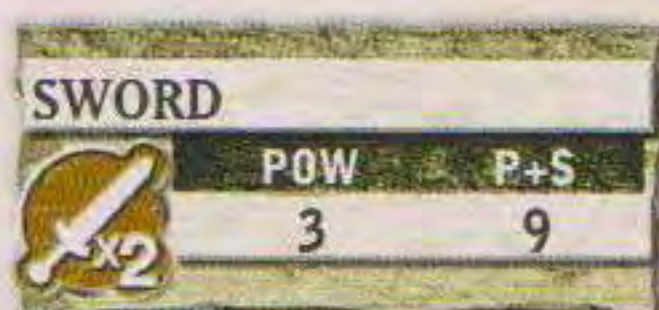
Sample Melee Weapon Stat Bar for a Pair of Identical Weapons

MOUNT	POW
	10

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.

LIGHTNING SPEAR	POW	P+S
	7	12

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
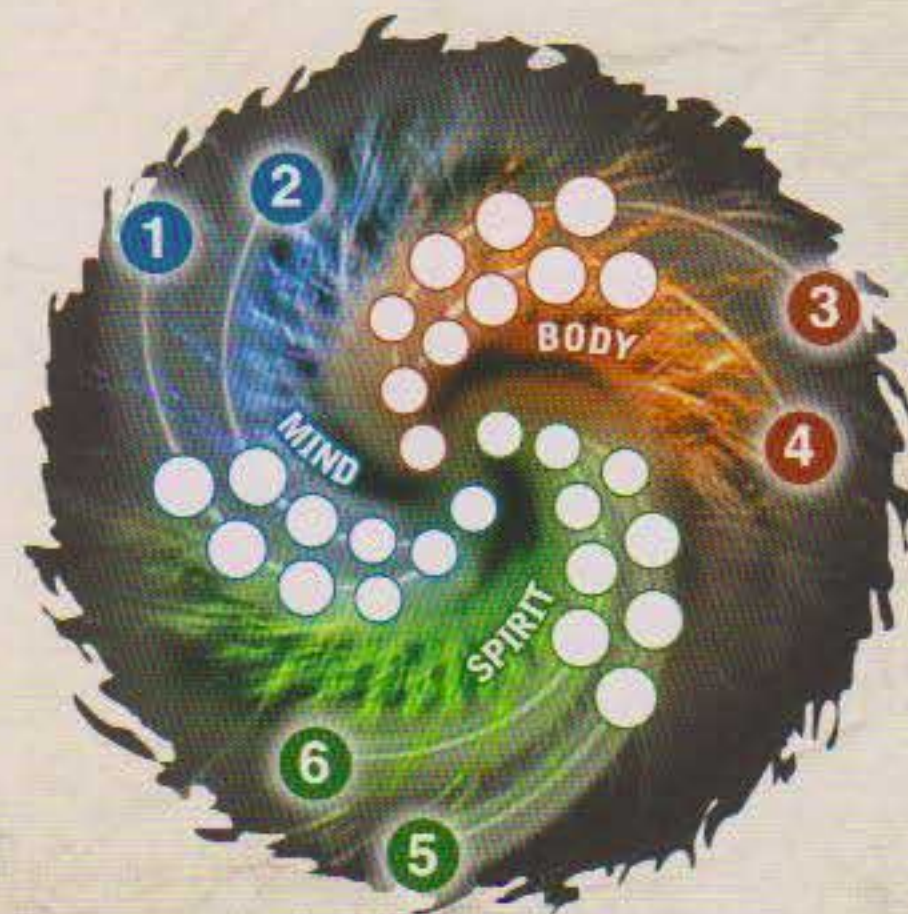
Sample life spiral from a Dire Troll Mauler

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.
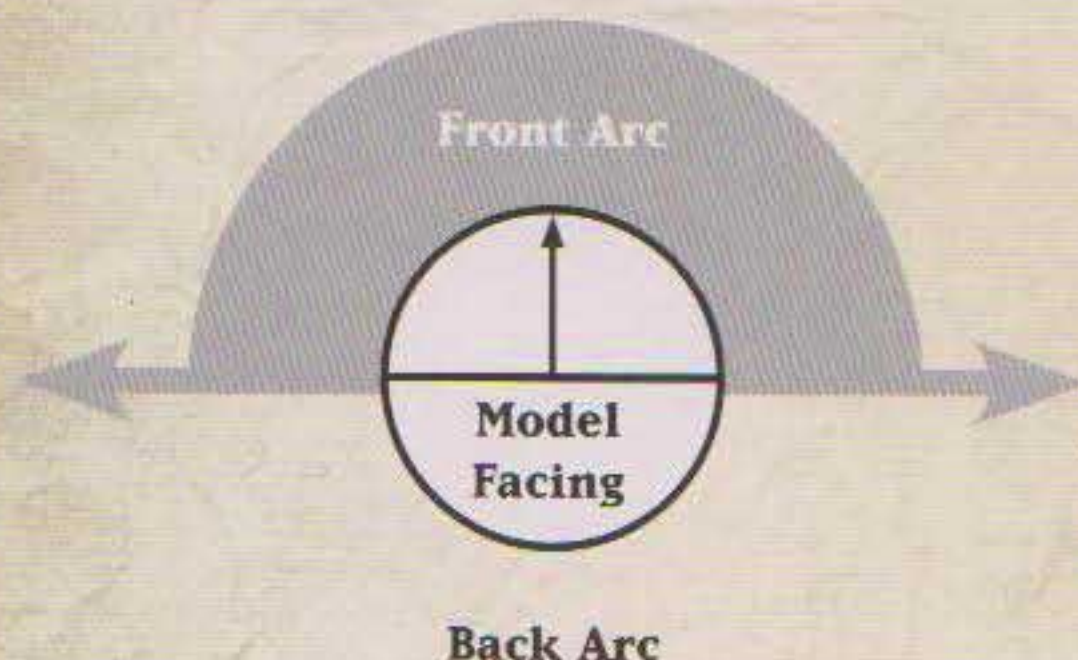
FACING

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.

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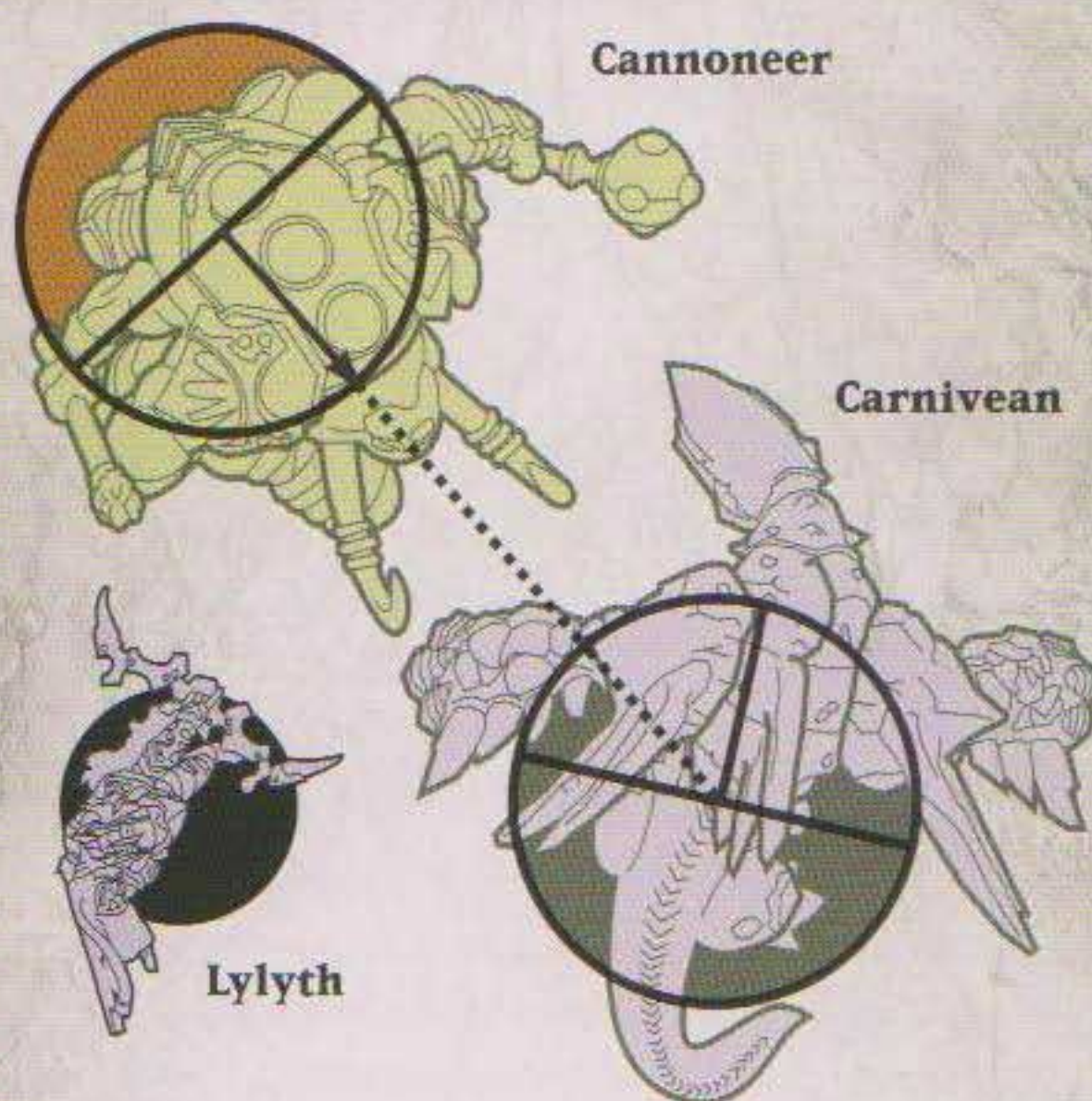
Lylyth and the Carnivean are within the Titan Cannoneer's front arc, so the Cannoneer is facing both Lylyth and the Carnivean.

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, and then spend the allotted army points to add models and units from your chosen faction and the mercenaries 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. If it makes a full advance, it must forfeit its action.

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.

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.

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.

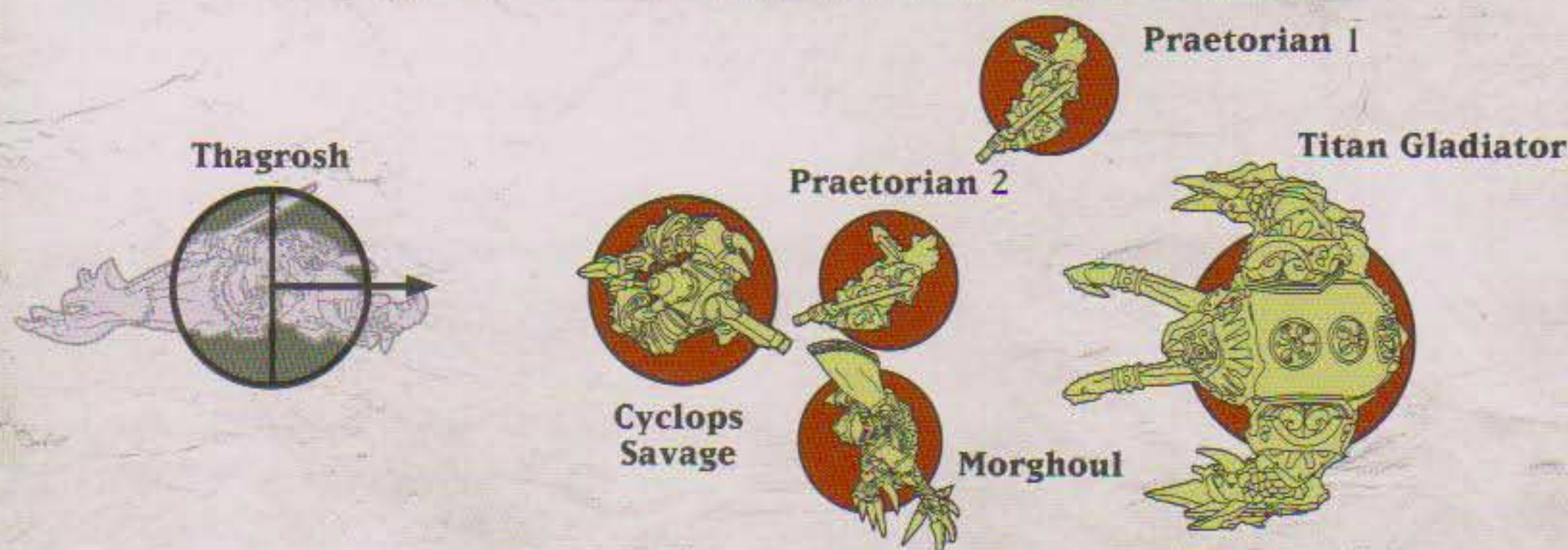Lord of the Feast
Small Base = 1.75"

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
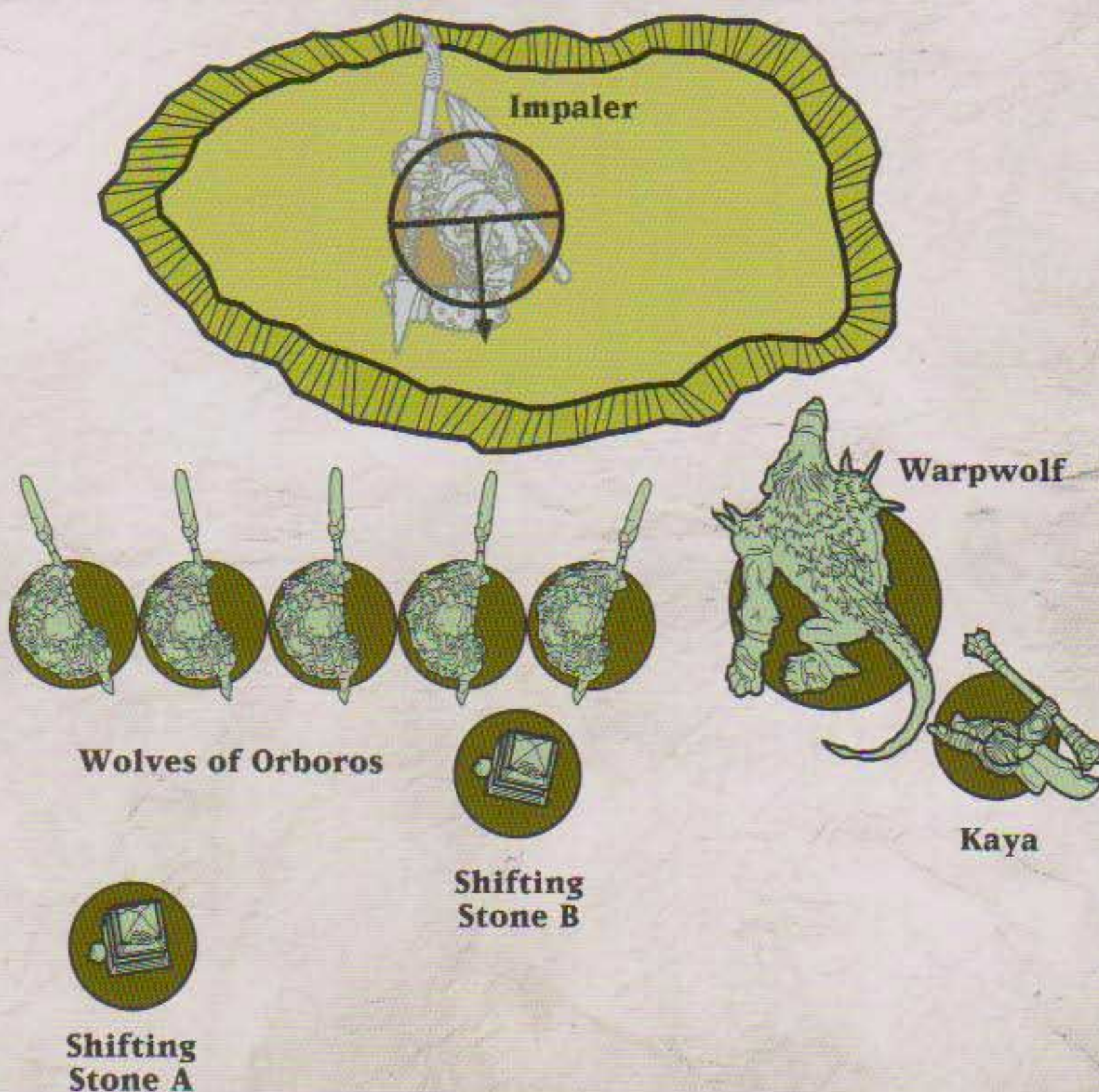
Druid — ✓ — **Titan Cannoneer**

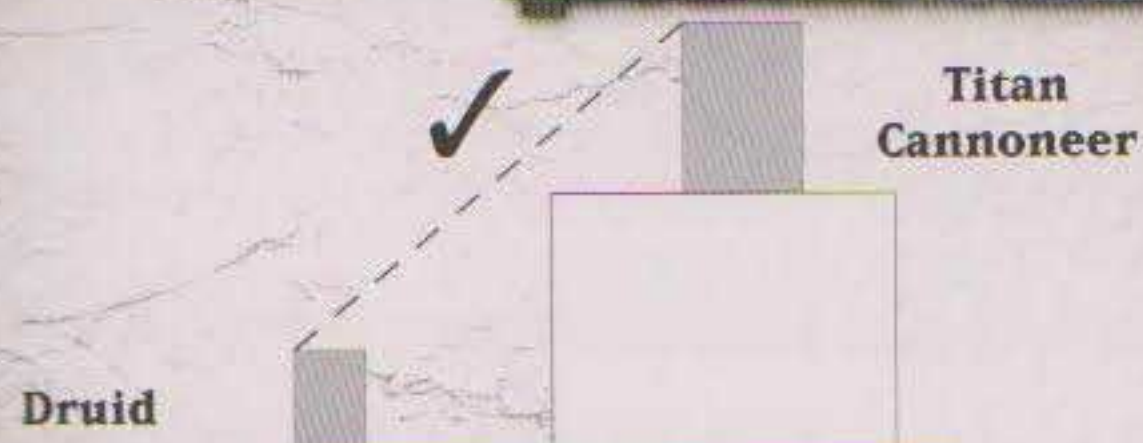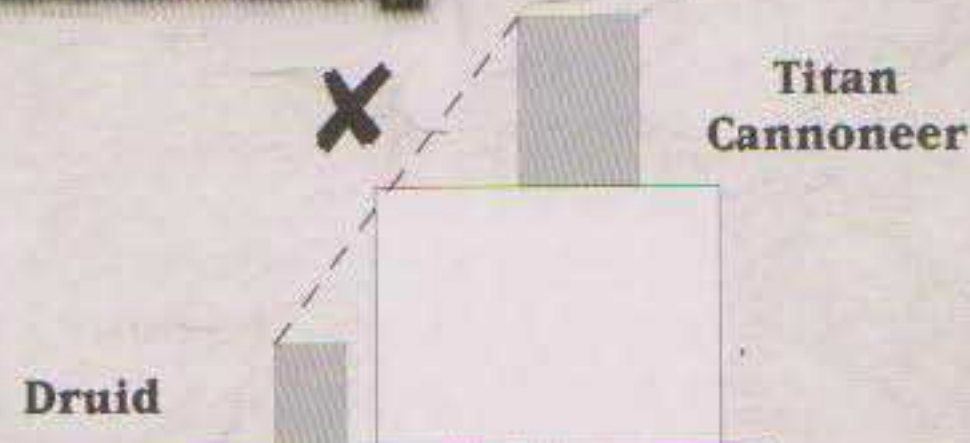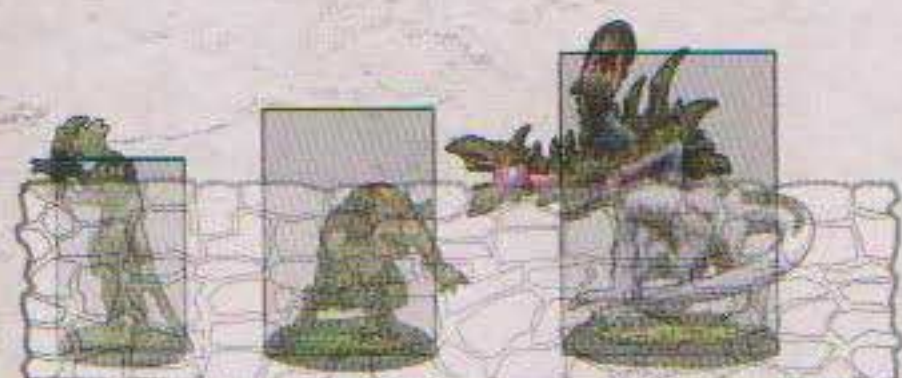Here, the Titan Cannoneer has line of sight to the Druid of Orboros because an unobstructed line can be drawn from its volume to the Druid of Orboros' volume.

Druid — ✗ — **Titan Cannoneer**

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.
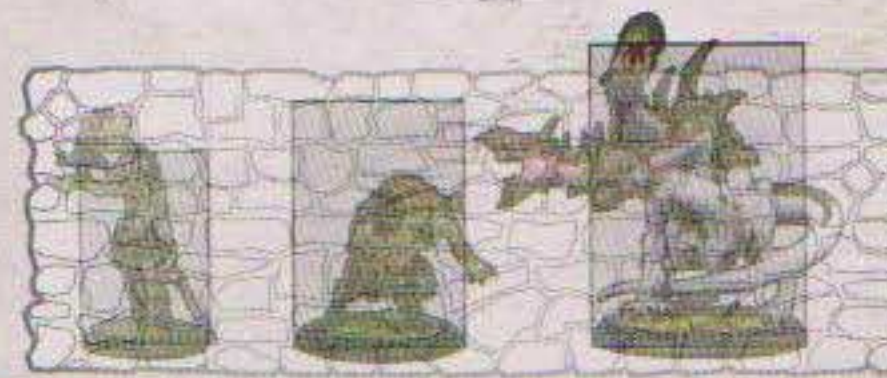
This wall is taller than 2.25" but shorter than 2.75". It will block line of sight to small- and medium-based models behind it.
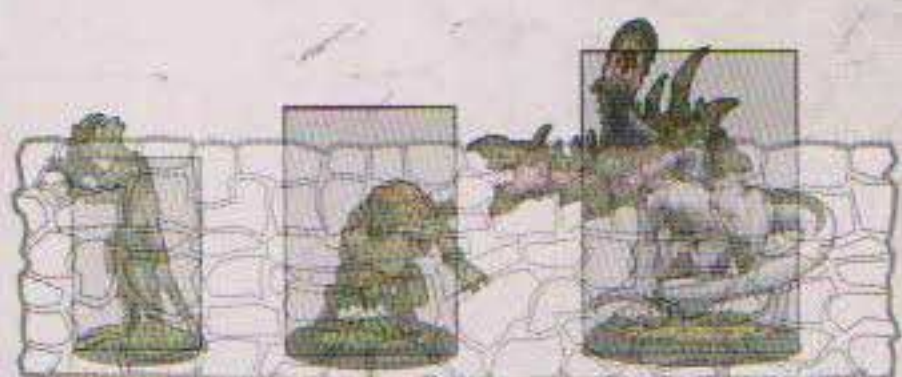
This wall is taller than 1.75" but shorter than 2.25". It will block line of sight to small-based models behind it.
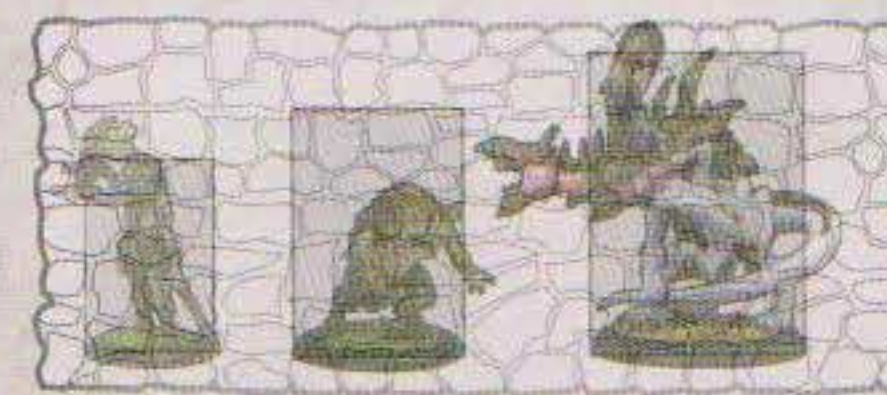
This wall is taller than 2.75". It will block line of sight to all models behind it.

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
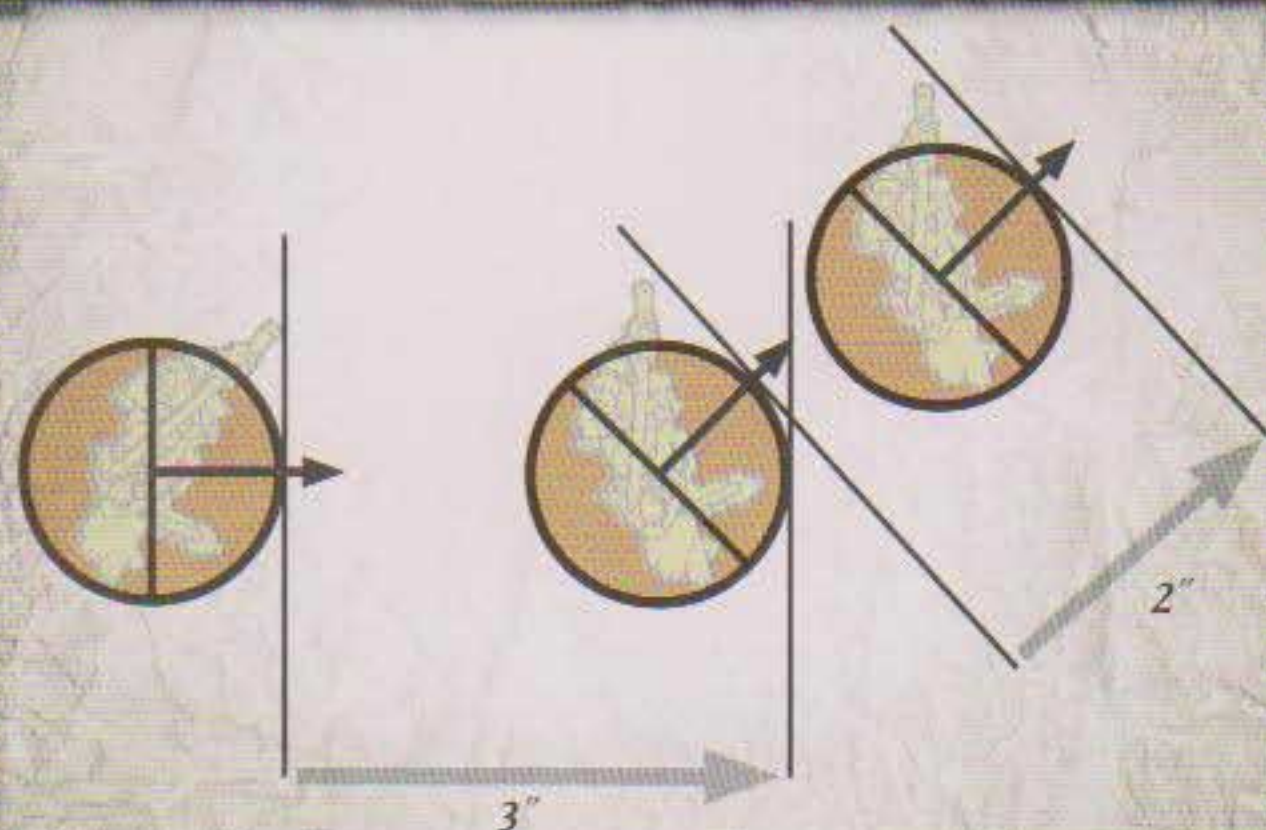
BY ANY OTHER NAME

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. The charging model stops if it contacts a model, an obstacle, or an obstruction. At the end of the charge movement, the charging model turns to face its target directly.

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.

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.

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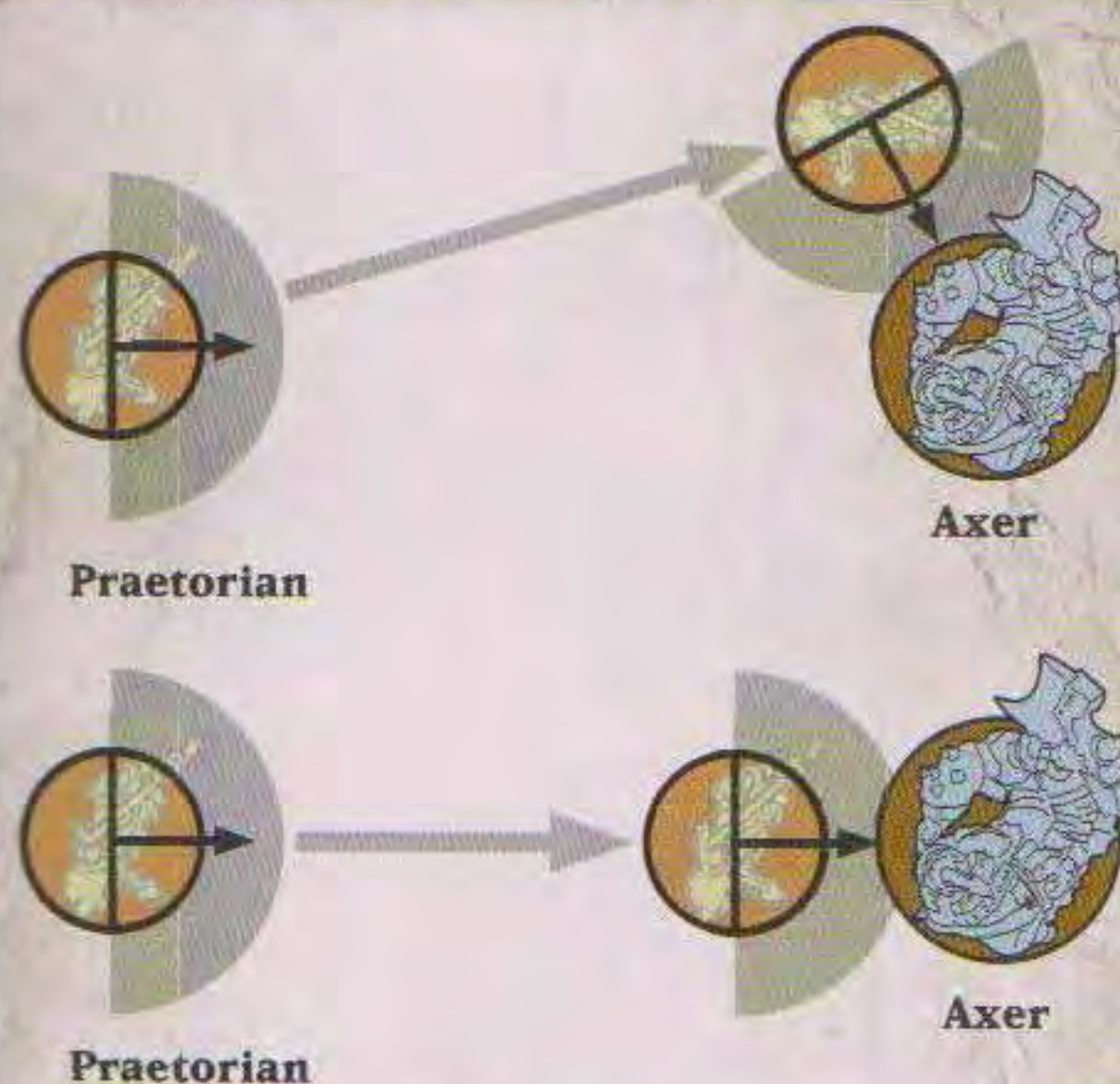
Either of these charge moves would bring the Praetorian Swordsman to within its melee range of its target, the Troll Axer. The gray area represents the Praetorian Swordsman's melee range.

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 move 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

Strider

Directly Away ← | → Directly Toward

Axer

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.
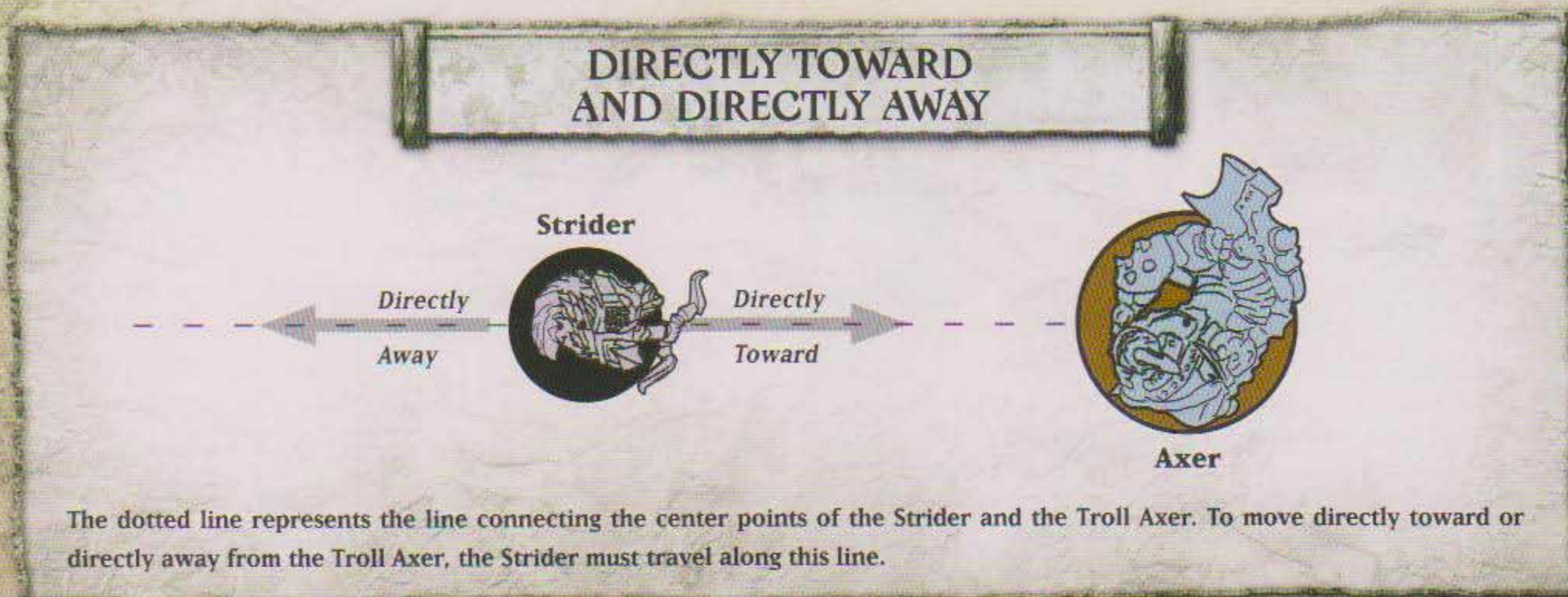
- A model can make one normal ranged attack with each of its ranged weapons. These attacks are called **initial ranged attacks**. A model making more than one attack can divide them among any eligible targets. Each ranged weapon makes only one initial attack regardless of its ROF.

- 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

Normal Melee Range: 0.5"
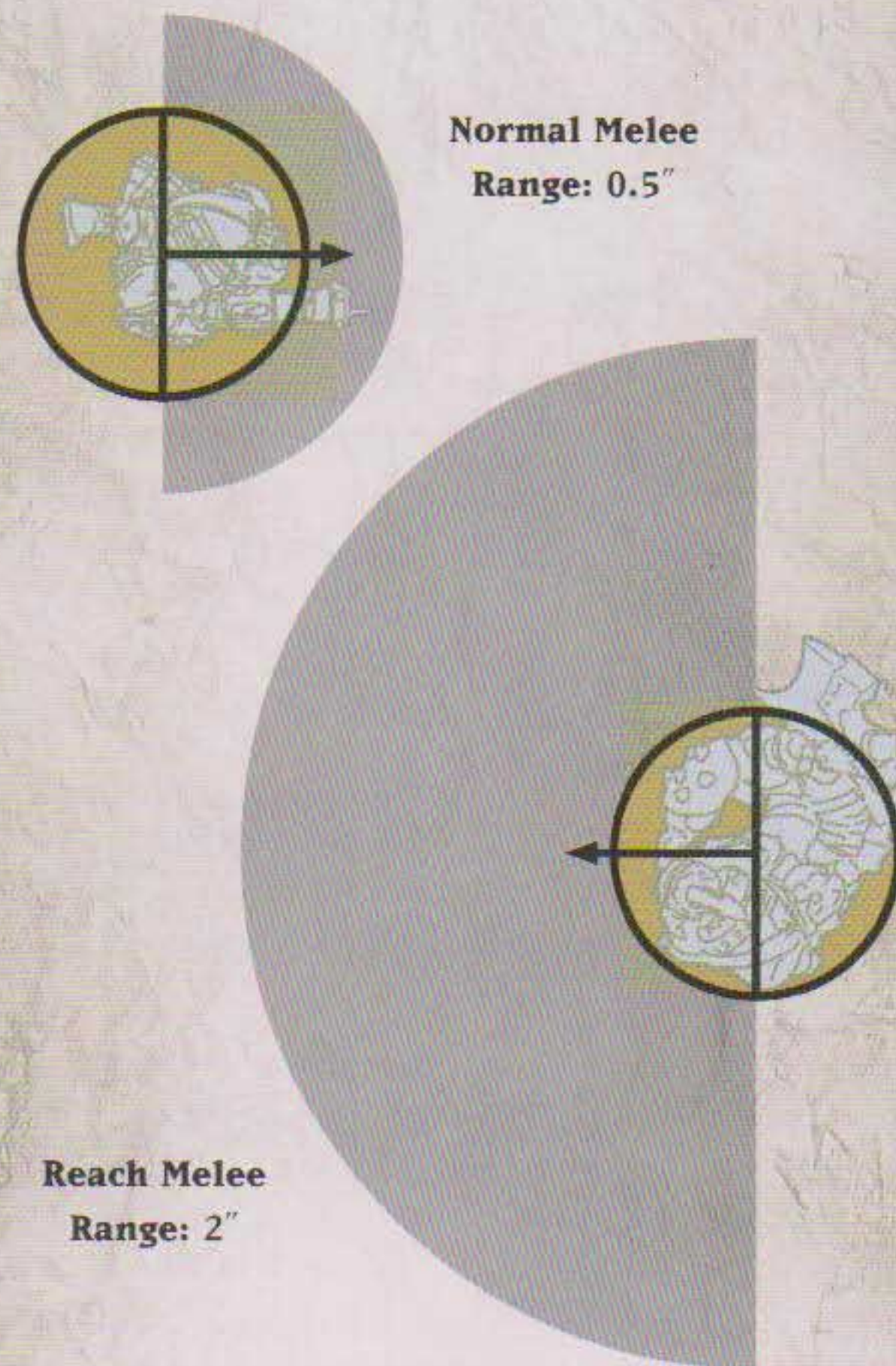
Reach Melee Range: 2"

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 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

A model making a headlock/weapon lock can **lock** a warbeast or warjack's weapon or head and prevent its use. 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.*

At the beginning of its combat action, a model suffering a headlock/weapon lock must attempt to break the lock. For each weapon lock and headlock, 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 warbeast can make its initial attacks with any melee weapons 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. The warbeast can make one attempt or additional attack each time it is forced. Once a lock is broken, the model can use the weapon that was locked. A model can voluntarily release a lock it is maintaining at any time during its activation.

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-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.
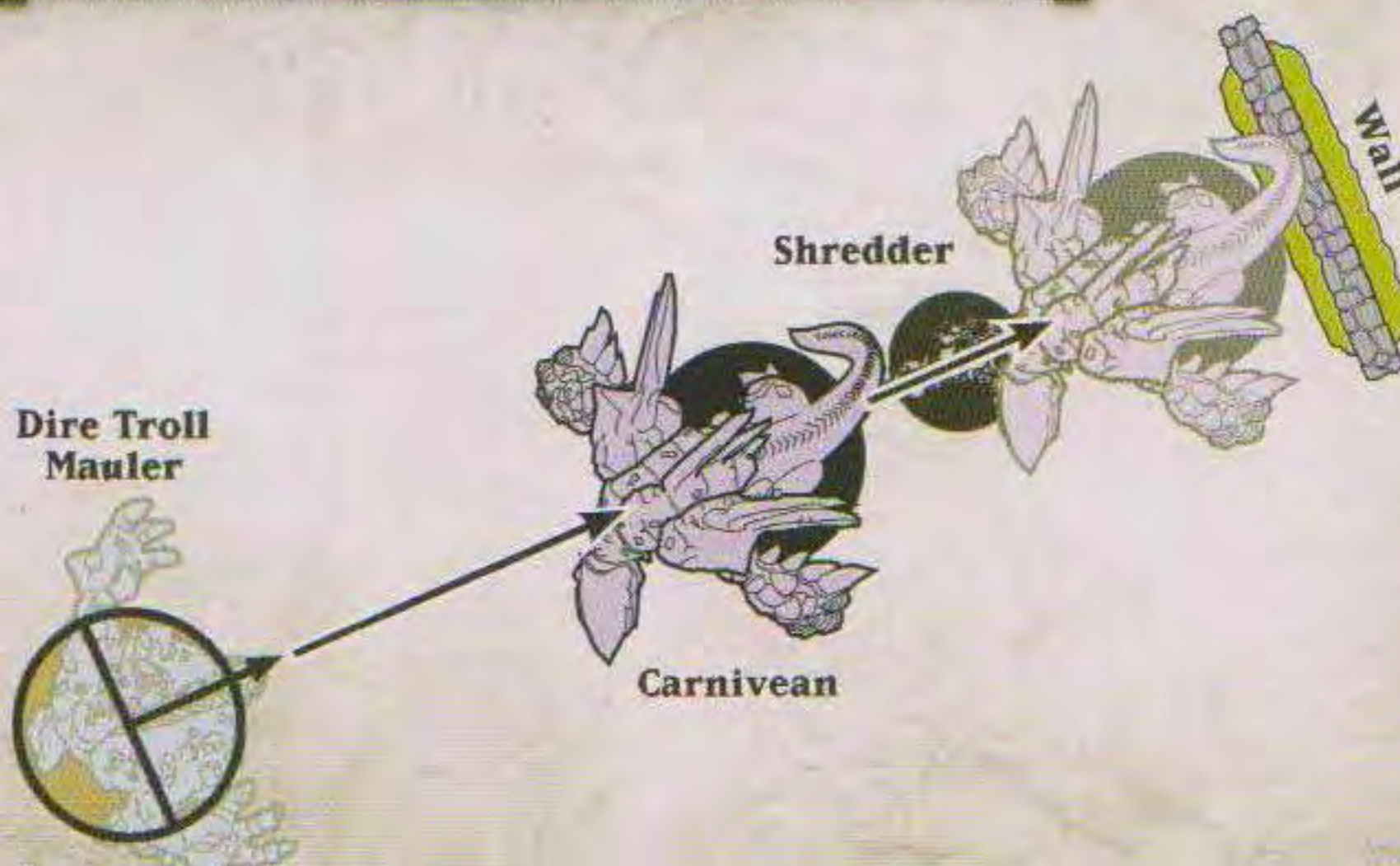
POWER ATTACK EFFECTS FROM OTHER SOURCES

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
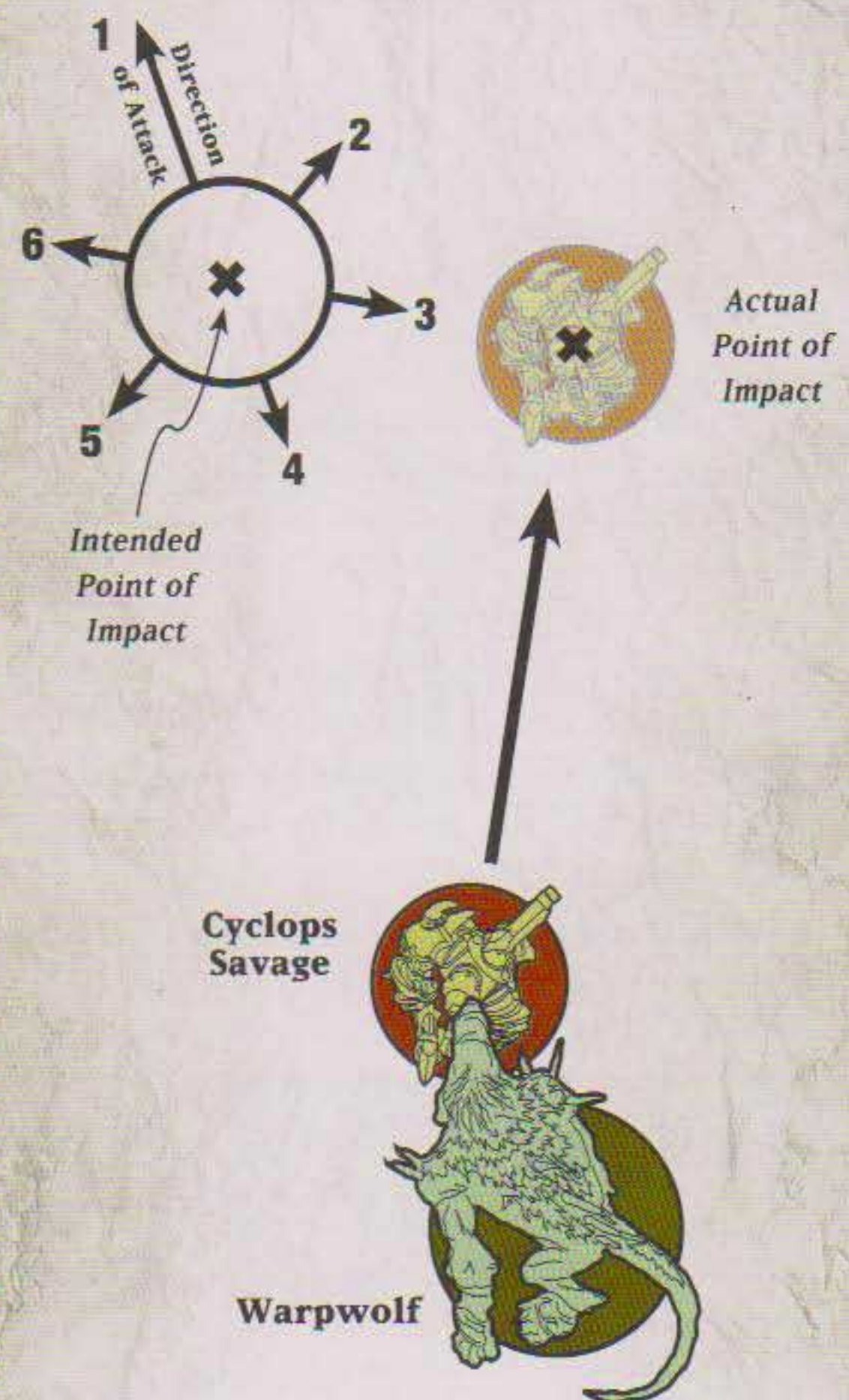
A Feral Warpwolf throws a Cyclops Savage. Since the Feral Warpwolf has a STR of 11, measure 5.5″ from the thrown model to determine the intended point of impact and determine deviation from that point. The Feral Warpwolf rolls a 3 for deviation direction and a 6 for distance. On a d3, that equals 3″ 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. 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.

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 model has finished its trample movement, it makes a melee attack roll against each small-based model it contacted. 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.

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. 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.
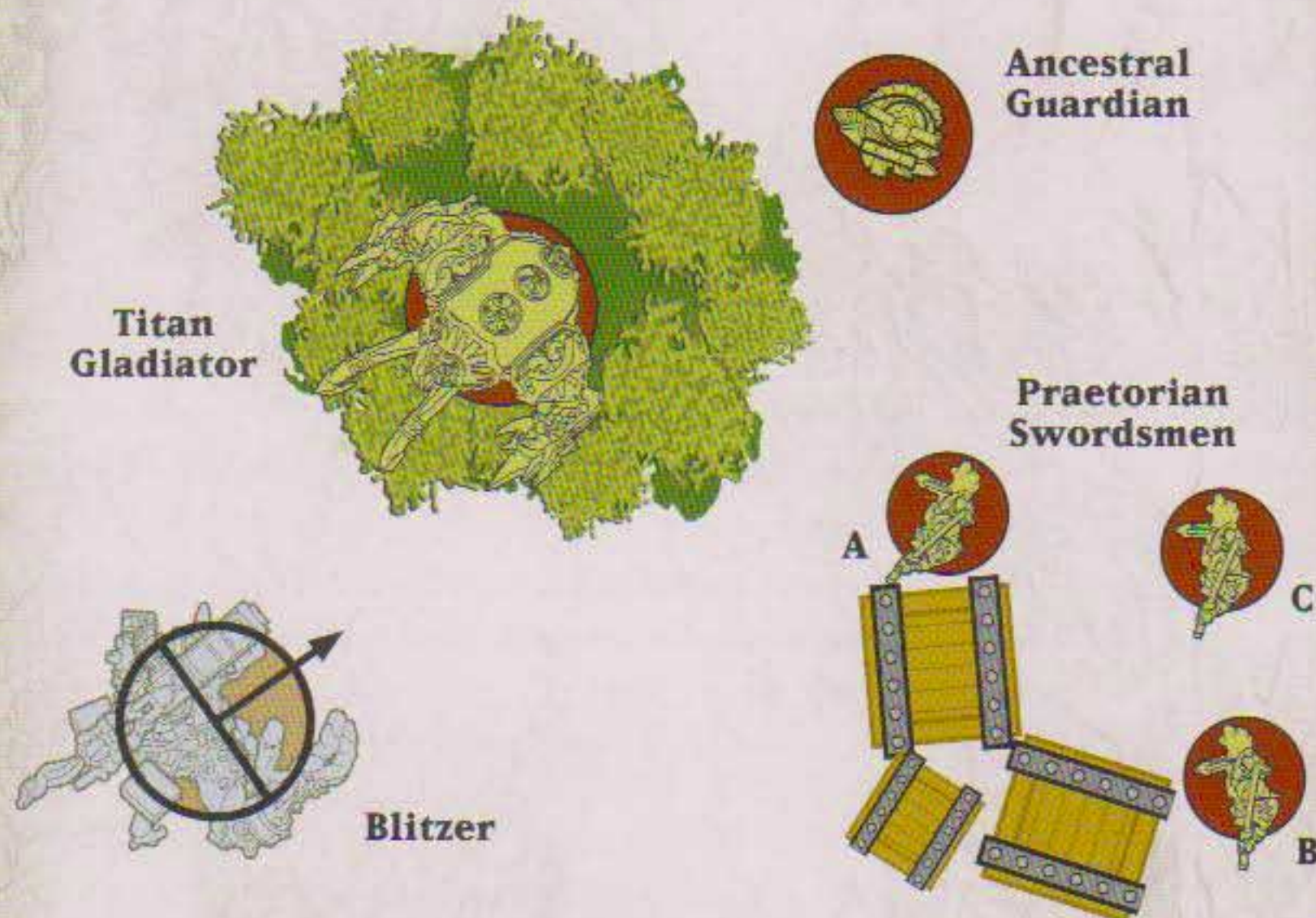
Other terrain features and special effects grant a model **cover** by being physically solid enough to block an attack against it. Examples include stone walls, giant boulders, and buildings. A model within 1" of a covering terrain

Cover: +4 DEF

Concealment: +2 DEF

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.

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, 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.

TARGETING INTO MELEE EXAMPLE
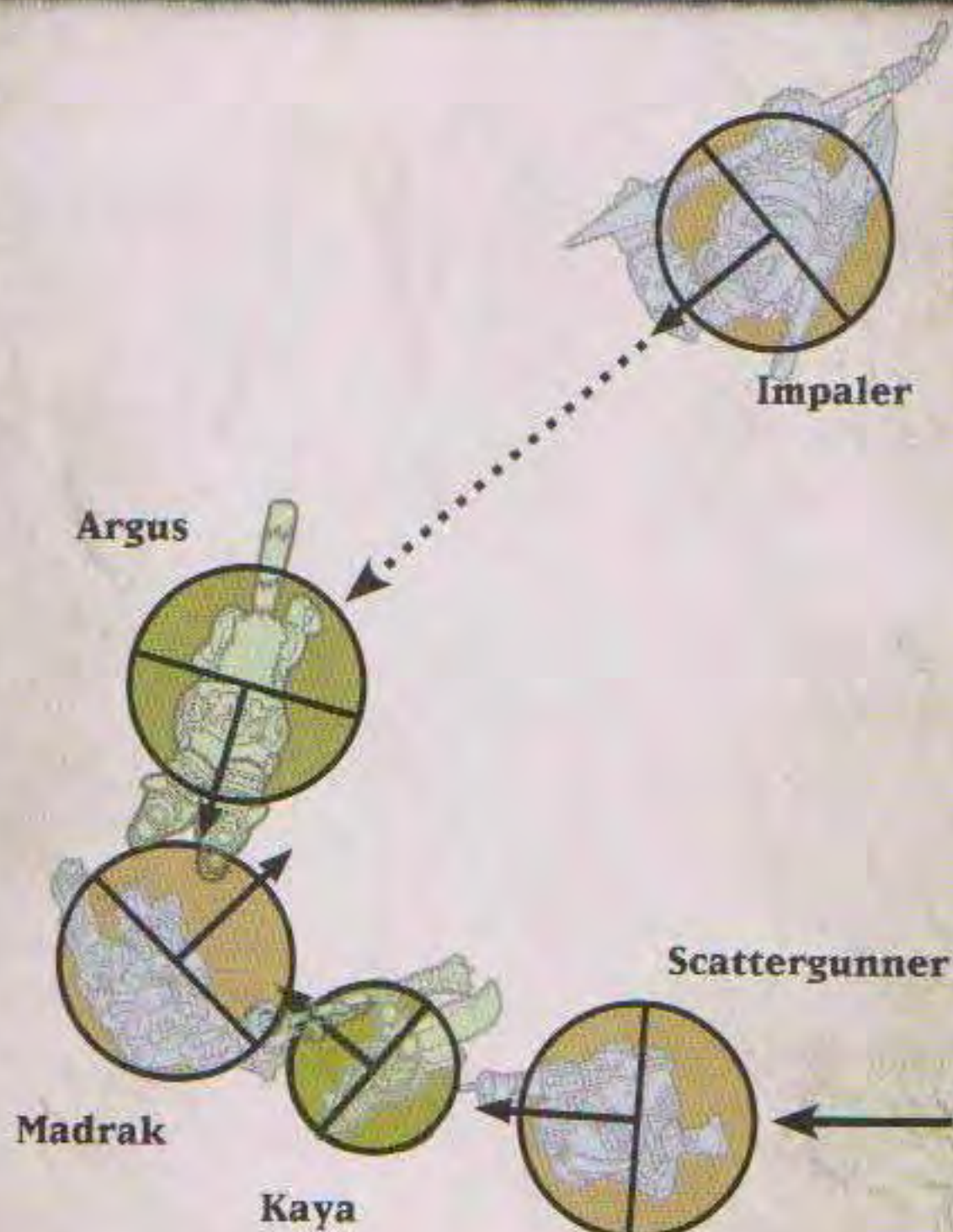
Madrak is in melee with Kaya and an Argus. A Trollkin Scattergunner enters the fight from the side to engage Kaya but not the Argus. A Troll Impaler makes a ranged attack against the Argus and misses. Since Madrak is in melee with the Argus and Kaya is in melee with Madrak, they are both in the same 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.

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.

$$\text{Blast Damage Roll} = 2d6 + 1/2 \text{ POW}$$

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 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

DEVIATION EXAMPLE
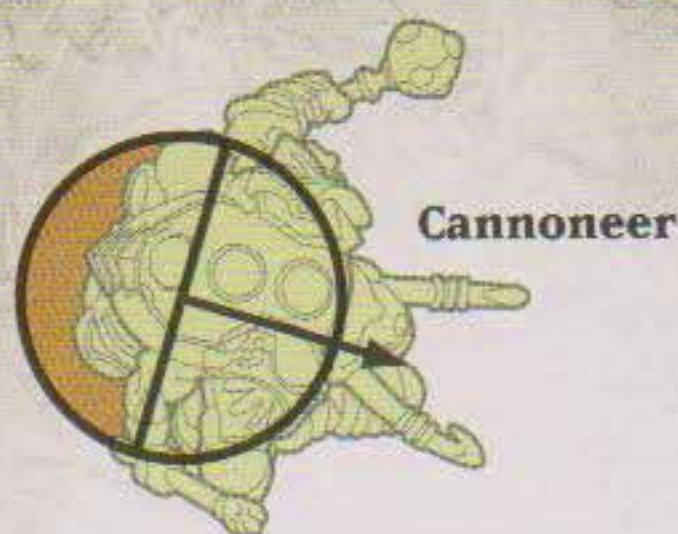
Cannoneer

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 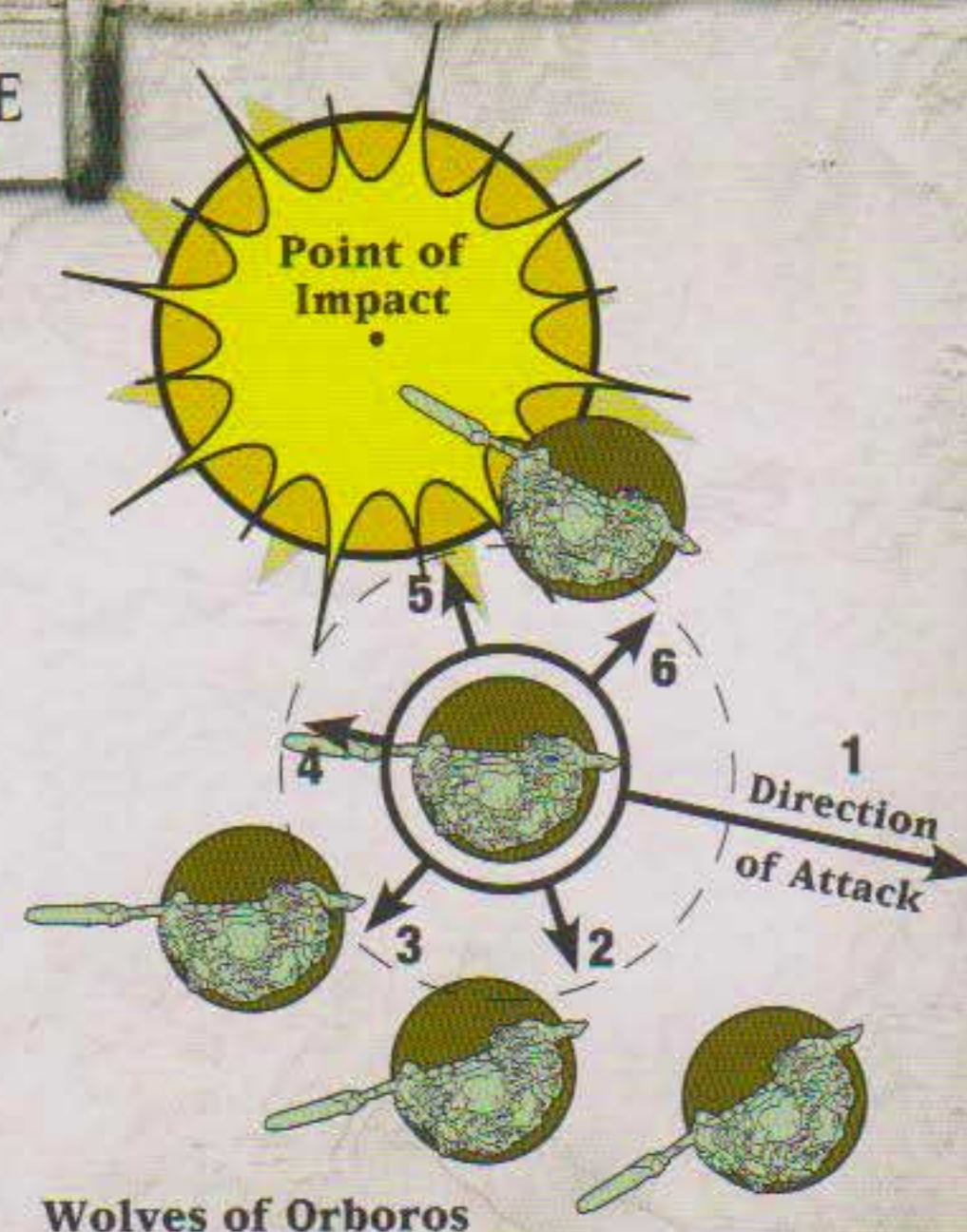its original target to locate the point of impact. Models under the template suffer blast damage and are subject to the attack's special effects. The Cannoneer does not hit as many Wolves of Orboros as it wanted, but it still catches one under the template.

Point of Impact

Direction of Attack

Wolves of Orboros

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

EXAMPLES OF SPRAY ATTACKS

Praetorian Swordsmen

Scattergunner

Impalers

Wolves of Orboros

Carnivean

Argus
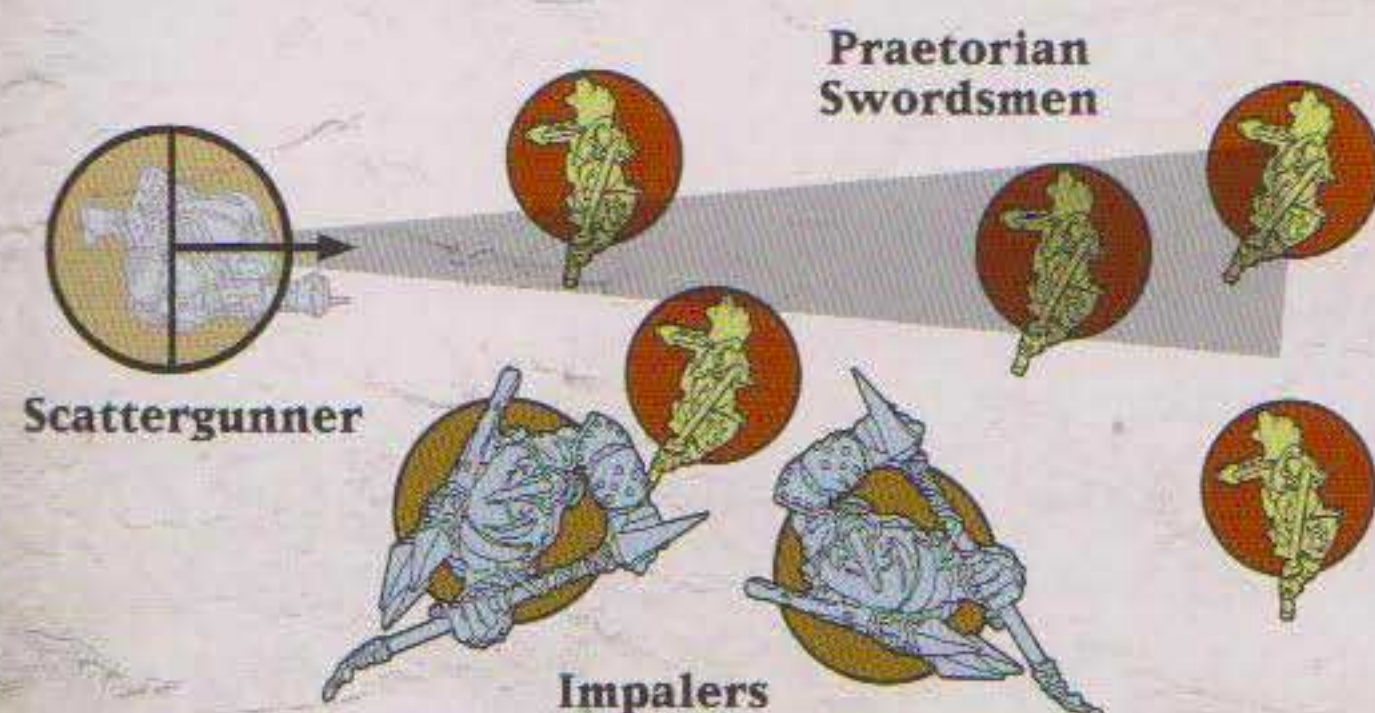
A Trollkin Scattergunner makes a spray attack against a group of Praetorian Swordsmen. The Trollblood player centers the SP 8 spray template laterally over an eligible target, choosing the centermost Praetorian Swordsman. Targeting that trooper also lets the player cover the greatest number of Praetorian 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.

ATTACKS THAT HIT OR MISS AUTOMATICALLY

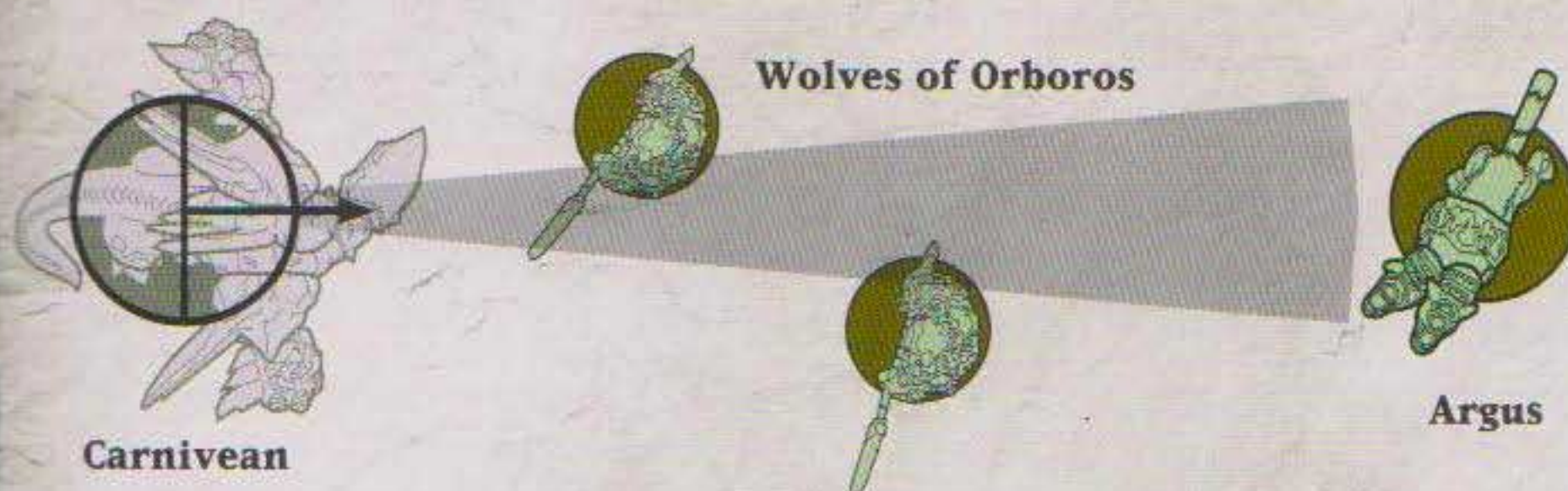Some special rules cause attacks to hit automatically or miss automatically. If a special rule causes an attack to **hit automatically**, you do not have to make an attack roll. If you do make a roll (because you want to try for a critical hit, for example), the attack no longer hits automatically. If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

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

MAKING A BACK STRIKE

Cannot Make a Back Strike

Can Make a Back Strike
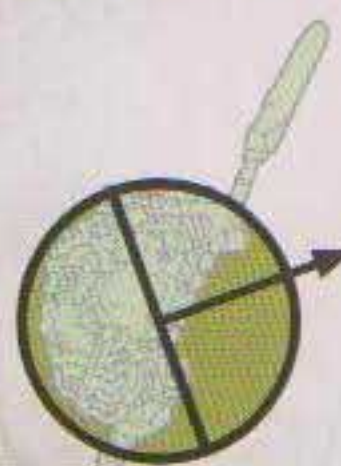
Back Arc   **Front Arc**

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 move, 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 stationary model has a base DEF of 5.

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

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
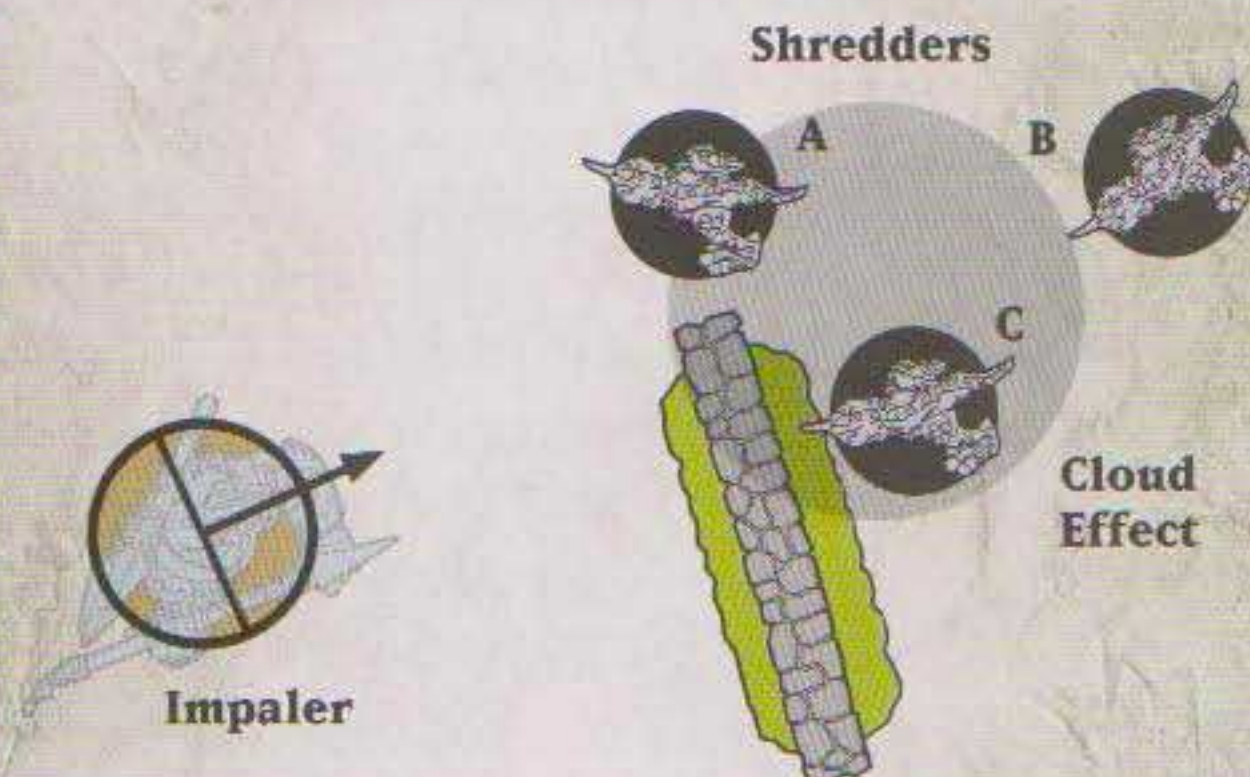
The Troll Impaler has line of sight to Shredders A and C, but they both gain +2 DEF from concealment against any ranged or magic attacks from the Troll Impaler for being in the cloud effect. The Troll Impaler's line of sight to Shredder C crosses a solid terrain feature that's within 1" of Shredder C, 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.

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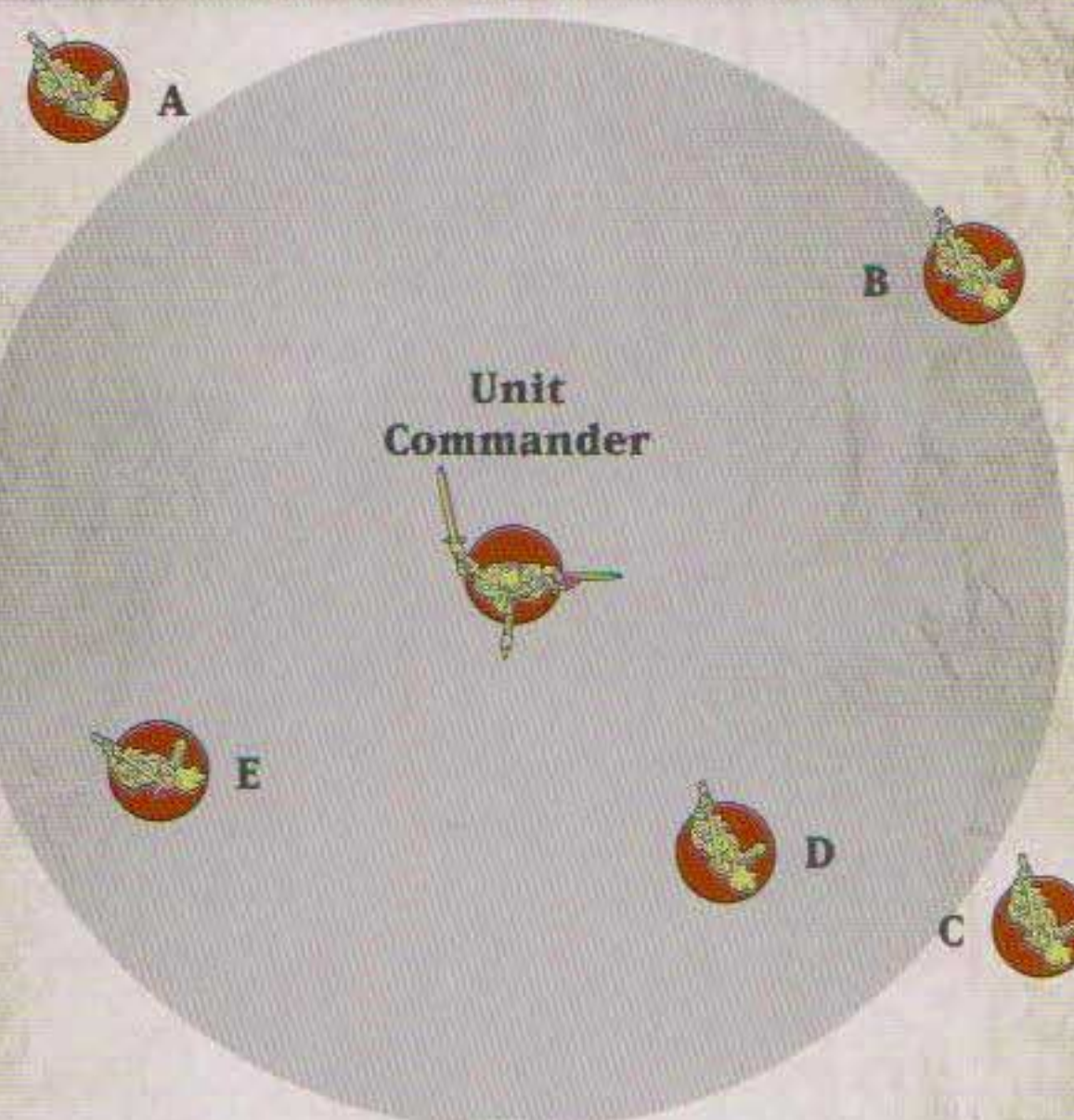
Praetorian Swordsmen B, D, and E are in formation since they are within the command range of the unit commander. Praetorian Swordsmen A and C are out of formation since they are not within the command range of the unit commander.
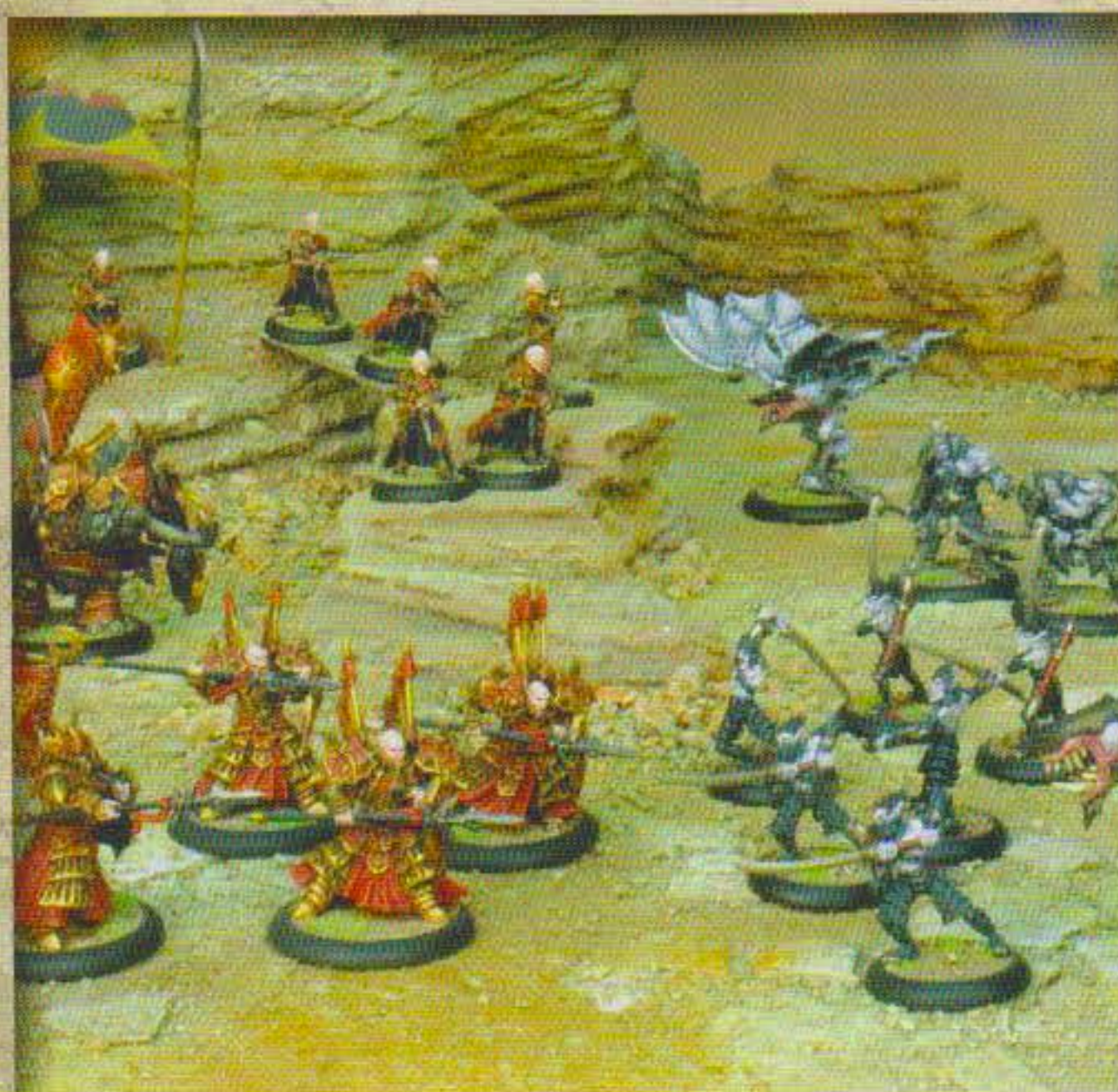
MOVING UNITS

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.

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.

Because a frenzied warbeast activates in the Control Phase, it cannot activate during the Activation Phase that turn.

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 attacker 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
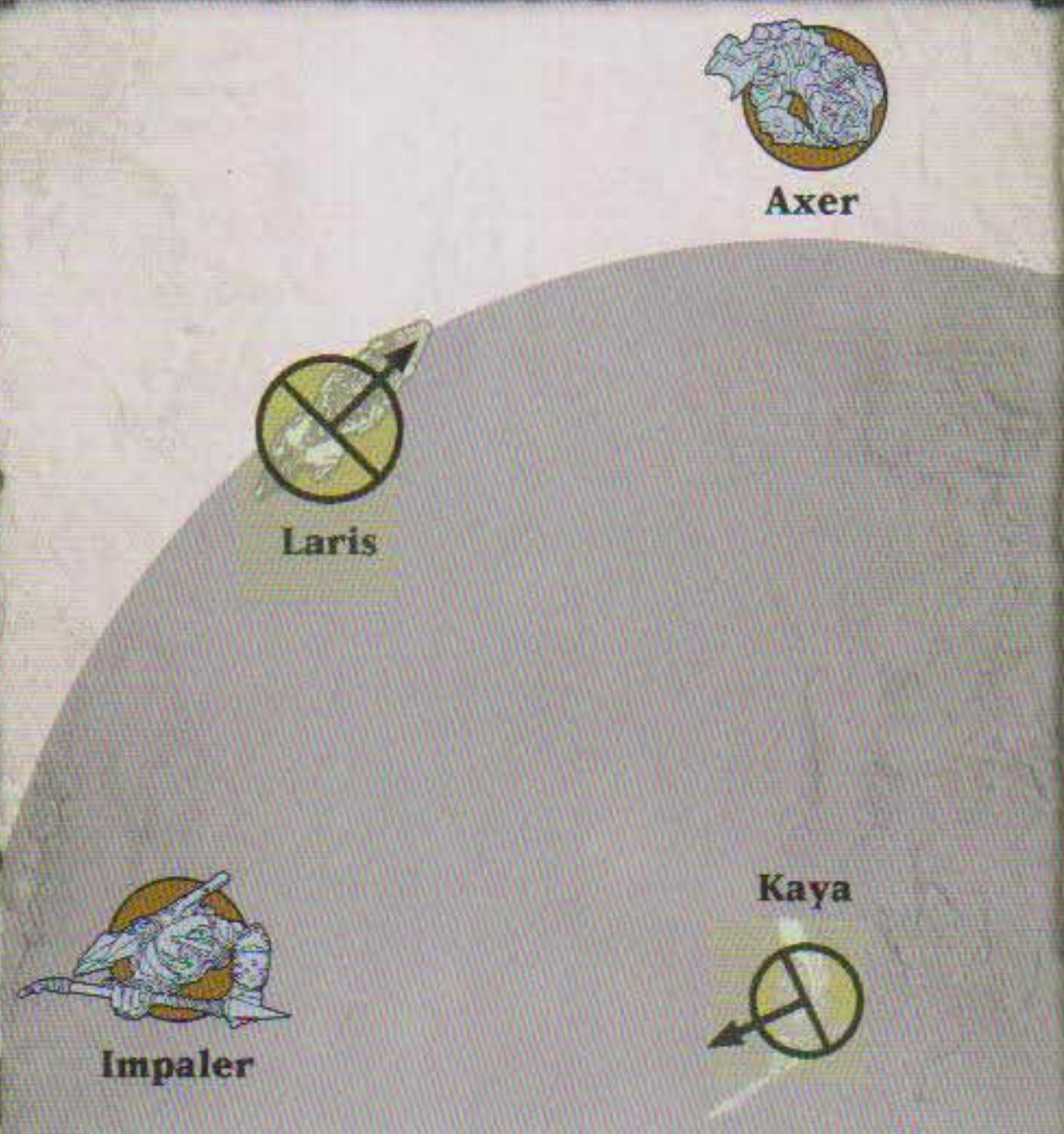
Kaya the Moonhunter has FURY 6, so her control area (represented by the shaded area) measures 12" from her base. Kaya can channel spells through Laris as long as Laris is in her control area.

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.

ADDITIONAL RULES
CAVALRY, EPIC, AND MORE

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.
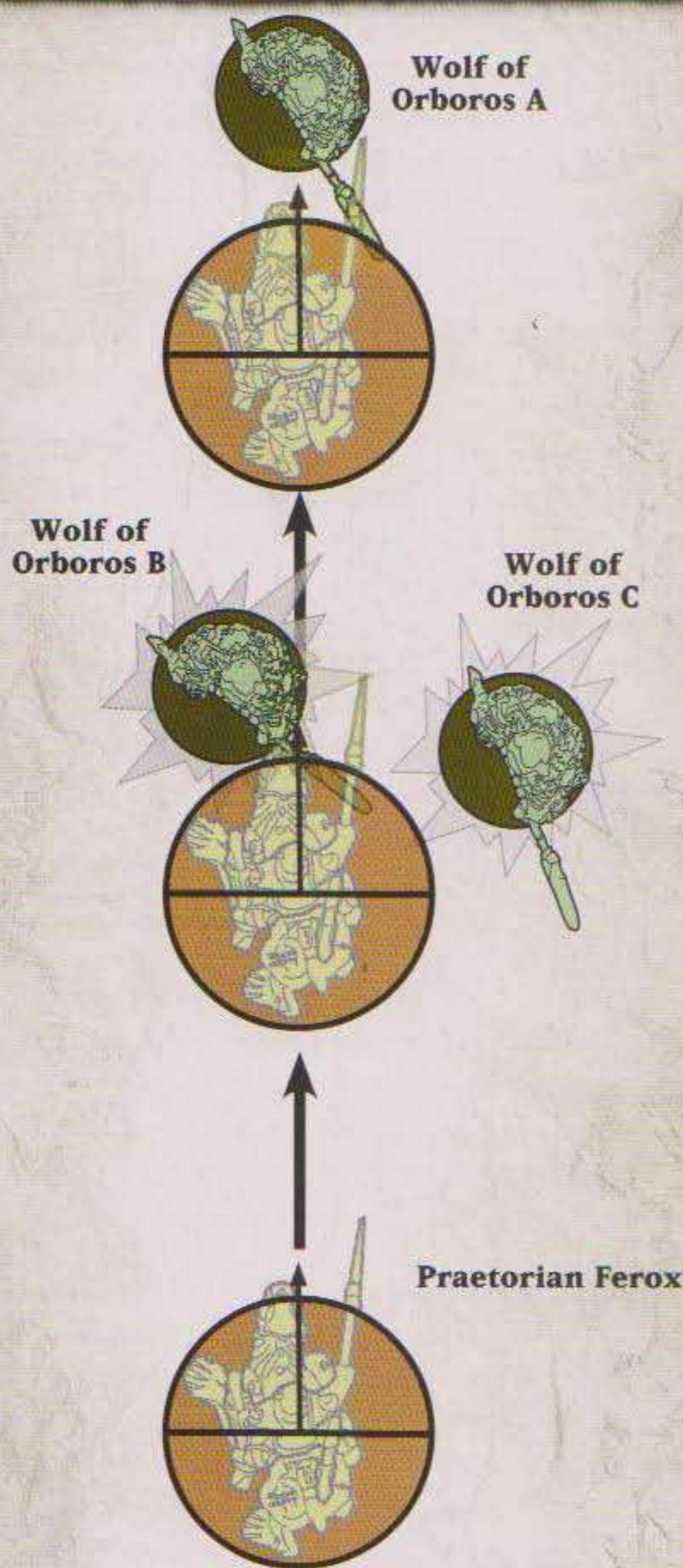
Mount Melee Attack Roll = 2d6 + POW of Mount

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.

If a charging cavalry model contacts another model during its movement and has moved at least 3", it stops and makes **impact attacks** with its Mount (see "Mount," 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.

Immediately after an independent light cavalry model or all models in a light cavalry unit complete their activation, the model/unit 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.

COMMAND-OF MICE AND MEN
COMMAND CHECKS, FLEEING, AND RALLYING

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.

<p align="center">Passed Command Check: 2d6 ≤ CMD</p>

<p align="center">Failed Command Check: 2d6 > CMD</p>

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
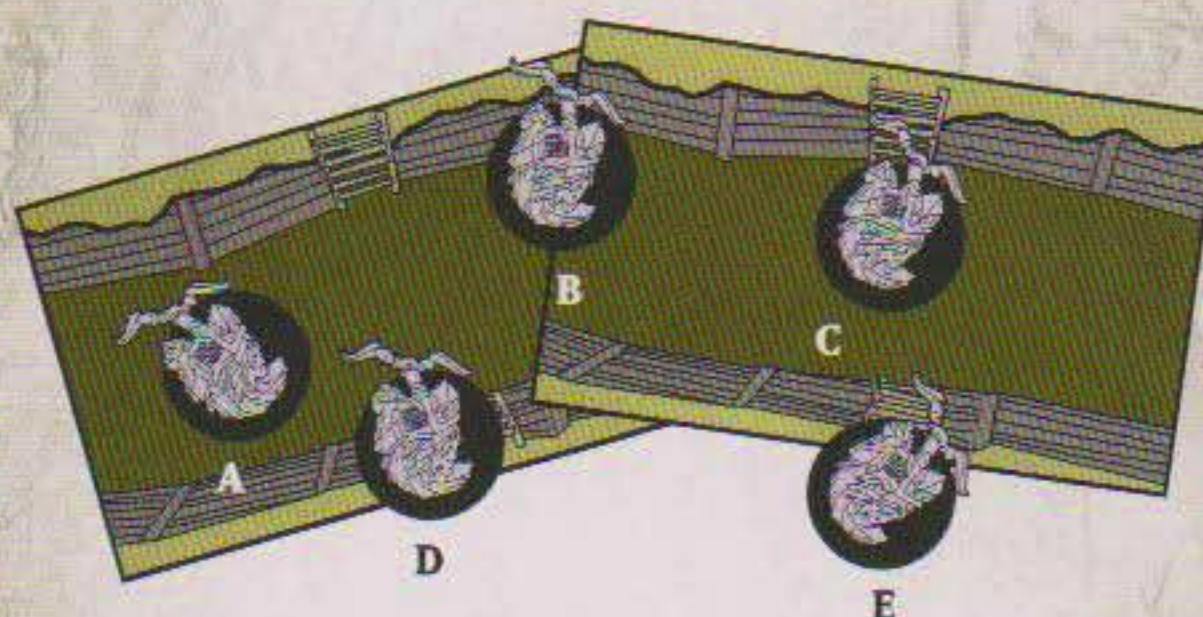
Striders A, B, and C are completely within the area of one or more trench templates, so they have cover and do not suffer blast damage unless the origin of the damage is in a trench template they are touching.

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.

Deployment Zone / 10" / 14" / 16" / Territories / Deployment Zone / 10"

Deployment Zone / 10" / Deployment Zone / 10"
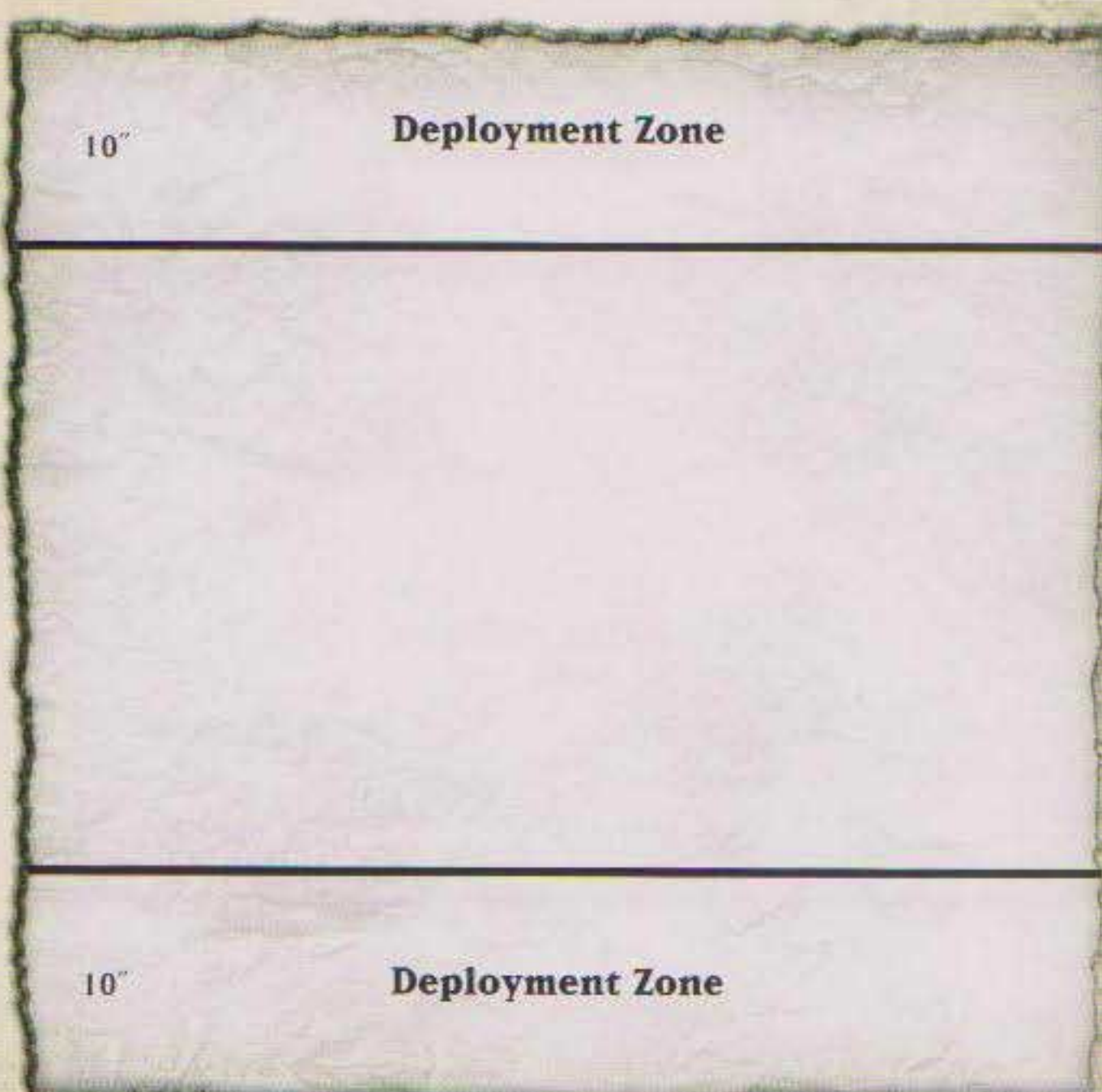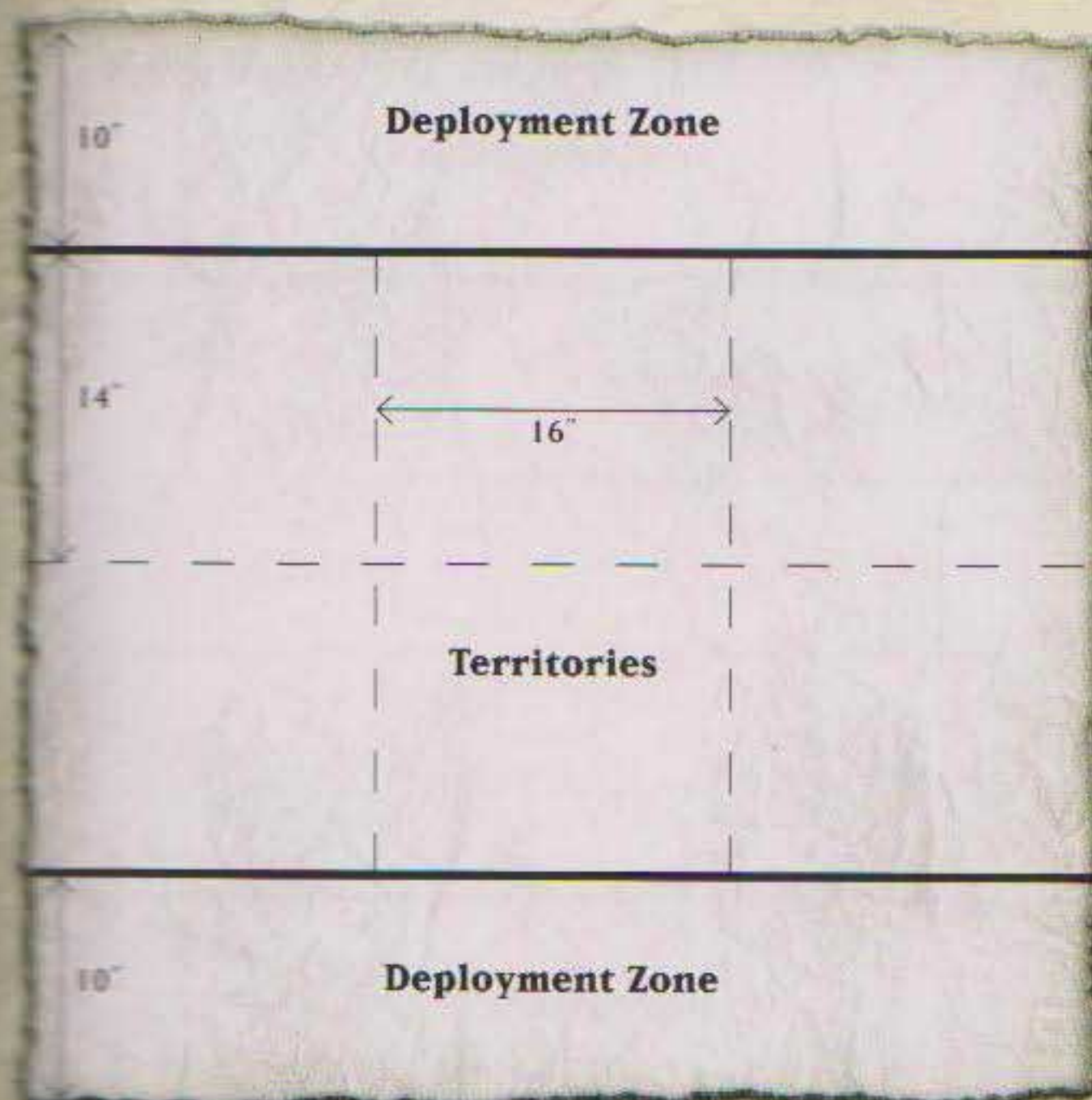
KILLING FIELD

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 14"-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.

10" Deployment Zone

8" • • • 8"
Objective Markers

10" Deployment Zone

10" Deployment Zone

16"
Mosh Pit

10" Deployment Zone

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.
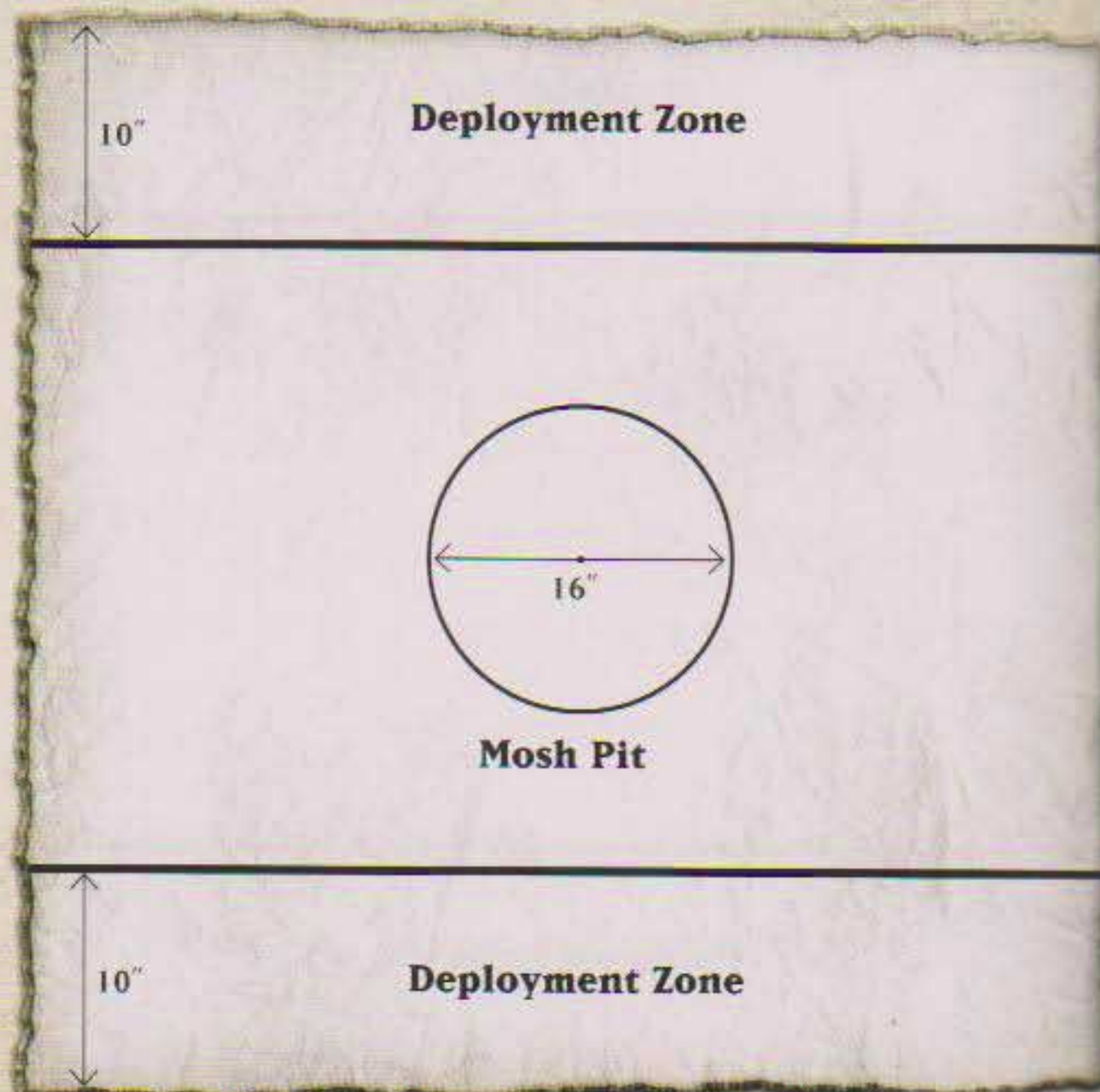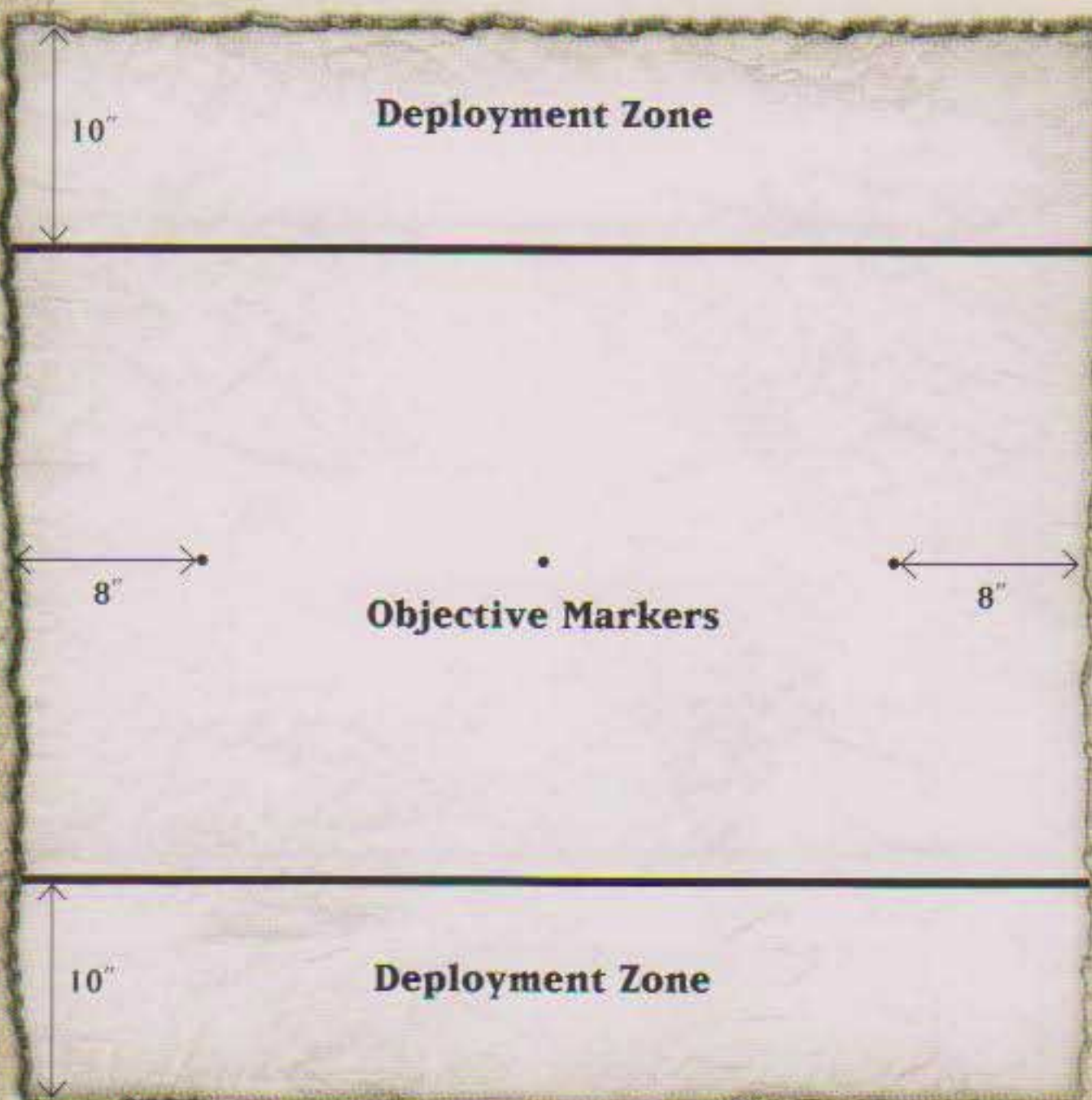
A player controls a control zone if he has one or more models completely within it and his opponent does not. For a unit to control a control zone, all models in the unit still in play must be completely within it. A warrior model must have a CMD greater than 1 to control a control zone. Ignore wrecked 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.

No Man's Land deployment diagram: Deployment Zone (10"), No Man's Land (4", 4"), Deployment Zone (10")

Throw Down deployment diagram: Deployment Zone (10"), Control Zone (10"), Control Zone (10"), Deployment Zone (10")
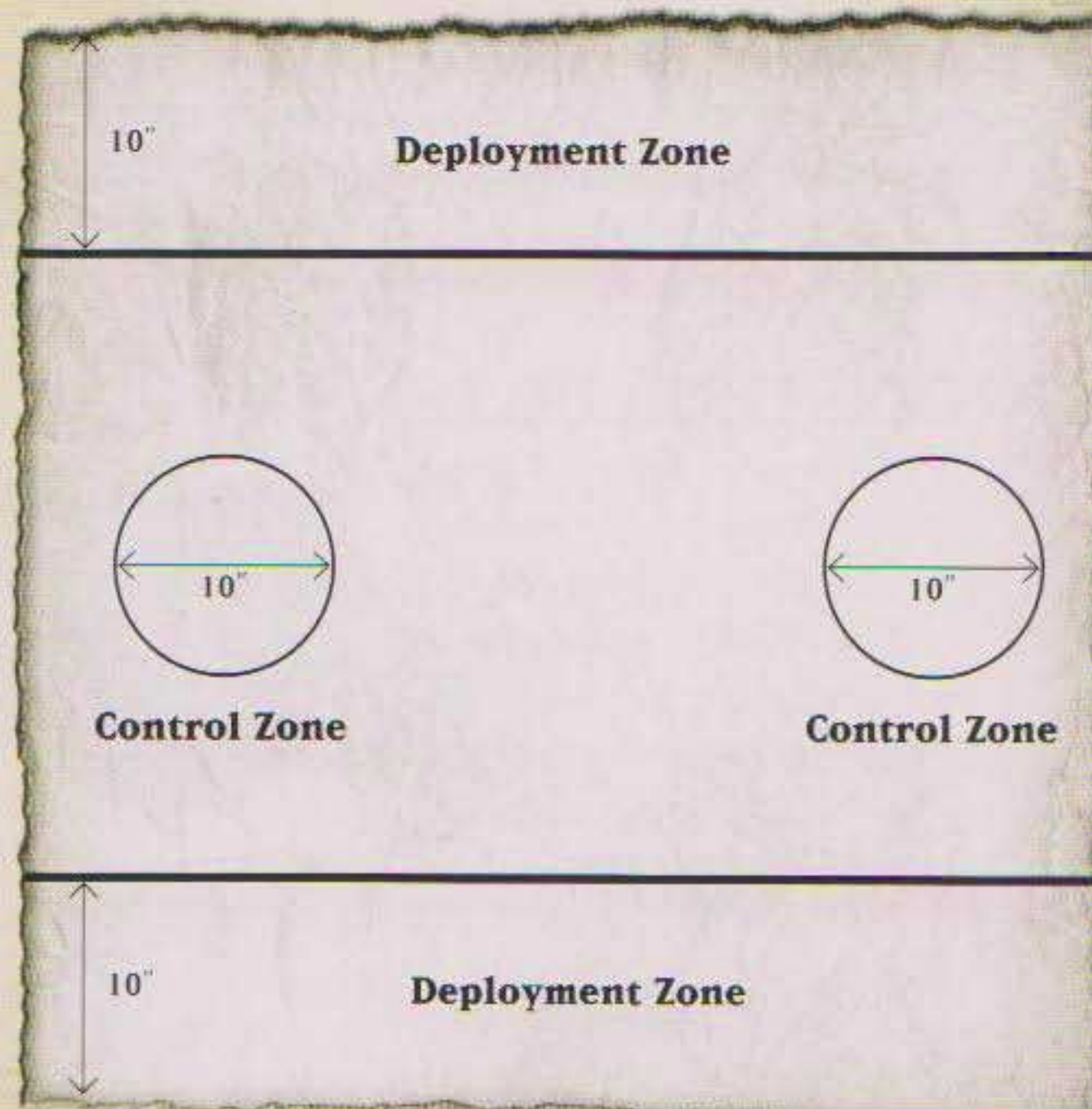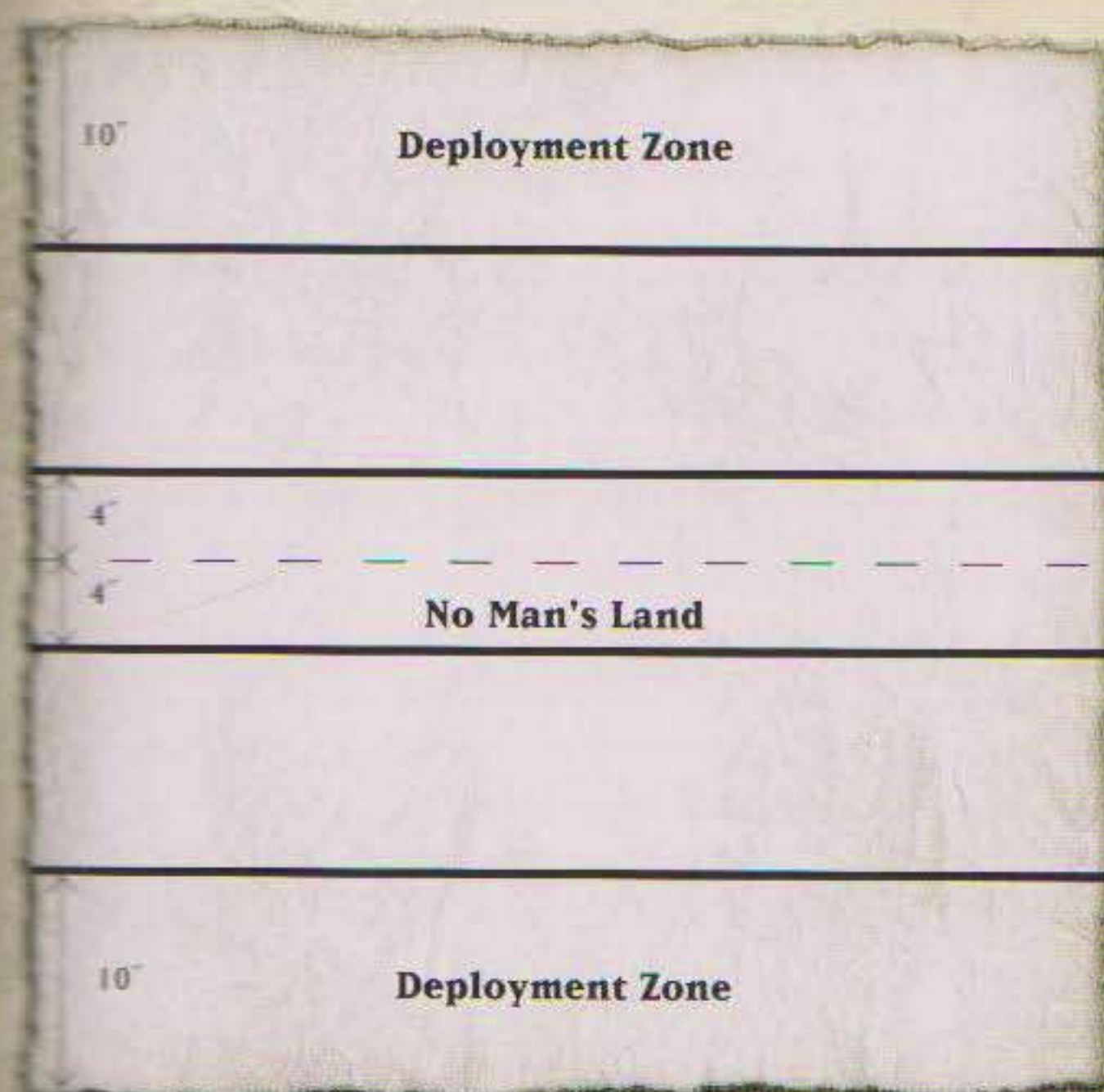
THE FACTIONS OF HORDES

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, blighted 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 set 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.

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

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

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

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

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

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.

TACTICAL TIPS

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

SPELLS	COST	RNG	AOE	POW	UP	OFF
CALAMITY	3	8	–	–	YES	YES
Friendly models gain +2 to attack and damage rolls against target enemy model/unit.						
HALLOWED AVENGER	2	6	–	–	YES	NO
When an enemy attack destroys or removes from play one or more friendly Faction models within 5″ of target warbeast in this model's battlegroup, after the attack is resolved the affected warbeast can charge an enemy model, then Hallowed Avenger expires.						
RIFT	3	8	4	13	NO	YES
The AOE is rough terrain and remains in play for one round.						

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

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

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

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

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

remained on the 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. (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.

TACTICAL TIPS

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

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.

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

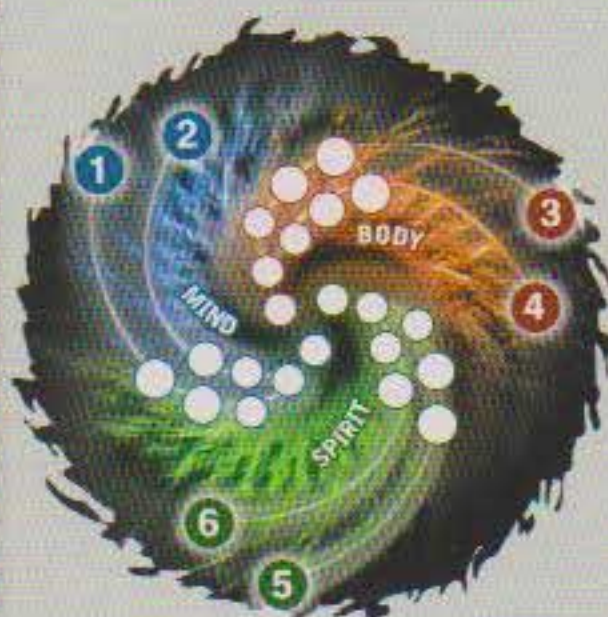*Outnumbered? Ha! That just means the axers earn their keep!*

—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.

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.

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.

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

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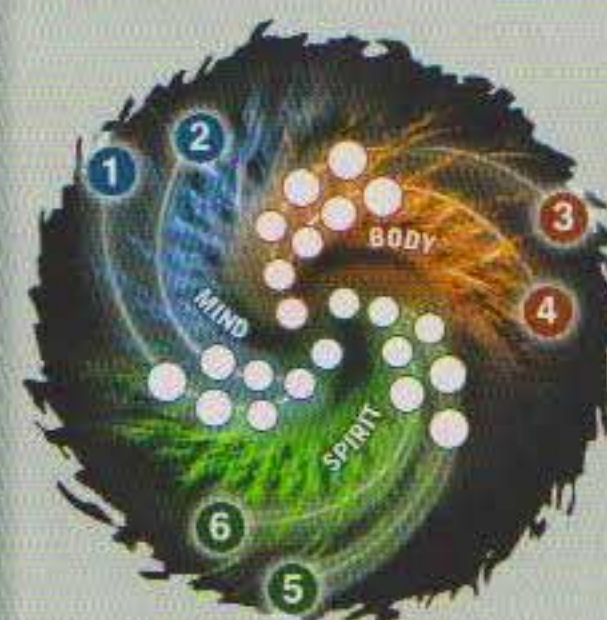
FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

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.

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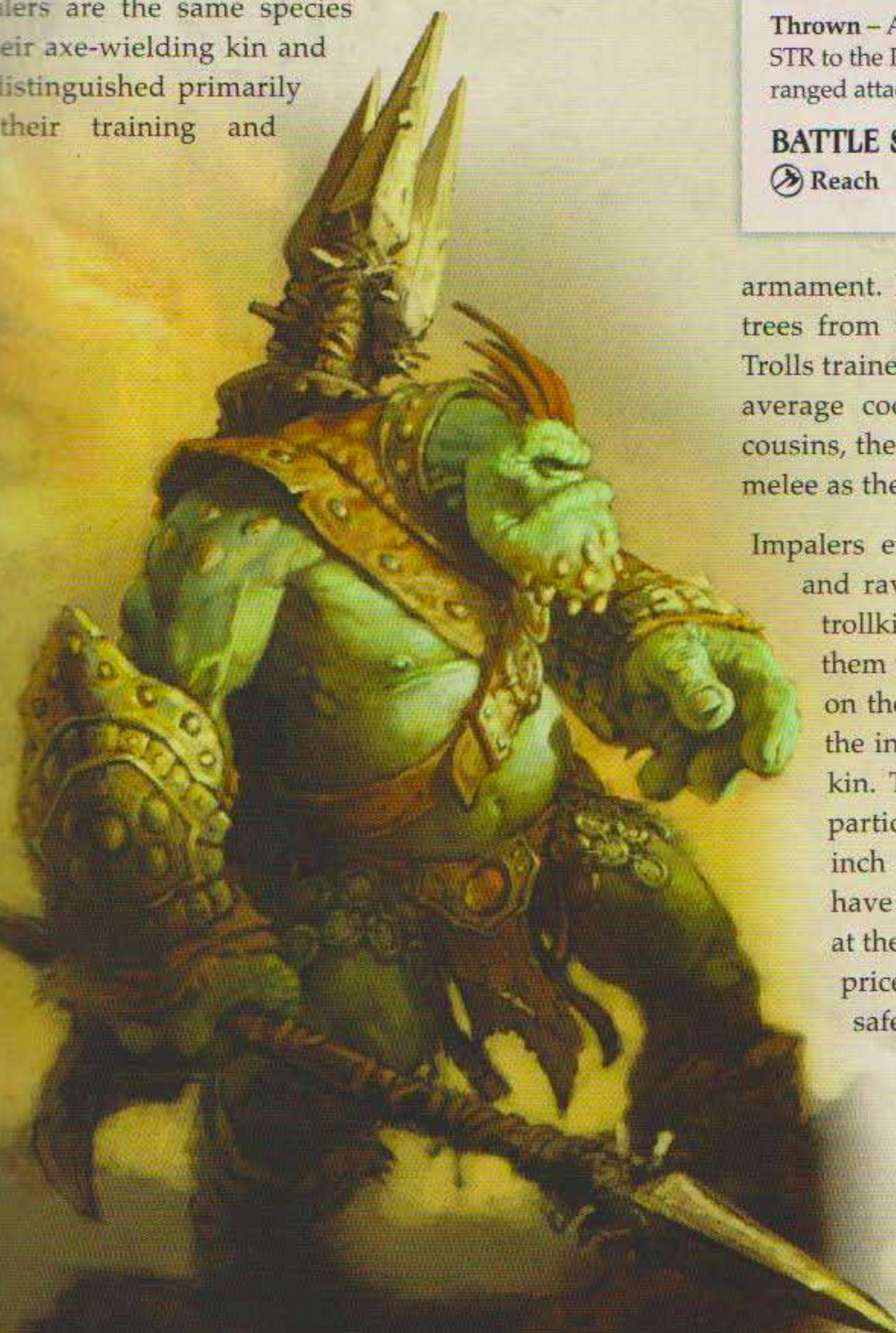
Left to its own devices without an ample supply of charred meat, it will make do by eating its body weight in coal washed down with incendiary black oil.

—Professor Viktor Pendrake

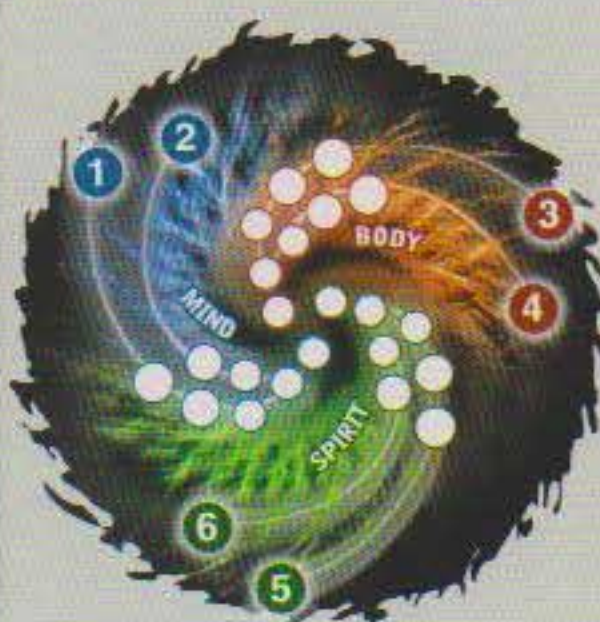| PYRE TROLL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	5	4	12	16	6

SPEW FIRE			
RNG	ROF	AOE	POW
8	1	3	12

CLAW		
	POW	P+S
	3	12

CLAW		
	POW	P+S
	3	12

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

PYRE TROLL
◉ **Immunity: Fire**

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

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

SPEW FIRE
◉ **Continuous Effect: Fire**
◉ **Damage Type: Fire**

CLAW
✊ **Open Fist**

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.

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

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

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

TACTICAL TIPS

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

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

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

BLITZER

⟳ Gunfighter

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

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

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

SLUGGER

Rapid Fire [d3] – When you decide to make initial attacks with this weapon at the beginning of this model's combat action, roll a d3. The total rolled is the number of initial attacks this model can make with this weapon during the combat action, ignoring ROF.

CLAW

✊ Open Fist

BLITZER

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

SLUGGER

RNG	ROF	AOE	POW
10	1	–	13

CLAW L

POW	P+S
3	15

CLAW R

POW	P+S
3	15
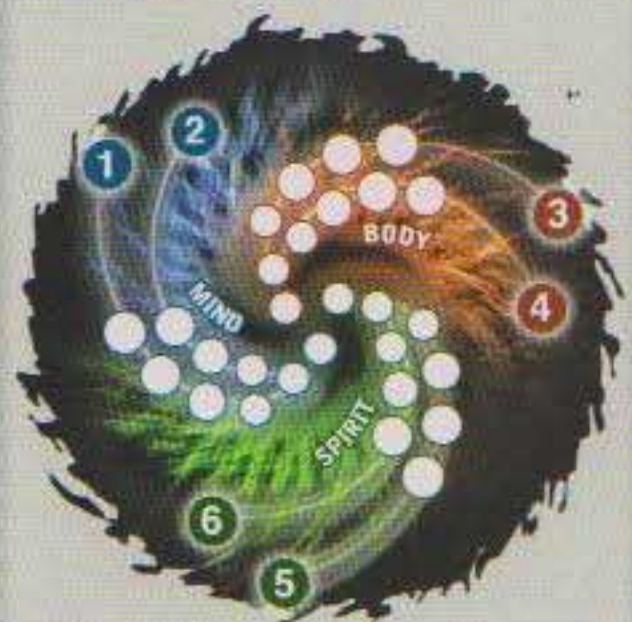
FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

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

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

DIRE TROLL BOMBER
TROLLBLOOD HEAVY WARBEAST

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

—Grissel Bloodsong

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

POWDER BOMB			
RNG	ROF	AOE	POW
8	2	4	16

CLAW L		
POW		P+S
3		15

CLAW R		
POW		P+S
3		15
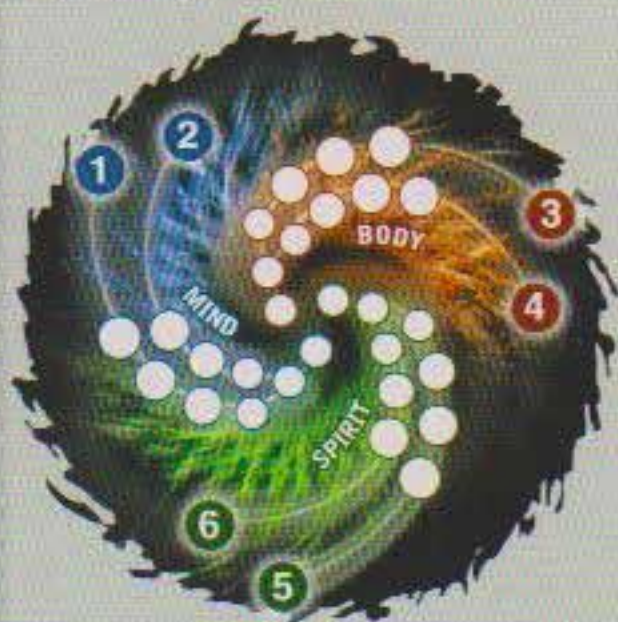
FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	10
LARGE BASE	

BOMBER

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

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

CLAW
Open Fist

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

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.

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

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

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

TACTICAL TIPS

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

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

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

MAULER

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

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

BIG MEATY FIST

Open Fist

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

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

BIG MEATY FIST	
POW	P+S
4	16

BIG MEATY FIST	
POW	P+S
4	16
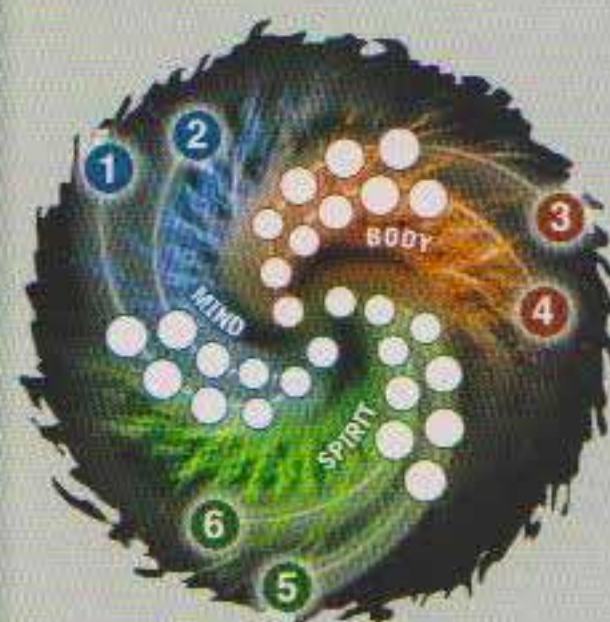
FURY	5
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

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

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

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

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.

GRUNTS

✠ **Fearless**

✳ **Tough**

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	

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.

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
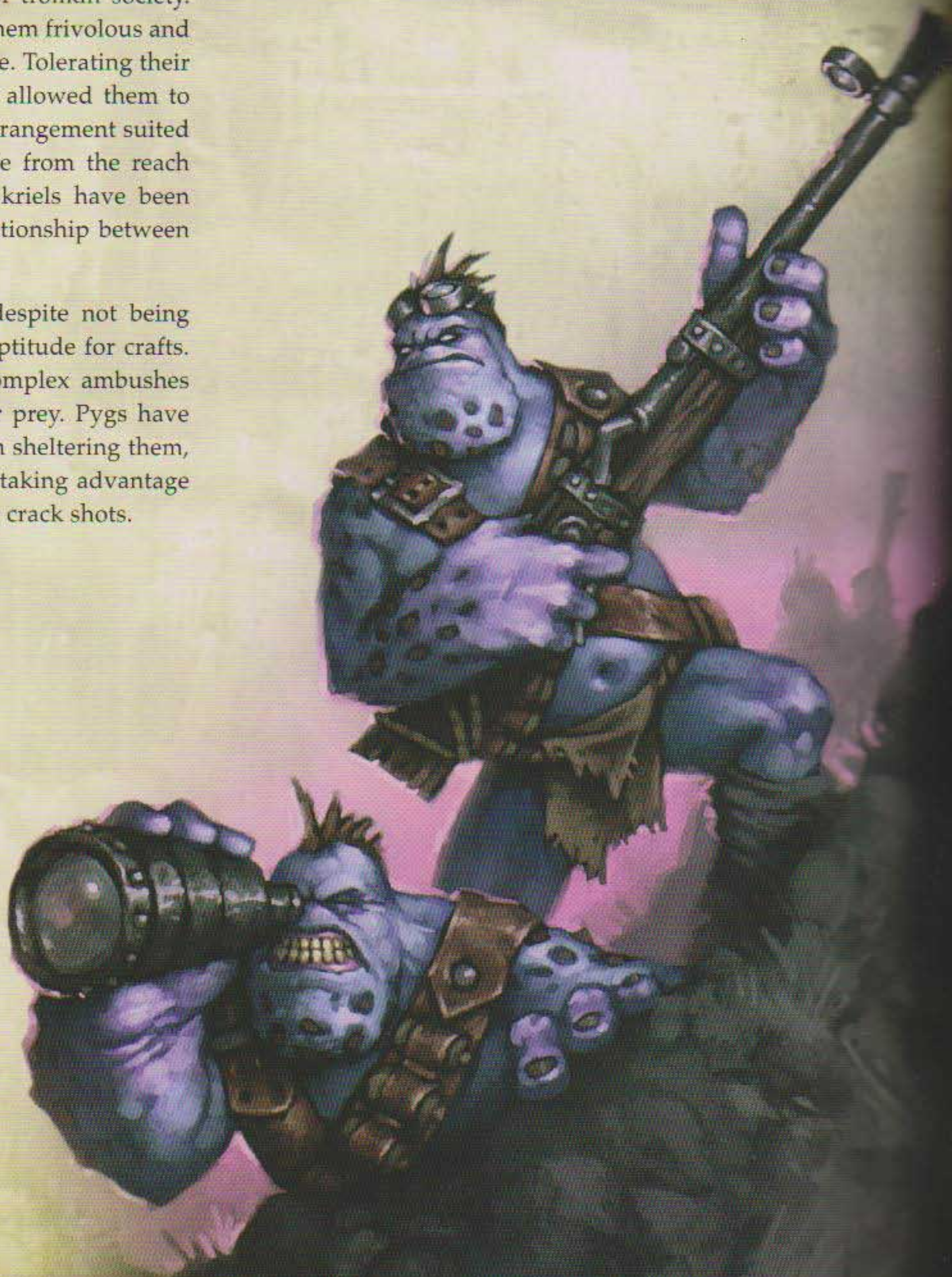- ⟲ Combined Ranged Attack
- ↺ Pathfinder
- ✴ Tough

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		
×2	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.

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

FELL CALLER

✚ **Fearless**

✪ **Tough**

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

- **Overcome** – RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder ⏱ for one turn.

- **Reveille** – Knocked down friendly Faction models in this model's command range immediately stand up. Models that were knocked down this turn are not affected by Reveille.

- **War Cry** – RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains +2 to melee attack rolls this turn.

SWORD

⚔ **Weapon Master**

FELL CALLER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	6	12	15	9

SONIC BLAST			
RNG	ROF	AOE	POW
SP 8	1	—	12

SWORD	
POW	P+S
3	10

DAMAGE	8
FIELD ALLOWANCE	2
POINT COST	3
MEDIUM BASE	

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.

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 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.