

We swore pacts in those ancient days to limit the rise of these cities. This has sometimes required culling populations, weakening dams, toppling walls, and burning fields, all in the name of Orboros. It is a fine rope we walk, for our power relies on the strength of Orboros but also on his distraction. If the Devourer ever won its war against Menoth, the Wurm would return in full force from Urcaen to topple mountains, set loose tsunamis, and erase humanity from the face of Caen. Far better for us to guide nature's wrath. Despite our efforts, however, civilization has long advanced at a quicker pace than we could hinder it. Our powers are great, but our numbers are too few.

To keep the Devourer distracted in Urcaen, we must ensure that Menoth's attention remains focused on the afterlife as well. Menoth has created a vast sprawling city amid the wilds of Urcaen to protect the souls of the dead devoted to him, an entire continent walled and shielded against the wilds. In long cycles between roaming the endless wilds, the Devourer Wurm returns to besiege this city, battering its ramparts and consuming any Menite souls it can reach. It is at these times, when the clash between these powers is most intense, that they pay the least attention to the affairs on Caen. When the Devourer is driven back into the wilds, Menoth often turns his gaze back to the world and begins to meddle with the affairs of his priests and followers. By working as we do and following our old pacts, we hope to keep both Menoth and the Wurm concentrated on their mutual battles. If the Devourer is distracted, it pays less heed to the flow of its power on Caen and by consequence it is easier for us to control and tap into those energies in the wilds.

THE WURM WILL BRING RUIN AND ANNIHILATION AND OBLITERATE MAN'S GREATEST CITIES IN A FRENZY OF DESTRUCTION.

Ultimately this delicate balance is unsustainable. We are few against the teeming masses. Eventually the works of mankind will clog the arteries of Orboros and sap its strength enough that the Devourer will feel compelled to return and act. The Wurm will prowl Caen once more, bringing ruin and annihilation, obliterating man's greatest cities in a frenzy of destruction intended to eliminate the clots obstructing the natural flows of its power.

Few understand our struggle, nor would they embrace it if they knew. The sons and daughters of Menoth mistakenly believe their gods can protect them. They believe the Devourer Wurm is not a primal power but a beast that can be slain.



In the time of the Molgur there was no need for our efforts. Mankind was nomadic and had not yet taken up the Canon of the True Law. In this age the worship of the Devourer was open and widespread. Remember that priests and cultists of the Wurm are not of our ilk. Our relationship with Orboros is intimate, not worshipful. Minions of the Devourer have long been our pawns, eager to heed our words. They revel in communion with the Beast but do not comprehend its deeper nature or their insignificance to it. Do not lower yourself to treat them as equals. They can be useful—even powerful—allies, but ours must always be the guiding hand.

Our order learned to hide its nature following the dissolution of the Molgur, and we began to implement subtle plans. We used flood and earthquake to slow the spread of civilization. It was through our influence that ancient empires fell, but the rotten tooth of what would become Caspia had its roots sunk too deep in the mouth of the Black River for us to simply pull it loose. The City of Walls continues to vex our fellowship, impervious to all efforts to bring it to ruin.

Despite the spread of Menoth's word, the Thousand Cities Era was good to us. Mankind remained fractured as countless petty fiefdoms and city-states vied for dominance. Where necessary we destroyed cities without repercussion. Under the city of Ceryl, hidden below tons of mud and earth, rest the bones of a dozen townships destroyed by our hand. Other ruins spotted the landscape, their destruction blamed on floods, fire, earthquake, or plague—but all our work.

The first major sign that we were failing to maintain balance was the foundation of the Khardic Empire. The Khardes were the result of a long process of calcification whereby tribes banded together under strong warlords. We could not prevent this, only slow the process. Some of our order used murder and assassination, but such overt action rarely succeeds ultimately and often creates martyrs or heroes. Removing individual leaders seldom helps; they arise by factors beyond their ken. When we remove one, another takes his place. Disease is a more effective tool in some times and places, and we have sowed plague to create chaos and destroy large populations.

There were other forces steering the fate of the northern empire. Amid the tedious struggles of the Kossite, Skirov, and Khardic tribes, a strange figure arose to confound even the most learned of our fellowship. The immortal Zevanna Agha, sometimes called the Old Witch of Khador, is a power who, acting alone, has sometimes thwarted the plans of our entire order. She protects the northern tribes and their

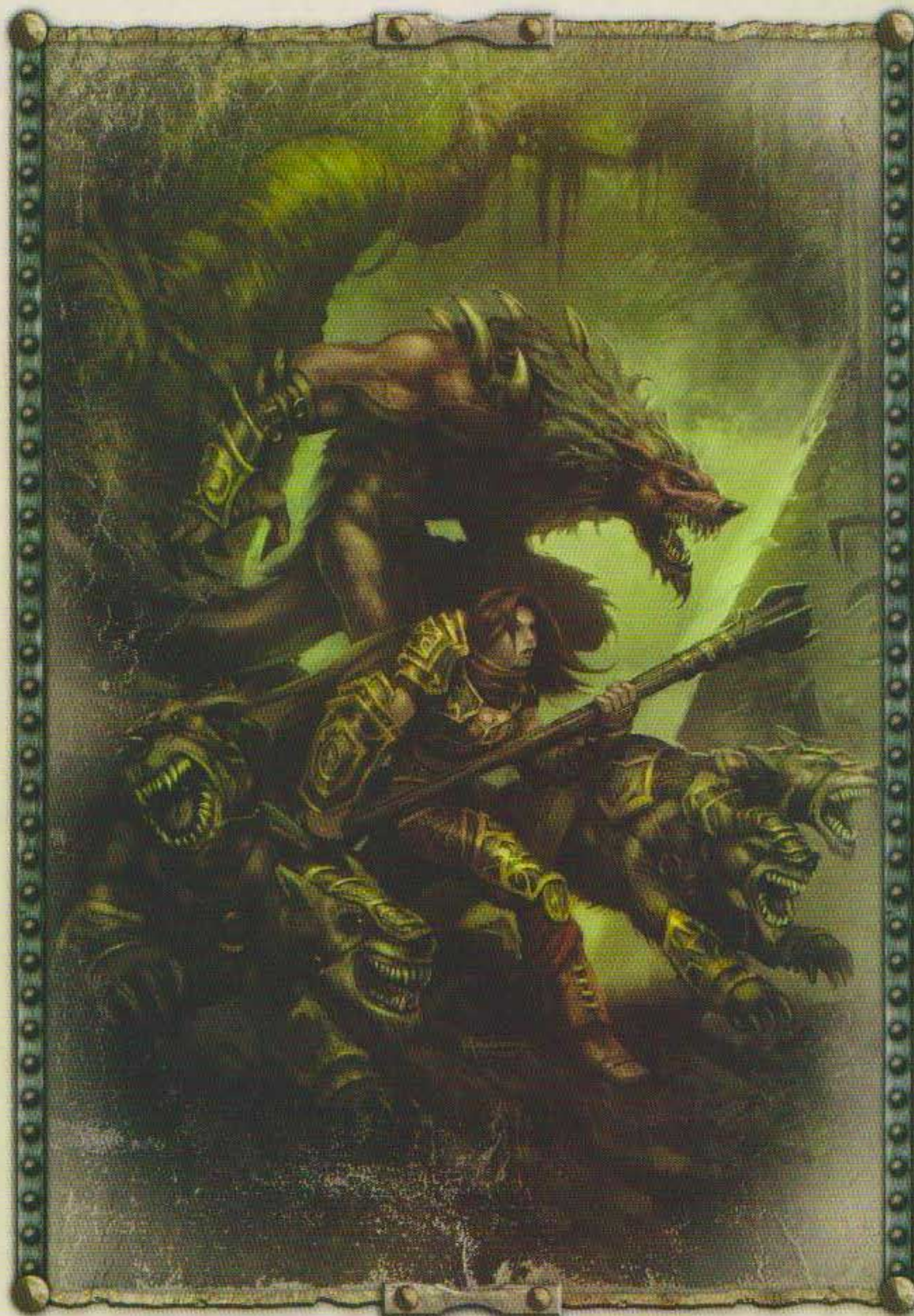
lands for her own reasons; her agenda is indiscernible to us. At one time she walked in our midst, for her power echoed our own, yet ultimately she betrayed the Circle and used our lore against us. Her ability to draw on the vitality of the land is near to ours, yet she also draws on the vast strength of the people of her lands themselves. All attempts to unravel her power or even comprehend it have failed.

We have clashed with Zevanna Agha many times in our effort to weaken the Khardic Empire and more recently to thwart the Khadorans who inherited their legacy, but she has vexed our efforts at every turn. Where her crows have been, they leave nothing but the bones of those who have tried to tear her down, so our most effective tactics against her have involved misdirection. Recent events forced us to send our order into the north to fight the blighted threat, and the crone confronted us there. Although her true machinations remain hidden from us, I hope she can be convinced that her purposes and ours are not at odds on this matter, for the rise of the blighted has put her domains at risk just as it has threatened ours.



On the subject of the blighted, let me speak of the arrival of Lord Toruk to the Scharde Islands and our vigil over the dragons. Even before Toruk's exodus from the mainland, we watched his movements and those of his progeny. Our agents watched as Toruk destroyed a dragon named Gaulvang and consumed his athanc in 1387 BR, and an omnipotent witnessed firsthand the struggle between Toruk and his progeny that rent the skies with fire and left a blizzard of caustic ash that fell upon the earth. Dragons evoked the fascination of our order because their destructive power exceeds the natural wrath of the Devourer yet arises from some wholly tainted and unnatural source.

It is not uncommon for the ignorant to link dragons to the Wurm, and myths of several religions paint the Devourer as the originator of the dragons, but there is no truth to these legends. Dragons are a perverse mockery of true life and exist entirely outside the natural order. They share no commonality with any living thing on Caen nor any part of the cycle of Orboros and Dhunia. There is a world of difference between a cleansing flood that shatters



a dam to free a river, or a forest fire that leaves the soil richer by depositing the ash of fallen trees, and the barren landscape left by concentrated blight. Where dragons go, blight follows, bringing death and corruption. Blight is anathema to our power, sapping our connection to Orboros and interfering with our mastery of the elements. The effects of blight are terrible and poorly understood, but we recognize the power of dragons as one of the most dire threats to our world.

One would never think it to survey them today, but the Scharde Islands were once a bastion for our order. They were not always a festering morass of rotting swamplands crawling with nightmare abominations and the undead. Many druids found the western islands amenable to their designs, naturally laced as they were with latent power. We established strong ties on several islands, encouraged the mastery of blood magic, and fostered the wilding



among the scattered descendents of the Molgur. Our plans were unraveled by the arrival of Toruk and his all-pervading blight.

The Circle suffered one of its greatest betrayals when the mightiest druid of the Scharde Islands became enamored with Toruk's unholy majesty. We do not speak his name, for he violated all we hold sacred when he offered himself to the Dragonfather. Subsequently he set about exterminating his former subordinates or bringing them into Cryxian service as the undead. Our places of power were seized and corrupted, and the Scharde Islands were lost to us. Some of the rites originating from our order have lingered on the islands amid the descendants of the Molgur, twisted into other blood magics mingled with necromancy to pervert their original intent.

While not as mighty as their father, Toruk's brood are singularly powerful, each of these dragons nearly a minor

god. No external means has been discovered to destroy any of them permanently. Some of our order have devoted their lives to monitoring these unnatural creatures. We know that one day either Toruk will consume them or they will rise up against their Dragonfather and the fate of the world will lie in the outcome of that final war. Delaying this apocalypse is one of our greatest responsibilities.



The arrival of the Orgoth heralded a dark time for the Circle when our most sacred places were seized by the invading fiends and transformed into sites of unmitigated slaughter. The Orgoth understood the power of blood and fought to capture our loci of nature power, particularly those linked to rituals of sacrifice. While it is true that many among us practice primal magic and rituals born of bloodshed, the atrocities committed by the Orgoth bore no connection to the rites of fertility, predation, or any of the natural cycles

of life. Instead the Orgoth twisted this power with death-magic to imprison and consume souls.

Knowing these sites could not remain in the hands of this new enemy, we called upon the powers of the earth to swallow the places tainted by Orgoth magic. Many of these places had been reclaimed from the Black Kingdom of Morrdh, and it had taken generations to purify them so that the power of Orboros could flow through them once more. The malignant energies wielded by the Orgoth were even more virulent and poisoned the wellspring of our power. Someday these sites may yet be reclaimed, but I am hesitant to speculate on events so distant from the present.

We had victories against the Orgoth particularly through the spread of the disease rip lung—a gift of Orboros. Few would attribute the contagion to the destruction of the invader's empire, but we know the plague traced their supply routes back to their homeland and devastated their

population across the sea. It is true that many Immorese also died of this disease, but we can never place too much weight on individual lives. Were every major city in western Immoren to fall to plague and flood, there would still be too many humans leeching life from the body of Orboros.

Recovering from the blows dealt by the Orgoth has been a gradual process over the last four centuries. Our ability to recuperate from disasters is hindered by the slow rate at which the wilding manifests.

The rise of the Iron Kingdoms has only accelerated the expansion of cities and the rise in populations. During the Orgoth era, the growth of humanity was kept in check both as a result of the poor conditions the inhabitants of western Immoren were subjected to and by intentional culling by the invaders. Following the Rebellion the population grew unfettered except by incidents of war and natural contagion. The relative peace of the past four centuries has allowed for great advances in industry and trade, allowing the kingdoms to support their ever-soaring populations. Trade brought with it shipping and exploration that has led to the discovery of new lands and possibilities for inevitable expansion. One day the cancer that has claimed western Immoren may spread across the face of Caen, all but ensuring the return of the Devourer Wurm. Though the new wars that have swept through the region as of late suit our ultimate ends, I fear they come too late to mitigate the damage that has already been done.

In recent decades we have seen a sudden rise in those born with the power to commune with Orboros. Far from seeing it as fortuitous, we attribute this increase in those born with the wilding as a natural response to Menoth turning his attention back to Caen. His followers have carved a nation devoted to the Creator of Man, assimilated the nomadic Idrian tribes, and launched a crusade devoted to the conquest of Caen. The presence of Menoth's Harbinger is a dangerous portent, and it indicates a need to renew battle against his servants on Caen.



The foremost imperative of our order is to locate and retrieve humans born with the spark of the wilding before their potential is ruined. Through our awareness of certain portents, we have learned how to predict both the time and the location of the manifestation of our brethren accurately. We see that a mentor is sent to recover them and bring them into their new life. We are called the corruptors of youth, and some actually believe we sacrifice the young, but by our guidance these children find their place in the Circle, learning to control primal energy and put their past behind them. It is true these children will never return to their old

homes, but each of them becomes far greater than their parents could ever imagine. They were seen as outsiders in their old lives, but we give them new purpose as they learn to unleash their full potential.

Though our connection to Orboros is innate, mastery is a lifelong pursuit. We afford great freedom to our number once they are inculcated in the basic mysteries and come to grips with the nature of their calling. Each wilder must find his own way, learn to control what he can grasp, and become a power unto himself.

Wilders who prove themselves more than competent become warders trusted with more difficult tasks. As a druid's power grows, the Circle will call on him and grant him greater responsibility. We organize in small groups with considerable secrecy to preserve our fellowship in dark times. Most druids spend their entire lives as warders; they are the backbone of our Circle. The handful who can approach mastery and prove capable by trial become overseers granted with even greater responsibility. These proven druids inherit territories to patrol and sacred sites to protect and are sent to coordinate plans abroad. A chosen few are initiated into the deepest mysteries and elevated to potent. Potents watch over vast regions, are trusted with executing plans sometimes requiring years to unfold, and are given the careful oversight of dozens of subordinates as well as minions outside the order.

INDIVIDUAL DRUIDS SPEND A LIFETIME SEEKING TO CARVE THEIR OWN PATH OF MASTERY.

The potents maintain the relationships with groups who serve us, from the ancient mortal lines who owe us allegiance to the disparate Devourer worshipers eager to fight in our wars and earn glory. Each of these groups is an asset carefully nurtured and expended only as required. While our numbers and strength are far greater than most could imagine, they are not infinite.

At the head of the order stand the omnipotents, always three in number, who lead the Circle and understand the inner secrets and the deepest enigmas of Orboros. There are many ways that Orboros expresses itself in the world, and individual druids spend a lifetime seeking to carve their own path of mastery. The shaping of stone, the control of beasts, the command of storm, the primal connection between life and death, the tapping of the flows of natural energy buried beneath the earth: no aspect of Orboros is inherently superior to another, and omnipotents must learn

the proper uses of all of them. Only in this way can they command subordinates to strike where their talents will best serve in our unending battle.

This power we wield has a purpose. We cannot be reluctant to act. Our habit in the past has been to wait until the right convergence of the seasons, conjunction of the stars, or gathered reinforcements. The hour is now too late for this.

Pride has also at times blinded us. We became too self-assured in our mastery of primitive species, and we have had great success in influencing disenfranchised species in the wilds such as the Dhunians. Until only a few years ago we counted the trollkin among our allies, and a most potent ally they might have been. We had worked over many generations of slow effort to gain their trust, yet by a grave miscalculation we have undone those plans and earned ourselves an enemy instead of what could have been our greatest weapon. This happened when my predecessor Ergonus underestimated the nature of a chieftain of the Thornwood named Madrak Ironhide who had begun to unite his people. Ergonus attempted to enlist his help directly in the fight against Everblight, but we were too absorbed in our own struggle to recognize the Thornwood trollkin were in the midst of their own battles.

**THIS POWER WE WIELD HAS
A PURPOSE. WE CANNOT BE
RELUCTANT TO ACT.**

Rather than finding another way to convince him, or even loaning aid to his people, Ergonus decided to have Ironhide killed. As I said before, such simple assassinations invariably fail. Not only is Madrak Ironhide still alive, but trying to slay him also earned us the wrath of all trollkin from the Scarsfell Forest to the Gnarlis. Worse, Omnipotent Ergonus was slain and his strength denied to us. This is not how I had hoped to assume the mantle of leadership.

Not all is lost, even in this perilous age. We have bolstered our numbers with the tribes of the Tharn. These savage tribes were once cursed with infertility but only a few decades ago one of our own pulled them back from the precipice of extinction. Morvahna the Autumnblade proved herself one of our most brilliant luminaries by not only breaking but actually reversing the curse limiting their reproduction—and earning the loyalty of all their scattered tribes in doing so. The Tharn now propagate at a rate that would terrify the nations of men if they knew of it. Soon they will pour forth in a great tide like the barbarian hordes of the Molgur led by the greatest among them, Kromac the Ravenous.

The ferocity of the Tharn is a welcome complement to the commitment of our regular soldiers, the Wolves of Orboros. The ranks of the Wolves are filled with the finest hunters and woodsmen to roam the wilds of Caen, and they are utterly devoted to our cause. We shelter and protect their families, having chosen them as the most likely to produce children who undergo the wilding. Those who do not experience such an awakening still retain their loyalties to us and make up the core of our forces.



I fear the last battle is already upon us. Even now Orboros stirs, and we must draw on that power openly to bring every weapon to bear against our enemies. Warfare consumes the kingdoms, and this is the time to strike—while the nations are distracted and locked in mortal toil. We are not the only ones sensing this opportune time to act. Invaders from the east have arrived from the Marches and seek to impose their own empire. They are the least of our concerns. Indeed, their arrival comes at a fortuitous time. Although the skorne would impose their own order upon the lands, the wars and chaos they bring with them work to our advantage. Fortresses crumble and borders change as they battle to establish a foothold so far from their home in the east. Still, among the skorne are masters of their own breed of magic, one that is a close cousin of necromancy and unnatural to the order of the world. Some of our number are watching them as well, and we will do battle with them as required to preserve our domains and to prevent their power from festering and bringing harm to Orboros.

No current difficulty can compare to what may be the direst event in recent history: the awakening of Everblight. This dragon is capable of bold moves and unexpected imagination unlike the rest of its kind. It has demonstrated an ability to spread its influence and blight in a fashion never before witnessed in Toruk's spawn, for the blight itself seems to spread like a virulent disease not rooted in the dragon's body. It may be that by refusing to take flesh, Everblight has managed to exceed the potential of any of its siblings.

Minions of the dragon have annihilated the homelands of the Nyss in northern Khador. The vast majority of the Nyss have been corrupted and brought into willing service of the dragon. Their bodies are strangely twisted and changed in a more deliberate fashion than we have ever seen before. It is as though Everblight has taken their forms and found ways to reshape the natural according to the dragon's narrow purpose: sowing death and destruction. Everblight is voracious and lacks the patience of its siblings.

We attempted to stand in the way of Everblight's legion but failed to prevent it from destroying its sibling dragon Pyromalfic. This doomed battle took place at the Castle of the Keys, where events conspired against us to demonstrate the power and speed of a dragon host on the move. While witnesses never saw the dragon itself take form, we are aware that Everblight has consumed the essence of Pyromalfic. This cannibalism has empowered Everblight to an immeasurable degree. There are unanswered mysteries in how the unseen hand of the dragon guides its host, but we have identified a number of leading generals that can direct its spawn. We must solve these riddles if

we are to stand a chance of interfering with the actions of this army and the peril they bring to the continent.

This is a time the Circle should stand as one, yet we are divided in both mind and action. So great is the potential peril of Everblight that we all agree we must intervene. It is imperative we find common ground regarding the proper course of action to stand in the dragon's way.

Some have urged for direct battle and confrontation. At the Castle of the Keys our forces could not gather in time to defeat the foe and ultimately failed. Our losses in that battle may have weakened us more than they hurt our enemies. We lost additional people as we chased the fleeing dragon army north, hoping to crush it completely. Our efforts against this foe have thus far proven inadequate, although with each encounter we learn more about the enemy.

Others seek a solution to this dire problem by manipulating forces beyond their reckoning. Such was the case when Krueger the Stormwrath ignored my orders and took it upon himself to speak directly with the dragon Blighterghast, seeking to encourage a confrontation between Everblight and the rest of Toruk's progeny. This act may have imperiled us all, but only time will tell whether this was recklessness or courage. Direct contact with the dragons



has long been forbidden for myriad reasons momentous and grave, and I fear what consequences may come of provoking their wrath.

In the days to come we will call on the strength and loyalty of all our order, from the least to the greatest. Our numbers are few, but we channel the primal forces of nature as we enter a battle that may destroy us. This is the end of days. Let us show our enemies what it means to unleash the vengeance of the masters of Orboros.

BALDUR THE STONECLEAVER

CIRCLE WARLOCK

Baldur is the Rock of Orboros. Let our enemies crash against his strength like the waters of the tide.

—Omnipotent Dahlekov

BALDUR							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	7	7	4	14	16	8	



TRITUS	
POW	P+S
7	14

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

FEAT: BROKEN EARTH

For Baldur earth and stone are living things—the skin and bones of Orboros. Boulders spring from the ground, crevices pull apart, and rumbling earth makes every footstep perilous for the enemy while wide paths are carved for the friends of Orboros.

While in Baldur's control area, friendly models gain cover. While in Baldur's control area, enemy models

never have Pathfinder and treat open terrain as rough terrain. Broken Earth lasts for one round.

BALDUR

Ⓜ Pathfinder

Elemental Mastery – Warbeasts in this model's battlegroup with Construct Ⓜ beginning their activations in this model's control area can charge and make power attacks without being forced. This model can heal friendly warbeasts in its battlegroup that have Construct Ⓜ.

Forest Walk – While completely within a forest, this model can forfeit its normal movement to use Forest Walk. If it does, choose a location completely within this model's control area that is completely within a forest. Remove this model from the forest and place it in the chosen location. This model cannot use Forest Walk while knocked down.

TRITUS

Ⓜ Magical Weapon

Ⓜ Reach

Weight of Stone – When a model is damaged by this weapon it suffers –3 SPD and DEF for one round.

A bastion of strength and resolve noted for his steadfast loyalty, Baldur the Stonecleaver is described among the Circle as the "Rock of Orboros." Some jest he has spent too long communing with mountains, for he is a calm and serene presence among his more passionate peers. When his battle temper is aroused, however, he becomes an unstoppable juggernaut made flesh.

Baldur laughs off questions about his past, saying he was born in a bear cave near Boarsgate, but there is an undeniably Khardic flavor to his features and hulking frame. He moves with deceptive ease as strength flows into him from the earth. His massive stone sword sings through the air and shatters anything it encounters. No other man has ever been able to lift this weapon, let alone wield it in battle. Baldur insists this has nothing to do with strength of limb but is because the sword is as much a part of him as his arms.

SPELLS	COST	RNG	AOE	POW	UP	OFF
EARTH SPIKES	3	10	3	13	NO	YES
When making this attack, ignore cover and the +2 DEF bonus for elevation. On a critical hit, models hit are knocked down.						
RAPID GROWTH	2	CTRL	4	-	YES	NO
Place the AOE completely in this model's control area. The AOE is a forest that remains in play as long as upkeep is paid.						
SOLID GROUND	2	SELF	CTRL	-	YES	NO
While in this model's control area, friendly models cannot be knocked down and do not suffer blast damage.						
STONE SKIN	2	6	-	-	YES	NO
Target friendly Faction model/unit gains +2 STR and ARM but suffers –1 SPD and DEF.						

Older than he appears, Baldur has overseen numerous territories in his tenure with the Circle, has mentored powerful younger druids like Kaya the Wildborne, and has established unusual friendships with outsiders. He cares nothing for druidic politics and reserves his philosophy for the shaping of stone; he has shared lore with Rhulic stonemasons and even conducted terse exchanges with the guardians of Ios. In better days he was a welcome guest among kriels of the Thornwood and Scarsfell, and he considers the rift with the trollkin to be disappointing, even as he will not shirk from his duty to battle them. His logical and insightful appeals give him a powerful voice among the ranks of the Circle. His promotion to potent continued his gradual rise through the ranks, and he has been entrusted with the deeper mysteries of druidic lore.

The Stonecleaver is a paragon of the earth-shaping path of druidic magic: he deeply understands stone, earth, and the forest; he has mastered the shaping of wolds and their ilk; and he can infuse primal power into stone runes. His thick fingers possess the skill and artistry of a sculptor, but his masterpieces spring to life and stride onto the battlefield to tear walls and beasts asunder. Baldur's magic enlivens forests in even the most blighted places, and he uses these trees to cross enormous distances and pulverize the enemies of the Circle Orboros.

Everblight's menace weighs heavily on Baldur's mind. The dragon's unnatural blight warps all it touches, leaving scars that will never heal. The Stonecleaver has slept little since the rise of this threat, waking each morning before sunrise to work on a warden or muster for battle. Baldur has spent considerable time patrolling the wilds of northern Khador, slicing into the forward elements of the encroaching Legion. Despite all these dire omens, however, Baldur somehow remains optimistic about the future—a beacon of energy and vitality who insists no fight is lost until all will is lost.



KAYA THE WILDBORNE

CIRCLE WARLOCK

She is bold, courageous, and utterly committed to Orboros. Kaya's spirit is untamed and embodies what is best among us.

—Baldur the Stonecleaver

KAYA

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



SPLINTER

POW	P+S
6	11

FURY	6
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: WILD MASTERY

The wilding removes a druid from the rest of humanity, opens a primeval conduit to forgotten powers, and enables communion with beasts. Kaya the Wildborne endured a wilding so intense it has left her with unrivaled mastery of her feral warbeasts. She can unleash a surge of rage in any nearby warbeast and siphon this ferocity to lend the bestial strength to her own power.

Place up to 3 fury points on each friendly Faction warbeast in Kaya's battlegroup that is in her control area. She can immediately leach fury points from warbeasts in her battlegroup in her control area.

KAYA

Pathfinder

Pack Hunters – Living warbeasts in this model's battlegroup in its control area gain +2 on melee attack rolls.

SPLINTER

Magical Weapon

Reach

Critical Knockdown – On a critical hit, the model hit is knocked down.

Kaya the Wildborne plunges herself into the minds of beasts with an abandon unequalled among her peers. While riding this tide she is a ruthless and savage creature who tirelessly stalks her prey day or night. When she enters this battle trance there is no future and no past, only the infinite present and the sweet promise of blood.

Her willingness to submerge herself so deeply into the consciousness of her pack worries her mentor Baldur the Stonecleaver, yet it seems inseparable from her nature. Older druids have tried to teach her patience, but she chafes at their inability to understand her way. For Kaya more than any druid in recent memory, the wilding was no struggle but an awakening of her true self. She throws herself into battles with ardent courage without worrying about her own preservation. This irrepressible spirit has led to victory after victory and provided unexpected windfalls to the Circle Orboros.

Though she does not remember her early life, Kaya was born in eastern Ord within sight of the Thornwood Forest. She felt the wilding as a toddler and distressed her parents in the middle of the night on Calder's full moon by shrieking out her window. Even more alarming were the answering howls of wolves. Perhaps it was with relief that they handed

SPELLS

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

OCCULTATION 2 6 - - YES NO

Target friendly model/unit gains Stealth (S).

SOOTHING SONG 1 SELF CTRL - NO NO

Remove up to 1 fury point from each friendly living Faction warbeast currently in this model's control area. Soothing Song can only be cast once per turn.

SPIRIT DOOR 3 CTRL - - NO NO

Select a model in this model's battlegroup in its control area. If this model is selected, immediately place it within 2" of another model in its battlegroup that was in its control area at the time the spell was cast. If another model in this model's battlegroup is selected, immediately place that model within 2" of this model. A model cannot advance or attack after being placed by Spirit Door this turn.

SPIRIT FANG 2 10 - 12 NO YES

A model damaged by Spirit Fang suffers -2 SPD and DEF for one round.

TACTICAL TIPS

WILD MASTERY – Because Kaya is leaching these fury points, her fury point total cannot exceed her current FURY as a result of Wild Mastery.

their peculiar daughter to the hulking blackclad stranger who came knocking on their door. Since that day, Baldur has been the only father Kaya has ever known. Though her path has taken her elsewhere, she always returns for advice, and he remains the only ranking druid she trusts implicitly.

Kaya believes other Circle leaders are needlessly manipulative, and she rarely agrees with their decisions. She has no ability to govern her tongue and has insulted many of her peers without even knowing it. This may result from so much time spent in the minds of beasts who do not dissemble, lie, or understand tact.

For similar reasons, Kaya does not participate in the schemes and plots for which the druids are famed. She finds the motivations of beasts more to her liking, as they require only food, shelter, and a strong will to lead them. Kaya prefers to let her actions speak for themselves as she strikes even harder against the enemies of the Circle, and her recent effectiveness in numerous engagements against Everblight's Legion has won her some respect.

Though capable of sacrificing them if the need is great, Kaya has a tight bond with her beasts and is able to inspire in them remarkable efforts. Their loyalty to her is genuine. Her piercing eyes contain the cold, hard stare of a battlefield veteran twice her age, and with the merest glance she conveys that she has experienced her share of horrors and intends to do her part to end them.



KRUEGER THE STORMWRATH

CIRCLE WARLOCK

To understand Krueger you must think of him not as a man but as a force of nature. He is the raging hurricane, the wild tornado obliterating anything in its path and leaving others to pick up the pieces.
—Omnipotent Lortus

KRUEGER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	5	6	15	14	8	



LIGHTNING			
RNG	ROF	AOE	POW
10	1	—	13



LIGHTNING SPEAR	
POW	P+S
7	12

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

FEAT: STORM RAVAGER

This is the Stormwrath. All despair when the sky shouts its verdict of thunderous doom and death by lightning's spear.

Place three 3" AOE anywhere completely in Krueger's control area. Enemy models in one or more of the AOE when they are placed suffer a boostable POW 10 electrical damage roll ⚡. During each of your Maintenance Phases, remove one AOE. An enemy model entering or ending its activation in one or more AOE suffers

an unboostable POW 10 electrical damage roll.

KRUEGER

⚡ Immunity: Electricity

🗺 Pathfinder

LIGHTNING

⚡ Magical Weapon

⚡ Damage Type: Electricity

Electro Leap – When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ⚡.

LIGHTNING SPEAR

⚡ Magical Weapon

🗲 Reach

Sustained Attack – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

Universally feared, respected, and disliked within the Circle hierarchy, Krueger the Stormwrath counts no man as friend and no druid his equal. He earned his name by performing deeds such as climbing atop the highest Watcher Peak and calling down a storm powerful enough to raise the waters of Lake Rimmocksdale and nearly drown the city of Orven. The Stormwrath was the only witness to the death of Omnipotent Ergonus, and he seethes at the promotion of Lortus to fill that vacant leadership position. Convinced he is being punished for surviving the battle that took Ergonus' life, Krueger longs to reach the pinnacle of authority so that he can assert his will over the Circle. Krueger believes the blackclads have become too soft and require his guidance to return to the days of plague and flood.

Born in a small village north of Sul, Krueger is among the few to have survived a wilding in the Protectorate

SPELLS

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

CHAIN LIGHTNING 3 10 - 10 NO YES

A model hit by Chain Lightning suffers a POW 10 electrical damage roll ⚡, and lightning arcs from that model to d6 consecutive additional models. The lightning arcs to the nearest model it has not already arced to within 4" of the last model it arced to, ignoring this model. Each model the lightning arcs to suffers a POW 10 electrical damage roll ⚡.

DEFLECTION 2 SELF CTRL - NO NO

While in this model's control area, friendly Faction warrior models gain +2 ARM against ranged and magic attack damage rolls. Deflection lasts for one round.

LIGHTNING TENDRILS 3 6 - - YES NO

Target friendly model/unit gains Immunity: Electricity ⚡. Affected model's melee weapons gain Reach 🗲 and Electro Leap. (When a model is hit by a weapon with Electro Leap, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ⚡.)

SKYBORNE 2 SELF - - NO NO

This model gains +2 SPD and DEF and Flight for one round. (A model with Flight can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. It ignores intervening models when declaring its charge target.)

TORNADO 4 10 - 13 NO YES

Instead of suffering a normal damage roll, a non-incorporeal model hit by Tornado is thrown d6" directly away from the spell's point of origin regardless of its base size and suffers a POW 13 damage roll. Collateral damage from this throw is POW 13.

TACTICAL TIPS

ELECTRO LEAP – The lightning will still arc to a model with Immunity: Electricity; it just cannot damage that model. Damage from Electro Leap is not considered to have been caused by a hit or by a melee or ranged attack.

CHAIN LIGHTNING – The lightning can arc to models with Immunity: Electricity; it just cannot damage them. Damage from Chain Lightning strikes is magic damage and is not considered to have been caused by a hit.

TORNADO – Incorporeal models are not thrown; they just suffer a damage roll.

of Menoth. The firstborn of a Menite priest, Krueger was quickly condemned when he began manifesting his strange gift. Proclaiming him a spawn of the Devourer, Krueger's father tied him to a stake and prepared to burn him alive. Druids of the Circle had been observing young Krueger for some time, however, and intervened with bloody swiftness. They took the boy to a hidden dwelling near the ruins of Acrennia to be tutored by Mohsar the Desertwalker, a harsh master renowned for teaching the power of desert and ocean by cruel example. He once stripped Krueger and abandoned him in the desert hills east of Acrennia, forcing him to return using his own strength and cunning.

Krueger delights in bringing suffering to the cities of men. He would shatter the walls of Sul and Caspia and drive the inhabitants of both cities out into the gulf to drown. The Stormwrath holds a particular scorn for Menoth and hopes to wipe all trace of the god's despicable sycophants from the face of Caen. Baptized in the blood of Menites, Krueger's great spear contains the Tongue of the Wurm, an endless lightning storm held captive in the heart of its wooden shaft.

Krueger revels in the Devourer more than his peers, seeing no meaningful difference between the Wurm and Orboros.

He has attended the savage rites of the Tharn and other berserker tribes on the fringes of humanity, offering human sacrifices on druid stones and standing awash in blood to gnaw on the hearts of the slain. Krueger fully embraces the destructive energies he has learned to unleash.

The Stormwrath rides a constant wave of barely restrained fury visible to anyone brave enough to look into his eyes. His deep and unquenchable rage will be satisfied only when every institution of civilized man lies crumbled, burned, or drowned at his feet.



ARGUS

CIRCLE LIGHT WARBEAST

I would sooner go into battle unarmed than without my faithful hounds. They are as vicious as they are loyal.

—Kaya the Wildborne

ARGUS								
SPD	STR	MAT	RAT	DEF	ARM	CMD		
7	8	5	4	15	14	6		



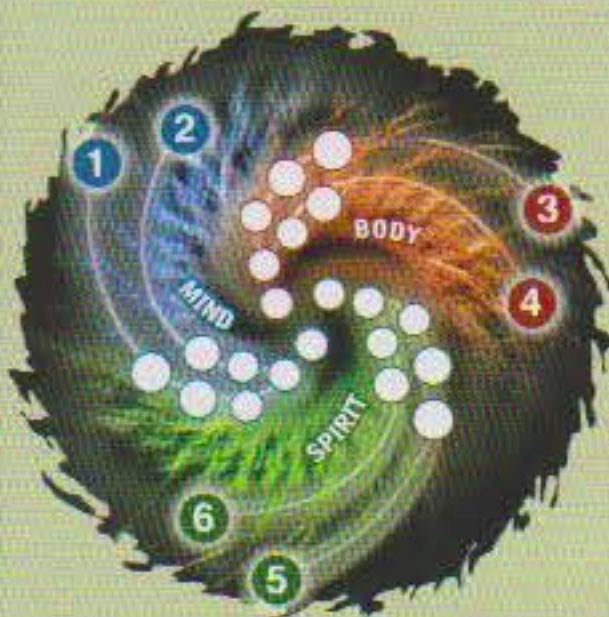
DOPPLER BARK				
RNG	ROF	AOE	POW	
SP 6	1	—	—	



BITE		
POW	P+S	
4	12	



BITE		
POW	P+S	
4	12	



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

ARGUS

Circular Vision – This model's front arc extends to 360°.

DOPPLER BARK

Paralysis – The base DEF of a living model hit by this attack becomes 7, and the model hit cannot run or charge for one round.

BITE

Combo Strike (★Attack) – Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

These huge and ferocious two-headed canines are beasts of thick muscle, solid bone, and sharp teeth. The druids have spent centuries taming, breeding, and training them for battle and protection. The variety used by the Circle is

ANIMUS

COST	RNG	AOE	POW	UP	OFF
1	6	—	—	NO	NO

TRACKER

Target friendly model gains Circular Vision and Pathfinder. Tracker lasts for one turn.

TACTICAL TIPS

PARALYSIS – This attack causes no damage.

COMBO STRIKE – This ability cannot be used while either of this model's arm systems is locked.

far larger and more vicious than that tamed in northern Khador. It packs a surprising punch for its size, but it is especially valued for the power of its paralyzing bark. This immobilizing howl can render even the mightiest enemy powerless, allowing the druids to strike when and where they choose.

Argus are virtually impossible to surprise. Their eyes constantly scan their surroundings and are sensitive to the slightest movement. Warlocks rely upon the fast reflexes of their argus, who stand ready to spring instantly on any who harm their pack. This pack instinct is irrepressible, and the deep bonding that occurs between a pup and a druid means that an argus will eagerly sacrifice its life to protect its master. Famed for their endurance, argus can run at great speeds over long distances. This combination of stamina and almost supernaturally keen senses makes them ideal hunters, and the druids use them to track prey—two-

footed or otherwise. These creatures are surprisingly intelligent, and druids with enough expertise and patience can train their argus to understand complex orders.

In addition to tearing apart their prey between the snapping jaws of two vicious heads, argus use their sonic attacks to disorient and daze their enemies. In the wild, the beasts hunt in packs, with one argus paralyzing a target with its bark while the others leap in for the kill.



GORAX

CIRCLE LIGHT WARBEAST

Our command of the gorax is a mirror of our relationship with the Wurm: any control we exert is at best temporary.

—Krueger the Stormwrath



ANIMUS COST RNG AOE POW UP OFF

PRIMAL	2	6	-	-	NO	NO
--------	---	---	---	---	----	----

Target friendly living warbeast gains +2 STR and MAT for one round and automatically frenzies during your next Control Phase.

TACTICAL TIPS

PRIMAL – The warbeast frenzies even if Primal was removed via a spell, ability, or casting of new animus on the same model prior to the Control Phase.

Falling somewhere between beast and man, gorax are hulking primitives with broad and massively muscular torsos that boast extremely long arms ending in oversized claws. Their jaws protrude from ugly faces and are filled with hardened fangs designed to tear the flesh and sinew that form the bulk of their carnivorous diet. Few creatures better embody the primal and uncontrollable rage of a warbeast than gorax. But even these terrible attributes pale in the face

GORAX

Pain Response – While damaged this model can charge or make power attacks without being forced.

CLAW

Open Fist

GORAX

SPD	STR	MAT	RAT	DEF	ARM	CMD
-----	-----	-----	-----	-----	-----	-----

5 9 6 3 12 16 5



CLAW

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

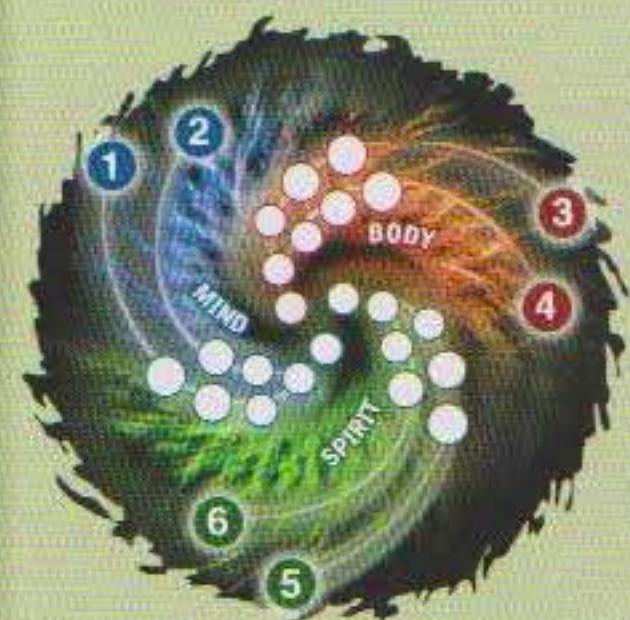
3 12



CLAW

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

3 12



FURY	4
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

of their terrifying reaction to pain: rather than slow them down, injuries drive them to lash out with ever-increasing savagery and strength.

For centuries gorax have been captured, enslaved, and trained for battle. Warlords of the Thousand Cities era used them as front-line shock troops, flinging them into frenzied melee by the hundreds. Once the creatures' blood lust became too great to

control, they were simply killed. Gorax appreciate the taste of human flesh, and some prefer it above all other fare. Their tendency to attack friend and foe alike quickly diminished their use in the wars of man, but the druids have again pulled them from their wilderness lairs to terrorize western Immoren.

Despite their fearsome appearance, gorax are smarter than animals. They have a guttural approximation of speech and can learn to follow instructions. The druids have bribed them with food and mates, for they are conditioned to accept training and do not require armament to fight effectively. The Circle taps into the primal chaos seething deep within the maddened minds of gorax and spreads that raw strength like a fever among other warbeasts—transforming untapped aggression into bestial destruction.



WOLDWATCHER

CIRCLE LIGHT WARBEAST

In the lands of Orboros, even the stones have eyes.

—Kaya the Wildborne

WOLDWATCHER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	5	5	10	17	—



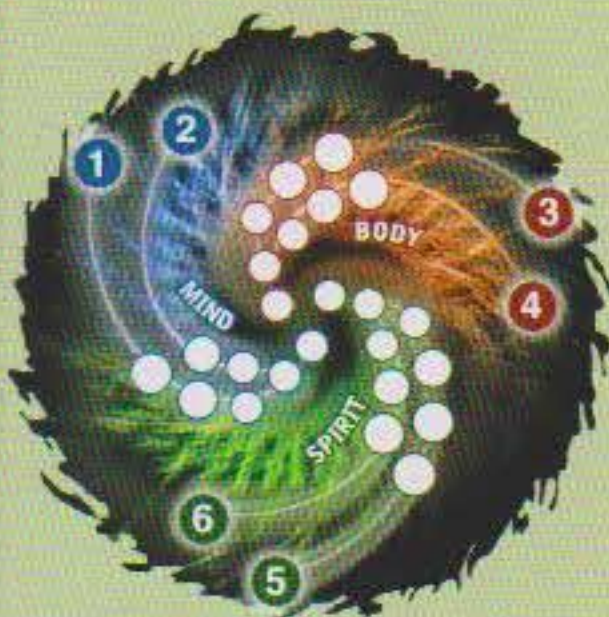
ELEMENTAL STRIKE			
RNG	ROF	AOE	POW
10	1	—	12



RUNE FIST	
POW	P+S
4	12



RUNE FIST	
POW	P+S
4	12



FURY	2
THRESHOLD	—
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

by this weapon, center a 3" AOE on it and then remove the model from play. The AOE is a forest that remains in play for one round.

RUNE FIST

Magical Weapon

Open Fist

Fertilizer – See above.

WOLDWATCHER

Advance Deployment

Construct

Pathfinder

Shield Guard – Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

Stone Form – During its activation, this model can be forced to use Stone Form. For one round or until it advances, this model gains +4 ARM, its base DEF is reduced to 5, and it is automatically hit by melee attacks.

ELEMENTAL STRIKE

Magical Weapon

Fertilizer – When a living or undead model is boxed

ANIMUS	COST	RNG	AOE	POW	UP	OFF
EARTH'S BLESSING	1	SELF	—	—	NO	NO

This model cannot be pushed, knocked down, or made stationary. Earth's Blessing lasts for one round.

TACTICAL TIPS

SHIELD GUARD – If this model cannot become the target of the attack for some reason, it cannot use this ability.

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

the earth can fashion them from any strong stone and other natural materials lashed together by ropes that have tasted blood. Into the stone the druids inscribe ancient runes imbuing the woldwatcher with the power of Orboros and the spark of animation. Many druids prefer these versatile elemental constructs to their larger counterparts, for they are easier to assemble and endlessly useful.

Although the ropes used to make woldwatchers are not always wound from vines watered with the blood of sacrifices as they once were, the constructs still draw great power from the essence of life. Their strong connection to the earth allows them to cause a brief but dramatic explosion in plant growth and to become nearly impervious simply by standing still.



Drawing upon the strength of stone, soil, and tree, woldwatchers defend sacred groves and screen the advancing armies of the Circle. It is impossible to doubt their power after witnessing enemies overcome by blasts of elemental energy that sunder bodies in showers of blood that feed the hungry earth. A grove of trees then erupts from this still-twitching flesh, tearing apart what remains of the victim in a plume of gore.

Rolled up into tight piles of easily overlooked stone, woldwatchers are often placed to protect key territories in the forest. When triggered by the tread of intruders, they reveal their true form and call upon the power of nature to neutralize interlopers. Blackclads who honor the ways of

FERAL WARPWOLF

CIRCLE HEAVY WARBEAST

They embody the essence of the Beast of All Shapes. To watch them devour our enemies is to see the hand of Orboros at work.

—Krueger the Stormwrath



ANIMUS	COST	RNG	AOE	POW	UP	OFF
BAYING OF CHAOS	2	SELF	*	-	NO	NO

Remove 1 fury point from each enemy warbeast in this model's command range. A warbeast can be affected by Baying of Chaos only once per turn.

The embodiment of the Devourer Wurm, warpwolves were first created by a degenerate cult of Devourer worshipers seeking a closer connection to the Beast of All Shapes. They unlocked a potent mystical formula that combined the bestial essence of man with the madness associated with the shifting moons. A mortal human who ingested this elixir transformed into a hulking, bipedal, lupine monster when distressed or injured—a warpwolf, filled with the urge to slaughter and feast. Long ago a cabal within the Circle hierarchy learned the secret of the formula, and the blackclads have since used these beasts for war.

Although the initial transformation from human to warpwolf is instantaneous, after a time the beast returns to human form. The transformation cycle will occur again in times of stress and during certain lunar phases; the genetic change is irreversible. Warpwolf children possess the

WARPWOLF

Controlled Warping – At the beginning of this model's activation, choose one of the following warp effects. Warp effects last for one round. If this model frenzies it must choose Warp Strength at the start of its activation.

- **Protective Plates** – This model gains +2 ARM.
- **Warp Speed** – This model gains +2 SPD.
- **Warp Strength** – This model gains +2 STR.

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

CLAW

Open Fist

WARPWOLF	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	11	7	3	14	16	7



BITE

POW	P+S
3	14



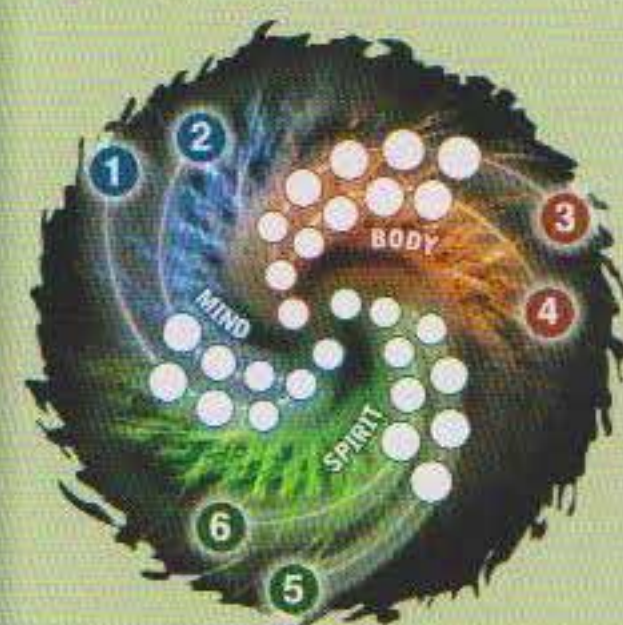
CLAW

POW	P+S
4	15



CLAW

POW	P+S
4	15



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

transformative ability of their parents.

Few warpwolves retain their sanity, suffering from nervousness, tension, and violent episodes even when in human form. They indulge any excuse to express their predatory nature. The Circle officially disdains the creation of new warpwolves from the unaffected partially for this reason, but since the rise of Everblight and the unexpected feud with the trollkin, the omnipotents have turned a blind eye to the practice.

Warpwolf bodies constantly shift and warp in battle, muscles and tendons preferentially bulging to provide bursts of speed or power and bone-like spurs erupting to protect vulnerable flesh. Wounds quickly close as skin wriggles, ripples, and reforms over an injury. The bloodcurdling howls of triumphant warpwolves on the hunt is one of the most terrifying sounds in the dark wilds of western Immoren.



WARPWOLF STALKER

CIRCLE HEAVY WARBEAST

They are the blasphemous spawn of primordial madness, as warped in mind as they are in body.

—Vice Scrutator Vindictus

WARPWOLF

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	6	3	14	17	7



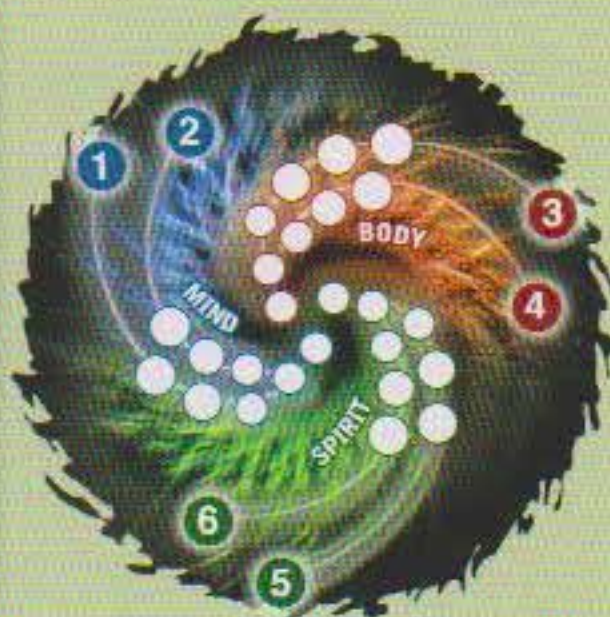
GREAT SWORD

POW	P+S
6	16



CLAW

POW	P+S
4	14



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

WARPWOLF

Pathfinder

Controlled Warping – At the beginning of this model's activation, choose one of the following warp effects. Warp effects last for one round. If this model frenzies it must choose Warp Strength at the start of its activation.

- **Berserk** – When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.
- **Prowl** – This model gains Stealth (1) while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.
- **Warp Strength** – This model gains +2 STR.

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

GREAT SWORD

Reach

CLAW

Open Fist

Warpwolf stalkers are created from the same fell rites used to spawn feral warpwolves. For reasons not entirely understood, however, these creatures react differently to the transformative elixir. Though unquestionably warped by the savage power of the Devourer, stalkers retain a portion of their human intellect and are able to wield weapons even after warping into their bestial forms. With this combination of bestial instinct and human faculty, they are particularly effective weapons, if still bloodthirsty in the extreme.

ANIMUS COST RNG AOE POW UP OFF

LIGHTNING STRIKE	2	6	-	-	NO	NO
------------------	---	---	---	---	----	----

Target friendly model gains Sprint. Lightning Strike lasts for one turn. (At the end of its activation, if a model with Sprint destroyed one or more enemy models with melee attacks this activation it can make a full advance.)

Some arcanists of the order have speculated that those who become warpwolf stalkers were individuals touched by the shadow of the wilding. Though they lack the spark that would have enabled them to become true blackclads, their transformation gives them access to a font of primal power.

These creatures prowl the forests of Immoren and accompany the vanguard of the Circle's armies. Concealed amid the dense foliage they stalk their quarry quietly even as their rage grows and threatens to grow out of control. At the last possible moment, the stalkers leap out and slaughter their unsuspecting prey in a berserk rush of liberated frenzy.



WOLDWARDEN

CIRCLE HEAVY WARBEAST

The mountains and forests themselves march with us; our army rises from the very land we are sworn to protect.
—Baldur the Stonecleaver



ANIMUS

WILD GROWTH 2 SELF - - NO NO

Center a 4" AOE on this model. The AOE is a forest that remains in play for one round.

Woldwardens are towering constructs that combine the permanence of stone and wood with the chaos of living entropy. Their solid frames are inscribed with intricate lattices of runes that glow when infused with the power of Orboros. With mighty stone fists strengthened by nature's wrath, these elemental monoliths can deliver an overwhelming onslaught of terrible blows.

A woldwarden's greatest asset is the mystical harmony it enjoys with its controlling warlock. This bond allows the woldwarden to be a vessel for the druid's arcane might, which is fueled by the power of the earth rather than the druid's own energy. A woldwarden can unleash potent magic, effectively allowing its controlling druid to attack from two places at once. More than a mere weapon, the woldwarden is

WOLDWARDEN

Construct

Pathfinder

Geomancy – Once per activation while in its controller's control area, this model can be forced to cast one of its warlock's spells with a COST of 3 or less. This model's controller is considered to have cast the spell but this model is its point of origin. When making a magic attack roll, this model uses its controller's FURY. This model cannot cast spells with a RNG of SELF or CTRL.

RUNE FIST

Magical Weapon

Open Fist

Chain Attack: Smite – If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against that model. If the additional attack hits, the target is slammed d6" directly away from this model. The POW of the slam damage roll is equal to the STR of this model + the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

WOLDWARDEN

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	4	10	18	-



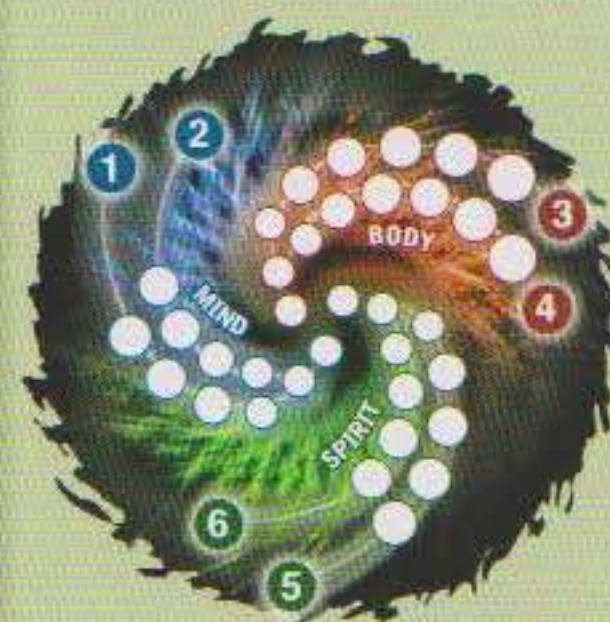
RUNE FIST

POW	P+S
4	15



RUNE FIST

POW	P+S
4	15



FURY	3
------	---

THRESHOLD	-
-----------	---

FIELD ALLOWANCE	U
-----------------	---

POINT COST	9
------------	---

LARGE BASE	
------------	--

an extension of its druid's will and embodies the absolute power he wields within his territory.

Crafted from huge blocks of stone and inscribed with countless powerful sigils, a woldwarden is created from a slow process that imbues it with the will of its creator. In quiet times woldwardens guard the most sacred sites of the Circle Orboros, but in the current crisis they have been brought forth from those groves to contest directly with the Circle's enemies.

Some druids, particularly those who follow the path of earth, consider woldwardens superior to and infinitely more reliable than the wild beasts others struggle to tame. Woldwardens can charge unimpeded through any terrain and absorb tremendous punishment in battle. Their natural power allows them to cause trees and foliage to erupt around them, hindering any enemy that attempts to engage them.



DRUIDS OF ORBOROS

CIRCLE UNIT

To preserve natural order, we must be prepared to harness primordial forces to hold the predations of the civilized world at bay.

—Krueger the Stormwrath

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	14	13	9



VOULGE

POW	P+S
4	10

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 7

SMALL BASE

LEADER

Pathfinder

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

Magic Ability [7]

- **Counter Magic (★Action)** – While within 3" of this model +1" for each other model in this unit that

is in formation, enemy models cannot cast spells and friendly models cannot be targeted by enemy spells. Counter Magic lasts for one round.

- **Force Bolt (★Attack)** – Force Bolt is a RNG 10, POW 10 magic attack. An enemy model hit by this attack can be pushed d3" directly toward or away from this model. Choose the direction before rolling the distance. On a critical hit, the enemy model is knocked down after being pushed.
- **Medicate (★Action)** – RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.
- **Summon Vortex (★Action)** – Center a 3" AOE cloud effect on this model. Enemy models suffer –2 to attack rolls while in the AOE. Summon Vortex lasts for one round.

GRUNTS

Pathfinder

Camouflage – See above.

Magic Ability [7]

- **Force Bolt (★Attack)** – See above.
- **Medicate (★Action)** – See above.
- **Summon Vortex (★Action)** – See above.

VOULGE

Magical Weapon

Reach

TACTICAL TIPS

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

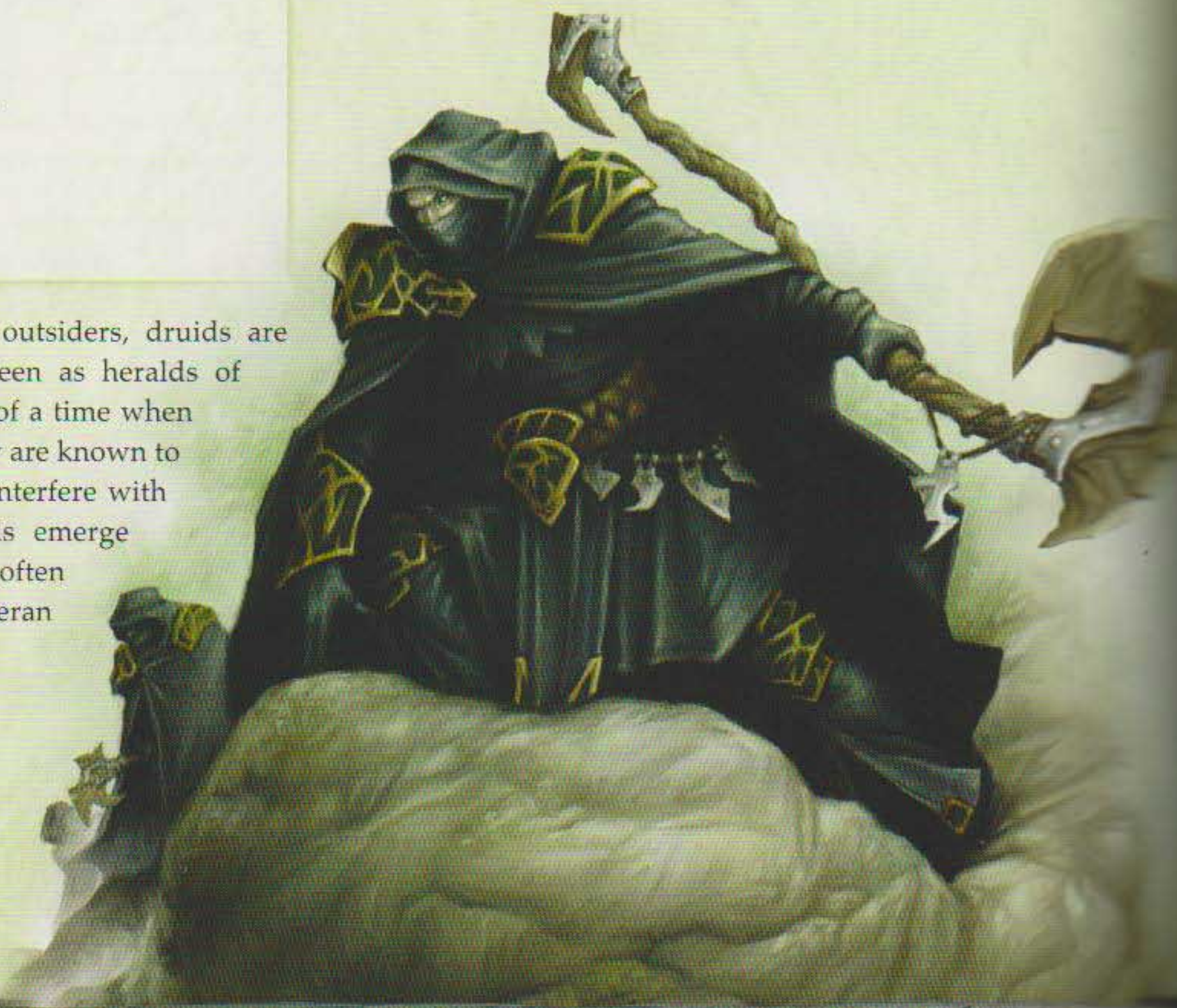
MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

soldiers. With the wilding fresh in their blood, they gather to channel enormous natural power over the earth. The greatest among them can make the ground itself betray the enemy and swallow them whole.

Druids wield mighty vouldges, but their true power lies in their mastery of primal forces. Wreathed in storm, they confound enemies with wind and mist and draw upon the chaotic energies of Orboros to disrupt and unravel magic formulae wrought by arcanists, warlocks, or priests.

Orboros druids seldom fight in the open. Dense forests part to facilitate their advance and then close to shroud them in protective cover. They prefer to keep to the trees, move through marshy swamps, or attack from the advantage of cliffs. Though sending precious druids into battle is a risk, the Circle believes they will be strengthened through conflict as the worthy rise to power and the weak are culled.

Known mainly as "blackclads" to outsiders, druids are discussed in whispers. They are seen as heralds of doom, dark cultists, and reminders of a time when mankind feared the wilderness. They are known to invoke brutal reprisal on any who interfere with their plans. Seeing multiple druids emerge from the mist of a dark forest is often enough to unnerve even the most veteran



SHIFTING STONES

CIRCLE UNIT

We have not even begun to exhaust the mysteries of earth and rock.
—Baldur the Stonecleaver



TACTICAL TIPS

IMMOBILE – This model can be placed.

SERENITY – Shifting Stones can remove fury from different models or all from the same model.

SHIFTING – Grunts must be placed in formation.

TELEPORTATION – If one or more Shifting Stones have been destroyed or removed from play, you cannot use this Shifting Power.

Trollkin are proud of their krielstones, but even their understanding of and reverence for the power of stone is simple when compared to that of the Circle Orboros. For many centuries the druids have explored and increasingly mastered this power and used intricate columns carved with mystic runes to mark their territories. These shifting stones denote the boundaries of the druids' lands, but they are far more than that. They also tap into the pervading essence of Orboros that gathers in certain nexus points below the soil of Caen—ley lines that represent the capillaries and arteries within the "body" of Orboros.

The druids of the Circle have an unparalleled knowledge of this unseen web of energy that crisscrosses the face of the world, and they use their shifting stones to mark and manipulate these channels of power. Key to this process are the carefully inscribed symbols and patterns upon the faces

LEADER & GRUNTS

➤ Advance Deployment

➤ Construct

Immobile – This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

Serenity – At the beginning of your Control Phase, before leaching, you can remove 1 fury point from a friendly Faction warbeast within 1" of this model.

Shifting Powers – Choose one of the following effects at the start of this unit's activation:

- **Healing Field** – Models in this unit that are in formation and friendly Faction models within 1" of one or more of them heal d3 damage points. Roll separately for each model. Healing Field can heal warbeasts with Construct ➤.
- **Shifting** – Place each model in this unit that is in formation anywhere within 8" of its current location.
- **Teleportation** – If all three Shifting Stone models in this unit are in formation, place one friendly Faction model whose base is within the triangular area between them anywhere within 8" of its current location. The placed model must forfeit its movement after being placed this turn.

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
—	0	0	0	5	18	4

DAMAGE 5

FIELD ALLOWANCE 2

LEADER & 2 GRUNTS 2

SMALL BASE

and recesses of these pillars. These inscriptions are no mere decoration, but part of a precise mystical language that is as unwavering as mathematical formula. Activated stones prompt these markings to glow an eerie green, an eldritch luminescence that has led more than one lost traveler to his death at the hands of the Circle's guardians.

Some of the greatest stones—those hewn from carefully guarded quarries and inscribed with the most potent runes—possess a number of occult abilities. Some can send messages across tremendous distances and heal even grievous wounds. It is their ability to expedite druidic teleportation across ley lines that is their greatest power, however. The versatile power of these stones is one reason the movement of Circle Orboros druids is so difficult to track or anticipate, and it allows them to launch unexpected reinforcements upon the enemy.





THARN BLOODTRACKERS

CIRCLE UNIT

Once the hunt is called there is no escape. There is no trail we cannot follow. We are the serpent in the grass, the falcon that strikes unseen from on high

—Ksana Stagheart

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	6	6	14	11	8



THROWN JAVELIN

RNG	ROF	AOE	POW
7	1	—	3



FIGHTING CLAW

POW	P+S
3	9

FIELD ALLOWANCE 1

LEADER & 5 GRUNTS 5

LEADER & 9 GRUNTS 8

SMALL BASE

destroyed or removed from play, choose another model/unit to be the prey.

THROWN JAVELIN

④ **Weapon Master**

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

LEADER & GRUNTS

④ **Advance Deployment**

④ **Pathfinder**

④ **Stealth**

Prey – After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10" of its prey, it gains +2" movement that activation. When the prey is

TACTICAL TIPS

PREY – Modifiers to movement apply only to a model's normal movement. Choose one model/unit to be this unit's prey.

Few have ever seen a bloodtracker clearly, and those who have say they draw shadows about them like cloaks. Though magical camouflage is an exaggeration, bloodtrackers do possess a near-supernatural ability to blend into their environment and move through even the densest underbrush with startling alacrity.

Among the Tharn it is not only the men who heed the call of the Devourer; their women are equally bloodthirsty and savage. Bloodtrackers are a remnant of ancient ways—a people of a darker time—and their choice of arms reflects this. They prefer to pierce foes from a distance with weighted javelins, but they also wield clawed bucklers to eviscerate those who close with them in melee. Bloodtrackers rarely allow their foes to get so close, however. Their lean forms are instead barely seen shadows darting through the umbral underbrush, hurling javelins with terrifying accuracy into vulnerable flanks in the shifting chaos of battle.

Those who have faced bloodtrackers fear the frenetic savagery with which these women conduct their attacks. Though they do not adopt the hulking forms of the ravagers, bloodtrackers do call upon the Devourer Wurm to imbue them with the essence of animals that strike with lightning swiftness. Their hypersensitive awareness is enhanced well beyond human limits, and they slice enemies to ribbons with savage relentlessness. Once they have chosen a target for their hunt, they will seek its destruction to the exclusion of all other concerns before selecting new prey.



THARN RAVAGERS

CIRCLE UNIT

They yet revel in the old ways, feasting on the hearts of the fallen and quenching their thirst in warm blood.

—Krueger the Stormwrath



The Tharn have always been able to channel the savage power of the Devourer Wurm. In times of peace, their villages are indistinguishable from those of now largely extinct northern Khadoran barbarian tribes. In times of war, however, their populations begin to boil with bestial metamorphosis. Bellowing a call to the Wurm sends their ravagers into an unbridled frenzy of physical transformation: muscle mass expands and thickens, skin hardens, and teeth elongate into terrible fangs. Their senses become as keen as the beasts they revere, and they fall into a state of insatiable hunger. Legends of inhuman deprivation among the ravagers are true; they gleefully tear out and eat the hearts of their prey, eyes aglow with berserk madness. These acts of frenzied feasting add an element of terror to their grievous attacks.

Just three centuries ago, the Tharn numbered among the largest barbarian tribes; tens of thousands called the northern Thornwood home. Most were slaughtered as part of a political gambit by a Khadoran queen against

LEADER & GRUNTS

⊕ Fearless

⌚ Pathfinder

Heart Eater – This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse tokens at a time. It can spend corpse tokens during its activation to boost an attack or damage roll or to make an additional melee attack at one token per boost or additional attack.

Treewalker – This model ignores forests when determining LOS. While in a forest, this model gains +2 DEF against melee attack rolls and can advance through obstructions and other models if it has enough movement to move completely past them.

THARN AXE

⌚ Reach

Powerful Charge – This model gains +2 to charge attack rolls with this weapon.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	5	13	14	8

THARN AXE	
POW	P+S
5	13

DAMAGE	8
FIELD ALLOWANCE	2
LEADER & 3 GRUNTS	6
LEADER & 5 GRUNTS	9
MEDIUM BASE	

Cygnar, while the rest suffered under a withering curse that decimated their numbers. Decades ago the leaders of the Circle Orboros secretly unraveled this curse and restored the Tharn's numbers, and they have once again grown strong. This renaissance, led by Morvahna the Autumnblade, has engendered the absolute loyalty of the Tharn, who are now eager to repay their debt.

The druids have encouraged the ravagers to come forth, led by their beast lords, to provide much-needed strength and ferocity to the battles being waged by the Circle Orboros. Whereas few of their other allies are eager to engage in such brutal carnage, Tharn ravagers enthusiastically charge from the forest gloom to hack apart foes with their long-handled axes. The trail of mutilated bodies they leave behind is a ghastly reminder of the dark age when civilized humans embraced the Menite priest-kings to save them from these savage tribes.



WOLVES OF ORBOROS

CIRCLE UNIT

Be wary of the people of the deep woods. Some honor ancient pacts with strange masters, and they brook no interference or questions.

—Professor Viktor Pendrake

LEADER & GRUNTS

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



CLEFT SPEAR

POW	P+S
4	9

FIELD ALLOWANCE 3

LEADER & 5 GRUNTS 4

LEADER & 9 GRUNTS 6

SMALL BASE

LEADER & GRUNTS

☞ Combined Melee Attack

☞ Pathfinder

CLEFT SPEAR

☞ Reach

Powerful Charge – This model gains +2 to charge attack rolls with this weapon.

There have always been those willing to offer

strength of arms to the wilderness prophets, and the Circle has used such men and women to guard their territories and serve as agents in towns and villages on the wilderness fringes. Families in the dark forests and isolated hills have

passed this tradition to their sons and daughters, rugged folk initiated into a secret cabal that furthers the interests of the druids. They are the Wolves of Orboros—hunting packs marching against the enemies of whichever druidic order they promise to serve.

In exchange for this fealty, the druids vow to watch over their lands and families—a significant gesture in the brutal regions beyond civilization. Druids select these family lines because a greater than average number of their children undergo the wilding. The Circle shelters and protects such families as a precious commodity.

Each Wolf trains to master the cleft-bladed spear, a powerful piercing weapon designed to punch through thick hides and armor. Wolves of Orboros must prove their skill with this weapon and demonstrate the ability to survive in the wilds in order to pass the initiation ritual and earn the wolf pelt that marks them as a brother or sister.

With the pressure of recent battles, the Circle has bolstered the numbers of Wolves with recruits lured by offers of coin and other valuables, who serve more as mercenaries than dedicated defenders. These hardy and grim warriors must still possess pragmatic survival skills and a willingness to obey. Some cannot explain why they continue to serve after their contracts have ended, only that it feels right to do so. Coercing or intimidating men into the brotherhood is not unheard of, but the Circle knows such behavior breeds problematic resentment, so they prefer voluntary recruits. The lifestyle of the Wolves of Orboros has an undeniable appeal to those who live on the fringes of society and who hunger to belong to some greater cause.



LORD OF THE FEAST

CIRCLE CHARACTER SOLO

We called the Lord of the Feast to slaughter in the time of the Orgoth. He stalked those places stolen from us and littered the forest floor with the bones of our enemies.

—Omnipotent Dahlekov

TACTICAL TIPS

BLOOD REAPER – The melee attacks are all simultaneous.

SHIFTER – This attack causes no damage.

A walking horror of prehistory, the Lord of the Feast feeds the ravenous hunger of the Devourer Wurm. It lurks in shadow and falls upon those doomed to cross its path. From each victim the Feast Lord claims the viscera and vital organs. It then prepares its sacrificial offering to the Beast of All Shapes and is rewarded with a wave of savage power. Upon the completion of its work, the Lord of the Feast transforms into ravens that linger to consume the eyes of the slain.

The Circle seldom intentionally draws the attention of the Devourer, for they prefer to tap into the mindless power



LORD OF THE FEAST

⦿ Advance Deployment

⦿ Fearless

⦿ Pathfinder

⦿ Stealth

⦿ Terror

Blood Reaper – When this model makes its first melee attack during its activation, it makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

Heart Eater – This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse tokens at a time. It can spend corpse tokens during its activation to boost an attack or damage roll or to make an additional melee attack at one token per boost or additional attack.

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

RAVEN

Shifter – When this attack hits an enemy model, immediately after the attack is resolved place this model B2B with the enemy model.

WURMBLADE

⦿ Magical Weapon

⦿ Reach

LORD OF THE FEAST

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



RAVEN

RNG	ROF	AOE	POW
10	1	—	—



WURMBLADE

POW	P+S
5	13

DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	4
SMALL BASE	

of Orboros that suffuses the world. Dark times sometimes require dark measures, however, and the druids have begun to call upon the forgotten lore once known only to the highest priests of the Molgur tribes. With these black rites they have once again summoned an avatar of the Unsleeping One and unleashed it upon the living.

The Lord of the Feast's only companion is a raven that ranges ahead of its master, leading its lord to fresh victims. Emerging like a shadow of death, the Feast Lord whirls its long blade in a storm of steel, carving into enemy flesh as it relishes its banquet of bloody sacrifice.



SKORNE



WEIGHT OF ANCESTORS

HISTORY OF THE SKORNE CIVILIZATION

Our culture was born in disaster and hardened under the lash; we have turned pain itself into our ally. The rise of the skorne is inexorable, our subjugation of this continent inevitable.

—Archdomina Makeda of House Balaash

From the testament of Hexeris, Tyrant of House Kurshon

For those who have not spent their lives studying the lore of our people, it can be difficult to believe that one individual can change the course of history. There are not many with the will and strength to stand as such a fulcrum; nevertheless, our history is filled with such examples. Those of us who have lived through the last two decades have witnessed this transformation first hand.

Having been at the center of these monumental events, I am in a unique position to document them. I will endeavor to focus the light of insight onto the present using the lens of the past.

We did not first record our history in stone until we became a settled people, long after we had learned to preserve the spirits of our ancestors. Because each house jealously guards its secrets and ancient records, sharing this information is uncommon, and so piecing together an accurate portrait of the ancient times is no simple matter. Much of what I have learned was gleaned by sifting through the ruins of extinct or subjugated households and questioning the spirits of their ancestors.

The examination of the past is aided immeasurably by calling on the voices of our ancestors. Through sacred rites, the essences of our most esteemed ancestors are crystallized and preserved in sacral stones, becoming exalted. Above all other treasures a house may possess, the stones containing the spirits of its exalted ancestors are the most precious. They are our direct conduit to ancient history. There are many formalities and liturgies required before a house's aptimus extoller grants permission to interact with its exalted, and they wield this influence for their own benefit. The extollers have become miserly with the fruits of their lore, but as the empire has consolidated so have the repositories of ancestral stones and lore. In recent years we have been able to utilize this fact to recreate documents stretching back to the first exalted of our people. Secrets once held as the exclusive prizes of one house have proliferated to the benefit of all.

For most of our ancient past we were a nomadic people ranging with unfettered freedom across the southern reaches of what westerners call eastern Immoren—what we call *Scindor Solum*. To the north stretched the Empire of Lyoss, a vast realm controlled by a frail and arrogant species doomed to eventual self-destruction. Pampered by their gods, for a time they lived long lives of lush excess in fertile valleys and plains. We were never a part of their civilization, though they tried on several occasions to subjugate us, to "civilize" us. Both emissaries and soldiers we killed. They never understood us, and we despised them, having chosen a pure and hard path.

We preyed upon Lyoss as predators feed on a herd grown fat and torpid. Our war bands struck any place they left vulnerable. We occupied the worst badlands and lived free without need for cities. Lyoss loathed us and saw in our lean faces a rugged determination they could not fathom. They called us many things: "the godless," "faithless," and the "shunned." They did not apprehend that we accepted the term "godless" with pride. Those *we* exalt arise from our own blood—those heroes who earn immortality through deeds, triumphs, and sacrifices. We have no need for gods. There was a certain narrow simplicity to this time, but I am grateful I was not born among them, for their lives required only strength and fortitude. These ancestors had not yet learned to tap the potential of their minds.



The first of our ancestors to discover spiritual awakening was the master Voskune, who introduced the fundamentals of exaltation. Voskune was a philosopher and ascetic whose life predated written history. His accomplishments are all the greater given the era in which he lived.

After decades mortifying his flesh and fasting in the desert, Voskune worked to understand the connection between the body and essence—the spirit. He dissected the living and the dead to understand this fundamental connection.

He plucked out his own eye to learn its complex structure of fluids and fleshy tissues, and he replaced the ruined orb with a device of smooth crystal that allowed him to perceive vital essence, vivid in moments of anguish or when the body lingers near death.

The moment of death was a topic of particular fascination to him, and he was the first to perceive that on expiration our spiritual essence was flung into the yawning Void to experience endless pain and agony. The spirits in the Void are all mad, and he was shaken to learn this was the fate of his ancestors and would be his own fate as well. Extollers revere Voskune, as well they should, but he was first and foremost a seeker after truth rather than a hoarder of mysteries. He would frown on the inheritors of his legacy.

Voskune was lost to us, but his students carried his work forward. Ten generations passed before two masters named Ishoul and Kaleed worked together to achieve a breakthrough. Ishoul discovered that cutting and polishing certain stones will pull at a spirit, drawing it as water is absorbed into a sponge. Ishoul and Kaleed spent their lives working with these stones. Duplicating Voskune's sacrifice, each replaced an eye with an artifact to perceive spirits, as all extollers since have done likewise. A small price to pay to perceive life's essence. It is not the only way to see these energies, but it is the most constant and reliable. I am no extoller, and they would be offended by an outsider adopting this rite, but I have found other means to replicate their vision. It is essential to any true understanding of the world and the deeper mysteries that underpin what we can perceive with the naked eye.

The dominar of the masters' house, a venerable warlord named Vuxoris, became the First Exalted through their ministrations. This revered ancestor invented the code of battle known as *hoksune*, still followed today, and asked Ishoul and Kaleed to preserve his spirit so his lore would not fade. They captured Vuxoris' essence in a great polished piece of obsidian and watched as the stone transformed with a lattice of powerful energy, preserving him in immortality. He could thereafter be contacted, although this required a draining and elaborate ritual. Kaleed was astonished to realize the stone now emanated great power and manifested strange phenomena. It would be many more generations before we learned how to harness this power and call on the ancestors to aid us.

This stone became a treasured relic of our people. Countless wars and the slaughter of thousands erupted over ownership of the First Exalted. With this stone we learned that smaller pieces carved from a sacral stone could be incorporated into weapons and armor, thereby imbuing those items with some shadow of ancestral power. This was done sparingly to preserve the integrity

of the original stone, yet over time some ancient stones were slowly carved away piece by piece. In the following ages the first sacral stone was lost, perhaps divided too many times, but it is part of the inevitable destruction brought by the passage of time.

The process of preservation to exalted is a complex and difficult ritual requiring much preparation. Only the most accomplished members of a given house are deemed worthy. This is the fundamental base of extoller influence and power, and like the knowledge they have gleaned from the ancients, they hoard it.



Another great ancestor arose twelve generations before the destruction of Lyoss: a warrior-philosopher named Morkaash. He focused on learning anatomy and the infliction of pain and agony. Morkaash believed sublime enlightenment was a result of suffering, and he sought to understand the mechanisms by which living bodies function. Morkaash tested himself against the great beasts of the badlands by conquering them in battle, taming them, and bending them to his will. His knowledge carried on after his death, and his followers improved their techniques over many lifetimes.

This eventually gave rise to paingivers and surgeons, who study nerves, blood vessels, tendons, and other living tissues. They do not dwell on philosophy or mysticism. Surgeons seek mastery of anatomy to understand the mechanisms of the body, to provide aid to the wounded in battle, and to assist members of their house in recovery from severe injury. They learn to correct internal bleeding, to set bones, to sew lacerations, and to numb or augment pain response as well as to conduct ritual scarification. Surgeons also learn alchemy to create purgatives and other beneficial compounds. There is no glory in this pursuit, and the caste is not highly respected, but dominars and tyrants both have been saved from death through their ministrations.

Paingivers master anatomy for the purpose of inflicting pain, and their higher arts require them to learn the fundamentals of mortitheurgy as well. Any arena where the application of pain can be bent to a useful purpose is their domain, making them skilled assassins, torturers, and beast handlers. They are most frequently employed to root out traitors or question enemies for vital information. This is a necessary art in the complex intrigues between and within the houses. There are always those seeking greater power, and through the application of the paingiver arts, the treacherous are rooted out and order is maintained.

Nearly as vital is the paingiver responsibility for keeping and training the great warbeasts required for war, and they

comply by bending their skill to train and condition the creatures' behavior. Toward this end they must also learn the use of a variety of injected toxins, stimulants, and soporifics, all useful when controlling beasts. Beast handlers have taken efforts to modify and augment countless beasts of war. In some cases it takes patient effort and generations of experimentation to bend these creatures into useful weapons, but in other cases the transformation is a matter of bringing out native qualities through physical modification and conditioning.

Though an individual paingiver works for a particular house, he is a member of none. Paingivers give up their house loyalties when initiated into their art, for only by divorcing themselves from inter-house struggles can they dispassionately execute their duties.



In the centuries following the deaths of Voskune, Ishoul, Kaleed, and Morkaash, some continued to devote themselves to deeper mysteries. These were often extollers not content merely to undertake funerary rites and see to the treasured ancestral stones. This gave rise to mortitheurgy, the art underlying all our arcane pursuits. The fundamental tenets of mortitheurgy are that there is great power released by the flesh as it undergoes transition and that blood and pain have innate potency.

Mortitheurgy provides an enormous advantage in battle, as through its application a warrior can be forced to fight well past the limits of his flesh. By tapping into the power of the dying or suffering, a skorne can be sustained on almost no nourishment or water and live regardless of injuries. This is a short reprieve, and such manipulations carry a price. The affected warrior will eventually still die, often in great agony. Yet those extra moments in battle may mean victory instead of defeat for the army.

Master paingivers and all who expect to lead a house must learn to control these energies as indispensable tools in dominating the will of their subjects. From these bonds a warlord may force even reluctant vassals to fight or may



tap into the strength of enslaved beasts, and he uses both as extensions of himself in battle. This art allows a warlord to have the strength of a titan and shed injuries that would fell an entire cohort. Most tyrants learn the fundamentals of mortitheurgy, becoming well versed in its battlefield techniques, but their comprehension of the art is limited. Some few take these studies further. Master mortitheurges draw on the infinite energy contained in the immortal essence of living beings—the spirit.

This must be done with care, however, for those who delve too deeply into these arts can exceed their limits and become stretched to a point from which there is no return. Annihilation in this fashion is utterly permanent and beyond recovery even by the preservation techniques of the extollers. In my work I have discovered this is a

simple formula of will and power applied against mortal frailties. A master with sufficient will can not only evade annihilation but theoretically avoid the pull of the agonies of the void that awaits us beyond death. Most will exceed their limits long before this.

Our ancestors remain our most treasured relics, and it is no wonder house wars have been waged over their keeping. It is the goal of every skorne to earn the reward of exaltation. Those who succeed avoid the ceaseless torments of the void, and most warriors are inspired to fight more fiercely in the hopes of earning this honor. Battle has always been the surest path to exaltation; those who engage purely in scholarly pursuits are rarely chosen.



The Empire of Lyoss knew none of our philosophies and never attempted to understand our ways. It was impossible for them to comprehend that our people could master power over death. All their strength, luxury, and prosperity sprang from their gods, and as a result they were complacent, like babes refusing to be weaned from the milk of their mothers.

Our dominars celebrated the day Lyoss was obliterated. The sun exploded in the sky over their greatest cities and sent sheets of flame and molten rock across all they had built. The wave of destruction was so powerful it rippled the earth like cloth stirred by the wind. We lost many lives in the following tumult of savage winds, unrelenting storms, and ceaseless lightning, yet because we had already honed our strength, we stood firm while they panicked and died. Our tribes harassed the survivors as they fled the ruined empire in a long column of dispirited refugees wailing and scattering into the west. We set upon them like reapers at harvest, beheading those too slow to flee. All the legacy of their peerless civilization had come to ashes, and what little survived fell into our hands.

Lyoss collapsed nearly 250 generations ago. Exalted ancestors who survived this period passed down descriptions of the fall, but it was only in the fullness of time that we realized the benefits of the destruction of Lyoss. It happened in a time of calamity, disaster, and upheaval, and a long dark age followed as the continent was sundered by the unnatural powers released in that onslaught of destruction. The Abyss opened to swallow their capital as unquenchable fire consumed their outer cities.

One result of the aftermath was a transformation of our society away from its nomadic roots. It became imperative to build permanent shelters against unpredictably intense windstorms, dust gales, and flooding. Our ancestors learned the crafts of masonry, engineering, and building, but there

were some who resisted this inevitable transformation. They believed it moved us away from our austere heritage, but our society has retained both its values and its traditions. A healthy society must have laborers and slaves to tend the herds and reap the crops in addition to having warriors and thinkers who are freed from such trivial burdens.

The fractured houses continued to vie with one another, both for temporary dominance and for crucial resources like stone quarries, mines, isolated plots of fertile soil, underground streams, and access to hunting grounds. Life became short and cruel. A great house could be wiped from existence in a few short days, leaving no trace of its passage except spoils plucked by those who pillaged its carcass.



Slowly the storms receded, the weather became more predictable, and the flooding became a distant memory. Our cities prospered, the glorious eternal war of houses continued with renewed passion, and our philosophies and traditions were restored. Still, much had been lost, including many sacral stones.

Some of the exalted were released when their stones were broken. Such an event is an ill tiding that brings plague, misfortune, and the wrath of that ancestor, for without a sacral stone their essence becomes twisted. The strongest ancestral spirits can endure this indignity, and in very rare cases they can be reborn. More often they become what we call *kovaas*, or "rage ghosts," possessed of endless fury. The destruction of a sacral stone can breed insanity in these spirits and turn them into mindless wrathful beings with endless reserves of energy. Most extollers consider it imperative to banish tormented *kovaas*. On rare occasions an extoller can re-inter such a spirit in a new stone inscribed with runes to strengthen the stone against the rage of the *kovaas* within, but such stones remain extremely dangerous. One can only imagine the extent of dementia in a spirit twisted twice by the breaking of a stone, and even protective runes can be worn away over time. Sacral stones of re-interred *kovaas* are buried or sealed away with great care.

On the fringes of Lyoss, the unquenched fire retreated, and we were able to occupy those lands and gain useful stone from their ruins. Much of that region is still hostile to life, but after thousands of years the wake of the cataclysm still offers forgotten treasures and mysteries. There is merit to the salvage of their structures, but great and powerful beasts roam the periphery of those ruins.



The wars between our houses have forged our strength for the 250 generations since the fall of Lyoss. Our culture changed little during this era: warlords vied against one another to test their strength and ensure the mighty arose and cast down the weak. Those who could not lead served.

Great houses rose and fell, and heroic ancestors distinguished themselves to earn the right to be exalted. Our people spread from the badlands to occupy any lands where the fires of Lyoss were extinguished, and growth began again. Lesser species fell under our yoke, including many tribes of cyclops savages from the desert. Throughout our history we never abandoned the principles that life is struggle and the nature of this struggle defines us. Through conflict we are stronger, and our houses benefit.

We give a number of titles to those who rule our houses, each describing a distinct stature and degree of power, although the meaning of these titles has shifted over time, particularly since the rise of our new empire. Traditionally the master of his house is a tyrant. A powerful tyrant who can impose his will on lesser vassal houses is a dominar. While a tyrant can field a band of warriors, dominars can raise armies and wield tremendous influence over their cities. Through great victories a dominar may rise to a position of authority over his peers, making vassals of other ranking houses. These individuals are archdominars, masters of vast fiefdoms. The dynasties created through such consolidation have seldom lasted long, however.

One of the most recent warlords to acquire this degree of power was Vaactash, a legendary patriarch of House Balaash. By slaughter and careful political maneuvering he carved out a territory north of Halaak. His rule was longer than that of any other archdominar on record, as he survived countless duels and assassination attempts. He is now exalted in a place of honor among his ancestors. The ruling of his house went first to his son, who did not long endure; then to his grandson; and finally to his granddaughter Archdomina Makeda. As one who has fought beside her, I can acknowledge Makeda of House Balaash knows no equal in battle aside from the Conqueror himself.

The Conqueror emerged from the west, walking battered but strong from the Stormlands. We were primed for his coming. We had lifted ourselves from barbarism to the heights of a great culture over thousands of years in the wake of devastation and upheaval. We had been taught for centuries to revere strength above all else and to bow to those who could prove their mastery of the arts of war.

He was a human, the first we had ever met, and he swept through our lands like a storm. The first of our people to meet him raised arms and were slain to the last. They had underestimated him, but it did not matter. No act of preparation would have been sufficient. As Vinter

Raelthorne marched from village to village, his legend among our people grew. Hundreds of skilled warriors engaged him, but all fell. There were whispers he was a blood-mad messiah, and some believed he was a vengeful kovaas and not flesh at all, but still his forces grew as warriors joined his cause. He fought his way to our largest city, Halaak, gathering a following from the outlying houses and defeating all champions who challenged him.

That he was not of our people mattered little. The hoksune code could not accept a master of this caliber arising who had not heard the words of Vuxoris. To these adherents, the only answer to the paradox was that a skorne soul had been reborn in human flesh. This protected their pride, and they remained undiminished. The explanation was preposterous, but he nevertheless became known as the Reborn. Adherents argued that he had cast aside the inferior species of his birth to return to his true people and would elevate us to a new era of greatness. The Conqueror did not deny these tales and even encouraged them.

**WE NEVER ABANDONED THE
PRINCIPLES THAT LIFE IS
STRUGGLE AND THE NATURE OF
THIS STRUGGLE DEFINES US.**

Of course there were those among us who were not fooled. Despite seeing the truth, we remained silent. Many of us, myself included, eventually pledged service to him.

The Conqueror made quick work of those who stood against him, and it is no wonder his successes quickly gave rise to a sense of awe. This became known as the First Unification. The greatest battle of this cycle was outside the great fortress of House Balaash. There Archdomina Makeda battled him with all the resources of her house. Countless Balaash warriors lost their lives that day. In the end the Conqueror and Makeda crossed blades directly while the battle raged around them. His skill matched hers, and when the last of her titans died, she was defeated.

She was unable to reconcile that one man without the vitality of an army of warbeasts had bested her, and this defeat convinced her Vinter Raelthorne was in fact the Reborn. From that moment she was his most ardent supporter and a true believer in the cult devoted to his glory.

Makeda's support and that of others like her was instrumental in completing the First Unification. For the first time in its history, the skorne were united. Even those of us who despise the deception that made this possible will admit this was an exceptional moment in our history, a transition that was necessary for us to rise above our divisions.



The Conqueror spoke of the great wealth in the west, of the fertile land and the weak species that populated its expanse. He offered the promise of conquest, a dream that remains undiminished. He proposed the construction of a great bridge to cross the Abyss and allow our army to march on the west. Seven years after the First Unification and before this bridge was complete, the Conqueror grew impatient and personally led an army across the great desert. He claimed this was to pave the way for our dominion over the continent.

The first seeds of doubt as to the infallibility of our new Conqueror took root during this time. While dominars did not speak openly for fear of reprisals from his supporters, many had noted his eccentricities: his temper, his distrust of his subordinates, his impatience. A conspiracy was hatched in the capital to seize back power.

The topic of the Conqueror's defeat in this first campaign in the west was never raised during his reign, and it was not until years later that we learned the extent of his failure. He marched a small army against the city of Corvis and was defeated after a short occupation, falling far short of his goal of establishing a stronghold for the later invasion. It is a worthy lesson that even the greatest warrior can overreach, and victory is never certain. The races of the west may seem soft and unpracticed in war to us, but we underestimate them at our peril. While defending their lands they demonstrate uncharacteristic tenacity and have proven capable of surprising reserves.

Hearing no news of victory despite Vinter's lengthy absence, the conspirators in Halaak believed the Conqueror had died in this campaign; they were therefore surprised when he returned with a vengeance. In what would become known as the Second Unification, the Conqueror fell on the betrayers, who soon endured torments beyond imagination at the hands of his personal paingiver, Morghoul. They were slaughtered and refused the rites of the extollers as a lesson to their heirs.

In the absence of the Conqueror, Makeda of House Balaash had held fast to her convictions. She had weathered assassination attempts, retreated into her fortress during the strife in Halaak, and fought off all who would lay siege to her

house. For her loyalty, the Conqueror bestowed on Makeda the dominion of the western empire and tasked her to lead her army into those fertile lands to subjugate all who opposed him.

In preparation for this conquest, the Conqueror, also titled the Supreme Archdominar, imposed a number of radical but necessary reforms on the empire. These included consolidating many houses, implementing improvements in military weapons manufacture, and establishing other programs necessary to govern what had once been a fractured people. Whereas previously our armed forces had been divided by house, efforts were made to train soldiers from different houses under the same banner and integrate them into a single fighting force. The meaning of ranks like tyrant, lord tyrant, and dominar shifted to have specific military authority. This transformation is ongoing, but it has made significant progress toward ending the

petty rivalries that might have otherwise obstructed a clear command structure. Our people resisted many of these foreign concepts, which particularly threatened those in positions of highest authority and went against thousands of years of tradition. Nonetheless, these reforms were the most important and lasting legacies of Vinter Raelthorne, and they laid the foundation for what was to come.

I joined the Conqueror's army, for I saw rich potential in the coming wars in the west. Already he had shown us the way across half of a continent and led us to rich lands; the wealth in resources and slaves we could seize in war were clear. Though he achieved the unity of our people through deception, that unity is itself a worthwhile accomplishment and one we must preserve.

The strategy of the Army of the Western Reaches was more methodical and deliberate than the earlier assault led by the Conqueror. Makeda's first priority was to secure a permanent supply chain between the west and the Abyssal Fortress, which protected the bridge across the great chasm in the Stormlands, through a number of intermediate fortresses. The army would then build and defend a number of larger fortresses just east of the human kingdoms, in what they call the Bloodstone Marches. Creating permanent, self-sustaining settlements there would allow us to wage war without relying too heavily on the distant homelands.

Although those lands had been ignored by human settlers spoiled by the lush farmlands east of their Black River, they proved perfect for our needs and not entirely dissimilar from the settled lands in the empire itself. Our cohorts conducted a carefully orchestrated series of attacks along the borders and the intervening lands to ready them for settlement. In purging the northern region east of the Cygnaran city of Corvis of all native inhabitants, we encountered a large number of a hardy but primitive species we called *duzusk*, after a tenacious vine found in our homeland. These *duzusk*, who refer to themselves as trollkin, proved stalwart and worthy adversaries despite their lack of adequate weapons and military discipline.

While Makeda's army fortified its position east of the Black River, we also led strikes on the human border positions, forcing them to allocate defenders across a long stretch of border while we gathered information about their capabilities and resources. These attacks were coordinated with allies retained by the Conqueror in his former homelands, including the desert scout Saxon Orrik, and mercenaries led by a human named Asheth Magnus. These western allies provided meaningful intelligence on the disposition of enemy troops and allowed us to exploit Cygnar's weaknesses. We learned much about both Fort Falk and Eastwall, the two mightiest fortresses along Cygnar's eastern border. Eventually plans were initiated to

assault Eastwall while the enemy was engaged in a draining street-to-street battle just to the south, in the connected cities of Caspia and Sul. We pitted all our efforts toward this with high expectations of success.

What we did not expect was that the Conqueror himself would stand in our way. We had done our work too well. At some point during his reign he had begun to fear the might of our race. He had hoped to use us as a tool in his ploy to regain power among his own kind. He never dreamed of bringing our people to the heights he had promised. His fear of our capabilities unraveled his plans and revealed his treachery. This transpired when the Conqueror suddenly ordered us to stop our plan to beset Eastwall in order to hastily besiege Fort Falk instead, hundreds of miles to the north. This made no strategic sense, but the army had been conditioned to obey, and Makeda faithfully attempted to enact her sovereign's will. The army threw itself into a futile and ill-prepared assault on Fort Falk and fought until skorne corpses glutted the river. The losses sustained in this battle were massive, and we are still recovering.

Master Tormentor Morghoul interrogated Asheth Magnus and unearthed the truth of Vinter's deception to our entire race. Even Makeda was eventually forced to face the fact that the Conqueror must be overthrown if the Skorne Empire were to survive and prosper. The plans put forth by the Great Deceiver had been engineered so only he would emerge victorious. He had hoped to weaken Cygnar's and Makeda's armies simultaneously.

To her credit, despite the depth of her former convictions, Makeda did what had to be done. The army had ever been loyal to her, and she needed only to transform her command of them into command of the empire. Her army marched on the Abyssal Fortress and reclaimed it for the skorne. Vinter Raelthorne fled before her wrath, presumably disappearing back into the wastes that had spawned him. Justice will come to him eventually, I have no doubt. Despite his deception, what he built will outlast him, in part due to the strength and determination of those assembled to lead this army.

The Skorne Empire stands united and determined to conquer the west. We will enslave any who stand against us. For the first time in recorded history, east and west will be subjugated under the same banner, and that banner will fly the colors of the Skorne Empire.

LORD TYRANT HEXERIS

SKORNE WARLOCK

Though peerless in the arts of death, he is a danger. His eyes reflect naught but annihilation.

—Archdomina Makeda

HEXERIS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	4	15	16	8



GULGATA	
POW	P+S
6	14

FURY	7
DAMAGE	17
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: DARK DOMINION

To Hexeris the process of dying is just another strategic mechanism, for he can insinuate his will into a body as the spirit slips away. Invoking the most potent of his powers, he can reach across the battlefield to turn his enemies into his puppets when they die, their flesh pulled by strings of his volition.

When a living or undead enemy model is boxed by

an attack while in Hexeris' control area, take control of it. The model becomes a friendly Undead model. If it is a trooper, it becomes a solo. The model can immediately advance up to 3" and can make one normal melee attack, then remove the model from play. When making this attack, ignore the effects of lost aspects on affected warbeasts. The model cannot be targeted by free strikes during this movement. Dark Dominion lasts for one turn.

HEXERIS

Vampiric Reaving – This model can reave fury points from enemy warbeasts destroyed in its control area if it is closer to the warbeast than all other models that could reave its fury.

GULGATA

Magical Weapon

Reach

Beat Back – Immediately after a normal attack with this weapon is resolved during this model's combat action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1".

Life Drinker – When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points.

A master mortitheurge, Hexeris manipulates life and death with unrivaled skill. To him, the living are merely simple machines with measurable thresholds for potential injury and pain. Those who speak to him leave feeling violated and tainted, for his eyes can pierce through to the immortal essence.

Hexeris was born to the Kurshon, an influential house of Halaak. Strong-framed and massive, he spent time training with the elite Cataphracts. With his exceptional mind he was not destined for the life of a simple soldier. His house had long valued occult power, and its leader, Dominar Lokoda, encouraged his studies of mortitheurgy.

When Vinter Raelthorne arrived in the capital, Dominar Lokoda shrewdly joined the Conqueror's cause rather than risk weakening his house. Eight years later, though, he made the fatal mistake of joining the conspirators plotting against the supreme archdominar.

SPELLS	COST	RNG	AOE	POW	UP	OFF
DEATH MARCH	3	6	-	-	YES	NO
Target friendly unit gains +2 MAT and Vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.)						
OBLITERATION	4	10	4	15	NO	YES
The force of this attack blasts apart the earth itself.						
PSYCHIC VAMPIRE	3	SELF	CTRL	-	YES	NO
When an enemy model casts a spell or uses an animus while in this model's control area, the enemy model suffers 1 damage point and this model heals 1 damage point.						
SOULFIRE	2	10	-	12	NO	YES
When a living non-soulless model is boxed by Soulfire, this model gains 1 fury point and the boxed model is removed from play.						
SOUL SLAVE	2	6	-	-	YES	NO
Target warbeast in this model's battlegroup automatically passes threshold checks. This model can channel spells through the affected warbeast.						

TACTICAL TIPS

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

VAMPIRIC REAVING – Hexeris can reave fury points from enemy warbeasts that were destroyed as a result of transference provided they are not part of his own battlegroup.

BEAT BACK – The attacking model can advance even if the enemy model is destroyed by the attack.

SOULFIRE – The boxed model does not provide a soul or corpse token.

As Morghoul methodically rooted out treachery in the capital, Lokoda sealed his house to avoid the master tormentor's murderous reach. Seeing a far greater destiny alongside the Conqueror, Hexeris offered Morghoul entrance to House Kurshon in exchange for a place among Raelthorne's host. Kurshon was undone, leaving Dominar Lokoda captured and subsequently tortured to death over days in the great public excruciations and executions. Hexeris has shown no guilt over this pragmatic betrayal.

Hexeris has risen to become one of the most formidable tyrants in the Army of the Western Reaches. His soldiers march with perfect discipline and silence, bearing the dreadful knowledge that their master will sacrifice them instantly should it serve his agenda. Hexeris led them on many assaults against the trollkin dwelling in the fringes of the Bloodstone Marches. The resiliency of this species fascinates his cruel curiosity, and he is eager to plumb their secrets by exposing them to the full brunt of his dark powers.

The lord tyrant secretly dabbles in the extoller's craft to advance his ambitions. Upon his chest sits a sacral stone containing the honored soul of his own great-grandfather, the legendary mortitheurge Javekk Kurshon. Hexeris can

communicate with this spirit, who increasingly guides his studies by unlocking powers never before combined in a single mortitheurge.

His relationship with Archdomina Makeda is laced with wary undertones, but this does not concern Hexeris, for he knows his work is beyond her comprehension. He was one of the first to doubt Vinter's claim to the title of the Reborn, and he revels in recently having these doubts vindicated. Makeda has entrusted Hexeris to supervise the western defenses and to help build fortifications for the new skorne holdings. While being given such responsibility might be taken as a sign of respect, it could also be proof she does not trust him at her side in battle.



ARCHDOMINA MAKEDA

SKORNE WARLOCK

The skorne are a race bred for war, and she was born to lead them.

—Vinter Raelthorne IV

MAKEDA						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	15	16	9



SWORD OF BAALASH	
POW	P+S
5	12

FURY	6
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
SMALL BASE	

FEAT: WALKING DEATH

Not even death releases a soldier from his obligations in service of the archdomina. Makeda can force the living spirit to linger and fight even after the heart has ceased to beat and the lungs can no longer capture breath.

For one round, friendly living Faction trooper models destroyed while in Makeda's control area return to play during your

next Maintenance Phase with one unmarked damage box. Place returned models in Makeda's control area in formation and within 3" of another model in their units. Returned models forfeit their normal movement the turn they are placed.

MAKEDA

Blood-Quenched – This model gains a cumulative +1 STR and ARM for each living enemy model it destroys with a melee attack during its activation. This bonus lasts for one round.

Inspiration [Skorne models] – Friendly Skorne models models/units in this model's command range never flee and immediately rally.

Side Step – When this model hits with an initial attack or a special attack, it can advance 2" after the attack is resolved. This model cannot be targeted by free strikes during this movement.

SWORD OF BAALASH

Magical Weapon

Combo Strike (★Attack) – Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

Archdomina of the Western Reaches and leader of the skorne army, Makeda is the greatest general of the Skorne Empire. The success or failure of the invasion rests on her capable and ruthless shoulders. When the Conqueror made the difficult decision to stay at his fortress in the Stormlands, he sent Makeda to lead his armies west against the nations of mankind.

During the First Unification and after the fall of Halaak, Vinter Raelthorne marched north against House Balaash. Enormously outnumbered, Makeda stood steadfast against him, determined to fight to the last. Three times she rallied her army behind her iron will, cutting swaths from his ranks before being forced back. Knowing the foreigner's death was her only chance to end the siege, Makeda led one final devastating charge of warbeasts and Cataphracts through his line.

SPELLS	COST	RNG	AOE	POW	UP	OFF
CARNAGE	3	SELF	CTRL	-	NO	NO
Friendly Faction models gain +2 to melee attack rolls against enemy models in this model's control area. Carnage lasts for one turn.						
DEFENDER'S WARD	2	6	-	-	YES	NO
Target friendly Faction model/unit gains +2 DEF and ARM.						
MUZZLE	2	10	-	12	NO	YES
An enemy warbeast damaged by Muzzle cannot advance toward this model for one round.						
SAVAGERY	2	6	-	-	YES	NO
Target friendly Faction model/unit gains +5 SPD when making a full advance but cannot make ranged attacks.						

TACTICAL TIPS

WALKING DEATH – If Makeda has been destroyed or removed from play, these models do not return because they cannot be placed in her control area. A model cannot be returned to play if all models in its original unit have been destroyed or removed from play.

The two met in the center of battle in an epic clash of blades, the blood they spilled turning the desert's baked earth to mud. Makeda withstood a rain of lethal blows by calling upon the vitality of her warbeasts. Vinter had never fought an adversary so strong, and he did not yet comprehend Makeda's link to her warbeasts. In turn, an amazed Makeda had never expended herself so completely against a foe without crushing him. She could not understand how such skill and indomitable resolve could be drawn from the wellspring of only one man's being. At last Vinter disarmed Makeda. All her beasts had been slain and her soldiers brought to ruin.

Broken and exhausted but not crushed, Makeda calmly awaited the death blow. To the astonishment of his army, her foe walked away after speaking the words that gave her renewed purpose: "Another day it would be me at your blade. Pick up your swords and fight in my name."

Makeda spent the first years of the Conqueror's reign rebuilding the strength of her house. When he took his expedition in 602 AR to capture Corvis, Makeda stayed in Halaak to coordinate and organize the massive army that was to reinforce his planned drive on Caspia. Vinter had tasked all the house leaders to muster these forces in his absence and to continue working on the great bridge-fortress that would permanently span the Abyss. He could not know, however, that those same dominars plotted to overthrow him and return Halaak to its old ways.

The betrayers occupied the skorne capital and targeted Makeda for assassination. She gathered her loyal vassals in

her, fought her way to her northern stronghold, and sealed the gates. Forced to maximize their limited resources, Makeda and House Balaash endured against impossible odds until her master returned to break the siege.

Makeda strictly adheres to the *hoksune* code. The souls of her most revered House Balaash ancestors empower her to lead the largest skorne army ever gathered, which she plans to unleash upon the human lands. Unbridled ambition drives her to create permanent strongholds for the eventual occupation of all western Immoren. Her every step expands the border of the Skorne Empire, and she has only begun to walk the long road of her destiny.



MASTER TORMENTOR MORGHOU

SKORNE WARLOCK

I have learned to feed on treachery like meat and savor loyalty like rare wine. The terror you inspire in the ranks will serve in the place of true fidelity.

—Vinter Raelthorne IV

MORGHOU						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	8	4	17	13	8



RIPPER	
POW	P+S
3	9

FURY	5
DAMAGE	15
FIELD ALLOWANCE	C
WARBEAST POINTS	+7
SMALL BASE	

FEAT: PAIN & SUFFERING

A virtuoso of the paingiver's arts, Master Tormentor Morghoul inflicts unrelenting agony without even touching his victims. By unleashing an explosion of torment, he drowns out all thoughts but those of survival.

While in Morghoul's control area, enemy models cannot spend focus, be forced, or have damage transferred to them. Pain & Suffering lasts for one round.

MORGHOU

Pathfinder

Anatomical Precision – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Maltreatment – Once per turn during its activation, this model can remove 1 fury point from a warbeast in its battlegroup that is in its control area and add 1 fury point to its own current total. The warbeast suffers d3 damage points.

Overtake – When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".

Perfect Balance – This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

Sprint – At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

RIPPER

Magical Weapon

Double Strike – This model can make two additional attacks for each fury point spent to make additional attacks with this weapon.

Inflict Pain – When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

Masked and sheathed in paingiver armor, Master Tormentor Morghoul is a terror on the battlefield. By drawing on the strength of beasts he transforms himself into a whirlwind of bladed death while nimbly evading injury. In a heartbeat he can strike a dozen times to nick arteries, pierce hearts, and sever tendons. Morghoul knows the intricate byways of living bodies with surpassing precision, so each organ and blood vessel presents an opportunity to inflict pain or death. He has lost count of the bodies that have fallen under his blades, methodically stripped of their innermost secrets.

SPELLS	COST	RNG	AOE	POW	UP	OFF
ABUSE	2	6	-	-	NO	NO
Target friendly warbeast gains +2 SPD and STR for one round but suffers d3 damage points.						
ADMONITION	2	6	-	-	YES	NO
When an enemy model advances and ends its movement within 6" of target model in this model's battlegroup, the affected model can immediately advance up to 3", then Admonition expires. The affected model cannot be targeted by free strikes during this movement.						
TORMENT	2	10	-	12	NO	YES
When a model is damaged by Torment, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.						

TACTICAL TIPS

MALTREATMENT – This model can exceed its FURY in fury points as a result of Maltreatment.

PERFECT BALANCE – If the model forfeits both its movement and action for other effects, either voluntarily or as required, it cannot use Perfect Balance to stand up for free.

After building his reputation plying his cruel trade for a dozen houses, Morghoul was enlisted by House Vokuul in the great city of Halaak. Tasked to unravel plots against their domina, he systematically tortured his way through her subordinates. By the end of Morghoul's work the Vokuul domina was forced to choose a new heir but had attained absolute obedience within her house.

The Vokuul joined the skorne defenders when Vinter Raelthorne first beset Halaak, but Morghoul watched the battles silently. When the domina ordered him to engage, the master tormentor coldly informed her that his services had come to an end and left her to her fate. After the Conqueror crushed House Vokuul along with the rest of Halaak, Morghoul offered the Reborn his services, seeing ample opportunity to practice his craft.

When Raelthorne went into the west, Morghoul stayed to watch the capital. Stalking the servitors of the dominars, he uncovered a plot to overthrow the Conqueror. He became the Walking Death in Halaak, using his mastery of its extensive tunnels to move unseen as he captured and tortured any he felt might have useful information. Nearly a hundred fell during Morghoul's terror campaign. Any agents sent to engage him surfaced in waterways or were discovered on rooftops, drained of blood and wearing twisted expressions of unfathomable agony.

On word of the Conqueror's return Morghoul traveled to meet his chosen lord. The paingiver revealed the information he had obtained, including the whereabouts of every secret passage and poorly guarded sector of the capital. Morghoul had laid the groundwork for the rapid and bloody Second

Unification. The Conqueror gathered an army of loyalists and assaulted the gates of Halaak while Morghoul slipped into the city and captured the heads of the largest houses.

A month-long festival of agony followed the capture of the traitors. Silence was enforced on pain of death in the capital, and the only sound was the inarticulate screaming of the conspirators—the music of Morghoul unleashing the full

imagination of his horrible arts. The citizens of the capital learned exactly what depths of pain one with the power of mortitheurgy and the lore of a paingiver was capable of inflicting.

Morghoul has been tasked with rooting out treachery among the ranks of Makeda's army and keeping a close eye on the warlords who lead it. Where he walks, silence follows.



BASILISK DRAKE

SKORNE LIGHT WARBEAST

It looked upon me, and my skin felt like I'd leapt into a blazing fire. I longed for death until I managed the strength to turn away.

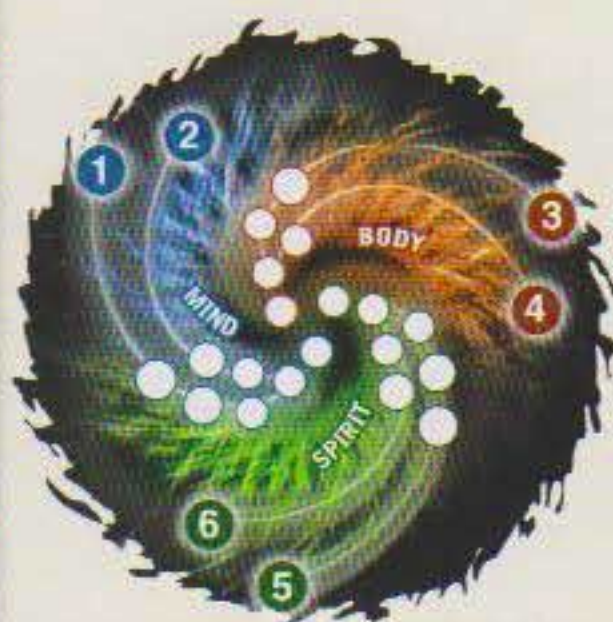
DRAKE								
SPD	STR	MAT	RAT	DEF	ARM	CMD		
6	8	5	5	13	16	6		



WITHERING GAZE				
RNG	ROF	AOE	POW	
SP 8	1	-	14	



BITE		
POW	P+S	
4	12	



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

WITHERING GAZE

Magical Weapon

Few creatures can withstand a basilisk drake's withering gaze, one of the most dreadful attacks of any creature inhabiting the badlands surrounding the Skorne Empire. When its eyes focus with deadly intent on a foe, a drake unleashes a wave of rippling power that causes the air to shimmer as if turned into a flow of heavy liquid. This wholly unnatural wave of entropic energy inflicts indescribable pain on living creatures—skin sloughs from bone and muscle tissue falls apart as if roasted. This energy can

grind stone to dust and melt and shear iron, which twists and splits with screeches of protest. Fundamentally, a basilisk severs the connections that bind solid matter.

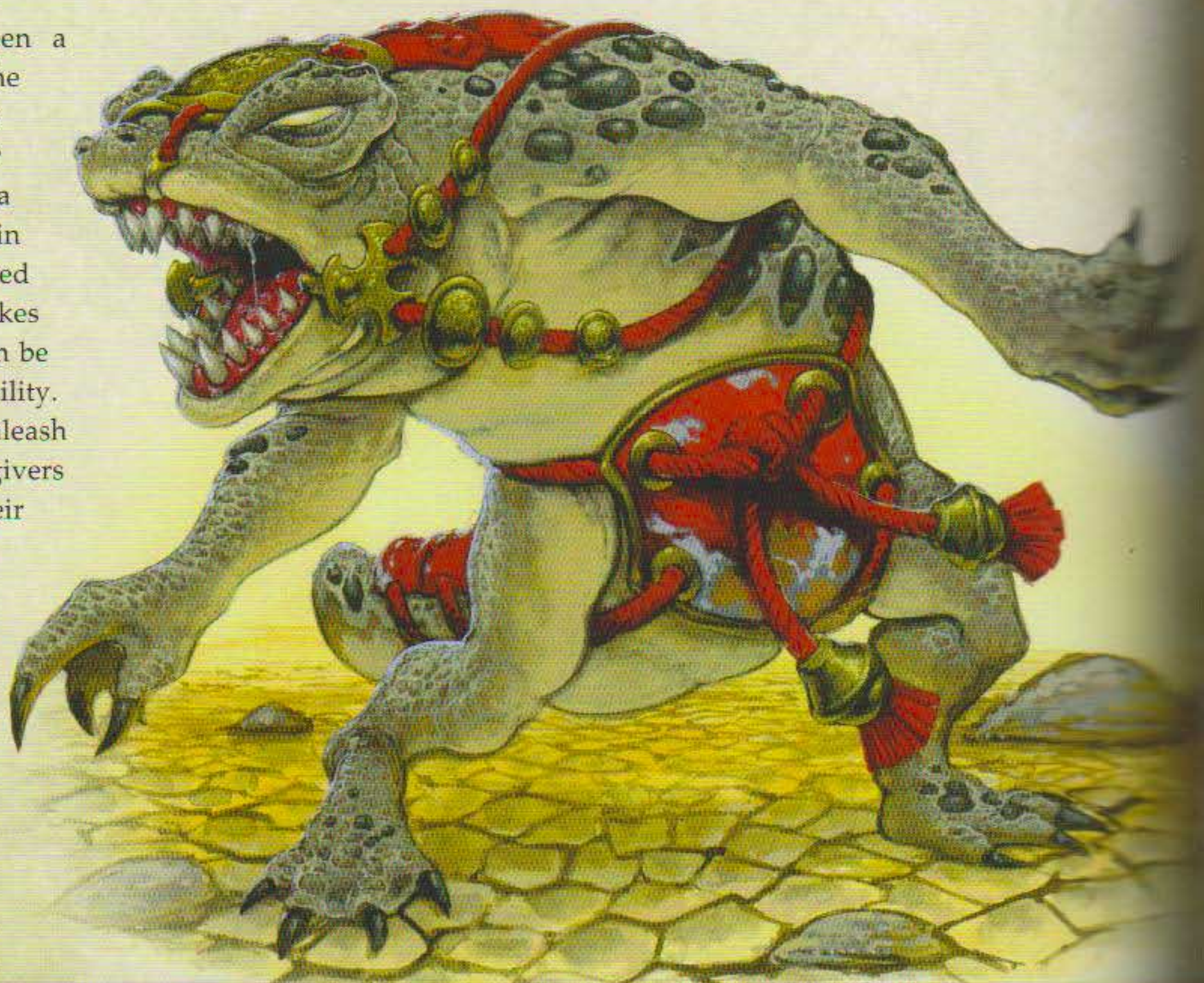
Taming basilisks has always been a costly proposition that results in the gruesome deaths of many beast handlers, but there was never any doubt the skorne would find a way to turn them into weapons in their ongoing house wars. Captured young and properly trained, drakes are receptive to commands and can be handled with reasonable predictability. Though basilisks are trained to unleash their gaze only on command, paingivers attach hooks to the sides of their mouths to control them when necessary. Handlers have discovered that basilisk females fight with even

ANIMUS	COST	RNG	AOE	POW	UP	OFF
LURKER	1	6	-	-	NO	NO

Target friendly model gains Bushwhack. Lurker lasts for one turn. (During its activation, a model with Bushwhack can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.)

greater ferocity in the presence of a drake, so the two are often paired together on the battlefield to increase their effectiveness.

The basilisk's terrible gaze has rightly made it a notorious predator in eastern Immoren, but it is also capable of inflicting gruesome wounds with its powerful, fanged maw. Its claws, however, are used exclusively for burrowing, as it prefers to lair underground during the evening and emerge to sun itself in the heat of the day. They are quite adorable during these torpid moments but still deadly if roused.



BASILISK KREA

SKORNE LIGHT WARBEAST

Because they are blinded, their powers are focused inward and intensified.
—Lord Tyrant Hexeris



ANIMUS	COST	RNG	AOE	POW	UP	OFF
PARALYTIC AURA	2	SELF	-	-	NO	NO

This model gains +2 DEF and ARM against ranged attacks. While within 2" of this model, friendly models gain +2 DEF and ARM against ranged attacks and enemy models suffer -2 DEF. Paralytic Aura lasts for one round.

TACTICAL TIPS

PARALYSIS – This attack causes no damage.

For centuries the skorne did not bring female basilisks to battle; they used them only for breeding drakes. Unleashing the full potential of basilisk kreas was a triumph of skorne beast handlers, for these creatures are capable of mystical feats beyond those of their male counterparts. Skorne surgeons cruelly sew shut each krea's eyes to focus her power, heightening the ability of her other senses to detect her surroundings. A blinded krea goaded to rage builds to a critical threshold of energy that begins to radiate from her body. This strange aura is distinctly different from the disruptive blast that once poured from her eyes, sapping the strength of enemies and slowing their movements as if they were trapped in a thick fluid. This same aura is also

KREA

Eyeless Sight

Flank [Basilisk Drake] – When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

SPIRITUAL PARALYSIS

Paralysis – The base DEF of a living model hit by this attack becomes 7, and the model hit cannot run or charge for one round.

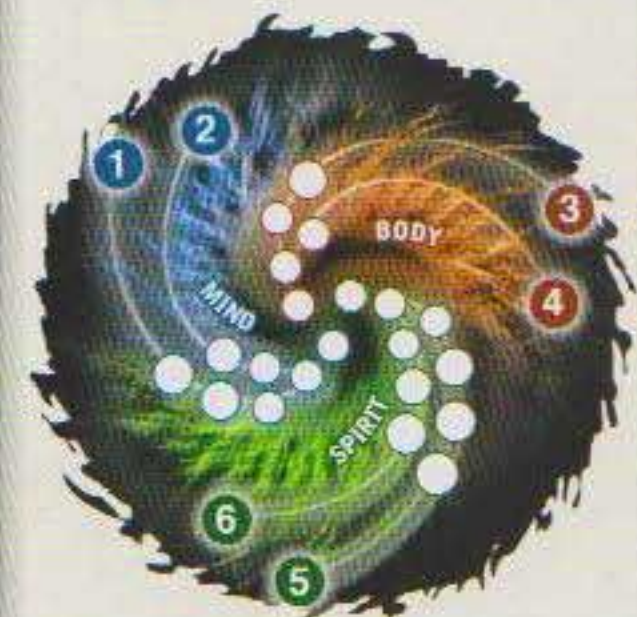
KREA	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	8	4	4	12	16	6



SPIRITUAL PARALYSIS	RNG	ROF	AOE	POW
	8	1	-	-



BITE	POW	P+S
	4	12



FURY	3
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

defensive in nature, as the slowing effect halts threatening projectiles.

Female krea are foul-tempered and violent creatures prone to lashing out against their handlers.

The unusual energies emanating from their reptilian bodies are strongly amplified for several years after they give birth. Handlers suspect this great power is used in the wild to protect their young from the predators that prowl the badlands. Whatever the origin of their powers, basilisk kreas have become a favored skorne warbeast and are capable of completely turning the tide of battle.



CYCLOPS SAVAGE

SKORNE LIGHT WARBEAST

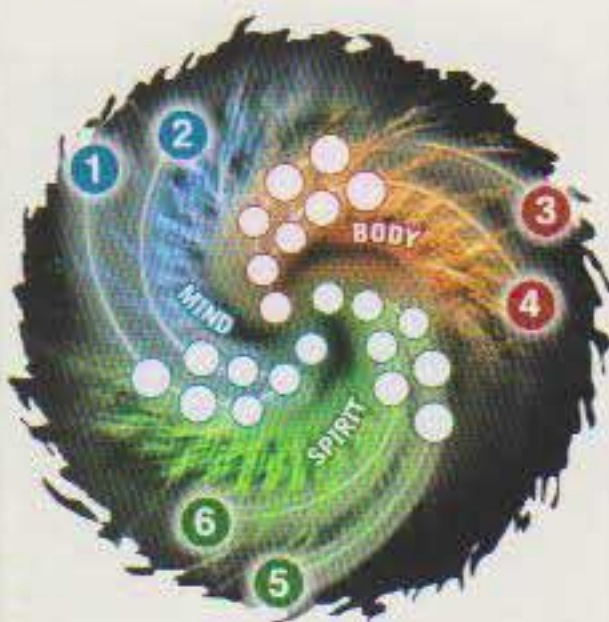
It ignored my feint, stepped aside from my best cut, then nearly clove me in two before the impaler ram it through.

—Horthol, Long Rider Hero

SAVAGE	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	8	6	3	13	17	6



FALCHION	POW	P+S
	5	13



FURY	3
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

SAVAGE

Future Sight – This model can boost attack and damage rolls after rolling.

FALCHION

➔ Reach

The cyclopes are a brutish, carnivorous species from eastern Immoren that live to hunt and kill. Centuries ago they attracted the notice of the skorne, who were surprised these relatively primitive and dim creatures could achieve such sophisticated feats of battle prowess. The skorne eventually traced this skill to their singular ability to sense

the future, and they have enslaved them ever since.

Captured as youths, cyclops savages are trained and conditioned to obey orders without hesitation. Unlike some beasts, they do not require much encouragement to kill; they are bloodthirsty and welcome any excuse to fight. They are so prone to violence that skorne paingivers sedate them with narcotics between battles. Experienced beast handlers move cautiously among cyclops savages, for the creatures can kill with a single blow. In the wild, cyclopes improvise crude clubs from bones or gnarled wood, but the skorne outfit their savages with wicked blades of fine craftsmanship.

Skorne paingivers and surgeons have extensively experimented on cyclopes for centuries, refining strategic sections of their brains to amplify the cyclopes' most formidable instincts and reinforce their love of battle and cruelty. The creatures' limited ability to see into the future is the key to their amazing intuition in battle. Their complex and sensitive single eye demonstrates unusual perceptiveness, and allows them to see exactly how to evade blows or penetrate a foe's defenses.

ANIMUS COST RNG AOE POW UP OFF

PRESCIENCE 1 6 - - NO NO

Target friendly Faction model gains Future Sight. Prescience lasts for one turn.



TITAN CANNONEER

SKORNE HEAVY WARBEAST

They will shatter the fortifications of our enemies to their foundations by cannon, tusk, or the very tread of their feet.

—Lord Tyrant Hexeris



ANIMUS COST RNG AOE POW UP OFF

DIMINISH 2 SELF * - NO NO

While within 2" of this model, enemy models suffer -2 STR.

Diminish lasts for one round.

The skorne have used titans to lug cannons to war for almost two hundred years. The creatures demonstrate phenomenal dexterity in the complex, three-armed juggling act required to operate these weapons. Though they are trained and conditioned, the task strains their limited intelligence, and titan cannoneers usually require a warlock's supervision to perform their maneuvers repeatedly and consistently. If driven to frenzy, the titans will revert to their instincts—wildly slamming opponents and rending them with their tusks.

Skorne warrior codes, the cost of manufacture, and extensive training time combine to make titan cannoneers rare assets deployed by only the wealthiest houses. In the wars between the skorne, the cannons blasted down the walls and gateways of fortified strongholds, allowing soldiers to charge through the breach and decimate defenders. Only in the last few decades have house fortresses been built with sufficiently thick and sloped walls to endure this type of siege weapon. Under the Conqueror's military consolidation and development, all houses were forced to relinquish their titan cannoneers to Makeda's Army of the Western Reaches.

CANNONEER

Bullheaded – When this model frenzies, if it would charge a model, it targets that model with a slam power attack instead. If it cannot, it frenzies normally.

TUSKS

Hard Head – This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

CANNONEER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	5	4	12	18	7



SIEGE GUN

RNG	ROF	AOE	POW
12	1	3	15



TUSKS

POW	P+S
3	15

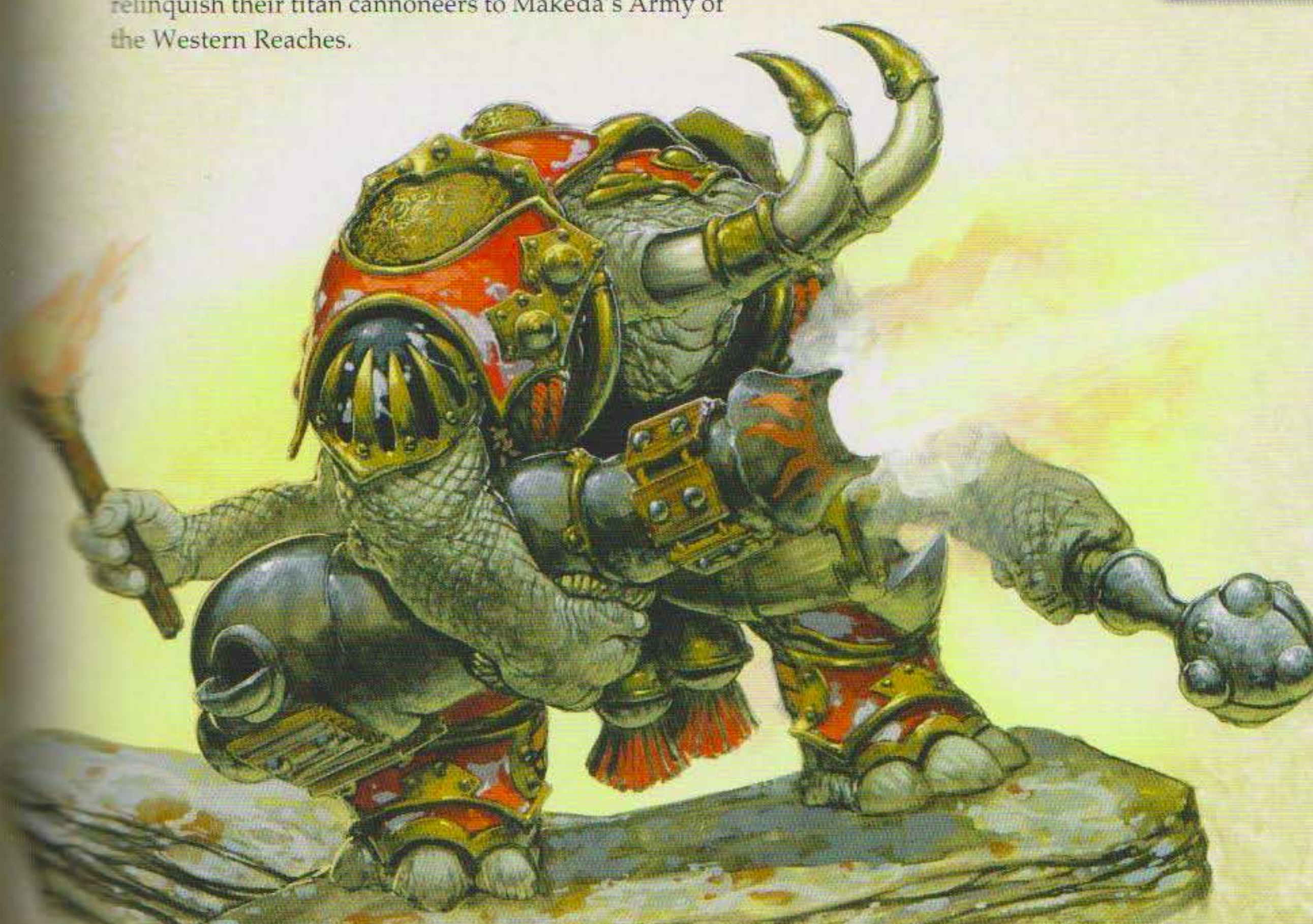


WAR MACE

POW	P+S
4	16



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



TITAN GLADIATOR

SKORNE HEAVY WARBEAST

The earth shakes as they come, and I doubt any creature alive can withstand the full impact of their weight.

—Chief Madrak Ironhide

GLADIATOR								
SPD	STR	MAT	RAT	DEF	ARM	CMD		
4	12	6	3	12	19	7		



TUSKS

POW	P+S
3	15



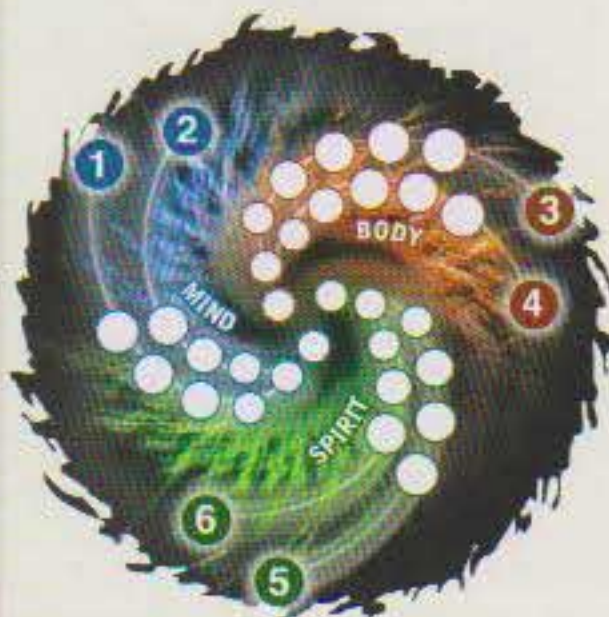
WAR GAUNTLET

POW	P+S
4	16



WAR GAUNTLET

POW	P+S
4	16



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

GLADIATOR

Bullheaded – When this model frenzies, if it would charge a model, it targets that model with a slam power attack instead. If it cannot, it frenzies normally.

Follow Up – When this model slams an enemy model, immediately after the slam is resolved this model can advance directly toward the slammed model up to the distance the slammed model was moved.

Grand Slam – This model can make slam power attacks without spending focus or being forced. Models slammed by this model are moved an additional 2".

TUSKS

Hard Head – This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

WAR GAUNTLET

Open Fist

ANIMUS

RUSH

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

TACTICAL TIPS

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

Follow Up – This model stops moving if it contacts another model. This model does not advance if the model slammed is destroyed by the attack.

hunters rarely come out ahead in these engagements, however, and are usually torn to shreds by tusks or flattened underfoot. Titans are normally docile unless threatened, but the skorne have made every effort to encourage violent tendencies by inflicting an assortment of cruelly painful torments.

Titans are solid walls of muscle and flesh. These bipedal pachyderms have served the skorne for thousands of years as their favored beasts of war, for they have the stamina to endure brutal punishment and the strength to rip apart most creatures. Titan nervous systems are well understood, and beast handlers embed barbed hooks in sensitive locations to goad them into rampaging madness before battle. By the time it is unleashed, a titan is ready to slaughter anything in its way.

A titan gladiator's armored body is itself a weapon; it uses its tremendous weight to smash enemies to the ground and pulverize them under the staggering impact. When an enemy is pierced and pinned by both of its bladed war-gauntlets, the gladiator can seize it with its extra pair of arms in order to hinder its weapons or to hurl it across the battlefield to land in a pile of shattered bones or broken steel.

Titans congregate in herds, where they are occasionally beset by pack hunters grown desperate from hunger. The pitiable



TITAN SENTRY

SKORNE HEAVY WARBEAST

Immovability is itself a weapon.
—Tyrant Xerxis



ANIMUS COST RNG AOE POW UP OFF

LOCKER 1 SELF - - NO NO
Enemy warbeast and warjack models in this model's melee range can only advance directly toward it. Locker lasts for one round.

Whereas other titans smash their opponents to pieces, sentries are the unmovable objects upon which enemies break like frail pottery against a stone floor. Armed with shields and halberds, these massive titans can withstand punishing damage before retaliating in a flurry of crushing blows.

Expert beast handlers carefully choose sentries from among the titan herds, selecting only those beasts with the greatest mass and keenest minds. Titans are not innate warriors or tool users, but skorne beast handlers have developed their own persuasive means to forge the creatures into living engines of war. Titan sentries are painstakingly trained to use the shield and halberd. Though few titans ever develop the refined skills of professional skorne soldiers, when a sentry lands a blow it is invariably telling.

SENTRY

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

HALBERD

⚔ Reach

Set Defense – A model in this model's front arc suffers –2 on charge, slam power attack, and impact attack rolls against this model.

SHIELD

🛡 Shield

TUSKS

Hard Head – This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

SENTRY

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	5	3	11	19	7



HALBERD

POW	P+S
4	16



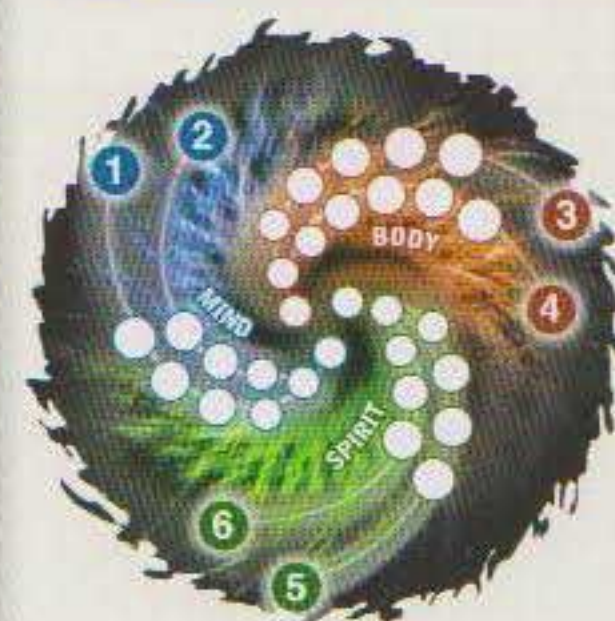
SHIELD

POW	P+S
1	13



TUSKS

POW	P+S
3	15



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

The intensive conditioning a titan sentry undergoes also encourages it to fixate on the greatest perceived threat and eradicate it before moving on to the next. When the sentry doggedly sets its mind on a target, all lesser distractions fade from its attention as it sets about the destruction of the unlucky foe.



CATAPHRACT ARCUARII

SKORNE UNIT

There is nothing living that cannot be felled.

—Motto of the Cataphract Arcuarii

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	6	12	15	9



HARPOON

RNG	ROF	AOE	POW
8	1	—	12



ARCUS

POW	P+S
5	12

DAMAGE 8

FIELD ALLOWANCE 2

LEADER & 3 GRUNTS 6

LEADER & 5 GRUNTS 9

MEDIUM BASE

pushed. After resolving this melee attack, this model can make additional melee attacks during its combat action.

ARCUS

☞ Reach

Ⓜ Weapon Master

LEADER & GRUNTS

☞ Combined Ranged Attack

☞ Fearless

HARPOON

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

TACTICAL TIPS

DRAG – “Any distance” means “as much as necessary,” not “any distance the player chooses.”

Not all skorne can aspire to become a Cataphract, for the position requires exceptional height, bulk, strength, and unflagging endurance. Similarly, not every house boasts Cataphracts among their numbers; only a few possess the esteem and wealth required to field even a few of these heavily armored combatants. Those deemed fit by the surgeons and mortitheurges of their house are the greatest warriors of their generation. Cataphract philosophy is founded on proud self-reliance within a supremely capable fighting unit.

The arcus takes its name from the great harpoon wielded by Vuxoris, the progenitor of hoksune. The modern variant of this weapon is essentially a small but powerful crossbow that discharges a chained blade able to bring distant enemies to the immediate attention of Cataphracts, who brutally and efficiently end their time on Caen.

Cataphract Arcuarii are imposing warriors encased in extremely thick and finely lacquered armor. Fighting effectively in such heavy armor requires a lifetime of training as well as exceptional strength and endurance. Arcuarii wield great hooked harpoons called arcus that can be brought to bear in close quarters or fired across the battlefield to impale enemies and drag them close. Arcuarii are trained to act in concert to bring down the mightiest prey and are often deployed alongside beast handlers to help bring in fresh supplies of wild titans to be broken and trained for war.



CATAPHRACT CETRATI SKORNE UNIT

*With shields raised they are as impenetrable as the walls of a mighty fortress.
We could not move them.*
—Golund Stonefist, trollkin shaman



Wielding wicked pole-arms and locking shields as they enter battle, the Cataphract Cetrati embody perfect skorne discipline and fearless tenacity. A wall of massively armored Cetrati charging across the battlefield can inflict terrible wounds and crush through lines of unprepared infantry. They steadfastly occupy strategic ground and then lock into formation, cutting down any enemy unfortunate enough to engage them.

Among the skorne, combat is more than a means to an end—it has intrinsic meaning. The grueling discipline and training required to become one of the a Cetrati is welcomed, seen not as an obstacle to be overcome but as a transformation to be relished. Cetrati spend many years intensively training to master the difficult formation fighting of their caste. They are expected to fight as a seamless machine, each only part of a larger, more capable whole. Cetrati are aware that they descend from an esteemed tradition stretching back for millennia and that many of the most exalted skorne ancestors were once members of their proud fraternity.

LEADER & GRUNTS

- ☞ Combined Melee Attack
- ☞ Fearless

Shield Wall (Order) – For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

WAR SPEAR

- ☞ Reach
- ☞ Weapon Master

LEADER & GRUNTS

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



WAR SPEAR

POW	P+S
4	11

DAMAGE	8
FIELD ALLOWANCE	2
LEADER & 3 GRUNTS	8
LEADER & 5 GRUNTS	11
MEDIUM BASE	

The sheer weight of arms and equipment borne by the Cetrati is difficult to fathom, for they are nearly engulfed by massive, overlapping armor plating that seems too heavy to allow them to move. When one also considers the bulky curved shields and long halberds the Cetrati also bear, it is no wonder that only the strongest skorne can withstand the rigors of this caste.



PAINGIVER BEAST HANDLERS

SKORNE UNIT

It is the beasts that give our army its strength, and without the handlers we could never dominate so many.

—Archdomina Makeda

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	5	4	13	11	8	



BARBED WHIP	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & 3 GRUNTS	2
LEADER & 5 GRUNTS	3
SMALL BASE	

LEADER & GRUNTS

Anatomical Precision – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Beast Manipulation – A warbeast can be affected by only one Beast Manipulation special action each turn.

- **Condition (★Action)** – RNG 3. Target friendly

Faction warbeast. If the warbeast is in range, place any number of fury points on or remove any number of fury points from it.

- **Enrage (★Action)** – RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it gains +2 STR and must charge or make a slam or trample power attack without being forced during its next activation. Enrage lasts for one turn.
- **Medicate (★Action)** – RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.

BARBED WHIP

☞ Reach

Inflict Pain – When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

On the path to mastery, paingivers must learn not only the anatomy of their fellow skorne but also that of the warbeasts they use to wage battle. Beast handlers are a specially trained class of paingivers able to evoke tremendous effort from the beasts under their charge and enrage them to rampage forward with impossible strength and speed. Though their primary purpose is to oversee the warbeasts, beast handlers are dangerous foes in their own right. Their expert hands wield barbed whips able to strike key arteries or tendons in even in the most heavily armored living foe.

Beast handlers are tasked with the extremely dangerous job of conditioning warbeasts, which they do with

lashes, pain-hooks, needles, blades, and soporific drugs. Experienced tormentors oversee groups of adepts eager to learn the higher arts of conditioning the greatest beasts. A paingiver must know the exact temperament and limits of the beasts with which he works, both to achieve the best results and to maximize the investment of time and resources put toward the creatures. Beast handlers can fool warbeasts into believing they are whole despite the most grievous injuries. Some beasts don't survive being pushed so far beyond their limits, but such risk is acceptable if it achieves victory.

Beast handlers follow a code established by the example of the first paingiver, Morkaash. In fact, modern paingivers are as obsessed with the improvement and perfection of their art as any western monk. They do not belong to a single house; rather, they consider their calling to be beyond the petty wars of houses and dominars. Even among the Western Army, which comprises soldiers drawn from many houses, the aloof beast handlers do not fraternize with soldiers of other castes. Wearing the intimidating and distinctive mask of their brotherhood, all paingivers communicate to others is their faceless resolve.



PRAETORIAN SWORDSMEN

SKORNE UNIT

One blade for honor, one for death. These are the only absolutes in life.
—The Hoksune Code



Recognized by their distinctive, two-weapon fighting style, Praetorians represent one of the most ancient traditions of skorne warfare. In this harsh society that requires all able-bodied adults learn to fight, Praetorians form the backbone of all house armies as well as the Army of the Western Reaches.

Praetorian swordsmen undergo endless drills and training while constantly observing the ancient *hoksune* warrior code. Only after victory in ceremonial combat is a warrior allowed to take his place among the ranks of the Praetorians. Failure in this trial means death or relegation to a lesser caste.

Even after earning placement as a true Praetorian, a soldier's only hope for glory is to fight well and survive. There is no early return for the wounded, nor is there any reprieve for the weary. Tyrants ensure that Praetorians fight as long as flesh and sinew holds their bones together, and the soldiers themselves are eager to capture slaves and territory to prove themselves worthy for elevation within the ranks.

LEADER & GRUNTS

Penetrating Strike –

After hitting a warjack or warbeast with this model's melee attack, you can choose to have it suffer 1 damage point instead of a normal damage roll.

SWORD

Combo Strike (★Attack) –

Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	13	14	9



SWORD	
POW	P+S
3	9

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	4
LEADER & 9 GRUNTS	6
SMALL BASE	

When Vinter Raelthorne moved to his Abyssal Fortress, he ordered the dominars to send him their best swordsmen. To those who passed muster, Archdomina Makeda offered welcome into the fortress and inclusion in the great conquest to come. All others were ejected to return to their houses in shame. Thus, even the least of Makeda's Praetorians are the greatest of their houses and are rightfully proud of their abilities and standing. Accustomed to linking their honor with their houses, these soldiers have transferred that pride to their cohorts, and the various cohorts compete enthusiastically for both spoils and glory.



VENATOR REIVERS

SKORNE UNIT

Praetorian honor is a fine thing. Our guns shall let them live long enough to earn it.

—Reiver Dakar Selek Garam

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	5	13	13	8



REIVER

RNG	ROF	AOE	POW
12	1	—	10



SWORD

POW	P+S
3	8

FIELD ALLOWANCE 3

LEADER & 5 GRUNTS 5

LEADER & 9 GRUNTS 9

SMALL BASE

LEADER & GRUNTS

Combined Ranged Attack

REIVER

Burst Fire – Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large bases.

Skorne military tactics once focused nearly entirely on closing quickly with the enemy

and butchering them in melee. The earliest skorne ranged weapons were large and clumsy, usually designed to bring down the walls of rival houses and slay oversized beasts. These applications have changed over the last century as skorne weapons were refined and tyrants began to learn the power of a combined-arms approach. Vinter Raelthorne is well versed in these lessons and has encouraged the recruitment and training of large numbers of Venators to operate the reivers of his invading army.

The lowest-ranking Venators are called armigers. They are led by a dakar and organized into taberna, small groups named after those who share the same tent. In addition to learning how to operate their reivers, Venators train extensively in the art of swordplay.

Mastering the heavy, gas-driven reivers requires a great deal of skill and finesse. While Venators are placed in the warrior caste hierarchy below Praetorians due to the stipulations of *hoksune*, these disciplined combatants have begun to earn more respect on the actual field of battle. Announcing their presence with a hail of iron needles, Venators are the scourge of both man and beast.

Reivers unleash scathing bursts that disintegrate flesh, rend metal, and leave their targets strung across the field begging for release from their agony. With screaming barrages of razor-sharp projectiles, Venators rip apart even the most imposing targets. The reivers create a sound unlike any western firearm—an eerie and loud metallic buzzing caused by the weapon's unique internal mechanisms.

Reivers use cylinders of explosive gas to propel needles out of a spinning cone and are somewhat less complicated to reload than western firearms, so long as additional previously prepared cones are on hand. Readyng these needle-filled cones is intricate work that cannot be handled in the midst of battle. Venators carry several gas canisters and cones, each of which contains hundreds of needles.



ANCESTRAL GUARDIAN

SKORNE SOLO

Your exalted ancestors stand by you and fight at your side. By their vigilance, those who fall will be preserved.

—Aptimus Extoller Bakaresk



TACTICAL TIPS

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

The essence of accomplished skorne ancestors can be preserved and immortalized in special stones, some of which are fused into ancestral guardians. Guardians have traditionally watched over their houses but have begun to

be used on the battlefield, where they offer potential immortality to any skorne fighting alongside them. They are empowered to embrace fallen skorne warriors and use these gathered essences to move with blinding speed and wrathful strength. Guided by the spirit of an ancient hero and fueled by the spiritual energy of the freshly slain, ancestral guardians can unleash a flurry of skilled attacks few can withstand.

GUARDIAN

Construct

Defensive Strike – Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.

Soul Guardian – This model gains one soul token for each friendly living Faction warrior model destroyed in its command range by a continuous effect, an enemy attack, or collateral damage of an enemy attack. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Spirit Driven – At the beginning of this model's activation, it can spend one soul token to gain +2" movement this activation.

Steady – This model cannot be knocked down.

HALBERD

Magical Weapon

Reach

GUARDIAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	8	8	3	10	18	10



HALBERD

POW	P+S
5	13

DAMAGE	10
FIELD ALLOWANCE	3
POINT COST	3
MEDIUM BASE	

Each guardian is a unique creation animated by the singular spirit of a fallen ancestor. Though they are expensive to create, Vinter Raelthorne chose to deploy them with the invading army—a decision that has engendered increased resolve and loyalty among the skorne. The guardians' presence is a sign of ancestral high favor that blesses any expedition they accompany.

In addition to the central sacral stone affixed to a guardian's head, numerous obsidian stones decorate its torso and limbs, attracting and crystallizing the essence of any skorne who dies within their proximity. Spirits collected in this fashion gain honor in death and become revered companions of the exalted. This caste is below full exaltation, but it gives soldiers the rare chance to preserve their essence from the void.

Sacral stones are tough and difficult to destroy. When the guardians carrying them inevitably fall in battle, their crystallized stones are recovered and returned to the skorne homeland to honor the houses of the slain.





LEGION OF EVERBLIGHT



FALL AND RESURRECTION

THE SAGA OF THE DRAGON EVERBLIGHT

No flesh can hold his perfection; no breath can contain his truths. His blood is ours, and his glory we unleash unto every corner of this world.

—Thagrosh, Prophet of Everblight

Transcribed from Thagrosh, Prophet of Everblight, including Everblight's own words as voiced through his Prophet, spring 608 AR.

During the transformation, a thousand whispered phrases and visions smote my mind. Agony consumed my body as my flesh revolted against the change. Through this pain came the unending voice of Everblight in constant echoes. Sometimes he chooses to speak directly through me, but always we are both here. Always. I am not, and can never again be, alone. Even in the quietest times his thoughts intersect my own, and the voice of my god imparts more than I can sometimes bear to hear.

I did not always speak as I do now. My mind once was small and thick; I was crude clay that my master has since shaped. His touch transformed my mind, my soul, and my body. Dozens of languages spring to my lips as I require—including the secret language of Tkra, spoken first by Toruk the Dragonfather—without even the need for me to wish it. Even now the change is not complete. My flesh still twists under the pressure of my master's blight, for no mortal shell could remain unmoving beneath such power.

Reaching into his memories is like plunging into the abyss of a bottomless well. On first peering into these depths, I found many things that surprised me. I learned that my master, though a god to us, the mere insects who walk Caen, was not reckoned the mightiest of those dragons sprung from Toruk. As a son can exceed his father, so Everblight's intellect expanded beyond that of the one who had created him. What he lacked in size and raw power, he made up for in the cunning maze of his mind, which unflinchingly cuts through to the heart of all things.



At the core of every dragon is an athanc. This is the pure essence of the dragon's being, with skin and bone being but a convenience. If its athanc endures, the dragon cannot be destroyed. When dragons clash in cannibalistic battle and

the victor consumes the defeated, their athancs pull together like two lodestones to fuse unerringly into one. More than simply a thirst for power, it is the desire to become whole that drives them to hunt one another. The unique nature of dragons derives from the athanc—a crystal so ultimately perfect that even its division only replicates its miraculously infinite complexity in smaller form.

The athanc is like nothing else on Caen. It bears no similarity to any other living thing, yet it is uniquely self-aware and alive. Each piece of this heartstone is capable of unlocking tremendous growth. The athanc was the first sentient entity on all of Caen, risen to consciousness and assuming the name Toruk in a language of his own devising long before he clothed himself in flesh and scale. The generative properties of the athanc might have sparked the seed of all life. Dragons do not require any of the substances lesser beings crave—not food, not water, not even air. Yet perhaps the athanc did share the living desire not to be alone, while knowing that no lesser creature could comprehend its nature or offer worthwhile mental stimulation.

Perhaps this was the basis of Toruk's desire to divide his essence and create progeny. This decision is as much a puzzle to us eventually born of that division as it is to those lesser mortals who strive to study draconic lore. The Dragonfather surely knew the endless mutable power of his athanc, that even the smallest fragment could become supremely powerful. Perhaps Toruk sought to understand his own nature by dividing his athanc and thereby test the limits of its power. It is possible that in Toruk's arrogance he believed his spawn would instinctively and automatically obey him, similar to the unthinking obedience we receive from the creatures spawned of our blood. Regardless of his goals, these fragments rapidly grew to become individual dragons, each more powerful and infinitely more willful than he anticipated. Though sprung from his essence, they owed him no loyalty nor felt any fidelity. When Toruk attempted to enforce his will upon them, they rebelled.

Everblight chose not to participate in the coming battle; instead, he lingered at the fringes as the first spawn clashed with Toruk. This was a calculated premeditation—he



wanted to learn Toruk's strength and gauge the mettle of his siblings, each inherently too selfish to succeed against the Dragonfather. Unlike them, he was created from the purest and most sublime portion of Toruk's athanc, the perfection of which allowed him to conceal his presence in a way the others could not. Toruk destroyed many lesser progeny while the rest fled. In the centuries that followed Toruk chased them down one by one and annihilated them, reuniting their athancs with his own.



I WAS NOT CONTENT TO HIDE AND WAIT OUT THE CRASHING STORM, EVEN THOUGH MY FLAWLESS ATHANC AFFORDED ME SEVERAL ADVANTAGES OVER MY LESS FLAWLESS SIBLINGS. NONE CAN DUPLICATE MY SUBTLE POWERS OF CONCEALMENT, NOR MY ABILITY TO RESTRAIN MY BLIGHT. WHEREAS OTHER DRAGONS BETRAY THEIR PRESENCE BY INEVITABLY SPOILING THE LANDS AROUND THEM, I CAN CONSCIOUSLY CHOOSE HOW MY BLIGHT MANIFESTS. MY SIBLINGS—LAZY BEASTS CONTENT TO SLAY BY CLAW AND FANG AND BREATH—HAVE NEVER TAKEN THE TIME OR EFFORT TO ATTEMPT TO UNDERSTAND THEIR OWN POWER, BUT I LEARNED TO EXTEND MY CONSCIOUSNESS INTO THE WORLD TO SEE WITHOUT EYES AND HEAR WITHOUT EARS. I CAN PENETRATE THE DREAMS OF MAN, AND IN THOSE VULNERABLE

HOURS WHEN THE MIND LIES OPEN TO STRANGE VISIONS, MY WORDS AND THOUGHTS CAN GERMINATE THERE.

Everblight found fertile soil below the lands of Morrdh, the first great human kingdom. The lords of that land had mastered powers unknown to the rest of humanity, and their potent rune magic and necromancy were enigmas he could not resist exploring. Meeting through intermediary pawns, he entered into an alliance of convenience with the lords of Morrdh.

During this time he continued to master his blight, drinking deeply from Morrdh's well of knowledge to further unravel his inner nature. Their immunity to his influence vexed him, however, and he sought ways to pierce their shielding signs. His blight finally began to take hold in the schism between Morrdh and the gods of man, and after centuries of delving into their secrets, he achieved a subtle dominance over them. Unfortunately, his success did not go unnoticed.



I WILL ADMIT TO TWO MISTAKES OVER MY LONG HISTORY. I DESIGNED DWELLING ON THE FIRST, FOR IT WAS ONE OF THE FEW TIMES I HAD EVER FELT A GLIMMER OF THE EMOTION HUMANS CALL FEAR. TORUK

HE EVER BEEN A PATIENT AND PERSISTENT HUNTER, SPENDING LONG CENTURIES STALKING HIS PROGENY. MY INTRIGUE WITH THE LORDS OF MORRDH CAUSED ME TO BE INDISCRIMINATE WITH MY BLIGHT, AND TORUK RECOGNIZED THIS FAMILIAR ENERGY LINGERING ABOUT THEIR LANDS. USING ONE OF HIS VASSALS, HE THREATENED THE MORRDH LORDS I HAD BEEN UNABLE TO CORRUPT AND CONVINCED THEM TO END THE ALLIANCE.

MY MYRIAD AGENTS ALERTED ME TO THIS BETRAYAL IN TIME TO SEE AS TORUK DESCENDED. KNOWING BETTER THAN TO ENGAGE HIM, I BENT ALL MY STRENGTH TO ESCAPING. IT WAS MY FIRST TERRIBLE TASTE OF THE BITTER SUBSTANCE OF WHAT PASSES FOR MORTALITY AMONG US: IF TORUK'S JAWS TOOK MY ATHANC, I WOULD BE FOREVER OBLITERATED. THE DRAGONFATHER INFLICTED GREIVOUS WOUNDS UPON ME WITH HIS CLAWS, BUT I MANAGED TO ESCAPE TO THE MOUNTAIN LAIR OF MY UNSUSPECTING SIBLING NEKTOR, WHO WOULD SERVE WELL AS THE DISTRACTION I REQUIRED. NEKTOR AND TORUK SEARED THE SKIES AS I DOVE UNSEEN INTO BLINDWATER LAKE, WHERE I SANK TO THE BOTTOM AND CONCEALED MY PRESENCE. AFTER DEFEATING NEKTOR AND CONSUMING THAT FOOLISH DRAGON'S ATHANC TORUK GAVE UP THE CHASE FOR A TIME.



Everblight rested in brooding silence for centuries while he recovered from his wounds. The Dragonfather continued hunting his progeny as he waited, cornering Gaulvang to reclaim another athanc.

Because of his injuries, he did not participate when Blighterghast gathered the surviving dragons and convinced them to drive Toruk from the mainland. He watched instead from the shadows as Toruk engaged his ambushing spawn. Toruk's stamina began to wane beneath the combined onslaught of his progeny, and the fight ended in a bitter stalemate. The other dragons interpreted Toruk's retreat to the Scharde Islands as defeat, but Everblight knew his father had a scheme. Thus Cryx was born.

Blighterghast was the only dragon foolish enough to hold vigil on the western islands, eventually settling in the Wyrmswall Mountains to do so. The rest found lairs far from their creator's grasp. They withdrew from the world overcome by fatigue from their clash, and some slumbered for centuries to allow their wounds to heal.



By the time Everblight had fully recovered from his wounds, Toruk was engrossed in consolidating his island empire and training his lich lords. Taking that opportunity of distraction, my master moved north of Aeryth Dawnguard and found a lair among the Skybridge Mountains. From there he watched

as the living gods of Ios departed from that land. Now isolated and in decline, Ios seemed fertile with the opportunity to corrupt the elves and usurp their lords. He knew it would be easy to hide his blight among such a verdant forest so far from Cryx—the departure of their gods had left the elves enchantingly vulnerable and weak.

Everblight began to extend his power to delve into their secrets, bending his will and imagination toward discovering a way to penetrate their mortal shells with his blight. Completely ignorant of the dragon's eyes upon them, through their dreams the elves became unwilling participants in his arcane manipulations.

The gateway to more direct interference was finally flung open centuries later with the Rivening, a chaotic event that spread panic among Ios as the elves lost contact with their gods. Maddened priests fled their fanes, tore out their eyes, and slew innocents in mad frenzies, while riots gripped the streets of every major Iosan city. Such cacophony was sweet music to Everblight. He burrowed below the ground outside the city of Issyrah, carved out lairing caverns, and linked them to the abandoned fane of the vanished goddess Ayisla. Spurred on by dream whispers, the Iosan city of Issyrah near that fane suffered the worst riots of the Rivening. After the madness of their priests, none of its citizens dared venture into the Fane of Ayisla, which they considered cursed.

I LURED THE ELVES INTO MY CLUTCHES TO TEST THE POWER OF MY BLIGHT UPON THEM. THE BEST SUBJECTS WERE THOSE RARE FEW BORN WITHOUT SOULS—THEIR BODIES THUS ONLY SHELLS AND MISSING THE ANIMATING ESSENCE. MY BLIGHT TOOK ROOT IN THOSE ELVES WHO CONTINUED TO WORSHIP THEIR MISSING GODS, COMPELLING THEM TO TAKE RELIGIOUS PILGRIMAGES TO MY CAVERNS. I BECAME ETHRUNBAL TO MY FOLLOWERS, AND IT IS BY THIS NAME THE ELVES STILL KNOW ME.

ONLY SCYRAH'S WORSHIPERS WERE STEELED FROM MY INFLUENCE, AND I DISCOVERED THE UNDERLYING REASON WHEN THE GODDESS HERSELF RETURNED TO IOS. THIS UNFORTUNATE TURN OF EVENTS HINDERED MY PLANS, BUT HER HOME IN THE CAPITAL OF SHYRR WAS FAR ENOUGH AWAY TO ALLOW ME TO CONTINUE MY CAUTIOUS EFFORTS. A NEW OPPORTUNITY AROSE WHEN I DISCOVERED SCYRAH TO BE AILING: I WONDERED WHETHER THE GODDESS MIGHT BECOME WEAK ENOUGH FOR ME TO RISK DEVOURING HER WHOLE AND REPLACING HER AS THE LIVING GOD OF IOS.

IN TIME I WOULD HAVE SUCCEEDED, HAD ONE OF MY BLIGHTED MINIONS NOT WANDERED FROM THE CAVERNS AND SET UPON THE INHABITANTS OF ISSYRAH. THE GUARDIANS OF THE CITY SPRANG INTO ACTION WITH UNEXPECTED SWIFTNES.



THESE MEMORIES COME WITH A BURNING FIRE, LIKE A LIGHTNING STORM BLAZING ACROSS MY MIND!

SOLDIERS AND MYRMIDONS DESCENDED ON ISSYRAH, PLUNGING UNDERGROUND TO SEEK THE CAUSE OF THE BLIGHT. THEY CAME INTO THE CAVERNS—MY LAIR—READY FOR WAR. AT FIRST I LEFT THEIR DESTRUCTION TO MY SCYTHEANS, CREATED TO GUARD THE TUNNELS FROM ANY SUCH INTRUSION, BUT MY RAGE AT THEIR TEMERITY ONLY GREW. FOOLISH INSECTS! HOW COULD THEY HOPE TO STAND AGAINST ME? AT LAST I COULD NO LONGER HOLD BACK. I FILLED THE CAVERNS WITH MY BREATH, MELTING THEIR FLESH AND SPRAYING THEIR BLOOD ONTO THE UNDERGROUND WALLS. OBLITERATING THEIR ARMIES INSPIRED AN ESCALATING RAGE THAT POURED FORTH IN A TORRENT OF DESTRUCTION AND SLAUGHTER. CONSUMED BY WILD MADNESS, I LEAPT UP THROUGH THE STONE AND EARTH, SHATTERING THE ABANDONED FANE AS I ERUPTED FROM THE GROUND, AND FELL UPON THEIR CITY.

THIS WAS A MISTAKE, BUT THE CARNAGE WAS GLORIOUS! IT HAD BEEN SO LONG SINCE I HAD LOOSED MY RAGE—THE FIERY LEGACY OF TORUK THAT BURNS IN THE BLOOD OF ALL DRAGONS. AT THAT MOMENT NOTHING WAS MORE EXQUISITE TO ME THAN WATCHING THE LANDSCAPE CONSUMED IN CLOUDS OF FIRE AND HEARING THE AGONIZED SCREAMS OF THOUSANDS WRITHING IN BURNING DEATH. BUILDINGS EXPLODED FROM THE INTENSE HEAT. THOSE PATHETIC CREATURES WHO SCURRIED UNDERGROUND TO ESCAPE MY WRATH WERE COOKED ALIVE, THEIR FLESH FALLING FROM THEIR BONES EVEN AS THEY CRIED TO THEIR GODS! I REVELED IN THIS ORGY OF DEATH, REDISCOVERING AN ENLIVENING ECSTASY IN THE MASSACRE. FOR THE MOMENT I COULD SEE NO COST FOR THIS BEAUTIFUL INDULGENCE, NOT THAT ANY PRICE WOULD HAVE STOPPED ME ONCE MY RAGE HAD BEEN RELEASED.

UNFORTUNATELY, THE ELVES WERE NOT SO EASILY COWED. INSECTS THEY MIGHT BE, BUT EVEN INSECTS ARE FORMIDABLE IN NUMBER. REINFORCEMENTS GATHERED FROM THE GATE OF MISTS AND IRYSS. IOSAN BATTLE WIZARDS AND MYRMIDONS CONFRONTED ME IN THE ASH-LADEN STREETS, SACRIFICING THEMSELVES TO MAIM MY WINGS. IT WAS A CUNNING MANEUVER. I SHOULD HAVE REMOVED MYSELF ON THEIR APPROACH, BUT I WAS TOO DRUNK ON MY OWN POWER TO SEE THEIR PLAN OR ACCEPT THAT IT MIGHT SUCCEED. I REAPED A MASSIVE TOLL ON THEIR ARMIES, BUT THEY MANAGED TO SHRED MY WINGS. BY THE TIME I REALIZED THE PERIL OF MY SITUATION, IT WAS TOO LATE: UNDONE BY A THOUSAND NEEDLES, MY PERFORATED BODY COLLAPSED ATOP THE RUINS OF THE FANE. I WATCHED, UNABLE TO INTERCEDE, AS THEY CARVED LOOSE MY ATHANC AND HELD IT ALOFT; IN THAT MOMENT I KNEW THE BITTER TASTE OF DEFEAT.



Thus began Everblight's long imprisonment. Even fleshless he could not truly be destroyed by the elves, who locked his athanc away in a heavily warded vessel. His awareness remained, and despite their efforts he could discern what

transpired beyond this prison. He watched closely as they consulted the counsel of auguries. By prophecy they determined his athanc must be placed at the "Top of the World." Such vague assertions are a weakness of mortal interpretation of the divine, as their gods are fickle and do not perceive reality as mortals do. Everblight saw in these instructions a certain possibility for distortion, but the opportunity did not present itself immediately.

The athanc was initially stowed atop Mount Shyleth Breen, which the elves believed would satisfy the needs of the portents. From there Everblight cursed and raged impotently for years, screaming without sound. Even as I describe these events I feel his mind retreat from mine so intense is his loathing of these dark memories. After his anger faded and the haze of dragon-rage lifted, he began to think clearly once more. Though his power was greatly reduced, his intelligence remained sharp, and he could still extend his mind into the world—not as far as before, but he needed only the smallest of opportunities. As he had earlier suspected, the uncertainty regarding the accuracy of the prophecy was the most likely point of vulnerability.

Everblight was able to project a slow and subtle sense of doom onto the ruling council of Shyrr. So diluted was his power that even this nearly imperceptible suspicion required decades to craft, but time is meaningless to an immortal dragon, and he was unconcerned. This effort finally bore results when the Iosans began to reexamine the proximity of the athanc's resting place to their settlements and debates began to rage among their theologians regarding the exact meaning of their prophecy. Informed by insidious paranoia planted by the dragon, they sent a group of heroes to take charge of the warded athanc container and hasten it to the northwest. They decided to move the athanc farther from their homeland to a destination in the remote and frozen Shard Spires. Everblight bent his will to corrupt and subvert this entourage, but it was not easy. Through trick and stratagem he arranged for hazards to confront them, and they died one by one. Yet the last of them finally succeeded in his appointed task.

The urge for the dragon's consciousness to give up and fall into slumber atop this high and cold spire was powerful, but he fought against it. One thing the children had learned from their father was that their awareness of the world and the passage of time changed by the act of wearing a body and utilizing its senses. As an athanc Everblight was pure of mind but also in danger of succumbing to a trance-like state in which time would pass all too quickly. This would have been a type of surrender, as decades would fade into centuries, and these into millennia, while he remained unchanging and oblivious to the events of the world. His master contends that some dragons fall prey to this state while inhabiting flesh of their own creation, and it was

for this reason they are so slow to act. Everblight's mind had always been a raging tempest compared to the placid waters of those of his peers, and he refused to be deprived of his ambitions by a single defeat.

As he fought to retain full consciousness, he became increasingly aware of the Nyss tribes that dwelled near his resting place. These creatures bore many similarities to the Jossans, including shared blood and a similarly feeble god, who lay frozen and dormant among them. Everblight realized he could turn his earlier research and lore against these new subjects if only he could get them in his grasp. For many long decades he focused his undivided and unsleeping attention on examining their nature and constructing a plan.

To break from his prison, Everblight required a special congruence of events, most particularly the proximity of a mind weak and open enough to allow him to make contact despite the wards on his prison. It bothers me not that the ogrun I once was met the dragon's needs, as my life previous to this was bereft of meaning. Then, I was like a beast compared to what I have become.

IT WAS A TRIVIAL ENOUGH EFFORT FOR ME TO SEND WHISPERS TO THE OGRUN THAGROSH UPON THE WIND, COMPELLING HIM TO CLIMB THE PEAKS AND UNEARTH THE VESSEL THAT CONTAINED MY ESSENCE. I HAD HIM BREAK THE WARDS AND SHATTER THE SEALS, FREEING MYSELF AT LAST! STILL, I CHOSE NOT TO REFORM MY OWN FLESH. I WOULD NOT YET WALK AGAIN AS A DRAGON, REGARDLESS OF HOW ANXIOUS I WAS TO RETURN TO MY FORMER GLORY.

I FORCED HIS HAND TO SEIZE THE ATHANC AND DRIVE IT INTO HIS CHEST SO THAT OUR CONNECTION CEMENTED AND BECAME TANGIBLE. I SENT MY THOUGHTS BLAZING NEW PATHS THROUGH THE SHAPELESS CLAY OF THE OGRUN'S MIND, CREATING A NEW THAGROSH TO REPLACE THE OLD, ONE BETTER SUITED TO MY NEEDS. MY POWER FLOODED HIS TISSUES AND TRANSFORMED THEM INTO SOMETHING



BETTER. YET I KNEW HIS INFERIOR SHELL COULD NOT CONTAIN THE ENTIRETY OF ME FOR LONG. MY ESSENCE ELEVATED HIM BUT WAS LIKE A REFINED POISON THAT HIS WEAK AND MORTAL TISSUES COULD NOT ENDURE AT LENGTH. I KNEW I MUST ACT QUICKLY AND SO REVEALED MY PLANS TO THIS CREATURE TO WHOM I WAS NEWLY JOINED, WHO WAS NOW MY PROPHET. I TASKED HIM WITH ENSURING MY WILL BE BROUGHT FORTH UPON THE WORLD.



I walked down from the mountain as the avatar of the dragon-god. To my eyes, the path ahead was as distinct as



a trail of greasy smoke. Everblight's words and memories guided me to recover the greatest of the ancient weapons made for our champion in the time of Morrdh, the blade Rapture. Millennia earlier, Everblight had commanded this dire blade to be forged by the rune masters of Morrdh as a potential weapon against his siblings and the Dragonfather, but it had vanished in the fall of Morrdh and had found its way to a forgotten tomb in the Nyschatha Mountains. Because Everblight's blood had saturated its metal, he retained a connection to it. When the Iosans had hauled Everblight's athanc north, they passed near enough to this tomb to alert my master to the weapon's presence. Everblight's plans required the application of this blade, so I became the first to bear Rapture in two thousand years.

A chosen few would receive shards of the athanc. With Rapture, Everblight can divide his essence without spawning new dragons. This power is unique to him, a product of his centuries of effort spent mastering his nature and he keeps its existence hidden from his enemies. Not even Toruk knows of it. So, too, blood that flows across any of my master's athanc shards can generate blighted creatures that fight and feast at our urging, growing to mirror the might his body possessed before its destruction. Each shard of the athanc further

imbues the ability to command blight-magic and shape those energies into potent and destructive sorcery.

As a mortal, I was still too weak despite these gifts, for the loss of Everblight's body had gravely reduced his strength even as it opened other possibilities. He knew at least one sibling lurked in the vicinity of those northern mountains, and if that creature sensed us before our power had sufficiently coalesced, we would be easy prey. This was one reason he did not reform in full glory as a dragon—undergoing such a lengthy transformation would have left him exposed and vulnerable. First we had to gain allies and converts among the Nyss.

A tremendous gift arrived when the sorceress Vayl Halen joined us of her free will. She was just the sort Everblight had hoped to find: already consumed by an unquenchable thirst for power and the desire to attain immortality by mastering sorcery. She had already reached the limit where she could bring herself—but she knew Everblight could take her much further. She boasted considerable familiarity with the strength and disposition of the nearest tribes of her people, knowledge that I lacked.

ONCE VAYL RECEIVED THE ATHANC AND JOINED MY MIND, EVENTS UNFOLDED WITH SWEET SYNCHRONICITY. SUDDENLY I KNEW THE LOCATION OF EVERY NYSS TRIBE, THE WEAKNESSES OF THEIR LEADER, AND THE POLITICAL INTRICACIES OF EVERY SHARD. DEFENSES OPENED TO OUR SHARED MIND. I INITIATED MY PLAN BY POISONING THEIR WELLS WITH MY BLOOD, LAYERING THE SWEET SCENT OF MY DRAGON ESSENCE INTO THEIR FLESH, TO BE AWAKENED BY THE WORDS OF MY PROPHET. AS WITH THE MORRDH, MY ABILITY TO ATTUNE THE BLIGHTED ENERGIES TO MY WILL WORKED PRECISELY TO MY ADVANTAGE. WITH VAYL'S ASSISTANCE WE ADDED MANY TO OUR NUMBER WITHOUT RAISING A SINGLE WEAPON. ONCE MY BLIGHT HAD PENETRATED THE NYSS, THEY BECAME MINE COMPLETELY.

BY THE TIME WORD OF THIS GATHERING FORCE REACHED THE NYSS RIDERS, IT WAS TOO LATE. OPEN WAR FINALLY ERUPTED, BUT MY BLESSED MINIONS WERE READY FOR THEM, ENHANCED BY MY GIFTS TO FIGHT BETTER AND FASTER. SOON THEIR SHARDS AND TRIBES LAY IN RUIN. THOSE WHO SURRENDERED WERE TRANSFORMED; THE REST WERE SLAUGHTERED OR FORCED TO FLEE.

The only fortress able to stand for a time was the ancient Fane of Nyssor, which was protected by the Aeryn tribe. Everblight's message could not take hold in that sacred place—the hand of their frozen god sealed their minds against him. Through some underground contrivance the highest priests and their chosen warriors managed to escape the assault, taking their god as the rest sacrificed their lives to buy time for those guardians to flee. It pains us that Nyssor escaped—another ailing god we almost had in our grasp—but this is only a temporary annoyance. Few Nyss not beholden to Everblight survive, and those that fled are broken and helpless; he will find and consume their god in time.

The elven blood of the Nyss responded to our blessing as Everblight knew it would. His blight suits their nature and exalts their form. We have brought others into his fold as well, including ogrun captured from the outlying villages of the northern mountains. Nothing can stop the southern advance of the blighted army, Everblight's legion, not even the foolish blackclads who pretend to stand in our way. They have never defeated even the weakest of Toruk's spawn! Dividing his essence has amplified the power of his blight a thousandfold, and my master will create a domain to rival Toruk's work of sixteen centuries.

I WASTED NO TIME SEEKING OUT MY COWARDLY SIBLINGS IN ORDER TO ADD THEIR SQUANDERED STRENGTH TO MY OWN. WE PROVED OUR ABILITY TO REACT SWIFTLY TO INTELLIGENCE ON THESE CREATURES WHEN WORD CAME TO ME OF THE RESTING PLACE OF PYROMALFIC. THE SOURCE OF THIS INFORMATION WAS ONE OF TORUK'S OWN SUBORDINATES WHO SOUGHT ME OUT, I AM SURE, AS PART OF SOME PLOY OR SELF-INTERESTED SCHEME. I AM CONVINCED THAT PAWN DID NOT EXPECT I WOULD BE ABLE TO ACT SO QUICKLY. THEY DO NOT UNDERSTAND HOW I CAN FUNCTION WITHOUT A DRAGON BODY AND NO DOUBT WISHED TO LURE ME FORTH TO VERIFY MY IDENTITY.

I PROVED THAT I DID NOT NEED TO TAKE ON FLESH AGAIN TO FEAST ON MY SIBLINGS. MY ARMY MADE GREAT SPEED TO THE CASTLE OF THE KEYS, WHERE PYROMALFIC HID, AND WE ANNIHILATED EVERYTHING THAT STOOD IN OUR PATH. THAT DRAGON, GROWN FEEBLE RATHER THAN STRONGER OVER THE INTERVENING CENTURIES, ROUSED HIMSELF TO BATTLE BUT QUICKLY FELL BEFORE THE COMBINED ONSLAUGHT OF MY LEGIONS. USING THE LARGEST PORTION OF MY ATHANC, KEPT SECURED BY THAGROSH, I DEVoured HIS MIND AND ESSENCE AND ADDED IT TO MY OWN. HE WAS BUT THE FIRST OF MANY I SHALL DEVOUR, MAGNIFYING MY POWER UNTIL EVEN THE STRENGTH OF MY FATHER PALES IN THE FACE OF MY IMPLACABLE PUISSANCE.

THOUGH MY LEGIONS BOW TO THIS PHYSICAL PRESENCE, THIS FORM IS OF NO CONSEQUENCE. MORTAL FLESH, EVEN SO REFINED AND TRANSFORMED, IS INADEQUATE TO CONTAIN OR EXPRESS OUR POWER. SOMEDAY I WILL RECLAIM MY FULL AND TERRIBLE GLORY, BUT NOW IS NOT THE TIME. UNTIL THEN I WILL DISPERSE MY MIND AMONG MY CHOSEN GENERALS AND SPREAD LIKE FIRE ACROSS THE WORLD. NO MATTER THE DISTANCE WE CAN COMMUNICATE FREELY, AND BY THE SMALLEST EFFORT OF MY WILL I CAN STRETCH MY DIVINE CONSCIOUSNESS TO PEER THROUGH THE EYES OF ALL THOSE I HAVE CHOSEN TO BEAR MY ESSENCE. NO OTHER DRAGON HAS THE INSIGHT I HAVE GAINED BY THIS, EXISTING NOT IN ONE PLACE BUT MANY, ENACTING COUNTLESS PLANS WITH THE SMOOTH SYNCHRONICITY OF A SINGLE ORGANISM. YES, THERE ARE BENEFITS TO WALKING THE WORLD AND FEELING THE EARTH TREMBLE BENEATH MY TREAD, BUT I HAVE LONG BEEN A CREATURE MORE OF INTELLECT THAN BRAWN, AND IN THIS REGARD MY CURRENT FORM SUITS ME. BECAUSE I AM IN MANY PLACES AT ONCE, MY FOES CANNOT EVER HOPE TO CONFRONT OR DEFEAT ME. I HAVE TRULY BECOME A GOD BEYOND MY FATHER IN EVERY PARTICULAR.

MY INEXORABLE TIDE ENGULFS MY ENEMIES AND LENDS ME THEIR STRENGTH. WHATEVER MY BLIGHT TOUCHES, I CONTROL. THERE ARE NO LIMITS TO WHAT I CAN DO AND NO END TO THE GROWTH OF MY LEGION'S POWER. BY HELPING ME TO FREE MY DIVINE MIND FROM THE LIMITING CONSTRAINTS OF FLESH, THE NYSS HAVE REVEALED TO ME HOW TO CONQUER THE WORLD. I SHALL REWARD THEM BY BRINGING THEM ENTIRELY INTO MY DOMINION AND SWEEPING THE LAND LIKE A CLEANSING WIND. I HUNGER FIRST TO FEAST ON GOD FLESH, ON THE ESSENCE OF MY FATHER, AND THEN TO SWALLOW THE WORLD.

LYLYTH, HERALD OF EVERBLIGHT

LEGION BLIGHTED NYSS WARLOCK

By Everblight's blessing, I no longer require eyes to see. The world is colorless, and the living shadows bow before his majesty.

—Lylyth, Herald of Everblight

LYLYTH

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	4	5	7	16	14	8



HELLSINGER

RNG	ROF	AOE	POW
12	2	—	12



BOW BLADE

POW	P+S
3	7

FURY 5

DAMAGE 15

FIELD ALLOWANCE C

WARBEAST POINTS +6

SMALL BASE

FEAT: FIELD OF SLAUGHTER

The dragon's blight has bestowed upon Lylyth an almost omniscient awareness of battle's chaos—she controls her minions as extensions of her will to finish off her enemies. When she evokes this gift of Everblight, her skill imbues all who serve her, providing unerring accuracy and transforming each attack into a killing strike.

While in Lylyth's control area, friendly Faction models roll an additional die on attack rolls this turn.

LYLYTH

👁️ Eyeless Sight

🗺️ Pathfinder

Bushwhack – During its activation, this model can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.

HELLSINGER

🔪 Magical Weapon

Blood Lure – Warbeasts in this model's battlegroup can charge enemy models hit by this weapon this turn without being forced.

Witch Mark – If this attack hits an enemy model during this model's activation, this model can target and automatically hit that model with spells, ignoring RNG and LOS, until the end of this model's activation.

The Voassyr tribe always boasted aggressive and far-ranging hunters, and each of its shards took part in long sojourns defending the people from intruders. Lylyth was born to a stern and uncompromising father who instilled in her the cold discipline of blade and bow. A noted champion of a leading shard, he had high expectations for his daughter. She honed her abilities night and day, and sometimes she would forego sleep while on the hunt as she learned the subtlest arts of tracking and stalking prey.

Things changed dramatically for Lylyth's shard after the killing of a local human trapper aroused a mountain township to violence. A mob of the Khadoran woodsmen ambushed a pair of Voassyr hunters and hacked their bodies into unrecognizable gore. One of their victims was Lylyth's father.

It was Lylyth who discovered the carnage, and something snapped in her mind. She stalked the woodsmen in a week of bloodletting and then turned on their township, killing

SPELLS

COST	RNG	AOE	POW	UP	OFF
2	10	—	—	YES	YES

BAD BLOOD
A warlock leaching from target warbeast suffers 1 damage point for each fury point leached. The affected warbeast cannot be healed or have damage transferred to it and loses Regenerate.

3	8	—	—	YES	YES
---	---	---	---	-----	-----

PARASITE
Target model/unit suffers –3 ARM and this model gains +1 ARM.

3	10	—	10	NO	YES
---	----	---	----	----	-----

ERUPTION OF SPINES
If target model is hit, d6 nearest models within 5" of it suffer a POW 10 damage roll.

anyone who ventured from their homes. Lylyth returned to her shard to speak passionately about her father and arouse in her people a similar desire for vengeance.

Calling on old unwritten codes, the shard declared a blood hunt and vowed to march across the northern territory slaying any humans they encountered. Though they did not interfere, the rest of the tribe distanced themselves from Lylyth's shard and offered no support or succor as the clan recklessly attacked village after isolated village in the cold and wild north.

Thagrosh, Prophet of Everblight, encountered Lylyth shortly after his own transformation. He saw her shard pit itself against a large band of savage humans called the Vindol, slaughtering each other down to the last. Lylyth was mortally wounded and losing consciousness when Thagrosh stepped forward and offered to save her life and give her power beyond any she could imagine. Weakened and bereft of reason, she agreed. Thagrosh lifted her above the fray and thrust a shard of Everblight's athanc into her breast.

The transformation was excruciating, yet the unbearable pain gave way to acceptance. Her blackened heart pumped powerful blight through her veins and sent tainted power into every tissue and bone. Clutching her hands to her eyes, she realized she did not need them to see. The blighted radiance seeping from the athanc shard shone from her skin, and no flesh was a barrier to its dark energies. Lylyth has now masked her eyes to avoid the mundane light of the world; seeing the world through living eyes feels imperfect, an aberration.

She has since learned what it means to be the Herald of Everblight, the stalking death of the Blighted Legion. Lylyth moves as the forward talon of the dragon and strikes deep into enemy territory. Wherever she strides, the armor-ridden bodies of her enemies fall, and the blight walks in her footsteps.



THAGROSH, PROPHET OF EVERBLIGHT

LEGION BLIGHTED OGRUN WARLOCK

Our doom has come. Should Nyssor fall, the whole world will succumb to endless winter.

—Vaeril the Wise, Qyr-Aransor of the Fane of Nyssor

THAGROSH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	5	14	16	9



BLIGHTED BREATH			
RNG	ROF	AOE	POW
SP 8	1	—	12



RAPTURE	
POW	P+S
7	16



CLAW	
POW	P+S
3	12

FURY	7
DAMAGE	18
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
MEDIUM BASE	

FEAT: DARK REVIVAL

The Prophet of Everblight safeguards the largest portion of his master's athanc, and from its dark energies potent malignancy pumps through his veins—true draconic blood. As the singular blight of this blood, Thagrosh can pour new life into the spawn that have fallen in battle, letting them taste the dragon's blessing to cheat death. Revitalized, they rejoin the battle as if freshly born. It is a sight that can make even the bravest enemy weep with despair.

Return one destroyed warbeast that was part of Thagrosh's battlegroup to

play. Place it anywhere within 3" of him. The warbeast forfeits its action this turn.

THAGROSH

Terror

Death Shroud – While within this model's command range, enemy models suffer –2 STR.

Athanc – Immediately after leaching, this model gains 1 fury point if it has fewer fury points than its FURY.

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

BLIGHTED BREATH

Damage Type: Fire

RAPTURE

Magical Weapon

Reach

Eruption of Ash – If a model is boxed by an attack made with this weapon, center a 3" AOE cloud effect on the boxed model and then remove that model from play. The AOE remains in play for one round. Enemy models in the AOE when it was put in play are hit and suffer a POW 12 fire damage roll . Enemy models entering or ending their activation in the AOE suffer a POW 12 fire damage roll . Eruption of Ash damage rolls cannot be boosted.

History will remember Thagrosh Hellborne as the abomination who unleashed the Legion of Everblight onto the world. This blight nearly annihilated the Nyss and spread down from the icy north into the heart of the lands of man. Thagrosh strides at its vanguard like death made flesh.

Even before his transformation, Thagrosh endured a harder life than most ogrun. Khadoran brigands ransacked the

SPELLS

	COST	RNG	AOE	POW	UP	OFF
BAD BLOOD	2	10	—	—	YES	YES
A warlock leaching from target warbeast suffers 1 damage point for each fury point leached. The affected warbeast cannot be healed or have damage transferred to it and loses Regenerate.						
DRACONIC BLESSING	2	6	—	—	YES	NO
Target friendly Faction model/unit gains +2 STR and Terror .						
FOG OF WAR	3	SELF	CTRL	—	YES	NO
Models gain concealment while in this model's control area.						
MUTAGENESIS	3	8	—	12	NO	YES
Target model boxed by Mutagenesis is removed from play. When Mutagenesis boxes an enemy model and this model was the spell's point of origin, this model can replace the boxed model when it is removed from play. This model cannot advance this activation after replacing another model as a result of Mutagenesis. Mutagenesis can be cast only once per activation.						
OBLITERATION	4	10	4	15	NO	YES
The force of this attack blasts apart the earth itself.						

TACTICAL TIPS

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

MUTAGENESIS – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token. Although replacing the boxed model is optional, removing it from play is not. If this spell was channeled, this model cannot replace the boxed model.

village where he was born and enslaved its population. He spent his formative years under the lash, toiling at backbreaking labor in darkness and watching others die around him. His burning rage eventually compelled him to choke a careless keeper with his chains and escape to wander the northern wilderness.

Some time later, fevered whispers and nightmarish visions led him to the tallest mountain in the north. Exhausted and barely conscious of what he was doing, Thagrosh climbed that imposing peak, pulling himself up the ice face with bleeding fingers and shattered nails. Finally, he discovered the sealed repository of the athanc of Everblight.

In an unimaginable test of resolve, Thagrosh mutilated himself to accept the dragon's blessing. He cut open his chest with a skinning knife and tore apart his own ribcage in order to drive the athanc into his heart. Its dark power transformed his body into a blighted vessel for an immortal presence. He was no longer ogrun, but the Abomination—flesh and bone forever twisted, blood turned into dragon-ichor. His mind has expanded far beyond his old reckoning, and it has become difficult to divorce his perspective from that of his dragon-god. The athanc has awakened in him a powerful sorcery born of Everblight—his patron, advisor, and object of worship. Thagrosh the Prophet speaks with the dragon's voice and embodies his will.

The Prophet has begun enacting the dragon's schemes, descending upon the Nyss to shatter their old life and awaken their destiny as Everblight's chosen. He has created new servants for his master by embedding shards of Everblight's athanc within warlocks who extend the dragon's will into the world. Able to wield the greatest blighted magic, Thagrosh is a terror unequalled on Caen who leaves behind only the choking ash of corruption.



VAYL, DISCIPLE OF EVERBLIGHT

LEGION BLIGHTED NYSS WARLOCK

Remember the name of Vayl the Ice Witch. She is the traitor who invited the destruction of our race.

—Cylena Raefyll

VAYL							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	3	6	15	13	9	



ORACULUS				
RNG	ROF	AOE	POW	
8	1	—	8	

FURY	8
DAMAGE	14
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: CAT & MOUSE

Through the Oraculus, Vayl gains a unique perspective on the future flow of battle. She can then channel the dragon's predatory instincts to move her minions like pieces on a board, letting them react to her enemy's every movement as part of her unfolding strategy.

At the end of this turn after all friendly models have ended their activations, one friendly Faction model

in Vayl's control area can make a full advance for each enemy model in her control area at that time. During this movement, the affected model cannot be targeted by free strikes. A model can advance only once per turn as a result of Cat & Mouse.

VAYL

Immunity: Cold

Dark Sentinel – Once per turn, when an enemy model ends its normal movement within 5" of this model, a friendly Faction warbeast within 5" of this model can immediately make a full advance followed by a normal melee or ranged attack targeting the enemy model. The warbeast gains boosted attack and damage rolls against the enemy model.

Snow-Wreathed – This model always has concealment.

Talion – Once per turn when this model suffers damage from an enemy attack, it can spend 1 fury point to transfer half the damage to an enemy warbeast in its control area but must suffer the rest of the damage itself.

ORACULUS

Magical Weapon

Guided – Attacks made with this weapon automatically hit.

Spellbound – This model can channel spells through a model hit by an attack made with this weapon. Spellbound lasts for one turn.

Nyss refugees will forever condemn the perfidious Vayl Hallyr as the agent who paved the way for Thagrosh's blighted dominion. This sorceress provided the Prophet with the start of his army by corrupting thousands of her people into the Legion's terrible fold. Unlike most, her body has changed little in the shadow of Everblight—some would say because she was a monster long before receiving a shard of the dragon's athanc.

Vayl first demonstrated her lack of conscience by coldly manipulating the Fane of Nyssor. Only Nyss priests and sorcerers are literate in the sacred language of Aeris, but Vayl feigned piety to gain access to every scroll and tome she could find until she exhausted their library. Her mentors believed her religious zeal so completely they offered her

SPELLS	COST	RNG	AOE	POW	UP	OFF
CHILLER	2	6	—	—	YES	NO
While within 2" of target friendly Faction model/unit, enemy models suffer -2 DEF unless they have Immunity: Cold .						
HOARFROST	3	8	3	14	NO	YES
Hoarfrost causes cold damage . On a critical hit, models in the AOE become stationary for one round unless they have Immunity: Cold .						
INCITE	3	SELF	—	—	NO	NO
Models in this model's battlegroup gain +2 to attack and damage rolls against enemy models while the enemy model's are in this model's command range. Incite lasts for one turn.						
LEASH	2	6	—	—	YES	NO
Immediately after this model ends its normal movement, target warbeast in its battlegroup can advance up to 3" toward it.						
MALICE	2	10	—	10	NO	YES
Add +1 to the damage roll for each fury point on the target model.						
RAMPAGER	3	10	—	—	NO	YES
Take control of target enemy non-character warbeast. You can make one full advance with the warbeast and can then make one normal attack with it, then Rampager expires. While the warbeast is affected by Rampager, it cannot be forced and you cannot use its animus. Rampager can be cast only once per turn.						

TACTICAL TIPS

RAMPAGER – You cannot free strike a model you control.

membership in the clergy, but Vayl laughed at them and spoke blasphemies in front of them. She was banned from ever again stepping foot on holy ground.

Later Vayl organized the Hallyr tribe into an army to carve out territory for herself. Any who spoke against her vanished without a trace. Her attacks on nearby shards and Nyss shrines prompted the Fane to declare her tribe outlaw, though any attempts to unseat her met with fatal failure. Even her followers began to think she had breached all sacred bounds, but the few who whispered too loudly were cruelly punished for their foolish resistance.

Vayl enhanced her already potent gift of divination by crafting an arcane sphere of milky crystal spiked with razor-sharp blades and able to leech heat from the air. Peering into the crystal, she foresaw the rise of Everblight. She could have warned her people, but her hunger for power drove her to join him instead. Thus, Vayl became the first Nyss to embrace the transformation with full, willful awareness. Her betrayal allowed Thagrosh to assimilate the Nyss with exquisite speed and precision after she helped tamper with the Nyss water supply. By the time Thagrosh arrived, Vayl had prepared the patterns of blighted energies keyed to react to the Prophet's words.

When the Nyss defenders finally realized the threat, Vayl turned her sorcery against her former kin and the clergy.

of Nyssor. Despite her best efforts, the greatest priests and the god Nyssor escaped her treachery. Vayl continues to be secretly haunted by this failure, as Nyssor himself sometimes appears in her dreams to condemn her. She has increasingly become obsessed with destroying the god, hoping to escape the last glimmer of guilt that lurks in some forgotten part of her frozen heart.



HARRIER

LEGION LESSER WARBEAST

They are a plague made flesh striking indiscriminately from the skies.

—Lord Tyrant Hexeris

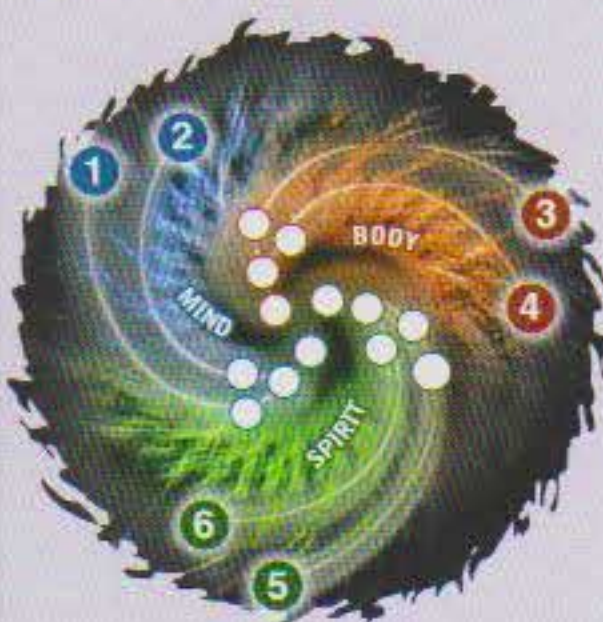
HARRIER

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	3	14	12	7



TALONS

POW	P+S
4	10



FURY	2
THRESHOLD	7
FIELD ALLOWANCE	U
POINT COST	2
SMALL BASE	

HARRIER

Eyeless Sight

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Lesser Warbeast – This model cannot make power attacks.

Soulless – This model does not generate a soul token when it is destroyed.

Sprint – At the end of this model's activation, if it

destroyed one or more enemy models with melee attacks this activation it can make a full advance.

ANIMUS

TRUE STRIKE

COST RNG AOE POW UP OFF

1 SELF - - NO NO

The next melee attack made by this model this activation hits automatically, then True Strike expires. A model can be affected by True Strike only once per turn.

Like all dragonspawn, harriers have no true soul despite their bestial intelligence. These unnatural creatures only mimic life and lack their own internal motivation; their sole purpose is to serve at the whim of Everblight's warlocks. They are endlessly patient and dedicated beyond any natural living thing, able to sustain themselves for protracted periods in the air without fatigue if need be.

Harriers can strike with tremendous accuracy despite their lack of sight. Their senses are keener than even those of the shredders; they can home in on the living from great distances as though guided by some dark, unseen hand. In ancient times Everblight used them to scout distant positions and to find sites suitable for his lairs; now they are simply another potent weapon in the Legion's arsenal. The sight of their sickly, wet flesh gleaming in the waning moonlight is often a harbinger of death for any who behold them.

A horror from earlier eras, the harrier has been called from the depths of the dragon's blood to serve the Legion of Everblight. Though they bear a passing resemblance to the endlessly ravenous shredders, harriers are not afflicted with overpowering hunger after they grow to full size. Ranging far ahead of the dragon-god's blighted army, they terrorize the skies and fall upon their victims with the swift pain of terror given form. Their speed and maneuverability are prized attributes, giving the harriers the ability to probe enemy defenses before tearing through their flanks.



SHREDDER

LEGION LESSER WARBEAST

There is no end to these tainted horrors. For every one we destroy, they spawn three more to take its place!
—Kaya the Wildborne

STATUS	COST	RNG	AOE	POW	UP	OFF
TENACITY	1	6	-	-	NO	NO

Target friendly model gains +1 DEF and ARM. Tenacity lasts for one round.

TACTICAL TIPS

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

The creatures now called shredders were known as the *shred* by Everblight in ancient times. These are the smallest and simplest of the spawn that arise from the blood of those chosen to bear the dragon's divided athanc. Compelled by insatiable hunger and murderous instinct, shredders are supremely effective at latching onto and devouring any foe unfortunate enough to confront them.


Shredders grow to full size with unnatural speed, and their escalating appetites drive them to add to their mass using whatever flesh they can consume. Their metabolism goes into frenzied overdrive upon maturity: the more they eat, the more frenetic they become, and still their appetite pushes them to gorge. Shredders are naturally prone to cannibalism and in moments of frenzy might attempt to consume others of their ilk. This impulse can usually be controlled with some success, however, and shredders fight well in packs that swarm their hapless victims and tear them apart.

SHREDDER

Eyeless Sight

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Lesser Warbeast – This model cannot make power attacks.

Rabid – This model can be forced during its activation to gain +2 SPD, Pathfinder , and boosted attack and damage rolls for one turn.

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

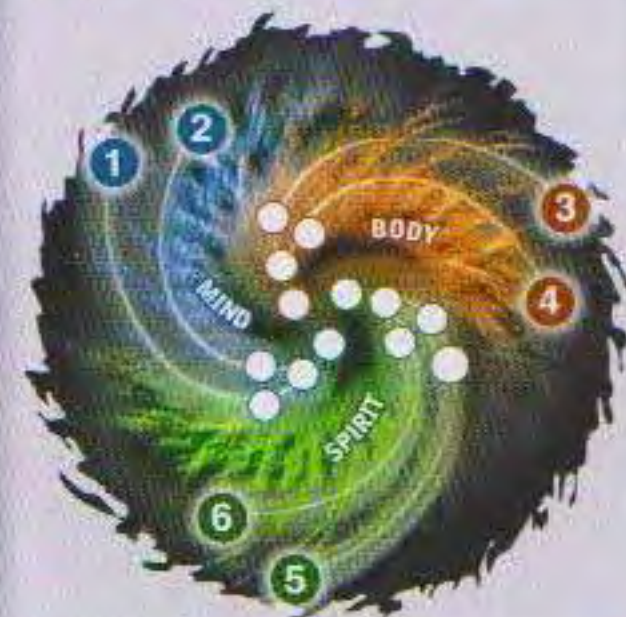
Soulless – This model does not generate a soul token when it is destroyed.

SHREDDER	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	6	5	3	13	12	7



BITE

POW	P+S
4	10



FURY	2
THRESHOLD	7
FIELD ALLOWANCE	U
POINT COST	2
SMALL BASE	

As with all dragonspawn, shredders are blind. Their heads are taken up almost entirely with toothy, unhinged maws capable of tearing large chunks of flesh from their enemies. Shredders make up for their lack of eyes with other hyperaware senses, including a preternaturally sensitive nose and skin able to register subtle changes in air pressure from sound and movement. These simple spawn recognize blighted energies and feel instinctive awe of their master's athanc. This loyalty means they will never turn on any of Everblight's chosen warlocks, regardless of hunger or frenzied rage.



TERAPH

LEGION LIGHT WARBEAST

That abomination sprung from nowhere to attack our caravan. I could hear the screams as I ran. Morrow help me, but I do not regret fleeing.

—Hulgish Erdonovach

TERAPH

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



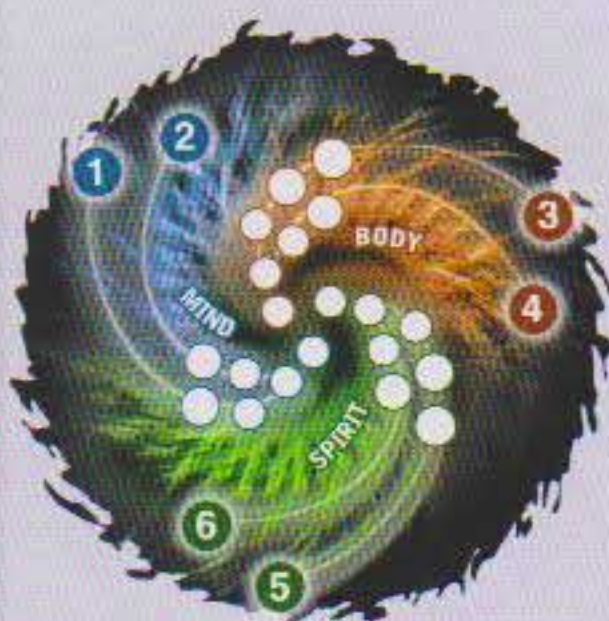
BLIGHT BLAST

RNG	ROF	AOE	POW
10	1	3	13



TAIL STRIKE

POW	P+S
4	12



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

TERAPH

⦿ Advance Deployment

⦿ Eyeless Sight

⦿ Pathfinder

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Dig In (★Action) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

Soulless – This model does not generate a soul token when it is destroyed.

BLIGHT BLAST

⦿ Damage Type: Fire

TAIL STRIKE

⦿ Reach

ANIMUS

COST RNG AOE POW UP OFF

COUNTERBLAST 2 SELF - - NO NO

When an enemy model advances and ends its movement in this model's command range, this model can make one normal melee or ranged attack targeting that model, then Counterblast expires. Counterblast lasts for one round.

A teraph is a serpentine, six-limbed spawn boasting a poisonous barbed tail. While lurking in the ground the creature accumulates a churning mass of sulfurous and acidic fluids in its gullet that erupts in a geyser of black fire and blighted ash upon exposure to air. It can also tear into enemies with its fang-packed maw, reserving its claws for burrowing and skittering across stone and earth. Its incredibly keen sense of smell allows it to locate any living creature within a hundred yards. Even underground it can find enemies by following the vibrations of their footsteps then explode from the earth with astonishing speed to ambush them. Everblight's warlocks can channel this same blinding quickness to launch attacks at foes that draw too near.

Teraphim are an essential element of the Legion's defensive formations. They are strategically placed like living mines along known troop routes, where they wait to sow terror and confusion with their earthen eruptions and terrible incendiary streams.

While Everblight laired below Morrdh, the teraphim—the most patient and silent of his creations—guarded his lair. They burrowed into the earth, where they waited to attack any intruders who did not bear the blighted essence of their creator. The dragon used them in his ancient alliance with the men of Morrdh by sending them to slay those who had been marked for death.



CARNIVEAN

LEGION HEAVY WARBEAST

The carnivean is Everblight's will given flesh and form: each claw and tooth a miracle, its breath a hymn to our master.

—Vayl Hallyr



ANIMUS	COST	RNG	AOE	POW	UP	OFF
SPINY GROWTH	2	6	-	-	NO	NO

Target friendly Faction model gains +2 ARM. If a warjack or warbeast hits the affected model with a melee attack, the attacking model suffers d3 damage points immediately after the attack has been resolved unless the affected model was destroyed or removed from play by the attack. Spiny Growth lasts for one round.

TACTICAL TIPS

ASSAULT – The assaulting model ignores the target in melee penalty even if is not in melee range of its charge target after moving.

Carniveans are monstrosities designed to destroy and slaughter. Everblight rarely called upon them in ancient days; even the black kingdom of Morrdh was rarely granted command of these terrifying killing machines.

The rearmost four limbs of the carnivean allow for a steady stance and a rapid gait; the huge creature is able to make shocking haste across even the most daunting obstacles. The considerably longer and more powerfully muscled two upper limbs end in massive claws and are ridged with numerous flesh-tearing spines. Bony protrusions cover every inch of a carnivean, and its thick scales provide more protection than any natural hide. If urged by

CARNIVEAN

👁️ Eyeless Sight

🗺️ Pathfinder

Assault – As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Soulless – This model does not generate a soul token when it is destroyed.

DRAGON BREATH

🔥 Damage Type: Fire

TALON

👊 Open Fist

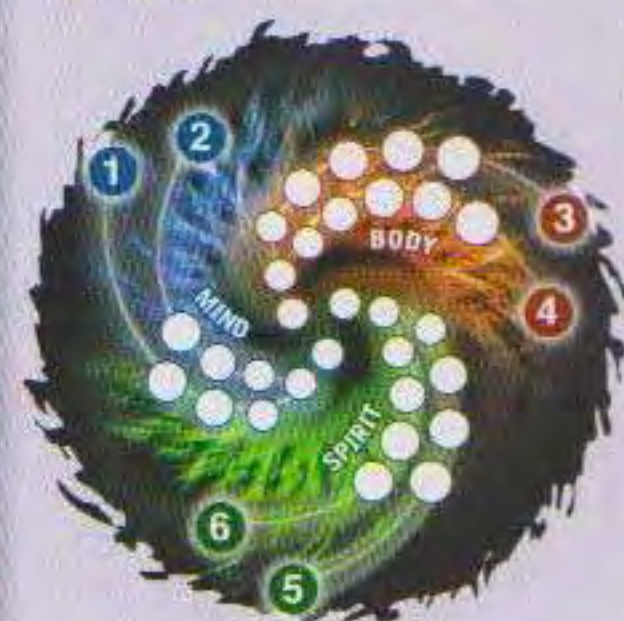
CARNIVEAN	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	12	6	4	11	18	7

DRAGON BREATH	RNG	ROF	AOE	POW
	SP 10	1	—	14

BITE	POW	P+S
	6	18

TALON	POW	P+S
	4	16

TALON	POW	P+S
	4	16



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	11
LARGE BASE	

its master's athanc, a carnivean can undergo a terrible mutagenesis that causes tremendous spines to erupt from its body to deflect attacks and impale foes at close range.

A carnivean can also vomit a scorching but quickly consumed naphtha that melts flesh and ignites nerves with blighted agony. The sight of this dragonfire incinerating their comrades has caused entire armies to flee in terror.



SCYTHEAN

LEGION HEAVY WARBEAST

It matters little how much blood and suffering is required to craft such a beautiful killer. Its first feast upon the heart of an enemy army will repay us.

—Vayl Hallyr

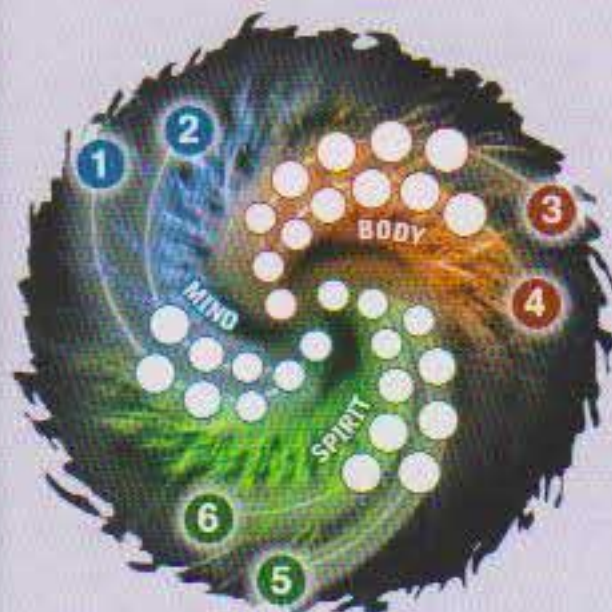
SCYTHEAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	12	6	4	11	18	7



SCYTHE	
POW	P+S
5	17



SCYTHE	
POW	P+S
5	17



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

SCYTHEAN

👁 Eyeless Sight

🗺 Pathfinder

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Soulless – This model does not generate a soul token when it is destroyed.

SCYTHE

👉 Reach

Chain Attack: Bloodbath – If this model hits the same target with both its initial attacks with this weapon, after resolving the attacks it can immediately make one melee attack with this weapon against each model in its LOS that is in this weapon's melee range.

Everblight takes tremendous pride in his

ability to craft fiendish abominations that are more than a match for any creature born of nature. The scythean is the most brutal and simplistic of the dragon's malefic beasts, long favored as Everblight's guardians and executioners. Purely dedicated to destroying any who oppose their master's will, scytheans fall upon their prey with enough fury to tear apart even the most resilient foes in a savage orgy of bloodshed.

ANIMUS COST RNG AOE POW UP OFF

SLAUGHTERHOUSE 1 SELF - - NO NO

This model gains Take Down. Slaughterhouse lasts for one turn. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.)

TACTICAL TIPS

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

Before the present age, scytheans last roamed the labyrinthine tunnels beneath the now-blasted Iosan city of Issyrah. When the Iosans finally became aware of the danger in their midst and marched to confront it, it was the scytheans that first blocked their way. These terrible draconic monsters were supremely deadly in the narrow tunnels leading to their master, as none of them required light to massacre their enemies. Indeed, the creatures seem to take a vicious joy in slaughter, a quality that brings grim pleasure to the degenerate Nyss serving in the dragon's host.



SERAPH

LEGION HEAVY WARBEAST

It descended from darkness and lit the night as it passed. Nothing but ash remained of my kinsmen.
—Kreundar of Nord Kith



ANIMUS	COST	RNG	AOE	POW	UP	OFF
SLIPSTREAM	1	SELF	-	-	NO	NO

When this model ends its normal movement, one friendly Faction model this model moved within 2" of is placed completely within 2" of the friendly Faction model's current location, then Slipstream expires. A model can be placed by Slipstream only once per turn.

TACTICAL TIPS

STRAFE – These attacks are simultaneous. Attacks against targets beyond this weapon's range will automatically miss.

The seraphim are Everblight's messengers of death. These agile flying spawn embody the dragon's own sublime elegance, and it has been long ages since Everblight could create them with abandon.

The seraph possesses a deceptively slender frame that slices through the air on powerful wings. Blighted energy streams from its wings and leaves a strange, distorted contrail in its wake. The seraph uses this energy to warp distances around itself and can manipulate the movement of those caught in its

SERAPH

☉ Eyeless Sight

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Serpentine – This model cannot make slam or trample power attacks and cannot be knocked down.

Soulless – This model does not generate a soul token when it is destroyed.

BLIGHT STRIKE

🔥 Damage Type: Fire

Strafe [d3+1] (★Attack) – Make d3+1 ranged attacks targeting a primary target and any number of secondary targets within 2" of the first target. Ignore intervening models when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target. Strafe counts as one attack for ROF.

STINGER

Critical Poison – On a critical hit, gain an additional die on this weapon's damage rolls against living models.

SERAPH	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	10	6	5	14	16	7



BLIGHT STRIKE	RNG	ROF	AOE	POW
	10	1	-	12



STINGER	POW	P+S
	4	14



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

slipstream. Its long tail ends in wickedly barbed blades capable of piercing plated steel and dripping with a poisonous ichor.

Seraphim sense the landscape with perfect clarity; even the slightest motion registers to their predatory acuity. They rarely engage in melee, preferring to annihilate adversaries from a distance using incinerating miasmas of blighted ash. The ash quickly sears and melts flesh before disintegrating it into a filthy, sulfurous powder. Seraphim can strafe and obliterate an entire enemy formation using this caustic breath.



BLIGHTED NYSS ARCHERS

LEGION UNIT

Let your arrows rain down on them until nothing moves in this village except the blood seeping from their lifeless bodies.

—Lylyth Voassyr, Herald of Everblight

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	5	13	11	8



NYSS LONGBOW

RNG	ROF	AOE	POW
12	1	—	10



SWORD

POW	P+S
3	7

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 5

LEADER & 9 GRUNTS 8

SMALL BASE

LEADER & GRUNTS

Combined Ranged Attack

Suppressing Fire (Order) –

This order can be issued only if two or more models with ranged weapons in this unit in formation are able to forfeit their actions. Each model in this unit in formation must forfeit its action. Other than the Standard Bearer, those models that do are participants. Place an AOE completely within 12" of all participants, with its center point in LOS of all

participants, ignoring intervening models. The size of the AOE is based on the number of participants. If there are 2–4, the AOE is 3". If there are 5–7, the AOE is 4". If there are 8 or more, the AOE is 5". When a model enters or ends its activation within the AOE, it suffers a POW 10 damage roll. Suppressing Fire lasts for one round or until all participants have been destroyed or removed from play.

TACTICAL TIPS

SUPPRESSING FIRE (ORDER) – Place the template after movement.

Though they are blighted shells of what they once were, the Nyss have retained pride in their archery and craftsmanship; each of their recurved composite bows is still customized exactly to the strength and height of the archer. They are made from carved bone or polished wood laminated over bone using animal-hide glues. The tendon bowstrings they use allow for a tremendously strong pull.

Everblight's corruption has spread with little resistance among the Nyss, shaping and refining their anatomies to bring forth a twisted reflection of their inner darkness. With their purpose given over to the dragon's will, they have become eager accomplices in Everblight's murderous schemes. The most formidable of these, taken from the Voassyr and Raefyll hunting tribes, have been transformed into blighted archers.

Blighted archers unleash a hail of deadly arrows to wither the enemy's front ranks before other forces sweep through the demoralized foes. The sheer number of arrows they can release is beyond belief. Long a staple among the Nyss elves of the frozen north, archery was vital not only for use in warfare but also in the gathering of food; survival hinged on the constant efforts of these rugged hunters. Those who were once providers for their people are now relentless assassins able to murder with chilling precision. Most elements of their culture and psyche have been stripped away, leaving only the most brutal and merciless Nyss qualities. Delighting in slaughter, the archers enjoy nothing more than ending lives with deadly arrow fire.



BLIGHTED NYSS STRIDERS

LEGION UNIT

Our enemy moves invisibly, leaving no trace of their passage save the arrow-strewn corpses of the dead.

—Krueger the Stormwrath



Striders are blighted Nyss scouts sent ahead of the Legion to spy on troop movements and assassinate sentries and other targets of opportunity deep within hostile lands. Their transformation has reduced them to bitter vassals, enhanced their killer instinct, and honed their talent for slaying the living. Striders sadistically and gladly kill the lowest animals or murder any unarmed innocent crossing their path. They savor the grim satisfaction gained from each death because it is one of the few emotions they are still able to feel. Striders have fallen upon defenseless villages in northern Khador in the dead of night, barging into houses to satisfy their implacable need to slay every last man, woman, and child they meet.

The blight brought a special gift to these rangers who once patrolled the wilds. As it consumed them, their legs deformed and lengthened. Their bones stretched as if pulled on a torturer's rack while their calves snapped in half to be reshaped into new leg joints. The bones of their feet fused and reformed, and their nails hardened into claws able to grip the earth. These alterations turned them into swift hunters able to run at full speed across solid ice, hurdle logs, weave through underbrush, and easily leap across small streams.

LEADER & GRUNTS

- Advance Deployment
- Combined Ranged Attack
- Pathfinder
- Stealth

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	6	5	6	15	11	8	



NYSS LONGBOW			
RNG	ROF	AOE	POW
12	1	—	10



SWORD	
POW	P+S
3	9

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	6
SMALL BASE	

Keeping to the shadows and trees, striders instinctively approach from downwind and strike from blind spots. Enemies fleeing the Legion are quickly overtaken by these fleet-footed assassins, who cruelly toy with their prey before granting the mercy of death. Despite being transformed into ruthless killing machines, striders still maintain one vestige of their former lives: After each slaughter they perform a ritual in which they dip a single raven's feather in the blood of every kill. They wear ever-growing cloaks of these feathers to remind them of their role in the many deaths left by the Legion's passing.



BLIGHTED NYSS SWORDSMEN

LEGION UNIT

The stillness within stillness is false; true stillness is found in motion.

—Nyss blademaster teaching

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	14	13	8



NYSS CLAYMORE

POW	P+S
4	11

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 5

LEADER & 9 GRUNTS 8

SMALL BASE

LEADER & GRUNTS

⊕ Fearless

NYSS CLAYMORE

Ⓜ Weapon Master

For many unsuspecting Nyss, the first hint of approaching doom was a long line of their own people striding toward them holding long

claymores pulled from their sheaths. As the villagers witnessed this unsettling group drawing closer, their sense of dread only increased, fed by a growing certainty that something terrible and inherently wrong approached.

It was not simply the strangely lean forms of the advancing troops, as if all fat had been trimmed from them, nor even the barbs poking from their flesh that was most disturbing. It was their dead eyes, terrible and empty. The warriors did not respond to queries or pleas, and as village defenders realized their peril and drew their own weapons, it was too late. The blighted swordsmen swept through them like threshers at harvest. Their keen blades severed heads and sheared off limbs with brutal and emotionless precision. For them this act was not one of warfare or the slaughter of their own people—it was elegant and precisely executed butchery. The blighted Nyss swordsmen now turn this skill upon Everblight's enemies, be they Khadorans, the hardy trollkin of the northwest, or survivors of their own Nyss bloodlines.

Blighted swordsmen retain a close connection to their swords—the traditionally sacred weapons of the Nyss. This attachment could well be the only remnant of ordinary emotions they retain. In battle they achieve perfect union with these claymores and fight with absolutely no fear of death. They even disdain armor, preferring to enter battle bare-chested. Their black eyes show no sign of rage or cruelty as they conduct their atrocities, only an emptiness more akin to serene calm.

The swordsmen revere their blades more than they could any single life, fastidiously accounting for the weapons of their fallen compatriots after battle is done. They consider their treasured claymores to be the very embodiment of their essence, utterly refusing to abandon these keen reminders of their past. The only satisfaction they might derive from life, in fact, is knowing their swords will outlast them. Between battles blighted swordsmen can often be found staring at their weapons, as if almost recapturing a faint memory of their former lives.



SPAWNING VESSEL

LEGION BLIGHTED NYSS UNIT

*We offer this sacrifice of flesh unto Ethrunbal. We beg the miracle of birth by your essence.
Heed our call and send forth the akriel!*
—Prayer of the Acolyths of Everblight

TACTICAL TIPS

Spawn Horror – The warbeast can activate the turn it is put into play.

Focal Point – Because this unit does not have a unit commander, models in this unit cannot receive the run or charge orders.

The cowed acolyths entrusted with spawning vessels prowl the battlefield behind the front ranks, snagging corpses with their gaff hooks and flinging them into the waiting cauldron. Bodies splash into the brackish fluids, a gruesome channel reduction that sucks additions into its depths. There the corpses churn and simmer until a film forms. Suddenly a birthing spawn stretches and snaps the membrane on the liquid's surface as it leaps out onto the battlefield with a terrible screech, seeking to sate its ravenous hunger.

Spawning vessels are wrought-iron cauldrons crafted by wargan slaves and delivered to Everblight's chosen warlocks. Blighted Nyss sorcerers inscribe profane runes upon them in the language of the dragons to imbue the vessel with the essence of unchecked growth. This power is awakened by a baptism in draconic blood that allows the vessel to serve as a crucible for the creation of dragonspawn. Pure draconic essence mixes with the flesh and blood of those slaughtered by the Legion until the foul, black soup becomes gravid with corruption.



VESSEL

⌚ Construct

Carried – This model is not a warrior model. It can advance only during its unit's normal movement. When it advances, it can move up to 1" for each Grunt in this unit within 2" of it at the beginning of this unit's activation. This model is automatically hit by melee attacks. It cannot be knocked down or made stationary.

Focal Point – This model's unit has no unit commander. Models in this unit within 8" of this model are in formation. If a model in this model's unit is out of formation when beginning its normal movement, it must either advance toward this model and forfeit its action or run directly toward this model. If this model is destroyed or removed from play, remove the remaining models in this unit from play.

Last Call – If this model is disabled by an enemy attack, it can immediately make a special action.

Recycle – When a living model is destroyed within 4" of this model + 1" for each Grunt in this unit that is in formation, place one corpse token on this model. This model can have up to three corpse tokens at a time.

Spawn Horror (★Action) – Remove three corpse tokens from this model to place a non-character Faction lesser warbeast into play under your control. Place the warbeast within 3" of this model and choose a friendly Faction warlock. This warbeast becomes part of that warlock's battlegroup.

NYSS GRUNTS

Stone Heart – This model never flees and automatically passes command checks.

GAFF

⌚ Reach

VESSEL

SPD	STR	MAT	RAT	DEF	ARM	CMD
—	0	0	0	5	18	—

NYSS GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	13	11	8



GAFF

POW	P+S
3	9

VESSEL'S DAMAGE 10

FIELD ALLOWANCE 1

VESSEL & 4 GRUNTS 2

VESSEL & 6 GRUNTS 3

VESSEL MEDIUM BASE

GRUNT SMALL BASE

The acolyths who administer the vessel are blighted female Nyss bound by oaths to perform the rituals and sacrifices required to ensure the rapid generation of spawn. They actively embody the Legion's ghastly proliferation. Battlefields they decimate are eerie places—seeped in blood and covered in the tracks of countless claws and conflict, yet plucked clean of corpses.

BLIGHTED OGRUN WARMONGERS

LEGION UNIT

They are crude and imperfect but effective. Send them against the enemy first to sow terror and rend all hope, then follow to slaughter those who flee.

—Vayl, Disciple of Everblight

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	9	7	3	12	16	8	



WAR CLEAVER	
POW	P+S
5	14

DAMAGE	8EA
FIELD ALLOWANCE	3
LEADER & 2 GRUNTS	5
LEADER & 4 GRUNTS	8
MEDIUM BASE	

LEADER & GRUNTS

Fearless

Terror

Berserk – When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

WAR CLEAVER

Reach

The blight has brutalized the ogrun, ravaging their bodies by deforming and augmenting them at the same time. Warmongers are blight-bred for slaughter. Their mad eyes constantly reflect the twisted hallucinations they endure night and day. Completely incapable of sleeping, warmongers often chant to themselves in low tones and stare obsessively at some vision unseen by others, their faces twisted with anger and seething menace. Only battle brings them true release. Divorced from any sense of self-preservation, they can withstand brutal punishment without feeling any pain. They constantly emit a putrid odor, as if the lingering stench of death has seeped into their very being..

After conquering the Nyss, Everblight turned his attention to enslaving and converting the outlying tribes of wild ogrun dwelling in the northern mountains. Having been born among them, Thagrosh knew the locations of their enclaves and the numbers of their race. The Prophet is so removed from his former nature that he feels neither mercy nor malice for those he once claimed as kin, and he willingly offered his knowledge to his dragon master. Despite Thagrosh's cold treachery, the warmongers both fear and revere him; their leaders have gone so far as to name themselves his apostles.

The Nyss are markedly cool toward the warmongers. They barely tolerate the brutes and keep themselves carefully segregated, for the ogrun have a nasty habit of murdering anything in their path, whether friend or foe. More than one Nyss has lingered too close to these horrible creatures in combat only to be brutally hacked to pieces by a berserking warmonger's cleaver.



THE FORSAKEN

LEGION BLIGHTED NYSS SOLO

You shall come to know my master's hand by his glorious works.
—Thagrosh, Prophet of Everblight



Twisted beyond recognition, the forsaken are the malignant children of the dragon's accursed touch. The very presence of these abominations is anathema to life. They feed upon the misery of the battlefield and can mimic their master's burning aura to generate a mantle of blighted essence overwhelming enough to strike down the living by mere proximity.

These harrowing creatures are as sacred to the Legion as they are terrible, and they are indeed horrific despite their alien beauty and strange majesty. Capable of momentary periods of lucidity, forsaken are nonetheless unquestionably



FORSAKEN

Abomination

Fearless

Blight Shroud (★Action) – Remove all fury points from this model. Enemy models within 1" of this model for each fury point removed suffer a POW 8 damage roll. Add an additional die to the damage roll for each focus or fury point on the enemy model.

Consume Fury (★Action) – RNG CMD. Target friendly Faction warbeast. If the warbeast is in range, remove up to 5 fury points from it and put them on this model. This model can have up to 5 fury points at a time.

Ferocious – During its activation, this model can spend fury points to gain additional attacks or to boost attack or damage rolls, at 1 fury point per attack or boost.

FORSAKEN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	7	5	4	14	14	8	



CLAW

POW	P+S
5	12

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	

insane. This madness might derive from an awareness of the conflict between what they are and what they once were, unprotected by the blind resolve brought to other Nyss by more subtle applications of the blight. In their more cogent moments the forsaken remember the annihilation of their race and see in themselves the pure essence of the darkness responsible.

No ordered method guides the genesis of forsaken, though they seem to be created with greater frequency within the strong aura of blight that immediately surrounds warlocks and their athancs. Each of the sinister creatures is an aberration spawned from the unique stresses of one overwhelming moment in battle, a fluke eruption of the blight that prompts an uncontrolled and unpredictable acceleration of the transmutative cycle. Even the most fanatical of Everblight's vassals fears this fate. With bodies changed suddenly and irrevocably, forsaken often display draconic features, such as arms warped into vestigial wings, flesh covered in thick scales, serpentine tails, and spurred claws.



MINIONS



WILL WORK FOR FOOD

ON THE USE OF CROSS-SPECIES HIRELINGS

*By sword, gun, or hammer or by claw, hoof, or tail,
death and destruction are universal.*

—Alten Ashley

**A letter from Professor Viktor Pendrake, as
a reenlisted scout for the Cygnaran Army,
to Scout General Bolden Rebald**

As you asked, I have kept an eye open for hirelings of various species as I patrol the fringes of the Bloodstone Marches. To answer your question, this situation cannot be equated to the use of mercenary companies among the human armies in the western wars, but there are some similarities. Thinking of them as mercenaries will cause you to labor under misconceptions that could prevent you from grasping the situation.

Our sphere of engagement enjoys a long tradition of mercenary conduct that predates even the Orgoth. Though all companies do not equally honor these old codes, the system of charter and hire is well established and accepted. It is a system that outlines behavior and expected recompense so that each party knows what to expect. Nothing similar exists here among the varied groups fighting in these arguably more brutal and less organized battles.

I am quite sure that no safeguards exist for the fair treatment of hirelings, and their dispensation is thus entirely in the hands of whoever procures their services. Some groups, such as the trollkin, can be expected to make reasonable bargains with other races like the farrow or bog trogs, most often involving barter or the promise of future services. The blackclads of the wilds also utilize the services of other species and are willing to utilize a variety of means to gain their cooperation, including trade, manipulation, and sometimes coercion. Certainly, war offers opportunity to those willing to take risks and to fight, and I expect many of these more marginal species will accept those risks for the chance to secure a better future for themselves or their tribes.

At the other end of the spectrum are the skorne. From my personal observation and experience, the culture of the invading Skorne Empire is firmly based upon a foundation of slave labor. Whereas trollkin chieftains might bargain for

help, the skorne will simply enslave any other race they happen to find useful; subjugation and enslavement are second nature to them.

I believe the arrival of the skorne in such numbers—as they make their slow but inexorable conquest of this barren land—has changed the behavior of several groups. This might also be the case elsewhere in the face of calamity, such as in Khador's wild frozen north where a new terror has arisen. Evidence strongly indicates that draconic blight is rampant in this new force, and rumors of affected species continue to increase. Reports confirm that this army also makes use of slaves, perhaps considering them an even more disposable resource than the skorne do. In the face of such threats it is inevitable that groups of intelligent species will overlook their differences to band together in order to survive. We will certainly see more such cooperation in the times to come.

The species most affected by the current struggles on the fringes appear to be the farrow, various breeds of gatormen, bog trogs, and several species of gobbers, including those commonly called "swamp gobbers." I expect these will not be the last. Do not discount such groups as inferior for having less refined cultures; they count among them exceptional individuals and heroes who can stand proudly with the best mankind can boast. Nor are humans exempt from these engagements. I know of several opportunistic coin-seekers plying their trade in these fights.

I will relate more as I discover it.

—VP

FARROW BRIGANDS

MINION UNIT

Once they've dug in, rootin' 'em out ain't easy. Give 'em some slop and good ground and they're here to stay.

—Alten Ashley

LEADER & GRUNTS

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



PIG IRON

RNG	ROF	AOE	POW
10	1	—	12



CLUB

POW	P+S
4	10

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 5

LEADER & 9 GRUNTS 8

SMALL BASE

Minions – These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER & GRUNTS

Dig In (★Action) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged.

The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

Prayers – The Leader of this unit can recite one of the

following prayers each turn anytime during its unit's activation. Each model in this unit gains the benefits listed.

- **Heroic Call** – Affected models gain Fearless ☒ and Tough ☒ for one round.
- **Hog Wild** – Affected models can make one ranged attack this activation before this unit makes its normal movement. After their normal movement, models in this unit that make combat actions can only make melee attacks this activation.
- **March** – Affected models gain Pathfinder ☑ for one turn.

The farrow are stern half-man, half-pig creatures found throughout the wilds of eastern Cygnar, southern Llael, and the fringes of the Marches. Civilized communities loathe them and often spread unkind rumors of their piggish habits and inscrutable origins. This animosity has been exacerbated by the fact that farrow often prey upon and scavenge from remote villages, lumber camps, and traveling merchants. The people of the Midlunds despise them as freakish menaces to farmers and trade caravans alike.

In the recesses of the wilderness other groups are eager to employ these fierce and hardy soldiers. Noted for their thick hides and boar-like tenacity, farrow are as difficult to bring down as the wild animals they resemble. Those armed with pillaged rifles are the equal of many front-line soldiers.

Several large farrow tribes came down from the Dragonspine Peaks to profit from the chaos in northern Cygnar during the recent Second Thornwood War. When both Fisherbrook and

TACTICAL TIPS

Hog Wild – Yes, affected models can make ranged attacks, advance, and then use Dig In.

Stonebridge Castle were beset by Protectorate zealots, the military left a number of weapon caches exposed for plunder. The farrow were only too willing to seize these weapons and put them to good use.

Farrow maintain ties with both trollkin kriels and druids of the Circle Orboros. Farrow religion strongly resembles the Dhunian faith, and their shamans find much common ground. These races often barter for farrow services with needed resources such as blasting powder, food, or protection.

As with other species embroiled in these battles, the farrow have attracted the attention of Everblight's legion as well as that of the invading skorne. Both groups have been known to enslave the sturdy farrow for use as cannon fodder.



SWAMP GOBBER BELLOWS CREW

MINION UNIT

I don't care what that cloud smells like—it'll hide us from those archers, and we're going in.

—Greygore Boomhowler

TACTICAL TIPS

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

Swamp gobbers are a clever and hardy race of diminutive humanoids found in many bogs and marshes, but they are particularly numerous in the eastern Thornwood and the Widower's Wood outside Corvis. Their crowning achievement is a unique mixture of brewed liquids that combines with astonishing rapidity to produce a dense fog. They have been able to turn this innovation into an economic resource by inventing an ingenious contraption that spreads the fog across a large area, making it difficult to see anything more than a few feet away.

Half as tall as humans, gobbers possess chameleon-like skin that can change color to help them blend into their surroundings. Most gobbers are quite intelligent and have a natural knack for invention and alchemy, but some of the more isolated groups lack the sophistication of their more urbane peers. Swamp gobbers fall into this second category, though they do speak a variety of languages they use to barter trade for their villages.

Recent warfare has encouraged swamp gobbers to seek advantages for themselves. A number of these enterprising

Minions – These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER & GRUNT

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

Cloud Cover (Order)

Models who received this order must forfeit their actions. After this unit's normal movement, place a 3" AOE cloud effect in play with its center point within 1" of the Leader. If the Grunt is B2B with the Leader, place a 5" AOE instead. This AOE remains in play for one round.

LEADER & GRUNT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	3	3	15	11	7

HAND WEAPON	
POW	P+S
2	5

FIELD ALLOWANCE	1
LEADER & 1 GRUNT	1
SMALL BASE	

folk have offered their services in return for food or weapons to be sent back to their families. Their prices are reasonable, and both the trollkin and druids have occasionally enlisted their particular expertise in concealment. This intrepid philosophy has put the swamp gobbers in harm's way like never before, and some of their tribes have been captured by the skorne or forced to serve the Legion. The bellows crew prefers not to fight if they can avoid it, their primary purpose instead being to use their fog to protect their allies against volleys of arrows, bullets, or skorne reiver needles.



ALTEN ASHLEY

MERCENARY MINION CHARACTER SOLO

Twelve feet high at the shoulder and a mouth full of fangs? Hell, that'll look great mounted on a wall.

—Alten Ashley

ALTEN ASHLEY							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	8	14	14	9	



BUCKING JENNY				
RNG	ROF	AOE	POW	
14	1	—	12	



SWORD		
POW	P+S	
3	9	

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cygnar, Khador, and the Protectorate.

Minion – This model will work for Circle and Trollblooms.

ALTEN ASHLEY

➔ **Advance Deployment**

🕒 **Pathfinder**

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

Monster Hunter – When this model hits a warbeast with an attack, the warbeast suffers d6 points of damage to a branch of your choice.

Swift Hunter – When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".

Some men are just rugged through and through: mean as a gorax, born with an eagle's eye, and possessed of such irrepressible gumption they become legends in their own time—or at least in their own minds. Alten Ashley is such a man. Unlike some braggarts, though, he lives up to his reputation as an exceptional hunter of the great beasts that stalk the wilds of western Immoren. Most men feel fear at the emergence of previously hidden enemies and the onset of war, but not Alten Ashley. For him these conflicts hold the thrilling promise of both gold and danger.

Ashley's jealous detractors dismiss him as a money-grubbing mercenary, but wealth is the least of his motivators. Though he appreciates a healthy purse—and his vast skill certainly commands a fair fee—the thrill of taking down Caen's most dangerous creatures is what truly drives him. Alten gleefully embraces the peculiar madness that demands some men seek danger instead of turning from it. Neither the reward nor the kill matters to him as much as the excitement of the hunt and the gathering of esoteric monster lore.

Ashley does not speak of a homeland, but his accent marks his roots as being somewhere on the western coast of Cygnar. For sport or hire he has traveled more than most; he has tales of tracking one of Blighterghast's dragonspawn deep in the Wyrmswall Mountains, narrowly escaping a rampaging dire troll in the Gnarl, and hunting the largest frost drake ever recorded in the frozen wastes of Khador. Deciding the cold did not suit him, he swung through the

TACTICAL TIPS

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

MONSTER HUNTER – Apply this damage before the damage roll.

Thornwood Forest killing warpwolves before making his way to the fringes of the Bloodstone Marches. The only place he is seen with any regularity is the Sanity's Bastion saloon in the dusty no-man's-land of a town called Ternon Crag, some fifty miles east of Cygnar.

With a reputation for being so boisterous as to be considered obnoxious, Alten has earned few true friends. He is nevertheless respected by both Kossite woodsmen and Morridane scouts. Even the Widowmakers grudgingly acknowledge Ashley's shooting skill, despite his lack of formal training.

The hunter's truly monstrous rifle, named Bucking Jenny, has a thick, large-bored barrel designed to blast open the thickest hides. The weapon can punch a hole through a man as if he weren't there, and its bipod allows Alten to aim more accurately while hiding prone in the underbrush. Though Ashley relies heavily on this oversized gun, he is proficient enough with a sword to hold his own when a target closes to tear him apart.

Ashley will be the first to insist it is not his weapons that make him deadly but rather his experience and knowledge. The monster hunter has already fought more dangerous creatures than a Nyss ranger might face in a century. He knows their habits, their strengths, and their weak points—exactly where to shoot in order to deflate a dire troll's lung, for example. Not many living creatures can survive a few rounds from Alten's rifle, and he's just as capable of slipping a blade between a beast's ribs to tickle its heart. Spurning the easy life, Ashley seeks out one dangerous challenge after another. Somehow he always manages to escape unscathed and with more experience, more coin, and more stories.



TOTEM HUNTER

MINION CHARACTER SOLO

The totem hunter stalks the land hunting man and beast as if they were one and the same.

—Professor Viktor Pendraiz

TOTEM HUNTER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	8	8	4	14	15	9	



KELKAX

POW	P+S
6	14



SPIKED BUCKLER

POW	P+S
3	11

DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	3
MEDIUM BASE	

Minion – This model will work for Circle, Legion, Skorne, and Trollbloods.

TOTEM HUNTER

☒ Fearless

☑ Pathfinder

☑ Stealth

Hunter – This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

Jump – After using its normal movement to make a full advance but before

performing an action, you can place this model anywhere completely within 5" of its current location. Any effects that prevent it from charging also prevent it from using Jump.

Prey – After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10" of its prey, it gains +2" movement that activation. When the prey is destroyed or removed from play, choose another model/unit to be the prey.

Sprint – At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

KELKAX

☑ Reach

Immoren is but one of Caen's continents. The world is largely unexplored by its isolated inhabitants and contains horrors many of its denizens can barely fathom. Originating across the ocean, one of these frightening species is represented by a being known as the totem hunter. Very little is known about this creature's culture, beliefs, or native language, but its motive is clear: it lives to hunt. The totem hunter values its kills above all else and retains grisly totems from its most formidable adversaries. Its hunts are accompanied by sacred rituals through which the hunter hopes to capture a portion of each kill's essence.

Strengthened by its totemic trophies, the hunter seeks increasingly refined levels of lethal perfection. It is rarely seen by its victims except in the moment before death. With a hideous cry that can shatter glass and paralyze men in terror, it leaps from nowhere to impale its chosen target upon a wickedly barbed spear. This hunter has been drawn to the battles of western Immoren like a carrion crow to a charnel feast. Able to cloak itself in shadow and vanish into

TACTICAL TIPS

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

the darkness, the totem hunter leaves no trace of its passage other than whatever remains of its hapless targets.

This is a fortuitous time to seek trophies, for the rise of Everblight and the invasion of the skorne have brought more powerful and singular prizes for the totem hunter to harvest. Its complete lack of any other agenda means it is willing to join battle on any side: those who profit from its presence in one engagement might well find themselves at its mercy in the next.

The totem hunter makes itself known to a chosen battlefield commander shortly before an engagement, choosing those it considers worthy by its own inscrutable criteria. After drawing the eye of a warlock, it makes an enigmatic gesture—perhaps some form of salute—and vanishes. This motion indicates the totem hunter will spare the soldiers of its chosen leader. In the ensuing fight it preys upon any of the enemy's dangerous beasts or formidable combatants that draw its attention. It slips away after the battle without seeking any payment or recompense beyond the totems it gathered in the course of its bloody work.

The totem hunter has honed its skills with obsessive determination and bears many weapons of power. It can leap tremendous distances and meld seamlessly into cover. Indeed, any attempt to track the totem hunter after battle or engage in more extensive interaction ends with inevitable failure. Whatever its purpose in Immoren, there are few creatures as graceful, deadly, or utterly terrifying.





TROLLBLOOD GALLERY



MADRAK IRONHIDE
Warlock



GRISSEL BLOODSONG
Warlock



HOARLUK DOOMSHAPER
Warlock



TROLL IMPALER
Light Warbeast



DIRE TROLL MAULER EXTREME
Heavy Warbeast



FELL CALLER HERO
Solo



TROLL AXER
Light Warbeast



PYRE TROLL
Light Warbeast



DIRE TROLL MAULER
Heavy Warbeast



DIRE TROLL BLITZER
Heavy Warbeast



DIRE TROLL BOMBER
Heavy Warbeast



KRIEL WARRIORS
Unit



PYG BUSHWHACKERS
Unit



SCATTERGUNNERS
Unit



TROLLKIN CHAMPIONS
Unit



KRIELSTONE BEARER & STONE SCRIBES
Unit





CIRCLE ORBOROS GALLERY



**KAYA THE
WILDBORNE**
Warlock



**KRUEGER THE
STORMWRATH**
Warlock



**BALDUR THE
STONECLEAVER**
Warlock



FERAL WARPWOLF
Heavy Warbeast



GORAX
Light Warbeast



THARN BLOODTRACKERS
Unit



WOLVES OF ORBOROS
Unit



SHIFTING STONES
Unit



LORD OF THE FEAST
Solo



ARGUS
Light Warbeast



WARWOLF STALKER
Heavy Warbeast



DRUIDS OF ORBOROS
Unit



THARN RAVAGERS
Unit



WOLDWATCHER
Light Warbeast



WOLDWARDEN
Heavy Warbeast



FERAL WARPWOLF EXTREME
Heavy Warbeast

SKORNE GALLERY



ARCHDOMINA MAKEDA
Warlock



LORD TYRANT HEXERIS
Warlock



MASTER TORMENTOR MORGHOUL
Warlock



TITAN CANNONEER
Heavy Warbeast



CYCLOPS SAVAGE
Light Warbeast



PRAETORIAN SWORDSMEN
Unit



CATAPHRACT ARCUARII
Unit



BASILISK DRAKE
Light Warbeast



BASILISK KREA
Light Warbeast



ANCESTRAL GUARDIAN
Solo



CATAPHRACT CETRATI
Unit



PAINGIVER BEAST HANDLERS
Unit



VENATOR REIVERS
Unit



TITAN GLADIATOR
Heavy Warbeast



TITAN SENTRY
Heavy Warbeast

LEGION OF EVERBLIGHT GALLERY



LYLYTH, HERALD OF EVERBLIGHT
Warlock



THAGROSH, PROPHET OF EVERBLIGHT
Warlock



VAYL, DISCIPLE OF EVERBLIGHT
Warlock



FORSAKEN
Solo



BLIGHTED SWORDSMEN
Unit



WARMONGERS
Unit



SERAPH
Heavy Warbeast



TERAPH
Light Warbeast



CARNIVEAN
Heavy Warbeast



STRIDERS
Unit





BLIGHTED ARCHERS
Unit



SHREDDER
Lesser Warbeast



HARRIER
Lesser Warbeast



SPAWNING VESSEL
Unit



MINIONS GALLERY



ALTEN ASHLEY
Solo



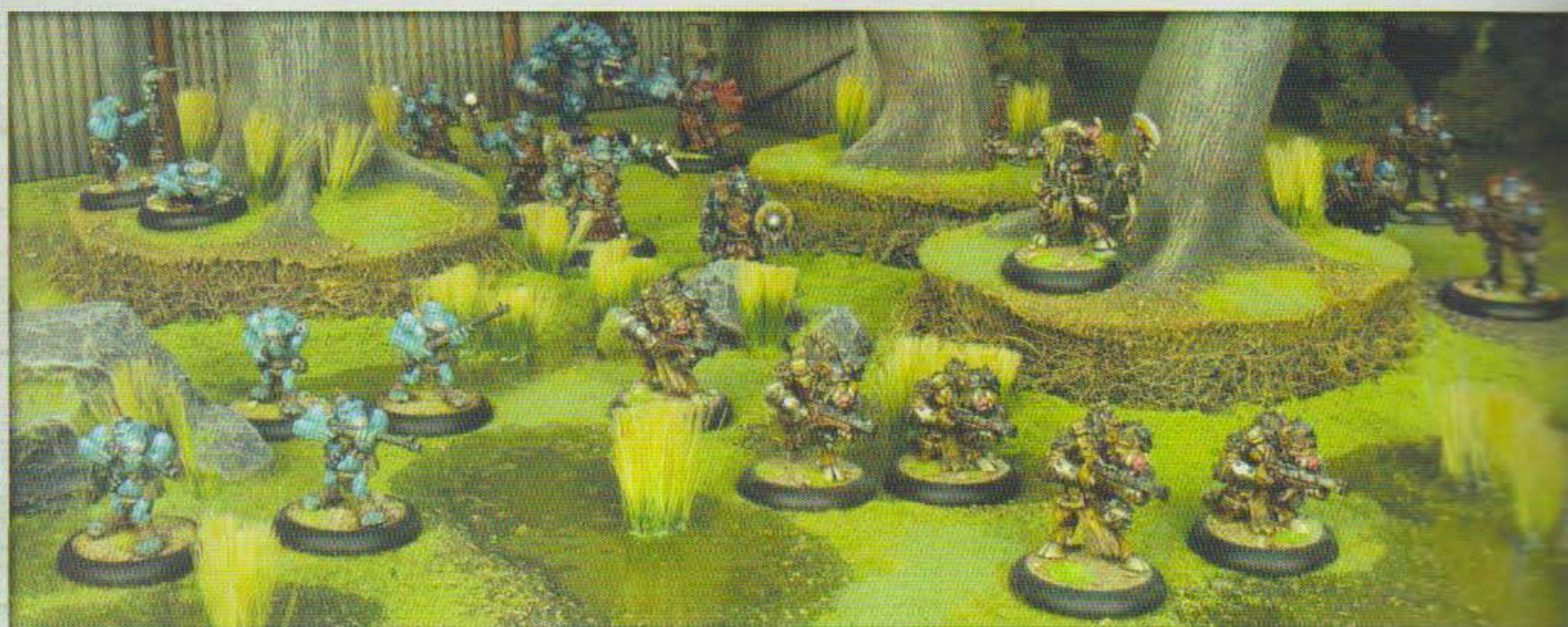
SWAMP GOBBER BELLOWS CREW
Unit



TOTEM HUNTER
Solo



FARROW BRIGANDS
Unit



HOBBY AND PAINTING GUIDE

PREPARING MODELS AND TERRAIN FOR PLAY

The goal on the battlefield is to crush your enemy, and doing it with a painted army gives you both a banner of pride to carry and a way to inspire fear in your opponent. Fielding a well-painted army shows you mean business. This guide will introduce the simplest and fastest way to paint your miniatures to a level that will make you proud. We will describe tools and techniques you can use from the moment you open the model package through the stages of painting and on to decorating the base for the finished piece. This guide will teach you how to get your army painted and onto the field in a way that is as satisfying as it is quick and easy.

Painting miniatures is very rewarding, from the day you start into years later. Like many skills, the more you do it the better and faster you will become. The time you spend doing it or "brush time," will be your greatest teacher. With a little guidance and brush time, before long you will be knocking out models left and right—just like on the field.

There are a couple of points to keep in mind when working. First, some of these models are huge! When painting a big machine, just think of it in smaller parts. Isolate the areas as you paint, dividing and conquering, and it's the same as painting a smaller model. Second, the fine details are important; make them work to your advantage. Soon you will know the tricks to painting these details fast while keeping them looking good.

Let's get started!



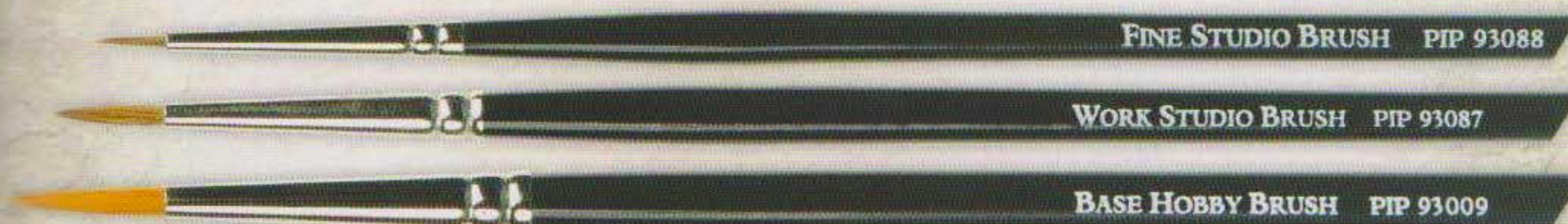
Formula P3 Hobby Tool and Paint Racks



Formula P3 Paints



Formula P3 Super Glue



Formula P3 Paint Brushes

WORTH A THOUSAND WORDS

To learn more about painting and using tools and to pick up a multitude of tricks and techniques, check out the Formula P3 hobby DVD Modeling & Painting, Vol. 1: *Core Techniques*. It provides a solid visual databank of useful information for both new and experienced hobbyists.



PREPPING YOUR MODEL

Using the right tools will make it much easier to achieve your goal. Take a moment to look over the list of tools and supplies and the picture of the tool and supply layout on the facing page. The majority of these tools made by Privateer Press you can get at your local hobby store; the others you can find at any general store if you don't already have them.

Start with your work area. Besides a table and chair, you will need a good light source; a swing-arm lamp that clamps onto the side of your table will work fine. Also have a self-healing mat or a piece of masonite available to protect the table surface when you are cutting.

When you first open your box set or blister pack, take some time to get to know your miniature. Locate all the parts and determine what they are and what they will be doing in the final model. It may help to dry fit them, which is holding each piece in place as you expect it will appear in the final assembly. Using files, a hobby knife, and clippers, begin to clean the miniature. Carefully remove the mold line with a file and the hobby knife. This is the fine line wrapping around the miniature that is created when the two halves of the mold come together when the miniature is cast. Clean off any slivers and small chunks of metal with the clippers, a little at a time. When you're confident the model is clean, fix the parts together using super glue, then glue the model to its base. Don't use too much, and don't glue your fingers together!

After the miniature is cleaned and assembled, it's time to prime it for painting. This step may not seem as exciting as applying color, but it's necessary: the primer provides a surface coat for the acrylic Formula P3 paint to adhere to. This is a simple process; just secure the model to the outside of a box with masking tape and go outside or to a well-ventilated area to spray it with primer. Be sure to follow the directions on the primer can. Spray from several angles so that the primer covers the entire model, but be sure to spray lightly so that the model details are preserved. You have the choice of black or white primer. In general, if the miniature is going to be dark overall with a lot of metal, it's best to prime it in black. If the miniature is going to be painted in brighter colors, prime it in white.

Allow the primer to dry for a couple of hours. You can speed this up a bit with a hair dryer if you want to, but be careful when doing this with plastic models so that they do not bend or warp. When the primer is dry, it's time to paint.



1. Clipping extra pieces from the model's body.



2. Using a hobby knife to scrape mold lines off the cape.



3. Filing mold lines off the cape.



4. Gluing the figure together.



5. Priming the model (black) that is mounted on the box.

THE TOOLS FOR PAINTING

The most important tools you need before beginning to paint are the brushes. A couple of brushes in different sizes will work just fine at first; you can add to your collection as you paint more and more models and want more specialized brushes. Privateer Press makes a range of Formula P3 brushes that will cover all your needs. In addition, you need two pots of water. Use one for cleaning your brushes and another for thinning your paints—be sure to keep this water clean! Lastly, you need paper towels for general use and some type of palette to mix your paints on; this can be a sheet of plastic card, a piece of porcelain, or some glossy card stock.



BASIC PAINTING ORDER AND TRICKS

Now that you have all the tools you need to get started, let's talk a bit about the way and order in which to paint. To make the paints easier to work with, try thinning them just a touch on the palette; 8 parts paint to 1 part water is enough. This will allow them to brush on significantly smoother and cleaner. You will need to apply a couple of coats to completely cover a surface—this is entirely natural—but with slightly thinned paint the end result will be even, not chunky.

A large part of painting a miniature is defining the shadows and highlights. You are also giving it color, of course, but the real impact comes from representing the way light hits its surfaces. This gives the eye information not only about the shape of the model but also about the material of the surface: whether it is flesh or metal, smooth or textured, polished or dull. In a sense, you are exaggerating what you would see in real life. This will make the miniature look downright cool on a table, simple as that.

The steps for model painting are pretty straightforward:

- First you will lay down the basecoat. This takes the most time and is a very important stage.
- Next you will apply any washes and shading you want.
- After this, you will highlight the miniature.
- Lastly, you will give it the final touches and details.

When laying down the basecoat start with the area that will be the messiest and then move on to the areas that will be easier, considering the shape, size, and location of each. How difficult will it be to paint without messing up other areas? With a little brush time, you will be able to make this assessment almost automatically.

TOOLS OF THE TRADE

WORK AREA

Chair • Light source • Table

ASSEMBLY TOOLS

Cutting mat • Masking tape

Formula P3 Clippers

Formula P3 File Set

Formula P3 Hobby Knife and blades

Formula P3 Spray Primer

Formula P3 Super Glue

PAINTING TOOLS

Formula P3 Brushes

Palette • Paper towels

Water cups

BASING TOOLS

Flock or static grass

Hobby sand • White glue

Each faction has its own identifying colors; you can see them in the artwork throughout this book as well as on the painted miniatures in the gallery. This will give you an idea of what colors you will want. The sections on painting each faction include lists of the paints used. And you can always decide on a palette of colors that's all your own!

PAINTING TUTORIAL

This guide will take you step-by-step through great ways to quickly and effectively paint the most common materials represented on HORDES miniatures. There are many different techniques for painting miniatures. Some are fast and effective, which will get you through painting quickly so you can play games with completed minis sooner. Other

techniques may win you awards for artistry but require practice and experience. Whichever path you choose, a painted mini looks better and plays harder than one left bare metal or plastic—no matter the level of painting skill. The techniques described here are tried and true, fast, and easy to learn, and the results look great on any battlefield.

BASECOAT

Starting with a black undercoat, basecoat the armor Radiant Platinum, the gown Frostbite, the skin Morrow White, the feathers Coal Black mixed with a little Menoth White Highlight, and the orb Cygnar Blue Highlight mixed with Morrow White.



WASHING & FIRST HIGHLIGHTS

Wash both the armor and feathers with a mix of 3 parts Armor Wash and 1 part mixing medium. Wash the skin with a mix of Underbelly Blue and Mixing Medium. (Keep this mix; you will need it later.) Add more Morrow White to the orb base color and highlight using the layering technique. Use a mix of Frostbite and Morrow White to highlight the gown in the same way.



SHADING & SECOND HIGHLIGHTS

Drybrush Coal Black on the feathers; add Exile Blue to the skin wash mix and apply this wash for a deeper shadow. Layer highlight the armor with Quick Silver and the gown with Morrow White. Keep adding Morrow White to the mix for layer highlighting the orb.



FINAL TOUCHES

Drybrush a mix of Coal Black and Menoth White Highlight on the feathers. Layer a mix of Exile Blue and Underbelly Blue to the deepest areas of the skin. Apply Thamar Black to the fingernails, a highlight layer of Coal Black to the robe, and a final highlight layer of the orb mix with more Morrow White to the orb. Paint her eyes Morrow White and allow them to dry. Add a small dot of Thamar Black to define each of her pupils, then add a thin layer of Murderous Magenta around the eyes.



FINISHED

Ready for battle! The entire fast and simple process took just a couple of hours. Nothing fancy—just a basecoat, a wash on the metals and feathers, some layering, and a couple of highlights—but she's looking great.

Notice how her base is finished. See "Basing Your Model" on p. 234 for how to do this.



PAINTING YOUR MODELS

In the following sections we will be using the techniques described above. Understand that any area on a mini can be painted using any of these techniques. Don't feel limited by which technique we use here for each material; you can just as easily layer or wash stone as you can drybrush it. In the same vein, there is no one stopping you from using any color or combination of colors with a particular technique.

For example, the techniques for painting Trollblood skin will work for the skin of a Farrow—just change up the palette and away you go. Finally, there is only so much you can learn by study. Practice, experimenting, and finding others who paint is what will make the greatest difference to your skill in painting miniatures.

PAINTING TERMINOLOGY

BASECOAT

The initial coat of paint on which everything else will be built. It is important that the basecoat is very clean and every color is where it should be. Your shades and highlights will coordinate with the basecoat and main color choices.

DRYBRUSHING

The quick way to highlight a textured surface. Use a lighter color, but remove most of the paint from your brush by stroking the bristles on a paper towel until the paint is almost gone. Then carefully and quickly move the brush back and forth across the surface of the miniature.

HIGHLIGHTING

A lighter color applied to the basecoat in the raised areas of a miniature to create the look of light hitting the surface. When

highlighting in multiple steps, keep a little bit of the underlying color showing, overlapping them like the shingles on a roof.

SHADING

A darker color applied to the basecoat in the recessed areas of a miniature to create shadows. Exaggerating the shade and highlight colors will add to the visual appeal of a model.

WASH

A tinted mix liberally applied to the basecoat to create detailed shading. The wash will run into the smallest crevasses on a model and dry as a shadow, so it needs to be a darker color than the basecoat. The wash mix works well as 4 parts Mixing Medium, 1 part paint/ink, and 3 parts water.

GOLD TRIM (DRYBRUSHING)

● Rhulic Gold ● Solid Gold ● Radiant Platinum



1) Rather than paint the thin trim on the entire mini, just drybrush the entire model the color of the trim and then clean up the surrounding areas—this is much faster. Begin by drybrushing Rhulic Gold all over the black mini.

2) Highlight by lightly drybrushing the model with Solid Gold.

3) Very lightly drybrush the mini with Radiant Platinum.

4) Clean up the areas surrounding the gold trim. Here we masked out the areas that will later be painted Skorne Red. Going about it this way rather than layering the gold on the trim is lightning fast in comparison.

DRYBRUSH FIRST

It's a good idea to paint the areas on a mini that will be the messiest first so that you do not risk ruining parts you have already completed. Drybrushing is messy, so do this first. If you drybrush later in the process, take care to stay focused and clean with the application.

TROLL SKIN (LAYERING)

● Trollblood Base ● Thornwood Green ● Trollblood Highlight



1) Apply an opaque basecoat of Trollblood Base. You might need to give the area a couple of coats to get the solid, opaque finish required.

2) Mix equal portions of Trollblood Base, Thornwood Green, and mixing medium for the shading color, then add a tiny bit of water to thin the mixture. Paint this into the crevasses and shadowed areas to create depth.

3) For the initial highlighting, mix equal parts Trollblood Base and Trollblood Highlight and paint this onto the raised areas. Be sure to leave a line of the basecoat showing to create the transition of color.

4) For the final highlight, add more Trollblood Highlight to the mixture and paint this on the uppermost areas that receive light. Looks good, and it was quick.

FUR (WASHING & DRYBRUSHING)

● Trollblood Highlight ● Armor Wash ● Menoth White Highlight



1) Basecoat the area with Trollblood Base.

2) For the shading, make a wash using 2 parts Matte Medium, 1 part Armor Wash, and a 1 part water. Start with a color a little lighter than what you want in the end, as it will darken a bit in the process. Liberally apply this all over the fur. Let dry and you have instant shading.

3) After the wash dries, drybrush Trollblood Highlight on as the first highlight.

4) Drybrush Menoth White Highlight on the uppermost areas for the final highlight.

METAL (WASHING)

● Cold Steel ● Armor Wash ● Quick Silver



1) Basecoat the area with Cold Steel.

2) Make a wash using 3 parts Armor Wash, 1 part mixing medium, and 1 part water and apply this to the basecoated area for the shading.

3) For the final highlight, paint a layer of Quick Silver on the uppermost areas that receive light. Can it get any easier?

STONE (DRYBRUSHING)

● Bastion Grey ● Trollblood Highlight ○ Menoth White Highlight

1) Begin highlighting by drybrushing Bastion Grey over a black basecoat. Go over the mini multiple times to get the desired effect.

2) Moving higher in value, drybrush Trollblood Highlight onto the mini. It is important to leave some of the darker color showing to create a three-dimensional effect.

3) Drybrush Menoth White Highlight for the final highlights. Here, we apply the paint only to the raised edges.



WOOD AND CORDAGE (WASHING & LAYERING)

● Gun Corps Brown ● Menoth White Base ● Rucksack Tan ● Flesh Wash ● Armor Wash
● Umbral Umber ● Hammerfall Khaki



1) In this example we will use the same color wash to shade multiple basecoat colors. Basecoat the wood Gun Corps Brown, the wood's core Menoth White Base, and the cordage Rucksack Tan.

2) Make a wash by mixing 3 parts Flesh Wash, 1 part Umbral Umber, and 3 parts mixing medium.

Add a tiny bit of water to help the mixture flow, and apply this wash over all the base colors.

3) After the wash dries, layer the highlights by using Hammerfall Khaki mixed with a little Gun Corps Brown for the wood, Menoth White Base for the wood core, and Menoth White Base mixed with Rucksack Tan for the cordage.

BLACK (LAYERING)

● Tamar Black ● Coal Black ● Menoth White Base ● Menoth White Highlight ● Radiant Platinum

1) If you use grey to highlight black, the black can turn out looking grey. The solution here is to use Coal Black to highlight over Tamar Black and keep the highlights tight and close to the edge, leaving at least half of each surface Tamar Black. Layer a thin line of Coal Black on the lighted edge of the area.

2) Add a little Menoth White Base to Coal Black and layer on a thinner line for the highlight.

3) Add a little Menoth White Highlight to the mix and layer an even thinner line for the final highlight.



Here we also added Radiant Platinum to the rivets to make the effects of the highlighted black easier to see.

TUSKS (LAYERING)

● Jack Bone ● Battlefield Brown ○ Menoth White Highlight



1) Basecoat the tusks with Jack Bone.



2) Layer thin lines of Battlefield Brown from the base halfway down the tusks.



3) Layer thin lines of Menoth White Highlight from the middle up to the tip of the tusks. This technique works for teeth and claws as well.

TARTAN (LAYERING)

● Umbral Umber ● Bootstrap Leather ○ Menoth White Highlight ● Gnarl's Green ● Iosan Green

1) After painting the skirt using Umbral Umber and Bootstrap Leather, begin the pattern by layering on thin, horizontal lines of Menoth White Highlight. Don't get distressed if you make a mistake; you can always touch it up with the brown base colors.



2) Layer on thicker vertical and horizontal lines between the thin lines you just painted going over and covering up the thin lines. Here we used Gnarl's Green.

3) To finish the pattern, highlight the green lines by layering Iosan Green on the uppermost areas that receive light.

BASING YOUR MODEL

Decorating a miniature's base takes the model to a whole new level of realism and can significantly increase its "wow factor." It doesn't need to be elaborate, though; the step-by-step process described here is simple and quick. Other uncomplicated options include painting the sand a different color, using more (or no) static grass, and even using baking soda for snow. With a little practice and imagination, you will be able to create works of natural battlefield beauty on any base.



1) Begin by applying some white glue thinned with a little water. You can use a good brush for this—just make sure you use water-soluble glue and wash your brush thoroughly.

2) Swirl the base in a container of hobby sand until you have the coverage you want. Let dry.

3) Create a stain of water, Brown Ink, and Umbral Umber and paint the mix into the sand. Let this dry.

4) Drybrush the sand with Rucksack Tan. Drybrushing can be messy; be careful not to get Rucksack Tan on the feet of the miniature.

5) Give the base a final drybrushing of Menoth White Base.

6) Using white glue, glue some static grass or flock onto the base and let dry. Clean up any mess on the edge of the base and you have a finished piece.

BUILDING TERRAIN

In addition to painted miniatures, nicely modeled terrain adds a great deal of character to your games of HORDES.

A basic game board is simple enough to make. A 4' x 4' piece of plywood provides an ideal battlefield after being textured with sand, painted, and flocked. A sheet of green felt laid over some books to simulate hilly terrain can also be effective in a pinch.

Modular elements placed onto the game board make your battlefield tactically challenging and keep the terrain varied from game to game. In addition to focusing on their aesthetics, remember to consider the functionality of terrain elements during construction so they can comfortably accommodate models during play.

WOODS

Whether they take the form of a sprawling forest or a small copse of trees, woods are an integral part of any terrain library. They add tactical elements like concealment and difficult terrain to the battlefield. The necessity to define an area for the woods while simultaneously making the trees passable for large units of models makes the construction of an appropriately dense forest quite a challenge. The following method allows you to create realistic forests with movable trees to accommodate models.

Rather than place each tree on its own base within the forest template, place three or four trees on a large stand. Three of these tree stands will fit onto a larger flat template that defines the area of woods. Building forests this way means fewer components and makes game setup and cleanup much quicker. Most importantly, the woods will look like woods rather than a template with two or three trees on it.



For lush woods, affix some foliage clusters to the tree armatures. There are a variety of spray adhesives and tacky glues that are specifically designed for foliage. If your trees will be handled a lot, super glue can provide a more durable bond.

TREE STANDS

First, cut the tree stands out of foam core board, and bevel the edges. Next, use Formula P3 Super Glue to attach the plastic tree armatures (available from a variety of manufacturers and found at most hobby stores) onto the stand. For burned woods, be sure to attach a few broken and knocked down trees.



Next, use construction adhesive to fill in the seams where the plastic trees attach to their stands. Doing this allows you to apply the sand and flock more evenly.



After you complete the tree stands, cut the woods templates out of foam core. Ensure you cut them large enough to accommodate three of the tree stands. Bevel the edges as you did for the smaller stands.

FINISHING THE WOODS

Cover the bases with wood glue and add some sand. When that is dry, spray the piece with Formula P3 Black Primer. Drybrush the sand with three colors: Battlefield Brown first, then Moldy Ochre, and finally Jack Bone. Drybrush the trees with Battlefield Brown mixed with a little Bastion Grey. Apply some flock to the base. At this point you need to decide if your woods will be alive and lush or burned and blackened.



For burned woods, affix small foliage clusters at the top or side of one or two of the tree armatures, but leave the rest bare. In short bursts, spray the tree trunks with black primer. Spray the edges of the foliage, the center of the stands, and the larger tree template as well. Drybrush some patches of Bastion Grey over the blackened areas for a charred, ashen look.

APPENDIX A: TIMING

STEP BY STEP THROUGH ATTACKS, DAMAGE, AND ACTIVATIONS

Every ability or effect that is not always “on” has conditions dictating when it begins and ends. Situations where multiple effects resolve at the same time are not uncommon, and it is important to be able to sort out the order effects resolve.

The rules on timing of abilities use the terms **active player** and **inactive player**. If a model is making an attack, its controller is the active player. If no model is making an attack, the active player is the player whose turn it is. In both cases, the other player is the inactive player. When resolving effects that occur “after the attack is resolved,” the active and inactive players remain the same as during the attack until all effects triggered by the attack are resolved.

Some effects cause certain conditions of an attack, such as whether it hit or what models it boxed, to change during resolution. When resolving triggered effects, recheck trigger conditions as you resolve each ability. If a condition is no longer met, the effect does not resolve. Similarly, if an effect on one model causes a condition to change on another, effects triggered by that condition will resolve for each of those models.

There are many times during an attack when abilities can resolve. The structure of an attack is outlined below. In most cases the exact sequence shown here does not need to be followed step by step, but this description will help you resolve complex interactions if they occur.

SIMULTANEOUS AND SEQUENTIAL

When an effect causes multiple attacks or damage against multiple models, the attacks and damage can be either simultaneous or sequential. These labels denote whether various effects can resolve before all the attacks or damage are resolved or if the effects can intercede, possibly changing the outcome of the original effect. When resolving simultaneous effects, completely resolve all attack and damage rolls before applying any of the target’s special rules triggered by suffering damage, being destroyed, or being removed from play.

EXAMPLE: When a model is slammed, the slam damage is simultaneous with the collateral damage, so first resolve the damage roll on every affected model. Then resolve effects triggered by a damage roll being sufficient or insufficient to damage them. Finally, apply damage to every affected model.

AT ANY TIME DURING THIS MODEL’S ACTIVATION

Many effects and rules state they resolve or can be used “at any time during this model’s activation.” This is not literally true. The resolution or opportunity for use does occur at any time during the model’s activation—except when it or another model is resolving a movement, attack, or any other effect.

EXAMPLE: Warlocks can cast spells “at any time during their activation.” This means Thagrosh, Prophet of Everblight can cast a spell before and after moving, before and after an attack, before using his feat, and after placing all models from his feat. He cannot, however, cast a spell while he is moving, making an attack, or using his feat to place a Carnivean back into play.

ACTIVATION TIMING

1. Resolve effects that occur before activating.
2. Resolve effects that occur at the beginning of activation.
3. Resolve all required forfeiture of movement and action.
4. If activating a unit, the unit commander can issue an order.
5. Resolve effects that occur before moving.
6. The model makes its normal movement.
7. Resolve effects that occur at end of normal movement.
8. If activating a unit, repeat steps 6 and 7 for all troopers, then resolve effects that occur at end of unit’s movement.
9. The model makes its action.
10. Resolve effects that occur at end of action and at end of combat action.
11. If activating a unit, repeat steps 9 and 10 for all troopers, then resolve effects that occur at end of unit’s actions.

ATTACK MAIN SEQUENCE

1. Determine what the attacker can target.
2. Resolve effects that occur before attacking.
3. Declare the attack and its target.
4. If the attack is a ranged or magic attack, check the range to the target. If the target is out of range, the attack automatically misses; do not make any attack rolls, and go to step 7.
5. Resolve effects that occur when a model is targeted by an attack, such as effects that cause an attack to hit or miss automatically.
6. Make all attack rolls as dictated by the type of attack and its special rules. For example, a spray attack would go through the attack roll sequence for each model in the template before proceeding to step 7.

ATTACK ROLL

1. Resolve effects that change the number of dice rolled, such as boosting the roll.
2. Roll the dice.
3. Resolve effects that allow a player to choose or remove dice from the roll.
4. Determine if the model would be hit or missed by the attack roll against it.
5. Resolve effects that cause the attack roll to be rerolled, returning to step 2.
6. The attack roll is complete. Return to the main sequence.

7. Resolve effects that cause the attack to hit a model other than the target automatically.
8. Resolve AOE hit or deviation. All models within the AOE at its final position are now hit by it. Remember that only the target of the AOE attack is directly hit, and then only if the attack roll against it succeeds. All other models are hit but not directly hit.
9. Resolve all other effects that are triggered by hitting or missing.
10. Roll all damage rolls against models that have been hit, or as specified by special rules.

DAMAGE ROLL

1. Resolve effects that change the number of dice rolled, such as boosting the roll.
2. Roll the dice.
3. Resolve effects that allow a player to choose or remove dice from the roll.

4. Determine if the roll would damage the model.
5. Resolve effects that cause the damage roll to be rerolled, returning to step 2.
6. Resolve effects triggered by a damage roll being sufficient or insufficient to damage a model.
7. The damage roll is complete. Return to the main sequence.

11. Apply all damage.

DAMAGE APPLICATION

1. Mark damage on the appropriate stat card.
2. Resolve effects triggered by a model suffering damage.
3. If the damage applied in step 2 fills the last damage box for a model, that model becomes disabled. Resolve effects triggered by the model becoming disabled.
4. If the model is still disabled, it becomes boxed. Resolve effects triggered by a model becoming boxed.
5. If the model is still boxed, it is destroyed. Resolve effects triggered by a model being destroyed.
6. Remove the destroyed model from the table, then return to the main sequence.

12. The attack is now resolved. After the attack is resolved:
 - a. Resolve effects that automatically damage, destroy, or remove models from play.
 - b. Resolve active player effects that do not involve making an attack.
 - c. Resolve inactive player effects.
 - d. Resolve active player effects that involve making an attack.

APPENDIX B: WARBEAST BONDING

FORGING BONDS AND THEIR EFFECTS

Powerful connections link the life essences of warlocks to those of their warbeasts. Extended contact sometimes forms a bond between a warbeast and a specific warlock that deepens the channel through which fury and animi flow. In some cases a warbeast may unconsciously emulate its bonded warlock by demonstrating eerily similar mannerisms or adopting complementary tactics in battle. Warbeasts experiencing a bond may become more clever and adaptable but sometimes also more intractable. Extended exposure to the thoughts of a warlock can expand a beast's mind and strengthen its sense of self.

Since such bonds tend to form in extreme emotional duress such as in the heat of battle, the effects of bonding are unpredictable. While one bonded warbeast might become protective of its warlock or act like a faithful hound, another might take on darker aspects of its controlling warlock's personality, such as relishing the suffering of others.

Bonded warbeasts rarely frenzy even when pushed to their limits in battle. Their warlock's thoughts constantly fill their minds, and this mental voice helps the warbeasts maintain self-control.

Bonding is an optional rule best suited to campaign or league play, as bonds require time to establish. If all players agree, however, each can begin a game with one or more bonded warbeasts.

FORGING A BOND

After a player completes a campaign or league game, he can roll to determine if a bond forms between each warlock he fielded who survived and each of the remaining warbeasts in that warlock's battlegroup. Warlocks who were destroyed or removed from play during the game cannot make bonding checks, but their existing bonds are unaffected.

The longer a particular warbeast has served in a warlock's battlegroup, the greater the chance a bond will be established after each game. During league or campaign play, players should track the number of consecutive battles in which an unbonded warbeast has fought as part of the same warlock's battlegroup without being destroyed or removed from play.

When determining if a **bond** is formed, roll a d6 and add 1 to the roll for each consecutive battle, including the one just completed, in which the warbeast served in that warlock's battlegroup. A bond is formed on a total roll of 7 or greater.

Established Bond = $d6 + 1$ for each qualifying battle ≥ 7

Failed Bond = $d6 + 1$ for each qualifying battle < 7

EXAMPLE: After finishing a campaign battle, Mike rolls to see if Madrak's unbonded Dire Troll Mauler bonds to him. Since this was its third game under his control without being destroyed or removed from play, the bond forms on a roll of 4 or higher.

A warlock can bond more than one warbeast, but each warbeast can bond to only a single warlock at a time. Furthermore, once a warbeast becomes bonded to a warlock, it remains bonded to him until being destroyed or removed from play; bonded warbeasts do not participate in bonding checks. A bonded warbeast not under the control of its bonding warlock loses the benefits of its bond until coming under his control again, but the bond itself is not broken.

BREAKING A BOND

If a bonded warbeast ends a game destroyed or removed from play, its bond is broken.

EFFECTS OF BONDING

While in its warlock's control area, a bonded warbeast gains +2 THR.

Bonding affects each warbeast in a unique way as its personality develops. When a bond is established, roll 2d6 plus the warlock's CMD and consult the corresponding faction table to determine the effects of the bonding. The player can modify his die roll by 1 (adding or subtracting) if he wishes.

Remember that a bonded warbeast loses all benefits from its bond while not under the control of the warlock to whom it is bonded.

Bond Effect = $2d6 + \text{CMD}$ (+/-1 if desired)


TROLLBLOOD BONDS

2d6 + CMD	RESULT	2d6 + CMD	RESULT
10 or less	Indomitable – If this warbeast begins a charge or a power attack slam or trample in its controlling warlock's control area, it gains Pathfinder (P) during its activation. While in its controlling warlock's control area, this warbeast gains +2 on trample attack rolls.	16	Anchor – While this warbeast is in its controlling warlock's control area, this warbeast and friendly warrior models B2B with it cannot be knocked down.
11	Appetite for Destruction – If this warbeast begins its activation in its controlling warlock's control area, this activation it can make power attacks without being forced and this warbeast's first melee attack each activation must be a power attack. If this warbeast cannot make a power attack, it must make initial melee attacks for its combat action instead.	17	Protective – While B2B with this warbeast, its controlling warlock gains +2 DEF against melee attack rolls and cannot be knocked down. While B2B with its controlling warlock, this warbeast does not move when slammed.
12	Demolisher – While in its controlling warlock's control area, this warbeast can reroll missed charge and power attack rolls.	18	Defensive – This model gains Shield Guard. (Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn and this model is within 2" of the friendly model hit, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal (I), knocked down, or stationary.)
13	Rassler – While in its controlling warlock's control area, this warbeast can make headlock/weapon lock, head-butt, throw, and double-hand throw power attacks without being forced and cannot be knocked down or moved by a push or slam power attack made by a model with a smaller base.	19	Sympathetic Regeneration – When this warbeast is forced to regenerate while in its controlling warlock's control area, it heals an additional +3 damage points.
14	Irresistible Force – Models slammed by this model are moved +2". While in its controlling warlock's control area, this warbeast can power attack slam without being forced.	20+	Empathic Link – This warbeast's controlling warlock can transfer damage to it even if this warbeast has a number of fury points equal to its current FURY.
15	Rain Shadow – While this warbeast is in its controlling warlock's control area, friendly warrior models B2B with it do not suffer blast damage.		



CIRCLE BONDS

2d6 + CMD	RESULT	2d6 + CMD	RESULT
10 or less	Bloodthirsty – While in its controlling warlock's control area, this warbeast gains Berserk and cannot make Chain Attacks. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range. During an activation that this model charges, it cannot gain additional attacks from Berserk until its charge attack is resolved.)	15	All Terrain – If it begins its activation in its controlling warlock's control area, this warbeast gains Pathfinder (P) this activation.
11	Man Killer – While in its controlling warlock's control area, this warbeast can reroll missed attack rolls against living enemy models.	16	Predator – If it begins its activation in its controlling warlock's control area, this activation this warbeast can charge, power attack slam, and power attack trample without being forced. If during its activation it charges, power attack slams a living model, or power attack tramples, it gains +2 SPD this activation.
12	Howler – If this warbeast destroys one or more enemy models with melee attacks during its activation and ends its activation in its controlling warlock's control area, at the end of its activation enemy models/units in this warbeast's command range must pass a command check or flee.	17	Prowler – If this warbeast begins its activation in its controlling warlock's control area, it gains Prowl for one round. (While within a terrain feature that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect, a model with Prowl gains Stealth (S).)
13	Carnivorous – When this warbeast boxes a living model with a melee attack while in its controlling warlock's control area, this warbeast heals d3 damage points and the boxed model is removed from play.	18	Playin' Possum – While in its controlling warlock's control area, this model gains Feign Death. (A model with Feign Death cannot be targeted by ranged or magic attacks while knocked down.)
14	Blood Hunter – When this warbeast destroys one or more living enemy models with a melee attack while in its controlling warlock's control area, after the attack is resolved this warbeast can advance up to 1".	19	Extended Control – This warbeast gains Extended Control Range. (When checking to see if a model with Extended Control Range is in its controller's control area for fury allocation, double the area.)
		20+	Arcane Awakening – While in its controlling warcaster's control range, this warbeast can use its animus without being forced. A warbeast that uses its animus as a result of Arcane Awakening cannot also be forced to use its animus the same activation.

SKORNE BONDS

2d6 + CMD	RESULT	2d6 + CMD	RESULT
10 or less	Appetite for Destruction – If this warbeast begins its activation in its controlling warlock's control area, this activation it can make power attacks without being forced and this warbeast's first melee attack each activation must be a power attack. If this warbeast cannot make a power attack, it must make initial melee attacks for its combat action instead.		control area of this warbeast's controlling warlock, this warbeast gains +2 to attack and damage rolls against the enemy model.
11	Bloodthirsty – While in its controlling warlock's control area, this warbeast gains Berserk and cannot make Chain Attacks. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range. During an activation that this model charges, it cannot gain additional attacks from Berserk until its charge attack is resolved.)	15	Blood Hunter – When this warbeast destroys one or more living enemy models with a melee attack while in its controlling warlock's control area, after the attack is resolved this warbeast can advance up to 1".
12	Indomitable – If this warbeast begins a charge, power attack slam, or power attack trample in its controlling warlock's control area, it gains Pathfinder  during its activation. While in its controlling warlock's control area, this warbeast gains +2 on trample attack rolls.	16	Rain Shadow – While this warbeast is in its controlling warlock's control area, friendly warrior models B2B with it do not suffer blast damage.
13	Rassler – While in its controlling warlock's control area, this warbeast can make headlock/weapon lock, head-butt, throw, and double-hand throw power attacks without being forced and cannot be knocked down or moved by a push or slam power attack made by a model with a smaller base.	17	Predator – If it begins its activation in its controlling warlock's control area, this activation this warbeast can charge, power attack slam, and power attack trample without being forced. If it charges, power attack slams a living model, or power attack tramples during its activation it gains +2 SPD this activation.
14	Dominator – When this warbeast makes an attack against an enemy warbeast or warbeast in the	18	Pain Conditioned – If this warbeast is damaged by an enemy attack while in its controlling warlock's control area, it gains +2 on attack and damage rolls for one round.
		19	Protective – While B2B with this warbeast, its controlling warlock gains +2 DEF against melee attack rolls and cannot be knocked down. While B2B with its controlling warlock, this warbeast does not move when slammed.
		20+	Broken Will – While in its controlling warlock's control area, this warbeast never frenzies and automatically passes threshold and command checks.

LEGION BONDS

2d6 + CMD	RESULT	2d6 + CMD	RESULT
10 or less	Wrathful – When a model in its battlegroup is targeted by an enemy attack, this warbeast gains +2 to attack and damage rolls for one round.	15	Extended Control – This warbeast gains Extended Control Range. (When checking to see if a model with Extended Control Range is in its controller's control area for fury allocation, double the area.)
11	Carnivorous – When this warbeast boxes a living model with a melee attack while in its controlling warlock's control area, this warbeast heals d3 damage points and the boxed model is removed from play.	16	Locked Senses – The warbeasts ranged attack rolls are boosted against enemy models in its controlling warlock's control area.
12	Hound – When this warbeast's controlling warlock destroys one or more enemy models with melee or ranged attacks during its activation, at the end of its activation this warbeast can immediately advance up to 3".	17	Empathic Link – This warbeast's controlling warlock can transfer damage to it even if this warbeast has a number of fury points equal to its current FURY.
13	Protective – While B2B with this warbeast, its controlling warlock gains +2 DEF against melee attack rolls and cannot be knocked down. While B2B with its controlling warlock, this warbeast does not move when slammed.	18	Psychically Attuned – This warbeast's controlling warlock can upkeep spells cast on it without spending fury and ignores LOS when targeting it with spells.
14	Defensive – This model gains Shield Guard. (Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn and this model is within 2" of the friendly model hit, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal  , knocked down, or stationary.)	19	Draconic Aura – While in its controlling warlock's control area, this warbeast gains +2 DEF against magic attacks and Terror  .
		20+	Arcane Awakening – While in its controlling warcaster's control range, this warbeast can use its animus without being forced. A warbeast that uses its animus as a result of Arcane Awakening cannot also be forced to use its animus the same activation.

MINION BONDS

2d6 + CMD	RESULT	2d6 + CMD	RESULT
10 or less	Carnivorous – When the warbeast boxes a living model with a melee attack while in its controlling warlock's control area, the warbeast heals d3 damage points and the boxed model is removed from play.	15	Demolisher – While in its controlling warlock's control area, this warbeast can reroll missed charge and power attack rolls.
11	Craven – This warbeast gains +2 DEF and can run without being forced. It can advance into an enemy model's melee range only if that model is in the control range of this warbeast's controlling warlock.	16	All Terrain – If it begins its activation in its controlling warlock's control area, this warbeast gains Pathfinder ☉ this activation.
12	Appetite for Destruction – If this warbeast begins its activation in its controlling warlock's control area, this activation it can make power attacks without being forced and this warbeast's first melee attack each activation must be a power attack. If this warbeast cannot make a power attack, it must make initial melee attacks for its combat action instead.	17	Anchor – While this warbeast is in its controlling warlock's control area, this warbeast and friendly warrior models B2B with it cannot be knocked down.
13	Hound – When this warbeast's controlling warlock destroys one or more enemy models with melee or ranged attacks during its activation, at the end of its activation this warbeast can immediately advance up to 3".	18	Dominator – When this warbeast makes an attack against an enemy warbeast or warbeast in the control area of this warbeast's controlling warlock, this warbeast gains +2 to attack and damage rolls against the enemy model.
14	Rassler – While in its controlling warlock's control area, this warbeast can make headlock/weapon lock, head-butt, throw, and double-hand throw power attacks without being forced and cannot be knocked down or moved by a push or slam power attack made by a model with a smaller base.	19	Empathic Link – This warbeast's controlling warlock can transfer damage to it even if this warbeast has a number of fury points equal to its current FURY.
		20	Extended Control – This warbeast gains Extended Control Range. (When checking to see if a model with Extended Control Range is in its controller's control area for fury allocation, double the area.)



RULES INDEX

- abilities, 33
 - attack-generating, 60
 - range of (RNG), 35
- Abomination advantage, 33, 86
- actions, 48–49
 - and fleeing, 87
 - forfeiting, 65
 - out of formation, 71
 - and knocked down models, 63–64
 - and stationary models, 65
- Activation Phase, 42
 - and channeling, 82
 - forfeiting, 65
 - timing, 236
- active / inactive player, 236
- additional attacks, 49
 - spending fury for, 49, 77
- additional dice, 28
- advancing, 46–47: *charge, full advance, run*
 - and entering an area, 65
 - and fleeing, 87
 - out of formation, 72
 - and stationary models, 65
- Advance Deployment advantage, 33
- advantages, 33–34: *Abomination, Advance Deployment, Arc Node, Combined Melee Attack, Combined Ranged Attack, Commander, Construct, Eyeless Sight, Fearless, Gunfighter, Incorporeal, Jack Marshal, Officer, Pathfinder, Standard Bearer, Stealth, Terror, Tough, Undead*
- affinities, 84
- aiming bonus, 57, 63
- animi, animus, 73–74, 78–80
 - see also* spells
 - and FURY, 78
 - offensive, 79
 - targeting, 80–81
 - using, 79–80
- apocalypse encounter level, 38
- Arc Node advantage, 33
- arcs, front and back, 37
- area of effect (AOE), 35
 - of spells, 79
- area-of-effect (AOE) attack, 58–60
 - blast damage roll for, 59
 - damage point of origin, 64
 - deviation, 59–60
 - direct hit, 59
 - templates, 247–248
- arm locks. *see* weapon locks
- Armor (ARM), 32
- armies
 - building, 38
 - versions of models in, 85
- army list entry, 32
- army points, 38
- aspects and crippled aspects, 66: *Body, Mind, Spirit*
- attachments, 31–32, 71
- attack rolls
 - additional dice on, 28
 - for AOE attacks, 59
 - automatic hit / miss, 61
 - and back strike, 61
 - boosting, 73
 - for charges, 47
 - for combined attacks, 62
 - for critical effects, 68
 - vs. damage roll, 50–51
 - and Gunfighter, 63
 - and Incorporeal, 34
 - for magic attacks, 80
 - for melee attacks, 32, 51
 - for Mounts, 83
 - for ranged attacks, 56–57
 - for spray attacks, 60
 - rerolls, 65
 - timing, 236
- attacks
 - additional, 49, 77
 - AOE, 58–60
 - combined melee or ranged, 62–63
 - and fleeing, 87
 - out of formation, 71
 - impact, 84
 - and knocked down models, 63
 - magic, 79–81
 - melee, 50–56, 83–84
 - normal, 48–49
 - power, 51–56
 - ranged, 56–60
 - ride-by, 83
 - sequence of, 236
 - special, 36, 49, 61–62
 - spray, 58, 60, 248
 - timing, 236
 - types, 50–60: *melee, ranged*
- automatic
 - effects, 68
 - hit / miss, 61
- away from vs. directly away from, 48
- B2B, 46
- back arcs, 37
- back strikes, 57, 61
 - as magic attack modifier, 80
- base stats, 33
 - of knocked down models, 63
- bases
 - base-to-base, B2B, 46
 - contact, 46
 - overlapping, 64
 - and replacing models, 64
 - sizes, 37
 - and volume, 43
- base size, 37
- battlefield, 40, 88
- battlegroups, 39
- battlegroup commanders, 75
 - taking control of wild warbeasts, 67
- battle royale encounter level, 38
- beyond the play area, 64
- blast damage
 - roll, 59
- and structures, 90
- template, 247
- and trenches, 90
- Body aspect, and damaging, 66
- bonds, 85, 238–241
 - in campaign play, 85
 - epic, 85
- bonuses
 - aiming, 57, 63
 - back strike, 57, 61
 - Buckler, 35
 - cavalry charge, 83
 - for combined attacks, 62
 - concealment, 57
 - cover, 57–58
 - and crippled aspects, 66
 - elevated target, 57, 80
 - free strike, 51
 - Shield, 36
 - warbeast points, 38
- boosting rolls, 28, 73
- boxed, disabled, and destroyed, 66
- Buckler, 35
 - on wild warbeasts, 67
- buildings / structures, 90
- campaign play, 85
- can, cannot, must, 29
- cavalry, 83–84
 - charging with, 83–84
 - dragoons, 84
 - light cavalry, 84
 - Mount weapon, 83
 - special rules, 83: *ride-by attack, Tall in the Saddle*
- channeling, 82
 - and control area, 77
 - and knocked down models, 63
- characters, 39
 - epic, 84
 - units, 39
 - warbeasts, 84
- charging, 46
 - outside activation, 47
 - attacks, 47
 - with cavalry, 83–84
 - successful / failed, 47
- checks
 - command, 71, 86
 - skill, 49
 - warbeast bonding, 238
- cloud effects, 69, 80
- combat
 - actions, 48–49
 - and cloud effects, 69
 - damage, 65–68
 - melee, 51
 - overview, 50
 - ranged, 56–57
 - special effects, 68–69
 - special situations, 60–65
- combined melee attacks, 62
 - advantage, 33
 - damage roll for, 62

- primary attacker, 62
- combined ranged attacks, 62–63
 - advantage, 33
 - damage roll for, 62
 - primary attacker, 62
- Command (CMD), 33
- command checks, 86
 - out of formation, 71
- Commander advantage, 33, 75, 86
- command range, 86
- concealment, 57
 - and cloud effects, 69
 - and magic rolls, 80
- conflicting rules, 29
- Construct advantage, 33, 73
- contact, 46
- continuous effects, 68–69
 - immunities to, 35
- control
 - and battlegroup commanders, 75
 - of friendly and enemy models, 28
 - of minion warbeasts, 85
 - and weapon crews, 71
- control areas, 77
 - and AOE, 79
 - and channeling, 82
 - and forcing, 73
 - and RNG, 79
 - and upkeep spells, 81
- Control Phase, 42
- Corrosion/Critical Corrosion, 68–69
- COST, 79
- cover, 57–58
 - and magic attack rolls, 80
- crippled/non-crippled aspects, 66: *Body, Mind, Spirit, no longer crippled*
- critical effects, critical hits, 68
- current
 - controller, 28
 - stats, 33
- d3, d6, 28
- damage
 - boxes, 37
 - capacity, 36
 - circles, 37
 - healing/removing, 67
 - marking, 66
 - point of origin of AOE, 59
 - timing, 236
 - transference, 77
 - types of, 68: *cold, corrosion, electrical, fire*
- damage rolls
 - additional die with, 53, 54, 63, 65
 - boosted, 65
 - comparing to ARM, 65
 - with crippled aspects, 66
 - and critical effects, 68
 - direct hit on, 59
 - multiple, 236
 - rerolling, 65
 - resolving with simultaneous effects, 236
- damage rolls, in specific cases
 - for AOE attacks, 59
 - blast, 59
 - for collapsed structures, 89
 - for collateral damage, 54
 - slam, 53
 - for throw collateral damage, 54
 - for combined melee attacks, 62
 - for combined ranged attacks, 62
 - for direct damage, 65
 - for falling, 63
 - for Fire continuous effect, 69
 - for head-butts, 52
 - and knocked down models, 63
 - for magic attacks, 65, 80
 - for melee, 65
 - of a Mount, 83
 - for ranged weapons, 56, 65
 - simultaneous, 236
 - for slams, 53
 - for spray attacks, 60
 - for throws, 54
 - for tramples, 56
- Defense (DEF), 32
- deployment, deployment zones, 40–41
- destroyed
 - boxed, disabled, and, 66
 - and removed from play/the table, 66–67
 - and returning to play, 67
 - warlock, 67
- deviation
 - of AOE attacks, 59–60
 - template, 247
- dice, 28
 - additional, 28
 - d3 and d6, 28
 - rerolling, 65
 - shorthand, 28
- direct hits, 51
 - magic attack, 80
 - point of origin, 64
- directly
 - away from and directly toward, 48
 - facing, 37
- Dire Troll, feeding of, 3
- disabled, boxed, and destroyed, 66
 - healing while, 67
 - and leaving play, 66
 - no longer disabled, 66
- dismounted, 84
- disputes, resolving, 30
- double-hand throw, 54–55
 - being thrown, 53
 - damage, 54
 - and deviation, 55
- dragoons, 84
- duel encounter level, 38
- duration, 29, 42
- effects
 - automatic, 68
 - continuous, 68–69
 - critical, 68
 - targeting units, 72
- elevation
 - elevated attacker (magic), 80
 - elevated target (magic), 80
 - and falling, 63
 - hills, 90
 - and line of sight (LOS), 43–44
 - and melee range, 51
- elite cadre, 84
- encounter levels, 38: *apocalypse, battle royale, duel, grand melee, skirmish, war*
- enemy vs. friendly, 28
- engaged, engaging, 51
 - channelers, 82
 - and knocked down models, 63
 - and stationary models, 65
- entering an area, 65
- entryways, 91
- epic models, 84–85
 - epic warlock bonding, 85, 238
- excuses, 5
- Eyeless Sight advantage, 33
- facing
 - and directly facing, 37
 - with rule of least disturbance, 65
- Faction, 28
- falling, 63
 - damage roll, 63
 - and overlapping bases, 64
- Fearless advantage, 33, 87
- feats, 36
 - and knocked down models, 63
 - and stationary models, 65
- field allowance (FA), 39–40
- field promotion, 72
- Fire/Critical Fire, 69
- first player, 40
- fleeing, 87
 - out of formation, 71
- forcing, 73, 76
- Forces of HORDES books, 32, 85
- forfeiting, 65, 71
- for one round, 42
- forests, 89–90
- formation
 - and activating units, 42–43
 - and cavalry attacks, 83–84
 - and combined attacks, 62
 - and command check, 86
 - in/out formation, 71
 - and placement, 48
 - and rallying, 87
 - receiving orders, 72
 - and standard bearer, 70–71
- free-for-all games, 40
- free strikes, 51
 - and Gunfighter, 63
 - resolving against trampler, 56
- frenzy, 74
 - wild warbeasts, 2, 67
- friendly vs. enemy, 28
- front arc, 37
- full advance, 46
- FURY, fury, 33, 73
 - and threshold check, 42, 74
- Fury Manipulation, 42, 76

fury points
 and bonded warbeasts, 238
 and channeler, 82
 in the Control Phase, 42
 and COST, 79
 and crippled aspects, 66
 and damage transference, 77
 discarding, 77
 FURY stat, 33, 76
 gaining, 73
 in the Maintenance Phase, 42
 leaching, 76
 manipulation, 42
 reaving, 76
 removing, 42
 replenishing, 42
 spending, 77
 gaining dice, 28
 game rounds, 42
 grand melee encounter level, 38
 granted, 28
 additional attacks, 60
 back strike bonus, 61
 concealment and cover, 57, 88
 by Elite Cadre rules, 84
 immunities, 35
 movement and actions, 42
 tactics, 71
 warbeast points, 38
 Grunts, 70
 field promotion, 72
 Gunfighter advantage, 33, 63
 half (of a stat), 28
 hazards
 and being pushed, 52
 water, 90
 head-butt, 52
 headlock, 51–52
 and knocked down models, 63
 healing
 warbeasts, 67
 warlocks, 77
 hills, 90
 hit
 automatic, 61
 direct, 51, 80
 immunities, 34–35, 68: *Cold, Corrosion, Electricity, Fire, continuous effects*
 impact attacks, 84
 impassable terrain, 88
 Incorporeal advantage, 34
 and magical weapons, 68
 independent models, 31: *solos, warbeasts, warlocks*
 and Battlegroup Commander, 75
 initial attacks
 and Gunfighter, 63
 with light cavalry, 84
 and locked weapons, 51–52
 with melee weapons, 48, 50
 with ranged weapons, 49, 56
 intervening models, 43
 and cavalry charge, 83
 and knocked down models, 63

intervening terrain, 45, 51
 obstacles, obstructions, 89
 Iron Kingdoms, 27, 96–97
 'Jack Marshal advantage, 34
 knocked down, 63
 channeler, 82
 standing up, 64
 target, 80

Kromac the Ravenous and Molik Karn are models you will see in the *Forces of HORDES* books.

leaching, 42, 76
 Leader, 70
 field promotion, 72
 and unit commander, 71
 least disturbance, rule of, 65
 life spiral, 36–37
 aspect branches, 66
 crippled aspects, 37, 66
 damage boxes/damage circles, 36–37, 66
 marking, unmarked 66
 recording damage on, 66
 wounds, 37, 66
 light cavalry, 84
 linear obstacles, 89
 line of sight (LOS), 43–45
 and channeling spells, 82
 and cloud effects, 69
 and fury manipulation, 76
 and knocked down models, 63
 and point of origin, 64
 living models, 31
 non-living (Construct, Undead), 33–34
 location (L/R/H/–), 35
 Magic Ability, 85
 magic attacks, 78–82
 magic attack rolls, 80
 for Magic Ability special attacks, 85
 modifiers, 80: *back strike, cloud effect, concealment, cover, elevated target, elevated attacker, knocked down target, stationary target, target in melee*
 magic damage, 65, 80
 Magical Weapon, 36
 and Incorporeal, 68
 Maintenance Phase, 42
 massive casualties, 86
 materials needed for play, 27
 maximum range, 30
 measuring
 command range, 86
 control area, 77
 deviation, 59–60
 distance, 30
 melee range, 50
 movement, 46
 for ranged attack, 56
 spell range, 79, 80
 a throw, 54
 tools, 27
 within vs. completely within, 30

melee
 additional attacks, 50
 attack modifiers, 51
 attack rolls, 51, 63
 and cavalry, 83
 and cloud effects, 69
 combined attacks, 62
 damage rolls, 50
 and elevation, 51
 engaged, 50–51
 free strikes, 51
 and knocked down models, 63
 Melee Attack (MAT), 32
 power attacks, 51–56
 range, 50–51
 and stationary models, 65
 targeting a model in, 58, 80
 minions
 pacts, 38
 and field allowance (FA), 40
 warbeasts, warlocks, 85
 Mind aspect, and damaging, 66
 miss
 AOE attack, 59
 automatic, 34, 61, 80
 combined attack, 62
 melee attack, 51, 58
 and range, 35, 56
 rerolls, 65
 spells, 80–81
 spray attack, 60
 target in melee, 58, 59
 models
 activating, 42
 entries, 32
 field allowance (FA), 39–40
 independent, 31
 intervening, 43–44
 living, 31
 point cost, 39
 stationary, 65
 types, 31: *solos, troopers, warbeasts, warlocks*
 volume, 43
 warrior, 31
 model statistics (stats), 32–33: *ARM, Armor; CMD, Command; DEF, Defense; FURY, Fury; MAT, Melee Attack; RAT, Ranged Attack; SPD, Speed; STR, Strength; THR, Threshold*
 Molik Karn, *see* Forces of HORDES
 Mounts, 83
 movement
 advancing, 46
 beyond the play area, 64
 and facing, 46
 forfeiting, 65
 and knocked down models, 63
 measuring, 46
 modifiers to, 46
 normal, 46
 penalties, 48
 restrictions, 48
 unit movement, 72
 multiplayer games
 formats, 40: *free-for-all, team*
 scenarios:
 Claw & Fang, 93
 Mosh Pit, 94
 multiple spell effects, 82
 must, 29

- names, 28–29
 - epic models, 84–85
- non-living models (Construct, Undead), 33–34
- objective markers, 92
- obstacles, 89
- obstructions, 89–90
- offensive spells, 79
- Officer advantage, 34, 70
 - and field promotion, 72
 - issuing orders, 72
- Open Fist, 36
 - and locks, 51
 - and power attacks, 51
- open terrain, 88
- orders, 36
 - issuing orders, 72
 - and fleeing, 87
 - out of formation, 71
 - and knocked down models, 63
 - and ride-by attacks, 83
 - and stationary models, 65
- origin of damage, see point of origin
- Pathfinder advantage, 34
- penalties
 - and charging, 46
 - movement, 48
 - for obstacles, 89
 - for rough terrain, 88
 - with spray attacks, 60
 - for targeting a model in melee, 58
- phases of the turn, 42
- placing, 48
 - beyond the play area, 64
- play materials, 27
- point cost, 38–39
- point of impact
 - of AOE magic attacks, 79
 - and deviation, 59–60
 - of a throw, 54
- point of origin
 - of AOE damage, 59
 - of attack or effect, 64
- Power (POW), 35, 79
- power attacks, 51–56, 74
- Power plus Strength (P+S), 35
- primary attacker of combined attacks, 62
- priority, 29
- push, being pushed, 52
- rallying, 87
- range
 - measuring, 56
 - and point of origin, 64
 - Range (RNG) stat, 35, 36, 79
- ranged attacks
 - combined, 62–63
 - and concealment and cover, 57–58
 - declaring target, 56
 - maximum number in an activation (ROF), 56
 - modifying ranged attack rolls, 56–57
 - Ranged Attack (RAT), 32
 - targeting a model in melee, 80

- ranged weapons, 56
- rate of fire (ROF), 35, 56
- Reach, 36, 50
- reaving, 76
- record sharing, 30
- reference objects for LOS, 43
- removed from play, 66–67
 - and returning to play, 67
- removed from the table, 66
 - and returned to play, 67
- replacing models, 64
- replenishing fury points, 42, 76
- rerolls, 65
- resolving attack, 237
- return to play, 67
- ride-by attacks, 83
- rile, 74
- rough terrain, 88
- rounds, 42
- rounding, 28: *distances, numbers*
- rule of least disturbance, 65
- rule priority, 29
- rules issues, resolving, 30
- running, 46
- scenarios, 40, 92–95
 - multiplayer, 93, 94
 - objective markers, 92
 - random determination of, 92
 - specific
 - Break the Line*, 93
 - Claw & Fang*, 93
 - Killing Field*, 94
 - Mosh Pit*, 94
 - No Man's Land*, 95
 - Throw Down*, 95
- shake effects, 74
- sharing information, 30
- Shield, 36
 - on wild warbeasts, 67
- simultaneous, 236
 - AOE attacks, 59
 - continuous effects, 68–69
 - damage with slam, 53
 - damage with throw, 54
 - fall damage, 63
 - multiple attacks / damage rolls, 66
 - spray attack, 60
- skill check, 49
- skill value, 49
- skirmish encounter level, 38
- slam
 - attack, 52
 - being slammed, 53
 - damage, 53
 - damage, collateral, 53
 - and knocked down models, 63
 - and overlapping bases, 65
 - rule of least disturbance, 65
 - successful, 52
- solos, 31

- special actions (Haction), 36, 49
- special attacks (Hattack), 36
- special effects
 - automatic, 68
 - continuous, 68–69: *resolving, and upkeep, Corrosion, Fire*
 - critical, 68–69: *and AOE attack, Critical Corrosion, Critical Fire, critical hit*
- special rules
 - precedence, 29, 36
 - of warlocks, 75–77
 - of warbeasts, 73–74
- Speed (SPD), 32
 - modifiers to, 46
- spellcasters, 77
- spells, 78–82
 - attacking a structure with, 80
 - casting, 78
 - casting while out of formation, 71
 - channeling, 82
 - and fleeing, 87
 - magic attack, 79
 - multiple effects, 82
 - point of origin, 78
 - point of origin of channeled, 82
 - range, measuring for, 80
 - and stationary models, 65
 - stats, 79: **, Area of Effect, COST, Offensive, Power, Range, Upkeep*
 - targeting, 79
 - targeting a model in melee, 58, 80
 - targeting restrictions, 80–81
 - targeting units, 72
 - upkeep, 81
- Spirit aspect, and damaging, 66
- sportsmanship, 5, 30
- spray attacks, 60
 - boosting, 60
 - that miss, 60
 - and terrain, 60
 - template, 248
- squish, 53
- Standard Bearer advantage, 34
- standing up, 64
- starting roll, 40
- stats
 - bars, 32–33
 - base vs. current, 33
 - cards, 32
 - continuous effects, 68
 - model, 32–33
 - modifying, 33
 - weapon, 35–36
- stationary, 65
 - channeled, 82
 - targets, 80
- Stealth advantage, 34
- Strength (STR), 32
- structures, 90–91
- table, 40
 - beyond the table edge, 64
- tactics, 71
- Tall in the Saddle, 83
- targets
 - elevated, 80

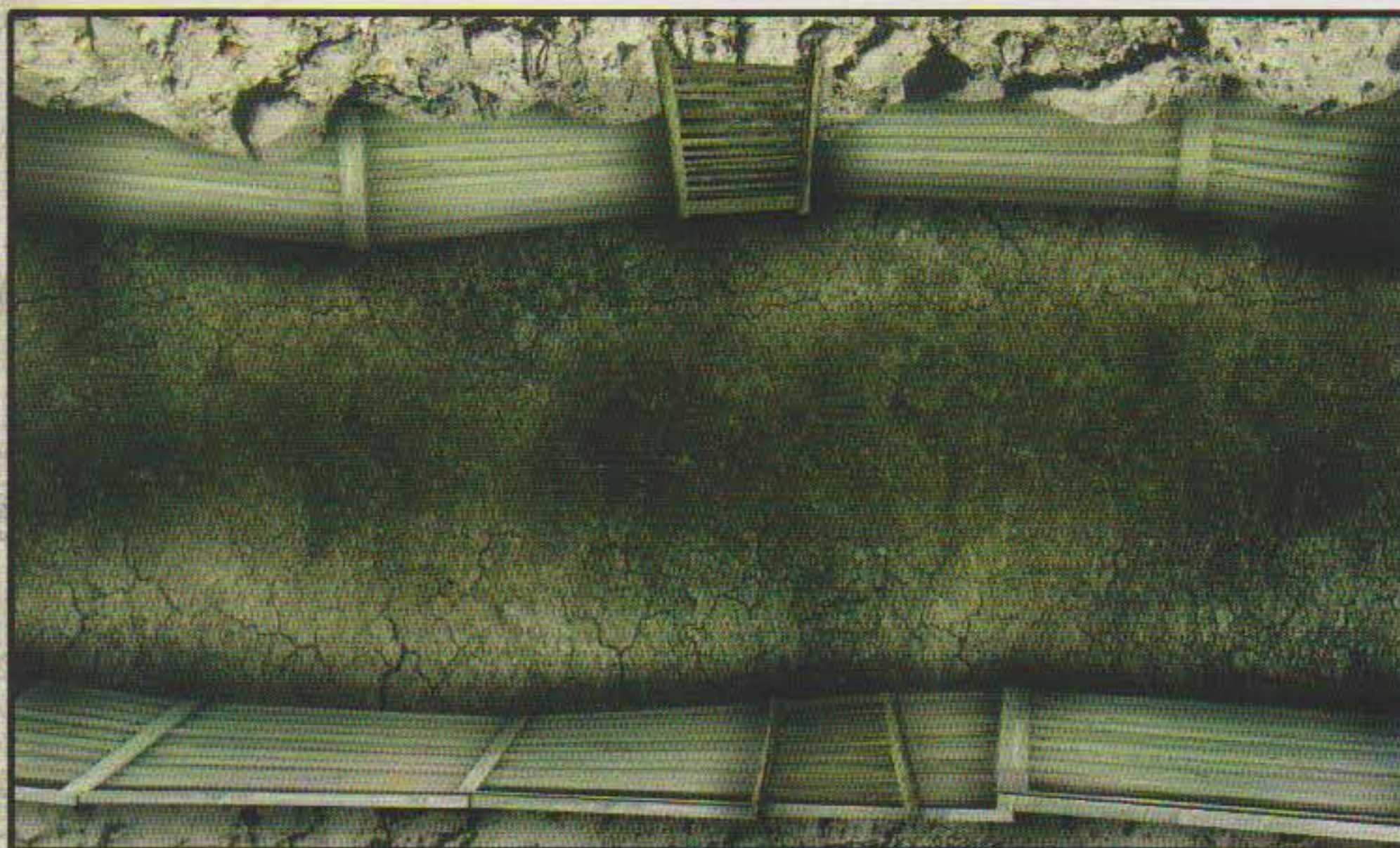
RULES INDEX

- stationary, 65, 80
- switching, 65
- unit vs. model/unit, 72
- targeting a model in melee, 58
 - and point of origin, 64
- team games, 40
- templates, 247–248
- terrain, 88–91
 - details to discuss, 88
 - elevated, attacker/target on, 80
 - as spell target, 80
 - types, 88: *impassable, open, rough*
 - terrain features, 88–91
 - elevation, 43–44
 - entryways, 91
 - forests, 89–90
 - hills, 90
 - linear obstacles, 89
 - obstacles, obstructions, 89
 - structures, 90–91
 - trenches, 90
 - variably sized, 89
 - water (deep, and shallow), 90
- terrifying entities, 86–87
- Terror advantage, 34, 86–87
- theme forces, 85
- throw
 - attack, 53–54
 - being thrown, 53–54
 - beyond the play area, 64
 - damage, 54
 - double-handed, 54–55
 - and overlapping bases, 65
 - rule of least disturbance, 65
- timing, 236–237
- tokens
 - for model destruction, 63
 - soul, 67
- Tough advantage, 34
- toward vs. directly toward, 48
- trample, 55–56
- transfer damage, *see* damage transference
- trenches, 90
- troopers, 31–32
 - activating, 42
 - cavalry, 83–84
 - charging, 46–47
 - combined attacks, 62
 - command check, 86
 - damage capacity, 36
 - fleeing, 87
 - in/out of formation, 71, 86
 - making a ride-by attack, 83
 - models, 70–71
 - movement, 72
 - orders, 72
 - placed, 48
 - rallying, 87
 - running, 46
- turn order, 40
- two-player games, 40
 - scenarios, 92–95
- Undead advantage, 34
- unit attachments, 32, 71
- unit components, 31–32, 70
 - attachments, 31–32: *unit attachments*
- weapon attachments*
 - Grunts, 31, 70
 - Leaders, 31, 70
 - Officers, 31, 70
 - standard bearers, 70
 - troopers, 31, 70
 - unit commanders, 31, 71
 - weapon crews, 71
- units
 - activating, 31, 42
 - in an army list, 38–40
 - cavalry, 83–84
 - character, 39
 - charging, 72
 - combined melee and ranged attacks, 62
 - command checks, 86
 - control, 28
 - deployment, 40
 - as effect/spell targets, 72
 - FA, field allowance, 39–40
 - fleeing, 87
 - in and out of formation, 71, 86
 - leader or unit commander replacement, 70
 - massive casualties, 86
 - moving, 72
 - multiple spells or animi, 82
 - orders, 72
 - point cost of, 32, 39
 - profile, 32
 - rallying, 87
 - returning models to play, 67
 - ride-by attack, 83
 - tactics, 71
 - targeting, 72
 - and terrifying entities, 86
 - in theme forces, 85
 - and upkeep spells, 78
- upkeep spells, 67, 79
- victory conditions, 41
- volume, 43
- warlock special rules
 - Battlegroup Commander, 75
 - casting spells, 79
 - Commander, 33, 75
 - control area, 77
 - damage transference, 77
 - destruction, 67
 - epic, 84–85
 - Fearless, 33, 75
 - feats, 36, 75–76
 - and fury, 76–77
 - FURY stat, 33, 76
 - healing, 77
 - minion, 85
 - special rules, 75–77
 - Spellcaster, 77
 - spending fury, 77
 - theme forces, 85
 - Warbeast Bond, 85
- warbeast bonds, 85, 238–241
 - Trollblood, 239
 - Circle, 239
 - Skorne, 240
 - Legion, 240
 - Minions, 241
- warbeasts, 31, 73–74
 - animi, 73–74
 - aspects, 66
 - base size, 37
 - boost, 73
 - channeling, 82
 - character, 84
 - Construct advantage, 73
 - destruction, 66
 - Fearless, 33, 73
 - forcing and fury, 73, 76
 - frenzied, 2
 - frenzy, 74
 - healing, 67
 - life spiral, 36–37, 65–66
 - melee range, 73
 - minion, 85
 - points, 38
 - rile, 74
 - shake effects, 74
 - special rules, 73–74
 - taking control of wild, 67
 - and trample, 55–56
 - types, 31: *heavy, lesser, light*
 - volume, 43
 - in water, 90
 - warlocks, 31
 - wild, 67
- warcaster, 31
- war encounter level, 38
- warlock, 31, 75
 - epic, bonding, 85
 - minion, 85
 - special rules, 75–77
 - spellcasting, 78–82
 - spending fury, 76–77
- warjack, 27, 31
- WARMACHINE, 27, 31, 96–97
- warriors, 31
 - base size, 37
 - in deep water, 90
 - volume, 43
- water (deep/shallow), 90
- weapon attachments, 71
- weapon crews, 71
- weapon locations, 35
- weapon locks, 51–52
 - and knocked down models, 63
- Weapon Master, 36
- weapon qualities, 35–36: *Buckler, Continuous Effect: Corrosion, Continuous Effect: Fire, Critical Fire, Damage Type: Cold, Damage Type: Corrosion, Damage Type: Electricity, Damage Type: Fire, Magical Weapon, Open Fist, Reach, Shield, Weapon Master*
- weapon statistics, 35:
 - AOE, Area of Effect
 - L/R/H/–, Location
 - P+S, Power plus Strength
 - POW, Power
 - RNG, Range
 - ROF, Rate of Fire
- whining, 5
- wild warbeasts, 67
 - forcing, 73
 - holding objectives, 92
- within vs. completely within, 30
- wounds, 37, 66
- x2, 35
- you and yours, 28

TEMPLATES



SPRAY



TRENCH



WALL



Photocopy these templates for your personal use.