



# Grand Narrative 2018

## INTRODUCTION

Welcome to the third annual grand narrative play event of Warhammer Age of Sigmar at NOVA Open, from Thursday, August 30th through Sunday, September 2nd. Our event team is building an experience for players that expands on the story of Dawnland, an obscure province in the Ulgu: Realm of Shadows. Players bring a painted 1500-point army along with figures of their choice to represent a unique champion and a skyvessel or riding beast of their own design and construction.

### The Dawnland

A peculiarity among the Mortal Realms. Sequestered in a corner of Ulgu, the realm of Shadows, it is a land where the traditional pull of gods and ideologies wanes, where personality, intrigue, and ambition drive decisions and arrangements. One hundred years ago, a civil conflict of unforeseen proportions ravaged the Dawnland and left it destitute. The once-cultured region fell to barbarism, and a dark period followed. Only recently has culture and prosperity begun to return... and with it, new factions have been born: The autocratic Scions of Lucidus, the maniacal Harbingers of Tenebris, the somber Cult of Morana, and the eclectic Free Tribes. Even in this new age, the denizens of the Dawnland have begun rivalries anew, and once again, coin and subterfuge are king. For the first time in a century, the populace feels that warm surge again; the call of ambition echoes in their hearts.

In the inky void between realms, the echoes of change have been felt. The Dawnland has attracted a vast intelligence, timeless, curious and unknown, to this corner of Ulgu. His arrival will spell upheaval - and the beginning of events that will surely dwarf the land's past conflicts. In this new reality, all will have a part to play.

What will be yours?







## EVENT SCHEDULE

### PROLOGUE

Thursday - Prologue	Time
Welcome and Flashback Skirmish Games: bring 500 points warband, sky vessel & champion optional	1 pm - 4 pm
Dinner break	4 pm - 5 pm
Ships of Renown Triumph & Treachery: 500 points warband, champion (ship provided)	5 pm - 9 pm

### THREE ACTS

FRIDAY - Act I	Time
Welcome and Narrative round: meet in CHARITY LOUNGE	9 am - 10 am
<u>Game round 1</u> , map campaign: 1500 points cohort, champion, sky vessel	10 am - 12:30 pm
Lunch break	12:30 pm - 1:30 pm
Narrative round: meet in CHARITY LOUNGE, guild meetings	1:30 pm - 2:30 pm
<u>Game round 2</u> , map campaign: 1500 points cohort, champion, sky vessel	2:30 pm - 5 pm
Dinner break	5 pm - 6 pm
Gathering of might, coastal Siege: 1500 points cohort, champion, sky vessel	6 pm - 11 pm

SATURDAY - Act II	Time
Narrative round: meet in CHARITY LOUNGE, guild meetings	9 am - 10 am
<u>Game round 3</u> , map campaign: 1000 points company, champion, sky vessel	10 am - 12:30 pm
Lunch break	12:30 pm - 1:30 pm
Narrative round: meet in CHARITY LOUNGE, guild meetings	1:30 pm - 2:30 pm
<u>Game round 4</u> , map campaign: 1000 points company, champion, sky vessel	2:30 pm - 5 pm
Dinner break	5 pm - 7 pm
Narrative round: meet in CHARITY LOUNGE, guild meetings	7 pm - Any time

SUNDAY - Act III	Time
Narrative round: meet in CHARITY LOUNGE, guild meetings	9 am - 10:30 am
<u>Game round 5</u> , sky vessel racing: sky vessel & champion only	10:30 am - 12:30 pm
Lunch break	12:30 pm - 1:30 pm
<u>Game round 6</u> , finale: 500 point warband, sky vessel, champion	1:30 pm - 3:30 pm
Clean up	3:30 pm - 4 pm
Narrative round: meet in CHARITY LOUNGE, epilogue & awards	4 pm - 5 pm







## Event Descriptions

### Prologue: Thursday 1 pm - 8 pm

The Prologue will be entirely in the Age of Sigmar area of the gaming hall and is linked to the Three Acts of the Grand Narrative, but it is focused on flashbacks of past events along the shores of Dawnland. Players should bring a special hero model to represent a *champion* along with a *sky vessel* to use with their 500 point army (see army composition). The champion and skyvessel aren't required, and we will make every effort to match players without these models with like opponents. Afternoon games feature flashback episodes, and the evening game will feature multi-player T&T games featuring ships and sky vessels.

### Grand Narrative in 3 Acts: Friday through Sunday

Although the Dawnland rebellion ended a century ago, its legacy endures. Players from the prologue can bring their warlord and armies to this event or start here. Each day starts with a narrative round in the charity lounge and guild meetings during which each team discusses strategy and spends campaign resources before going down to the gaming hall for the game rounds.


Friday starts with an introduction to the event in the charity lounge and players are divided into teams representing the 4 guilds. Then players gather in the Age of Sigmar hall to play through two game rounds featuring 1500 point cohort armies with champion and skyvessel, followed by a multi-player coalition of death game featuring a siege with ships and a coastal fortress using the gathering of might rules from the General's Handbook 2018.

Saturday starts with another narrative round in the charity lounge and then play through two game rounds with 1000 point company sized armies with champion and skyvessel. All players are invited to enjoy dinner together in the evening for socializing and sharing game experiences. And then a final narrative round will allow guilds to conduct diplomacy and plan for the final battles of the event.

Sunday features the culmination of the grand narrative with a narrative session in the charity lounge, two game rounds, and a final narrative round resolving each storyline for the four guilds and the future of Dawnland.

## Expectations & Participation Standards

Narrative gaming is about the stories being told on the table, not just about trying to win a medal. The organizers may make adjustments during the course of the event to maintain a fun experience for all players involved. We want to uphold the spirit of a narrative event to focus on sharing and storytelling as well as hobby and gaming achievements. The hobby standards are not intended to create a painting competition but, rather, encourage players to devote effort to their armies in respect for their opponents, the event, and themselves. The NOVA narrative design team has put a massive amount of time into planning and creating a story for the players to engage and develop. We expect a tabletop quality paint job, showing that time was spent trying to make the army look presentable, and that respect for one's opponent is shown. We will be using the "three color rule." (Monochromatic painted armies will still fall under this, due to shading and highlighting, counting as more than one color.) And all models are to be based on the appropriate round or oval bases.







We suggest a simple code of conduct to guide the behavior of players throughout these narrative events:

- Treat others and their models with respect and kindness.
- Consider your opponent's fun and narrative experience as important as your own.

One of the organizers will address inappropriate behavior with the player in question and reserves the right to disqualify the player from the remaining portion of the event.

### **Narrative Rounds & Guild Meetings**

At the start of each day of the 3 Act grand narrative all players and event leads will meet in the CHARITY LOUNGE to review the current state of the campaign, answer questions about battleplans and special rules, and allow guilds to sell, trade, or buy relics and skyvessel upgrades. Narrative rounds are also a chance for players to share with the whole group key moments from earlier games or developments featuring their armies. Guild meetings are a chance for players of the same guild to meet privately and discuss strategy and spending resources for upcoming game sessions. Narrative rounds will happen in the charity lounge, but guild meetings can happen anywhere the members of the guild agree to meet.

### **Time of War Rules**

Each narrative session will have a unique set of time of war rules which will list special restrictions, unique challenges, and magical bonuses for the coming round of games. A list of special achievements may provide players additional acclaim and coin to add to their team's warchest. time of war rules will be provided at the start of each session along with relevant battleplans.

### **Awards & Prizes**

The grand narrative is intended to provide the experience of an epic multi-player campaign which might cover weeks of time and dozens of battles all within the space of a single long weekend at the NOVA Open 2018. And although the goal is for every player involved to enjoy that experience, we will award prizes based on accumulated Acclaim as well as awarded to the most valuable player on each team. Although the glory of winning the grand narrative will be shared among the members of the respective team, the winners will also share a part in shaping the setting for future grand narrative events at NOVA Open in years to come.

### **Acclaim & Coin**

Each player in the Dawnland rebellion fights for two things. The first is acclaim, an accumulation of renown and fame earned by each warlord leading a warband to victory, and with increased acclaim comes greater abilities. The second is coin, the currency needed to buy weapons and provisions to maintain a victorious army. Acclaim is accumulated by each player, cannot be shared, and can unlock greater potential for each general during the course of the grand narrative. Coin is accumulated for each guild and can lead to ultimate rule over all of Dawnland. Collect the most acclaim, and you could become the most renowned warlord in Dawnland; help your guild collect the most coin and you could lead your team to ultimate victory.







### **Treasure Chests & Relics**

The chaos of Nenaxhir's arrival in Dawnland has left vast riches unattended throughout the theater of battle. These treasures are valued as coin or the scattered relics of other eras and the polyglot cultures of the region. Before the first turn of a game the organizers may place treasure chests on the boards. As armies meet on fields of battle, players may attempt to move models to open these chests to discover coin for their guild's warchest or even find relics to trade with other guilds or even upgrade skyvessels.

A model may open a treasure chest if they are in base contact with the chest at any time during their movement phase. Roll a die. On a roll of 1-5, immediately gain that many coin. Make a note of the coin gained, and an organizer will dispense coin tokens before the start of the next game. On a roll of a 6, the treasure chest contains a relic instead and the player should immediately call an organizer to dispense a relic card. Once a treasure chest has been opened and the contents discovered as either coin or a relic, the treasure chest is removed from the board.

Relics are considered equipped by the model that opens the treasure chest. A model may give the relic to another friendly in base contact at any point, and it may be immediately equipped. Models may only equip one relic at a time which may be in addition to artifacts. If a model equipped with a relic is defeated, the relic returns to the player's possession but cannot be given to another model again during the current game. If a player ever possesses a relic card for any reason other than the defeat of a model (such as trading for the relic card or being granted the relic card by an organizer), it may be immediately equipped by a model of their choice.

Some games contain one or more ensconced relics, which are relics not found in treasure chests. The organizers will explain ensconced relics before or during a game.

### **Player's Battle Log & Guildmaster's Roster**

Each player will be provided with a **Battle Log** to be used to track narrative and gameplay progress throughout the grand narrative event. Players will note hero names, notable moments, track acclaim, and keep scores to share with the player's respective guild. Players are welcome to supplement their log with as many details as they endeavor to record. And after the event these logs will be referenced to put together an overall narrative report for the grand narrative.

Each **Guildmaster**, in addition to keeping a Battle Log for games, will maintain a roster of players in the guild and overall performance of the team throughout the event. The roster will be provided as handouts by the organizers once each guild has selected a Guildmaster.

### **Organizers**

The organizers are available to serve more than just judges but also game masters for the event. You're welcome to request an organizer to help with your game as well as take photographs of the action on the tabletop or otherwise help you embellish and document your narrative experience.

### **Facebook Group**

Join other players sharing the progress of their army, champion, and skyvessel models on the "NOVANEON18" Facebook group: <https://www.facebook.com/groups/524384414585334/>







### Army Composition

All games in the grand narrative will require armies at three different sizes up to 1,500 matched play points. Each player will also add a *champion* and a *skyvessel* at no additional point costs. These two additional models can be represented by conversions or unique creations with the following size and base restrictions.

- Unique hero model on 50mm base or smaller to represent customized warlord. Not to exceed 7" in height or width.
- Unique airship model on 170x105mm or smaller oval base. Not to exceed 16" in height or length or 8" in width.

### Warband: 500 Points

- 1-2 Units with Battlefield Role: Leader
- 1+ Battleline unit (any from the same Grand Alliance)
- **No** models with **Battlefield Role: Behemoth** or **Artillery**
- **No** artifacts or allegiance abilities
- Command Trait to be chosen for your General
- All forces must share at least one keyword from one Grand Alliance (Death, Destruction, Order, or Chaos)

### Company: 1000 Points


- 1-3 Units with Battlefield Role: Leader
- 2+ Keyword: Battleline units
- 0-2 Models with Battlefield Role: Behemoth
- 0-3 Models with Battlefield Role: Artillery
- Up to 500 points may be composed of allies without changing the army's allegiance. However, all the armies **MUST** share at least one of these key words in common: Order, Destruction, Death, Chaos
- You may choose 1 allegiance ability and 1 artifact appropriate to your army's keywords.
- 1 Command Trait for your General.

### Cohort: 1500 Points

- 1-4 Units with Battlefield Role: Leader
- 2+ Keyword: Battleline units
- 0+ Units that are not Battlefield Role: Battle line
- 0-4 Models with Battlefield Role: Behemoth
- 0-4 Models with Battlefield Role: Artillery
- Up to 750 points may be composed of allies without changing the army's allegiance. However, all the armies **MUST** share at least one of these key words in common: Order, Destruction, Death, Chaos
- You may choose 1 allegiance ability and 1 artifact that is appropriate for your army (so, Stormcast Eternals cannot take Greenskins artifacts, they can only choose keywords that match their key words).
- 1 Command Trait to be chosen for your General.







## Champions

Your **champion** model represents one of the unique warscrolls the narrative team has designed. Each champion will develop as a character and rise from the ranks and become a hero of epic proportions by Sunday afternoon. Select any model from your collection which is mounted on a 50mm round base or smaller. As you play games and earn **acclaim** you may increase the powers with special abilities as indicated on the respective warscroll. The **champion** will not cost you any points to include with your army and may serve as your general or a supporting hero, much like the way the Harbingers in the Malign Portents campaign work.

A **champion** warscroll is effectively a free hero that does not take up a hero slot in your army list or cost any points. You are not required to take a **champion**. However, please note that all games have been made with the intent that each participating player's army will include a **champion**. We expect that you will stick with the same **champion** throughout all of the grand narrative events. Your selected **champion** may be included in any grand narrative session that uses your army, at any point level.

You may select one **champion** warscroll to include in your army from the 11 different **champions** provided at the start of the event during the introductory narrative session on Friday morning.

When you choose your warscroll, you may choose to use any model can be from any model line, kit-bashed, or even a custom sculpt, as long as it fits the narrative of the warscroll itself, and fits the scale that Age of Sigmar utilizes (a little bigger or smaller is not a problem). We want you to be as creative as possible. If you want to bring a Gandalf model for your Immovable Object warscroll and state that he's using magic to cast a barrier to gain his defenses, that's great! We ask that you don't name him Gandalf and paint him up to look exactly like Gandalf, though! This is your hero to link your army to our narrative, and as such, we want to give you as much freedom as we can. However, we will have to intervene if the model is made in such a way as to take advantage of the warscroll rules, or that flagrantly goes against the narrative of the warscroll; such as bringing an Archaon model for the Sordid Confidant. If you have any questions about your model, please write to [customerservice@novaopen.com](mailto:customerservice@novaopen.com).

Additionally, these **champions** "level up" as they earn acclaim. The moment you gain enough acclaim to earn a new ability, that ability is immediately usable.

Finally, champions take the Grand Alliance keyword of the same Grand Alliance your army belongs to, but it does not take the keyword of the army.

The current drafts of the champion warscrolls are included in the following pages. Final copies of the champions will be available as handouts at the start of the event in the convention hotel.





## WARSCROLL

# AMBIT ARBITER

The Ambit Arbiter uses superior range to rain justice on anyone foolish enough to stand against your army. This Champion uses range, traps, and hit and run tactics in order to dwindle its opponents down to nothing.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Range Attack		32"	3	2+	3+	-1	D3
Chaff Shot		24"	1	2+	4+	-	1
Upgraded Shot		32"	4	2+	3+	-2	2
Piercing Shot		18"	1	2+	☀	☀	☀
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Knife		1"	2	4+	5+	-	1

### ACCLAIM

The Ambit Arbiter receives 1 Acclaim in the Shooting Phase if it removes at least 1 enemy model or wounds an enemy Hero. If the Ambit Arbiter removes an enemy Hero, gain D3 Acclaim instead.

### ABILITIES

**Ambush!** This Champion starts with this ability. Instead of setting this model up like normal, you can declare that it was already lying in wait. Then, in the beginning of a Hero Phase in the first round, place the Ambit Arbiter on a terrain feature. While on a terrain feature, this Champion can make saves against mortal wounds as if they were normal wounds. Additionally, any spell attempting to target it while on a terrain feature takes a -2 to the casting roll.

**Camouflaged Traveler:** Gained at 3 Acclaim. In your Movement Phase, if the Ambit Arbiter is on a terrain feature and not within 3" of an enemy unit, you may remove the model. If you do so, place the Ambit Arbiter on a different terrain feature at the beginning of the next Hero phase. Subtract 1 from any hit rolls that target this model in the shooting phase if the Champion is on a terrain feature.

**It's a Trap!** Gained at 6 Acclaim. Once per game, when an enemy unit enters a terrain feature, you may declare that it is trapped, then select which trap was set off. You may not declare any terrain

that was set up by your opponent to be trapped.

**Explosive Trap:** Roll a dice. The unit that triggered the trap receives that many mortal wounds.

**Net Trap:** This trap only affects units with 10 or less models, and no model on a base larger than 100mm. This unit cannot cast magic, move, shoot, charge, or attack. This unit must make a battleshock test in every battleshock phase. Once this unit passes, it has freed itself from the trap, and can take actions normally starting next turn.

**Chaff Shot:** Gained at 8 Acclaim. You can forego the Ambit Arbiter's normal shooting and instead choose to fire a Chaff Shot. As long as this attack hits (it does not have to pass the To Wound roll), the shot bursts into agitating smoke. The targeted unit receives a -2" to movement, and subtracts 1 to all hit rolls until your next turn.

**Champion Command - Aim & Execute!** Gained at 10 Acclaim. For all intents and purposes, this is used the same as a Command Ability, except it may be used in addition to any Command Ability you could normally use. This may only be used while the Ambit Arbiter is on the battlefield. Select a friendly unit with a ranged attack within 24". This unit may re-roll all failed hit rolls in the shooting phase.

**Boom, Headshot!** Gained at 12 Acclaim. When attacking a Hero in the Shooting Phase, the Hero does not benefit from the Look Out, Sir rule.

**Pack Tactics:** Gained at 15 Acclaim. When using the **Ambush!** ability, you may select one Battleline unit to set up in the same method as the Champion.

**Upgraded Munitions:** Gained at 17 Acclaim. You gain access to the **Upgraded Shot** and **Piercing Shot** attack profiles. When using the **Piercing Shot**, if you succeed on your hit roll, deal D3 mortal wounds. If you rolled a 6 or higher, deal D6 mortal wounds instead.

**More Traps:** Gained at 20 Acclaim. You gain access to these additional traps for the **It's a Trap!** ability. Additionally, you gain a second use of this ability per game. Each trap can only be used once.

**Stank Trap:** For the rest of the game, if one model is on the selected terrain piece, the unit subtracts 1 from all hit, wound and save rolls.

**Grease Trap:** You may move the unit that triggered the trap up to 6" in any direction. The unit cannot end its movement 3" or closer to one of your units. This movement counts as if the unit retreated.

**I Won't Go Alone!** Gained at 23 Acclaim. If the Champion is slain, and there are enemy models within 3", roll a dice for each model within 3". The unit(s) receive D3 mortal wounds for each dice roll of 5+.

### ACCLAIM

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

### KEYWORDS

<YOUR GRAND ALLIANCE>, <YOUR GUILD>, HERO, CHAMPION OF DAWNLAND





## WARSCROLL

### BACKROOM NEGOTIATOR (CULT OF MORANA)

Why put yourself at risk when there are plenty of others willing to do it for good coin? The Backroom Negotiator makes sure to stay as far away from the battlefield as possible. However, the Backroom Negotiator is able to drum up more support for the allies of the Dusk Dancers.

#### INSTRUCTIONS

You may select up to 120 points from any Grand Alliance to incorporate as Allies, in addition to any Ally points you were already allocated. Any units added are considered "Special Allies." The unit(s) added gain the keywords below.

#### ACCLAIM

The Backroom Negotiator gains 1 Acclaim at the end of the game as long as you won, or as long as there is at least 1 model from the "Special Allies."

**1 Acclaim:** The point total for "Special Allies" increases to 140.

**2 Acclaim:** The point total for "Special Allies" increases to 160. If another player that is a member of the Dusk Dancers is willing to lend you any units, reduce the cost of the first unit by 20 points.

**3 Acclaim:** Instead of setting up "Special Allies" on the battlefield, you can place them to one side and say that they are in transit. If you do so, in your first Movement phase you can place them wholly within 6" of any battlefield edge, and more than 7" from the enemy. This is their movement for this turn.

**4 Acclaim:** Any "Special Ally" with the MONSTER keyword costs 20 points less.

**5 Acclaim:** The point total for "Special Allies" increases to 180. When all "Special Allies" have been slain, set them up again within 12" of your table edge, and outside of 9" of any enemy units.

ACCLAIM

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

KEYWORDS

<YOUR GRAND ALLIANCE>, CULT OF MORANA, HERO, CHAMPION OF DAWNLAND





## WARSCROLL

# THE HOLY SEE (SCIONS OF LUCIDUS)

Holy See knows that faith and addiction can be stronger than any blade...



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sacred Censor	2"	3	4+	3+	-1	2
MISSILE WEAPONS						
Choking Incense	7"	☀	3+	4+	-	1

### ACCLAIM

The Holy See gains 1 Acclaim at the end of the round as long as 1 friendly model was slain while affected by a Synder buff during the round.

### ABILITIES

**The Synderous Incense of Faith and Absolution:** The Holy See begins with this ability. In your Hero phase, you can pick 1 battleline (or battleline allegiant) unit within 12" and choose one of the options in the table below:

At the end of the turn make a Withdrawal roll by rolling a dice. If the result is under the Level number, then the unit suffers the listed Side-Effect. If a unit had previously received a bonus from this ability, subtract a number equal to the number of times the unit was a target of this ability beyond the first. (i.e. if a unit has been the target of this ability 3 times, and the Withdrawal roll is a 4, the result is 2). Unless stated otherwise, the Side-Effect is in effect until your next Hero phase.

**Faith of the Masses:** Gained at 4 Acclaim. A unit affected by The Synderous Incense of Faith and Absolution is immune to battleshock.

**Flight of the Fanatic:** Gained at 8 Acclaim. A unit affected by The Synderous Incense of Faith and Absolution can run and charge in the same turn. Additionally, that unit can re-roll 1 of the dice on a charge roll.

**Diminished Return:** Gained at 13 Acclaim. If a unit goes 1 round without being affected by The Synderous Incense of Faith and Absolution, the amount subtracted for the Side-Effect roll is reset to 0.

**Miracles of the Meek:** Gained at 19 Acclaim. A unit affected by The Synderous Incense of Faith and Absolution does not remove slain models until the end of the round. All models are able to move and attack as per normal until removed.

Level	Bonus	Side-Effect
Level 1	Receive +3" to movement	Halve Movement next round
Level 2	Re-roll failed hit rolls	-1 to hit rolls
Level 3	+1 to hit and wound rolls	-1 to hit and wound
Level 4	Can run and charge	+2 to battleshock
Level 5	+1 to all attacks in Combat Phase	Halve total number of attacks in Combat Phase, and -1 to Save rolls
Level 6	If allotted a wound or mortal wound, roll a dice. Ignore wound or mortal wound on a 3+	Roll a dice for every model in the unit, on a 5+ remove a model

ACCLAIM	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
KEYWORDS	<YOUR GRAND ALLIANCE>, SCIONS OF LUCIDUS, HERO, CHAMPION OF DAWNLAND, PRIEST																								





## WARSCROLL

# IMMOVABLE OBJECT

This Champion will stand alone against the horde with pure elation.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Polearm	2"	3	3+	4+	-1	2

### ACCLAIM

The Immovable Object gains 1 Acclaim at the end of its turn if it is holding an objective while receiving the benefits of its **Hold the Line** ability.

### ABILITIES

**Hold the Line!**: This champion starts with this ability. When within 3" of an objective or on a terrain feature, while no other friendly unit is within 3" of the Champion, the objective, or terrain feature, Immovable Object counts as 1 plus its current Bravery when determining how many models are holding the objective. Any time this Champion removes the last model from an enemy unit, or any time an enemy unit flees, roll a D3 and add that to its current Bravery. The Immovable Object's Bravery returns to 10 at the end of the game.

**Brace for the Charge**: Gained at 2 Acclaim. The Immovable Object learns to better hunker down and brace for oncoming foes. If the Immovable Object took no movement and did not charge in the last turn, then it receives +1 to its Save roll, and can re-roll failed saves. Piling in does not negate this ability.

**Temper Your Steel; Temper Your Mettle**: Gained at 5 Acclaim. When you make save rolls for this Champion, reduce the enemy's Rend characteristic by 1. This cannot be reduced lower than "-". Additionally, each time this Champion suffers a wound or mortal wound, roll a dice. On a 5 or higher, the wound is ignored.

**Catch Your Breath**: Gained at 7 Acclaim. In your Hero Phase, roll a dice. If the result is higher than your current Wounds, gain 1 Wound. If you roll a 6, gain D3 Wounds. This cannot exceed 7 Wounds.

**Runes of the Old World**: Gained at 10 Acclaim. If the Immovable Object becomes the target of a spell, you can roll a dice. If you roll a 5 or higher, the spell has no effect.

**Unnerving Confidence**: Gained at 13 Acclaim. If the Immovable Object deals 4 or more damage to a unit in one Combat Phase, that unit must make an immediate battleshock test.

**Teeth of the Mountain**: Gained at 17 Acclaim. While receiving the benefits of **Brace for the Charge!** the Immovable Object gains +1 to Rend and To Hit.

**Battle Acclimation**: Gained at 25 Acclaim. The effects of **Temper Your Steel; Temper Your Mettle** and **Runes of the Old World** now work on a roll of 4 or higher.

**Navigate the Horde**: Gained at 25 Acclaim. The Immovable Object has become accustomed to being in the middle of a mass of attacking bodies and has learned to pick you his targets. Whenever it inflicts damage to a target unit, you allocate wounds instead of the player commanding that unit.

### ACCLAIM

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

### KEYWORDS

<YOUR GRAND ALLIANCE>, <YOUR GUILD>, HERO, CHAMPION OF DAWNLAND





## WARSCROLL

# THE INFECTED ONE

Even the Infected One's allies are unsettled by its presence... It wields a force not only unknown, but a force purposefully forgotten...



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lash of Affliction	3"	4	3+	4+	-1	D3
MISSILE WEAPONS						
Infectious Stream	12"	2	4+	3+	-1	1

### ACCLAIM

In your Hero phase, the Infected One can choose to draw power from its followers. Remove D3 followers, and gain 1 Acclaim. If you roll higher than the number of followers available, remove all followers and do not gain Acclaim.

### ABILITIES

**Bountiful Contagion:** The Infected One begins with this ability. At the beginning of every Hero phase, roll a D3, and start a unit of Infected Followers with that many models within 3" of the Infected One. If a unit already exists, add that many models to the unit. These models need to be placed within 1" of the unit. If they cannot be placed within 1" of the already existing unit, then these additional models are not placed and are lost. They do not count as casualties. If at any time any model without the **INFECTED** keyword is removed within 12" of the Infected One, add an Infected Follower as described above. If the Infected One is slain, all Infected Followers are slain, as well.

### Vitiated Prayers:

Gained at 4 Acclaim. The Infected One begins to weave its own miasmic nature into the surrounding aether. You can choose to have the Infected One unleash Vitiated Prayers. If you choose to do so, roll a dice. If the result is 2 or higher, roll 2 dice and reference the results on the Vitiate Chart. All abilities last until your next Hero phase. Abilities marked with a (E) only affect 1 enemy unit within 12". Abilities marked with a (IF) only affect the Infected Followers. Additionally, the Infected One can make 1 attempt to unbind spells cast in your opponent's Hero phase.

- 1 – 4 No effect
- 5 – 6 Re-roll successful battleshock tests (E)
- 7 – 8 Roll a dice each time you allocate a wound or mortal wound to this unit. On a 5+, the wound is ignored (IF)
- 9 – 10 Subtract 1 from all wound rolls (E)
- 11 – 12 Add 1 to all hit rolls (IF)
- 13 – 14 Halve movement, and all charge rolls are made with 1 dice (E)
- 15 – 16 Add 2 to all hit rolls (IF)
- 17 – 18 Subtract 2 from all wound rolls (E)
- 19 – 20 Roll a dice each time you allocate a wound or mortal wound to this unit. On a 4+, the wound is ignored (IF)
- 21 – 22 Re-roll all successful Save rolls (E)
- 23 – 24 Every time a model is slain, it deals 1 mortal wound to an enemy unit within 1" (E)(IF) (Models with the **INFECTED** keyword are not affected by this damage)

**Vitiated Prayers II:** Gained at 9 Acclaim. You gain a +2 when you attempt to unbind a spell. Additionally, you can attempt to unbind 2 spells in your opponent's Hero phase.

**Vitiated Prayers III:** Gained at 14 Acclaim. You roll 3 dice when unleashing your Vitiated Prayers.

**Bountiful Contagion II:** Gained at 19 Acclaim. When placing Infected Followers due to slain models, now place a number of Infected Followers equal to the models' Wound characteristic.

**Vitiated Prayers IV:** Gained at 24 Acclaim. You roll 4 dice when unleashing your Vitiated Prayers.

### ACCLAIM

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

### KEYWORDS

<YOUR GRAND ALLIANCE>, <YOUR GUILD>, HERO, CHAMPION OF DAWNLAND, PRIEST, INFECTED





## WARSCROLL

# INFECTED FOLLOWER

Either mindless, or not in control of their faculties; their only driving desire is to be near the master, and to do the master's bidding...



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mephitic Assault	1"	2	5+	4+	-	1

### ABILITIES

**Stench & Unease:** If any unit ends its movement within 6" of the unit of Infected Followers, it must immediately make a battleshock test. When making the roll, add the number of models from the unit that have been slain this turn as normal, but also add the number of Infected Follower models that are within 6" of the unit. A unit is not affected by this ability until moves more than 6" away, and then back within 6" of the unit of Infected Followers. This does not affect units with the INFECTED keyword.

**Pestilential Wounding:** At the end of the combat phase, roll a dice for each successful hit roll. If the result is 6 or more the target suffers a mortal wound. Add 1 Infected Follower to this unit for each model removed from this ability.

KEYWORDS

INFECTED





## WARSCROLL

# LOCAL 401<sup>ST</sup>

### DESCRIPTION

The members of the Local 401<sup>st</sup> Impacter's Union work together, fight together, and die together.

### INSTRUCTIONS

The Local 401<sup>st</sup> is a unit comprised of 5 models; The Leader, The Muscle, The

Goon, and The Bookkeeper. The unit benefits from each model's abilities, and each model attacks and defends using its own profile, but the Local 401<sup>st</sup> is treated like a normal unit in every other way. At Acclaim 5, 10, 15, and 20,

pick one member to be upgraded.

### ACCLAIM

Local 401<sup>st</sup> gains 1 Acclaim at the end of each round, as long as The Leader is still on the battlefield.

## THE LEADER



### MELEE WEAPONS

Hand Weapon

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	4+	4+	-	1

### MISSILE WEAPONS

Ranged Attack

16"	1	4+	4+	-	1
-----	---	----	----	---	---

### ABILITIES

**Executive Officer:** The Leader begins with this ability. The Leader selects on other member of the Local 401<sup>st</sup> and

chooses to let them add 1 to their hit rolls or save rolls until your next Hero phase.

## THE MUSCLE



### MELEE WEAPONS

Hand Weapon

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	4+	3+	-1	1

### ABILITIES

**Takes a Lickin':** The Muscle begins with this ability. Each time this model suffers a wound or mortal wound, roll a dice. On a 4+, that wound is ignored.

**Walk It Off:** You may add this ability at 5, 10, 15, or 20 Acclaim. In your Hero phase, roll a dice. On a 5+, you can heal 1 wound from this model.

## THE ENFORCER



### MELEE WEAPONS

Hand Weapon

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	2	3+	3+	-1	2

### ABILITIES

**Yeah... Or Else:** The Enforcer begins with this ability. After resolving all of the Local 401<sup>st</sup>'s attacks, roll a dice. On a 4+, The Enforcer can immediately attack again.

**Yeah... You Better Run!** You may add this ability at 5, 10, 15, or 20 Acclaim. Any enemy unit within 3" of the Local 401<sup>st</sup> must re-roll successful battleshock rolls.

## THE GOON



### MELEE WEAPONS

Hand Weapon

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	D6	3+	4+	-1	D3

### ABILITIES

**Blackjack:** The Goon begins with this ability. When the Goon hits an enemy unit, that unit subtracts that number of attacks it can make until the end of that Combat phase.

**Blackmail:** You may add this ability at 5, 10, 15, or 20 Acclaim. Select 1 enemy unit within 3" of the Goon. That unit subtracts 1 to all hit rolls against the Local 401<sup>st</sup> until your next Hero phase.

## THE BOOKKEEPER



### MELEE WEAPONS

Hand Weapon

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	5+	4+	-	1

### MISSILE WEAPONS

Magic Attack

18"	1	4+	2+	-	2
-----	---	----	----	---	---

### ABILITIES

**Cookin' the Books:** The Bookkeeper begins with this ability. The Bookkeeper is a Wizard, and has access to Arcane Bolt and Mystic Shield. The Bookkeeper may attempt to cast 1 spell in your Hero phase and at

tempt to unbind 1 spell in your opponent's Hero phase.

**Don't Forget the Bylaws:** You may add this ability at 5, 10, 15, or 20 Acclaim. The Bookkeeper gains access to the following spell:

**Union Dues:** Union Dues has a casting value of 7. If successfully cast, pick an enemy unit within 10". That unit subtracts 1 to all save rolls until your next Hero phase. While a unit is affected by this spell, The Bookkeeper adds 1 to all save rolls.

### ACCLAIM

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

### KEYWORDS

<YOUR GRAND ALLIANCE>, <YOUR GUILD>, HERO, CHAMPION OF DAWNLAND





## WARSCROLL

# MASTER OF THE FRAY

The Master of the Fray only feels comfortable in the heart of the battle with the feel of its weapon swiping through everyone in the way.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Trusty Armaments	1"	4	3+	3+	-2	2
Counter-Attack	1"	☀	4+	3+	-1	1

### ACCLAIM

The Master of the Fray receives 1 Acclaim if it hits with at least half of its Trusty Armaments attacks. If it hits with all of the Trusty Armaments attacks, the Champion receives D3 Acclaim instead. Acclaim can only be acquired on your turn.

### ABILITIES

**Preference for Violence:** The Master of the Fray starts with this ability. Every time the Champion removes an enemy model, it restores 1 Wound. Additionally, The Master of the Fray gains 1 additional attack against enemy units for every Combat Phase they have been engaged in after the first. These additional attacks must be allocated to the unit that generated them. These extra attacks reset if the Champion or the unit retreats. The Master of the Fray only has access to the Trusty Armaments attack profile.

**Punish Failure:** Gained at 4 Acclaim. Every time an enemy model fails a To Hit roll, the Master of the Fray gets to make an attack against that model's unit with the Counter-Attack attack profile after the damage is resolved.

**Rush to Battle:** Gained at 7 Acclaim. When attempting a charge, only roll 1 dice and add 6 to the result. Re-roll a roll of 1. If the charge ends with the Champion being base to base with an enemy unit, roll a D3 and that unit receives that many mortal wounds.

**Obscuring Blood Mist:** Gained at 10 Acclaim. Enemy units subtract 2 from all to hit rolls in the shooting phase while the Master of the Fray is within 3" of an enemy unit. Additionally, the Champion may run and charge.

**Adrenaline Rush:** Gained at 13 Acclaim. Once per turn, after this model has made its attacks, roll a dice. If the result is less than the number of wounds that the Champion has inflicted this phase and there are still enemy models within 3", it can immediately pile in and attack again.

**Unending Momentum:** Gained at 16 Acclaim. If the Master of the Fray has less than half of its Wound characteristic, then it adds 1 to its hit roll and damage until it is above half of its Wound characteristic. Additionally, if the Master of the Fray is slain in the Combat Phase, it immediately gets to pile in and attack, even if it already attacked this phase. After this attack is complete, knock the model over. Then, for the rest of the game, roll a dice in the beginning of your Hero Phase. On a 5+, stand the model back up, then roll another dice. The Master of the Fray returns to the game with that many Wounds. If the Champion is slain again, remove it from the battlefield.

**War Cry:** Gained at 19 Acclaim. If the Champion is not within 3" of an enemy unit in your Hero Phase, it can use this ability. Pick an enemy unit within 16". If the Master of the Fray attempts to charge this unit, roll an extra dice when attempting to charge, and discard the lowest dice result. Additionally, the enemy unit subtracts 2 from their Bravery until your next turn.

**There is No Tomorrow:** Gained at 24 Acclaim. Before the Master of the Fray attacks in the Combat Phase, you can deal 1 mortal wound to it. If you do this, the Champion automatically passes all to wound rolls until the end of this turn. This cannot be used if it would slay the Champion.

### ACCLAIM

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

### KEYWORDS

<YOUR GRAND ALLIANCE>, <YOUR GUILD>, HERO, CHAMPION OF DAWNLAND





# WARSCROLL

## MEEK ESCORTED

The Meek Escorted has no right to be on the battlefield. Frail, weak, cowardly...  
However, something lays dormant inside, something hidden, something powerful...



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Frightened Swipe	1"	1	5+	6+	+1	1
Discovered Weapon	1"	2	4+	4+	-	1
Weapon of Prophecy	2"	4	3+	4+	-1	2
Legendary Weapon	2"	5	3+	2+	-2	3
MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Power Spark	12"	2	4+	3+	-	1
Power Ball	18"	3	3+	3+	-1	1
Overwhelming Barrage	24"	6	4+	3+	-2	D3

### ACCLAIM

The Meek Escorted gains 1 Acclaim at the end of every turn it does not take damage.

### ABILITIES

**Hidden Among the Ranks:** The Meek Escorted begins with this ability. If the Champion is within 1" of a friendly unit, it acts as part of that unit. It cannot be targeted individually. The Meek Escorted only starts with access to only the Frightened Swipe attack profile.

**Piecemeal Armor:** Gained at 2 Acclaim. Whether by scavenge or donation, the Meek Escorted's allies have provided some armor. The Champion now has a Save of 5+ and a Wound characteristic of 3.

**Discovered Weapon:** Gained at 4 Acclaim. While the Champion spends its time hiding from combat, it discovers a seemingly mundane weapon, and is strangely compelled to take it. The Meek Escorted gains access to the Discovered Weapon attack profile and loses access to the Frightened Swipe attack profile. Its Bravery increases to 5.

**Power Stirs:** Gained at 6 Acclaim. The first signs of the power lying dormant or sealed begins to show itself. The Meek Escorted's Save is now 4+, Wound characteristic increases to 4, Bravery becomes 8. Additionally, the Champion gains access to the Power Spark attack profile.

**Cultivated Gifts:** Gained at 10 Acclaim. The Meek Escorted is now a Wizard with access to Mystic Shield and Arcane Bolt. The Meek Escorted may attempt to unbind a spell in its opponent's Hero Phase. Additionally, the Champion gains access to the Power Ball attack profile and loses access to the Power Spark attack profile. Also, the Meek Escorted can now Fly.

**Hero Awoken:** Gained at 13 Acclaim. The Meek Escorted has reinforced its defenses by magical forces, or by summoning foretold armor from the nether, or some other Arthurian means. The Champion's Save is now 3+, and it can save against mortal wounds as if they were normal wounds. These new defenses also ignore the enemy's Rend characteristic unless it is -2 or better. Its Bravery becomes 10, and the Wound characteristic increases to 5. Additionally, it gains access to the Weapon of Prophecy attack profile and loses access to the Discovered Weapon attack profile. Finally, the Meek Escorted loses the ability: Hidden Among the Ranks. [You may replace the model you were using for the Meek Escorted for a more appropriate model at this time, if you wish, but it is not required]

**Stand the Fallen:** Gained at 15 Acclaim. In your Hero phase, you may choose a battleline (or battleline ally) unit within 16" of the Meek Escorted and roll a dice. On a 5+, restore up to D3 models lost from that unit. Additionally, all friendly units within 8" use the Meek Escorted's Bravery when

making battleshock tests. Furthermore, if a unit fails a battleshock test while within 8" of the Meek Escorted, only half the number of models (rounded down) flee.

**Magic Eruption:** Gained at 18 Acclaim. The Meek Escorted gains access to the Overwhelming Barrage attack profile, and loses access to the Power Ball attack profile. The Champion also gains +2 to all unbinding rolls, and anyone that tries to unbind the Meek Escorted's spells subtracts 2 from their unbind roll. Additionally, it gains access to the following spell:  
*Paroxysm Unleashed:* Paroxysm Unleashed has a casting value of 8. Upon successful casting, pick a point within 18". Then roll a dice for each enemy model within 5" of the chosen point. For each result of 5+, deal 1 mortal wound to the associated unit.

**Champion Supreme of the Mortal Realms:** Gained at 22 Acclaim. The Meek Escorted gains access to the Legendary Weapon attack profile and loses access to the Weapon of Prophecy attack profile. The Champion's Wound characteristic becomes 8, its Save becomes 2+, and Movement becomes 12". Additionally, the Meek Escorted gains D3 wounds back in your Hero phase.

**Rise from Ash:** Gained at 25 Acclaim. Once per battle, if the Meek Escorted is slain, you may set up the Champion within 9" of your table edge on your next Hero phase.

### ACCLAIM

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

### KEYWORDS

<YOUR GRAND ALLIANCE>, <YOUR GUILD>, HERO, CHAMPION OF DAWNLAND





## WARSCROLL

# PROFANE CHIEFTAIN (THE HARBINGERS OF TENEBRIS)

There exist entities older than time. Horrible, unspeakable constants that even the very knowledge of will drive even the most resolute mad. These are the mind-shattering beings that the Profane Chieftain has sworn its fealty to.



### ACCLAIM

In your Hero Phase, you can spend 1 Agony Point to gain 1 Acclaim.

### ABILITIES

**Imbibe the Dark Ichor:** The Champion starts with this ability. The Profane Chieftain can attempt to unbind spells cast in any Hero Phase. It can keep attempting to unbind spells until it successfully unbinds a spell; then it cannot attempt to unbind until the next Hero Phase. When the Profane Chieftain unbinds a spell, roll a D3. Gain a number of Agony Points equal to the results. In your Hero Phase, the Champion can choose to spend its Agony Points on one prayer listed below:

**Eldritch Accuracy:** Spend 2 Agony Points. Gain +1 to Hit on all attacks until the start of your next turn.

**Foul Bolt:** Spend 1 Agony Point. Choose an enemy unit within 24" and roll a dice. On a 3 or higher, that unit suffers a wound with -2 Rend and 2 damage. On a 6, that unit suffers 2 Mortal Wounds, instead.

**Defiled Tome of the Faceless Outsiders:** Gained at 4 Acclaim. The Profane Chieftain now adds +2 to all unbind attempts. Additionally, the Champion adds the following to its list of prayers:

**Milky Tentacle:** Spend 3 Agony Points. Select a unit of 5 or less models within 12" and roll a dice. On a 3+, move the unit with as many models base to base with the Profane Chieftain as you can. All other models must be placed in cohesion and within 3" of the Champion. If this cannot be done, this prayer fails. Alternatively, if a unit of 5 or less models retreat from the Profane Chieftain, you can immediately spend 5

### MELEE WEAPONS

Cruel Weapon

### Range

1"

### Attacks

3

### To Hit

3+

### To Wound

3+

### Rend

-1

### Damage

2

models retreat from the Profane Chieftain, you can immediately spend 5 Agony Points to negate any movement from that unit. It still counts as having retreated.

**Subdermal Crawlers:** Gained at 8 Acclaim. At the end of each phase in which the Profane Chieftain suffered any wounds, roll a dice for each unit within 3". If the result is lower than the number of wounds the Champion suffered during the phase, the unit is assaulted by thousands of indescribable crawling things and suffer D3 mortal wounds. If you roll a 1, restore one Wound.

### Gifts from Beyond the Mortal

**Realms:** Gained at 12 Acclaim. If you roll doubles for your unbinding roll, the wizard that attempted to cast the spell receives 1 Mortal Wound. If you roll double 6s, that wizard receives 1 Mortal Wound and cannot cast that spell for the remainder of the game. Additionally, the Profane Chieftain adds the following to its list of prayers:

**Wyrd Visage:** Spend 4 Agony Points. Any successful wound rolls against the Profane Chieftain must be re-rolled until the start of your next turn.

### Gibbering Maw of the Void Forgotten

Gained at 15 Acclaim. During your Hero Phase, you can expend your unbind attempts to remove an Endless Spell within 24". Removing an Endless Spell grants 3 Agony Points.

### Formless Execration of Un

Gained at 18 Acclaim. Whenever the Profane Chieftain successfully unbinds a spell, it can choose to target the casting wizard with a shooting attack that automatically hits and wounds. The attack has no rend, and has a damage of 1. Additionally, the Champion adds the following to their list of prayers:

**Yawing Lurch:** Spend 2 Agony Points. At the end of your Hero Phase, roll a dice. On a 5+, the Profane Chieftain can move as if it were the Movement Phase or pile in and attack as if it were the Combat Phase. Additionally, you may roll a dice at the end of your Movement Phase. If the result is 4+, the Champion may move again, even if it ran. It may even run again. Then you may roll a dice at the end of the Combat Phase. If the result is 3+, you may pile in and attack again. This prayer may be invoked even if the Profane Chieftain already used another prayer this turn.

### Denial of Azyr:

Gained at 22 Acclaim. Before setting up any models on the battlefield, you may select 1 battleline (or battleline allegiant, if battleline is not available). This unit is the Profane Chieftain's SoulCursed Guard. When the unit is completely removed from the battlefield, roll a dice at the beginning of your next Hero Phase. If the result is 2+, set it up again within 12" of your table edge 9" away from any enemy units. If the result is 1 or lower, the unit is lost. Subtract a number equal to the number of times this unit has been put back on the battlefield due to this ability to this dice roll.

### Host of the Progenitor Unknowable:

Gained at 25 Acclaim. When the Profane Chieftain is slain, you may roll a dice. If you rolled a 2+, choose another one of your units with the HERO keyword. All units within 3" of that unit receive D6 Mortal Wounds, and the unit is removed from the battlefield. Place the Profane Chieftain where the chosen unit was located. The Profane Chieftain gains a number of Agony Points equal to the unit's remaining wounds. You can keep doing this as long as you have an appropriate unit to target.

### ACCLAIM

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

### KEYWORDS

<YOUR GRAND ALLIANCE>, THE HARBINGERS OF TENEBRIS, HERO, CHAMPION OF DAWNLAND, PRIEST





## WARSCROLL

# THE SORDID CONFIDANT (THE HANDS)

The true position of power is behind the throne. The Sordid Confidant lives by these words. It has foregone martial or arcane prowess and spent its time worming its way next to those in power.



### MELEE WEAPONS

Poison Dagger

### Range

1"

### Attacks

1

### To Hit

4+

### To Wound

4+

### Rend

-2

### Damage

☀

### ACCLAIM

The Sordid Confidant gains 1 Acclaim in your Hero phase as long as it is "Trusted". If the Sordid Confidant is "Outed" and ends its movement within 6" of your table edge, it receives 3 Acclaim.

### ABILITIES

**Trusted Tactician:** The Sordid Confidant begins with this ability. This Champion is not placed normally during Set Up. Instead, the Sordid Confidant stays off the battlefield until the opponent's General is placed on the battlefield. Then, the Sordid Confidant is automatically and immediately placed within 3" of the opponent's General. If it cannot be placed within 3", then place it as close as possible. The Sordid Confidant begins the game in "Trusted" status. This means that it may not be the target of any attack, abilities, or spells by the opponent. In the beginning of your opponent's Hero phase, they make a Suspicion roll. They roll a dice, and if the result is lower than the current round number, then the Sordid Confidant's status becomes "Outed." If the Sordid Confidant attempts to attack a unit, and the unit survives, the Sordid Confidant is immediately "Outed." If the Sordid Confidant slays a unit, and the opponent has another unit within 12", the opponent subtracts 1 to their next Suspicion roll. See below for the different abilities and rules for the Sordid Confidant while "Trusted," or "Outed."

**Trusted:** When the opponent's General moves, place the Champion within 3" of the General, regardless of distance moved. If the opponent's General attempts to use a Command Ability, roll a dice. On a 4+, the Command Ability is negated. On a 6+ the Command Ability is negated, and the opponent's army has to re-roll all successful battleshock tests. If a unit would normally be immune to taking battleshock tests, they now have to make a test, but do not have to re-roll successes. On a 1, your opponent subtracts 1 from their next Suspicion roll. If the Champion successfully attacks a Hero with the Poison Dagger, roll a dice. The Hero makes a battleshock test minus the results of the Sordid Confidant's roll. If the Hero fails, it succumbs to the poison and is slain. If the Hero is multiple models, the Sordid Confidant chooses which model is removed, and the Sordid Confidant is immediately "Outed." If the Champion attempts to attack a non-Hero unit, the dagger does 1 mortal wound.

**Outed:** Once "Outed," your opponent may freely target the Sordid Confidant as normal. If the Sordid Confidant is in your opponent's territory when "Outed," roll a dice. On a 6+, you may move him 12" as if it had the fly special rule. You may roll 2 dice when the Champion runs in its movement phase, and discard the lower result. If the Sordid Confidant ends its movement within 6" of your table edge, it is removed from the table. This does not count as the Champion being slain or removed from the table for the intents of objective scoring. If objective scoring is being used in this game,

gain 1 objective point for having the Sordid Confidant returning to base with enemy intelligence. The Sordid Confidant's Poison Dagger deals 1 damage.

**Falsified Missive:** Gained at 4 Acclaim. When you roll a 5+ to negate the opponent's General's Command Ability, you can choose the following effect instead:

**Dig In:** Pick a unit your opponent controls. That unit cannot move during the next Movement phase.

**Seeds of Doubt:** Gained at 9 Acclaim. If you choose to not attempt to block the General's Command Ability, or if the General does not attempt to use a Command Ability, the General subtracts 1 from all hit rolls until your opponent's next Hero phase.

**Tampered Orders:** Gained at 14 Acclaim. When you roll a 5+ to negate the opponent's General's Command Ability, you can choose the following effect instead:

**Flee for Your Lives!:** Pick a unit your opponent controls that is in combat. That unit must retreat in the next movement phase.

**Sire, Please!:** Gained at 19 Acclaim. If your opponent succeeds at their Suspicion roll, they have to re-roll and add 1 to their Suspicion roll.

**Turncoats Everywhere, M'Lord:** Gained at 24 Acclaim. Any of your opponent's units within 12" of the General subtract 1 to their hit rolls.

### ACCLAIM

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

### KEYWORDS

<YOUR GRAND ALLIANCE>, THE HANDS, HERO, CHAMPION OF DAWNLAND





## WARSCROLL

# THAUMATURGE PRIME

The Thaumaturge Prime has spent a lifetime honing its mind, learning runes and glyphs not meant to be held in the mortal mind. It learns to weave spells to bolster allies and hunder foes to all but assure victory!



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magic Beam	20"	2	4+	3+	-	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hand Weapon	1"	3	4+	4+	-	1

### ACCLAIM

The Thaumaturge Prime gains 1 Acclaim if it successfully casts at least 1 spell in the Hero Phase. It also gains an additional 1 Acclaim if it successfully unbinds at least 1 spell in your opponent's Hero phase.

### ABILITIES

**Arcane Mastery:** The Champion starts with this ability. As a wizard of high esteem, the Thaumaturge Prime can cast 2 spells per Hero Phase and can unbind 1 spell until your next Hero Phase. It also gains access to Thaumaturgy. Thaumaturgy is a stable of spells that are quite potent and dangerous. The difficulty of the casting increases by 1 for each simultaneous Thaumaturgic spell cast on the same unit. If you fail to cast a spell with an increased casting difficulty on an enemy unit, the Champion fails to push out its malintent upon its target, and receives 1 mortal wound. The Thaumaturge Prime gains the following spells:

**Winds of Vigor:** Winds of Vigor has a casting value of 6. If successfully cast, pick a friendly unit within 20". That unit can move an additional 3" in the movement phase. Additionally, that unit can re-roll failed charge attempts until the start of your next Hero Phase. The unit also gains the ability to Fly.

**Lead Blades:** Lead Blades has a casting value of 7. If successfully cast, pick an enemy unit within 20". The unit's weapons become heavy and unwieldy. Subtract 2 from all ranged weapons' range. Subtract 2 from all hit rolls with melee

weapons, however add 1 to all wound rolls with melee weapons. This lasts until your next Hero Phase.

**Spell Advancement:** When the Champion is at 5 Acclaim, it gains access to the following Thaumaturgy spells:

**Homing Blades:** Homing Blades has a casting value of 6. If successfully cast, pick a friendly unit within 20". That unit adds 1 to all hit and wound rolls until your next Hero Phase.

**Animate Terrain:** Animate Terrain has a casting value of 6. If successfully cast, pick a terrain feature in 32". Roll a dice for every model within 3" of that terrain feature. On a 5+ that unit receives a mortal wound.

**Casting Affinity:** When the Champion is at 10 Acclaim, it can cast 3 spells in the Hero Phase and unbind 2 spells until your next Hero Phase. Additionally, you can use all unbinding attempts in your opponent's Hero Phase to automatically unbind a spell or remove an Endless Spell from the battlefield.

**Spell Advancement II:** When the Champion is at 15 Acclaim, it gains access to the following Thaumaturgy spells:

**Dome of Resolve:** The Dome of Resolve has a casting value of 8. If successfully cast, pick a friendly Hero within 18". All friendly units with at least one model within 12" of the selected Hero add 1 to all save rolls until your next Hero Phase. All enemy units fully within 12" of the selected hero subtract 1 to all save rolls until your next Hero Phase.

Additionally, if the Thaumaturge Prime is the selected Hero, it is immune to all attacks unless the enemy's rend characteristic is -2 or better.

**Spectral Eagle:** The Spectral Eagle has a casting value of 7. If successfully cast, move the Thaumaturge Prime anywhere on the battlefield, more than 7" from enemy units. If this spell is cast while an enemy unit is within 3", the casting value is increased to 8.

**Magus Bloodline:** Gained at 20 Acclaim. The Thaumaturge Prime can sacrifice a casting attempt in order to add 2 to a casting attempt. The Champion can now attempt to unbind 3 spells until your next Hero Phase. Additionally, the Thaumaturge Prime re-rolls failed casting attempts, unless the roll was a 2 or less. The second roll must be used, even if it is lower.

**Spell Mastery:** Gained at 25 Acclaim. The Thaumaturge Prime no longer increases the casting value of spells when casting multiple spells on friendly units. Additionally, it gains the following Thaumaturgy spells:

**Veil of Hostility:** The Veil of Hostility has a casting value of 9 and this spell takes two casting attempts. If successfully cast, pick an enemy unit within 18". That unit immediately makes attack rolls against itself as if it were the Combat Phase. This cannot be cast on a unit comprised of 1 model.

### ACCLAIM

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

### KEYWORDS

<YOUR GRAND ALLIANCE>, <YOUR GUILD>, HERO, CHAMPION OF DAWNLAND, WIZARD





## WARSCROLL

# THUNDEROUS EQUESTRIAN

When rider and mount learn to anticipate each other's movements, there are very few threats deadlier!



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lance	2"	1	4+	3+	-1	1
Mount Attacks	1"	2	3+	3+	-2	2

### REQUIREMENTS

The model used to represent this Champion must be on a mount (i.e. horse, cold one, dracoth, etc), be equestrian in form (i.e. centaurs, or other monstrous creature), or riding a chariot.

### ACCLAIM

The Thunderous Equestrian gains 1 Acclaim every time it successfully completes a charge.

### ABILITIES

**Master of the Hastilude:** The Thunderous Equestrian begins with this ability. The Champion can retreat and charge in the same turn. Additionally, every time it completes a charge, choose 1 enemy unit within 1" and that unit suffers 1 mortal wound. If the unit has 10 or more models, the unit suffers D3 mortal wounds instead.

**Expeditious Defenses:** Gained at 4 Acclaim. If you successfully made a charge in your Charge Phase, then re-roll all failed Save rolls until your next turn. If you move more than 6" in the charge phase, then add 1 to all Save rolls until your next turn.

### Driving Bore:

Gained at 7 Acclaim. When charging and retreating, the Thunderous Equestrian can move through enemy units as though it has the fly special rule. Additionally, if the Champion rolled high enough for it to end its charge movement on the other side of the enemy unit, that unit suffers D3 mortal wounds. If there are multiple eligible units, choose 1 within 1". This does not affect units comprised of 1 model.

**Lightning Gallop:** Gained at 10 Acclaim. The Thunderous Equestrian rolls 3 dice and discard the lowest when it attempts to charge. Additionally, you can re-roll a failed charge attempt.

**Inertial Lance:** Gained at 14 Acclaim. If the Champion successfully charged in its Charge phase, then its Lance attack does 3 attacks until your next turn.

**Thunderous Charge:** Gained at 18 Acclaim. Roll 3 dice when the Thunderous Equestrian charges. The Champion may also attempt to charge when within 18" of an enemy unit.

**Champion Command – Charge!** Gained at 21 Acclaim. For all intents and purposes, this is used the same as a Command Ability, except it maybe be used in addition to any Command Ability you could normally use. This may only be used while the Thunderous Equestrian is on the battlefield. All friendly units within 12" roll 3 dice when attempting to charge. All friendly units within range of this ability must attempt to charge if an enemy unit is within 12". However, friendly units may attempt to charge if an enemy unit is within 18".

### ACCLAIM

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

### KEYWORDS

<YOUR GRAND ALLIANCE>, <YOUR GUILD>, HERO, CHAMPION OF DAWNLAND





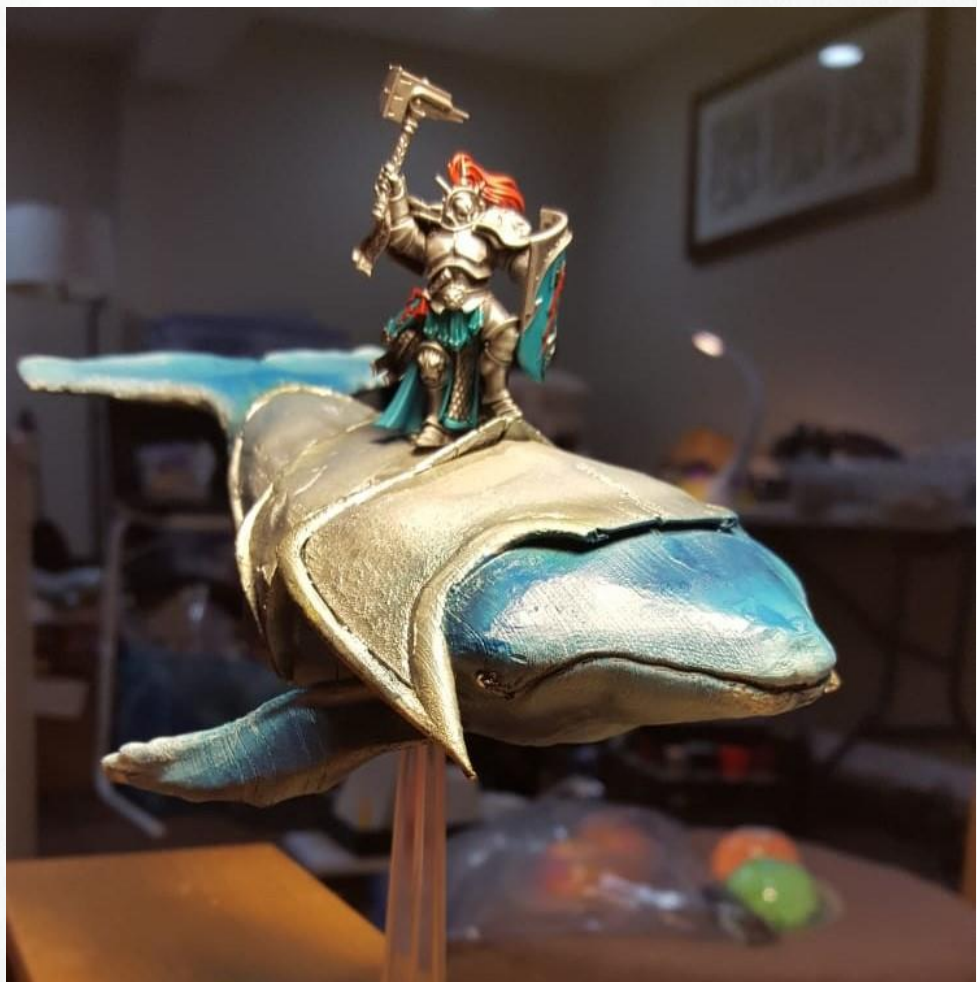
## Skyvessels

Hobby guidelines for making your skyvessel requires it fits on a 170x105mm base or smaller but can be as long as 16" in length and height. As you play games and earn Coin for your team some Coin may be spent for upgrades. Skyvessels move and attack like other models. The only difference is an airship is never removed from the table: when reduced to 0 wounds the airship uses the wheel statistics of a Floating Hulk. Technically, your airship doesn't need to be a ship. Players could bring a large flying monster, and something like a Frostheart Phoenix or even a dragon could serve, using one of the warscrolls designed to represent a large monster. But the team wants players to tap into their creativity and build something amazing to share. So consider any kind of "airship" up to 16" in length and able to fit on a 170mm long oval base.

Each skyvessel warscroll is unique and features spaces where upgrades can be attached to change the statistics of that particular skyvessel. In each game you'll pick up coin and, occasionally, Dawnland Relics. These relics can be freely shared among your guild and be used for a variety of purposes, including bargaining for influence, priority of battlefield goals... or you can upgrade your skyvessel.

When you buy a skyvessel upgrade, find one of the

narrative organizers and we'll take your coin and relics and provide you the appropriate upgrade to add to your skyvessel warscroll. Apply it to the requisite section of your warscroll, and you'll have a new profile in that section. You may end up applying two or three upgrades to the same section of the warscroll if you want to really specialize, or you can upgrade several different sections to create a well-rounded skyvessel.





## CARRACK SKYVESSEL



**MISSILE**  
Culverins  
Flintlocks

Range	Attacks	To Hit	To Wound	Reid	Damage
*	1	4+	2+	-2	d6
12"	*	4+	4+	-1	1

**MELEE**  
Barbed Hull  
Sawblade Lance

Range	Attacks	To Hit	To Wound	Reid	Damage
1"	5	4+	4+	-	1
3"	1	4+	3+	-2	D3

**Wounds Suffered**

0-3

4-6

7-9

10-12

13+

**Move**

12"

11"

11"

10"

10"

### DAMAGE TABLE

**Culverins**

24"

24"

18"

18"

12"

**Flintlocks**

6

5

4

3

2

### CARRACK SKYVESSEL

The Carrack Skyvessel is a conveyance or creature capable of carrying great loads and delivering them with frightening precision. Crew and vessel work in concert to create a true marvel of the realms.

#### FLY

A Fury Skyvessel can fly.

### ABILITIES

**Tireless Spanners:** Roll a dice for this model in each of your hero phases. On a 4 or more it heals 1 wound.

**Vessel:** A Carrack Skyvessel can carry 20 SKYFARER models. For Each SKYFARER model over 15 that it carries, reduce the Carrack Skyvessel's Move characteristic by 1".

**Set-Up:** When you set up a Carrack Skyvessel, units of SKYFARERS can start the battle embarked within it instead of being set up separately - declare which units are embarked inside the Carrack Skyvessel when you set it up.

**Embark:** If all models in a SKYFARER unit can move to within 3" of a friendly Carrack Skyvessel in the movement phase, they can embark within it. Remove the unit from the battlefield and place it to one side - it is now embarked inside the vessel.

**Swift Aim:** Add +6 to run rolls.

Embarked units cannot normally do anything or be affected in any way whilst they are embarked. Unless specifically stated, abilities that affect other units within a certain range have no effect on a unit that is embarked or whilst the unit has the ability is embarked, and you cannot measure from or to an embarked unit.

If the Carrack Skyvessel is destroyed, the passengers immediately bail out: roll a dice for each model embarked within it. For a roll of 1, a model from that model's unit (your choice) is slain. The embarked unit must then disembark before the vessel is removed.

**Disembark:** Any unit that begins its hero phase embarked within a Carrack Skyvessel can disembark during the hero phase. When a unit disembarks, set it up so that all its models are within 3" of the vessel and none are within 3" of any enemy models - any disembarking model that cannot be set up in this way is slain.

Units that disembark can then act normally, including using abilities that can be used in the hero phase, for the remainder of the turn. Note that a unit cannot both disembark and embark in the same turn.

**Skyfarer Rigging:** Skyfarer units embarked upon the Carrack Skyvessel can choose to garrison the Carrack Skyvessel as per normal rules for garrisoning terrain elements. Units must state in the beginning of the Hero phase whether they are garrisoning or following the default rules for embarking.

**Skyfarers:** This skyvessel considers all friendly models as Skyfarers so long as the longest dimension on their bases is 40mm or less. Models on bases in which the longest dimension is between 90 mm and 40mm count as two Skyfarers each for purposes of Embarking.





## FURY SKYVESSEL



MISSILE	Range	Attacks	To Hit	To Wound	Rend	Damage
Mighty Heave	12"	1	4+	3+	-1	d3
MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Mercurial Claws	1"	*	4+	3+	-1	2
Ravenous Beak	2"	3	3+	3+	-2	*

Wounds Suffered	Move	Mercurial Claws	Ravenous Beak
0-3	10"	8	D6
4-6	9"	7	D6
7-9	9"	6	D3
10-12	8"	5	D3
13+	8"	4	1

### FURY SKYVESSEL

The Fury Skyvessel is a creature or conveyance capable of rending foes asunder in combat. It also carries skyfarers to the front lines, bringing support to its own devastating charges.

#### FLY

A Fury Skyvessel can fly.

### ABILITIES

**Tireless Heart:** Roll a dice for this model in each of your hero phases. On a 4 or more it heals 1 wound.

**Vessel:** A Fury Skyvessel can carry 10 SKYFARER models. For Each SKYFARER model over 10 that it carries, reduce the Furyc Skyvessel's Move characteristic by 1".

**Set-Up:** When you set up a Fury Skyvessel, units of SKYFARERS can start the battle embarked within it instead of being set up separately - declare which units are embarked inside the Fury Skyvessel when you set it up.

**Embark:** If all models in a SKYFARER unit can move to within 3" of a friendly Fury Skyvessel in the movement phase, they can embark within it. Remove the unit from the battlefield and place it to one side - it is now embarked inside the vessel.

Embarked units cannot normally do anything or be affected in any way whilst they are embarked. Unless specifically stated, abilities that affect other units within a certain range have no effect on a unit that is embarked or whilst the unit has the ability is embarked, and you cannot measure from or to an embarked unit.

If the Fury Skyvessel is destroyed, the passengers immediately bail out: roll a dice for each model embarked within it. For a roll of 1, a model from that model's unit (your choice) is slain. The embarked unit must then disembark before the vessel is removed.

**Disembark:** Any unit that begins its hero phase embarked within a Fury Skyvessel can disembark during the hero phase. When a unit disembarks, set it up so that all its models are within 3" of the vessel and none are within 3" of any enemy models - any disembarking model that cannot be set up in this way is slain.

Units that disembark can then act normally, including using abilities that can be used in the hero phase, for the remainder of the turn. Note that a unit cannot both disembark and embark in the same turn.

**Swift Victory:** This model may charge on turns in which it ran.

**Skyfarers:** This skyvessel considers all friendly models as Skyfarers so long as the longest dimension on their bases is 40mm or less. Models on bases in which the longest dimension is between 90 mm and 40mm count as two Skyfarers each for purposes of Embarking.

#### KEYWORDS

GRAND ALLIANCE, ALLIANCE, SKYVESSEL, WAR MACHINE, MONSTER, FURY SKYVESSEL







## MUDAMIR SKYVESSEL

### MISSILE

Culverins  
Flintlocks

#### Range

\*

#### Attacks

2

#### To Hit

4+

#### To Wound

2+

#### Rend

-2

#### Damage

d6

12"

\*

3+

4+

-1

1

### MELEE

Barbed Hull

#### Range

1"

#### Attacks

5

#### To Hit

4+

#### To Wound

4+

#### Rend

-

#### Damage

1

### Wounds Suffered

0-3

4-6

7-9

10-12

13+



### Move

10"

9"

9"

8"

8"

### DAMAGE TABLE

#### Culverins

30"

30"

24"

24"

18"

#### Flintlocks

8

7

6

5

4

### MUDAMIR SKYVESSEL

The Mudamir Skyvessel is a conveyance or creature capable of firing a devastating volley down the battlefield. It carries skyfarers to strategic points, then continues to target the enemy's most vital resources.

#### FLY

A Mudamir Skyvessel can fly.

### ABILITIES

**Tireless Spanners:** Roll a dice for this model in each of your hero phases. On a 4 or more it heals 1 wound.

**Vessel:** A Mudamir Skyvessel can carry 10 SKYFARER models. For Each SKYFARER model over 10 that it carries, reduce the Mudamir Skyvessel's Move characteristic by 1".

**Set-Up:** When you set up a Mudamir Skyvessel, units of SKYFARERS can start the battle embarked within it instead of being set up separately - declare which units are embarked inside the Mudamir Skyvessel when you set it up.

**Embark:** If all models in a SKYFARER unit can move to within 3" of a friendly Mudamir Skyvessel in the movement phase, they can embark within it. Remove the unit from the battlefield and place it to one side - it is now embarked inside the vessel.

Embarked units cannot normally do anything or be affected in any way whilst they are embarked. Unless specifically stated, abilities that affect other units within a certain range have no effect on a unit that is embarked or whilst the unit has the ability is embarked, and you cannot measure from or to an embarked unit.

If the Mudamir Skyvessel is destroyed, the passengers immediately bail out: roll a dice for each model embarked within it. For a roll of 1, a model from that model's unit (your choice) is slain. The embarked unit must then disembark before the vessel is removed.

**Disembark:** Any unit that begins its hero phase embarked within a Mudamir Skyvessel can disembark during the hero phase. When a unit disembarks, set it up so that all its models are within 3" of the vessel and none are within 3" of any enemy models - any disembarking model that cannot be set up in this way is slain.

Units that disembark can then act normally, including using abilities that can be used in the hero phase, for the remainder of the turn. Note that a unit cannot both disembark and embark in the same turn.

**Swift Aim:** Add +3 to run rolls.

**Skyfarers:** This skyvessel considers all friendly models as Skyfarers so long as the longest dimension on their bases is 40mm or less. Models on bases in which the longest dimension is between 90 mm and 40mm count as two Skyfarers each for purposes of Embarking.

### KEYWORDS

GRAND ALLIANCE, ALLIANCE, SKYVESSEL, WAR MACHINE, MONSTER, MUDAMIR SKYVESSEL





## MYTHIC SKYVESSEL



**MISSILE**  
Prismatic Bolt

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	1	4+	2+	-2	D6

**MELEE**  
Mercurial Claws  
Learned Beak

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	*	4+	3+	-1	2
2"	2	3+	3+	-2	D3

**Wounds Suffered**

0-3  
4-6  
7-9  
10-12  
13+

**Move**

10"  
9"  
9"  
8"  
8"

**DAMAGE TABLE**

**Mercurial Claws**

6  
5  
4  
3  
2

**Casts/Dispells**

2  
1  
1  
1  
0

### MYTHIC SKYVESSEL

The Mythic skyvessel is a creature or conveyance of great thaumaturgic might. After bringing skyvessels to their destination, it lends mystical support until their mission is complete.

#### FLY

A Mythic Skyvessel can fly.

#### ABILITIES

**Tireless Heart:** Roll a dice for this model in each of your hero phases. On a 4 or more it heals 1 wound.

**Vessel:** A Mythic Skyvessel can carry 10 SKYFARER models. For Each SKYFARER model over 10 that it carries, reduce the Mythic Skyvessel's Move characteristic by 1".

**Set-Up:** When you set up a Mythic Skyvessel, units of SKYFARERS can start the battle embarked within it instead of being set up separately - declare which units are embarked inside the Mythic Skyvessel when you set it up.

**Embark:** If all models in a SKYFARER unit can move to within 3" of a friendly Mythic Skyvessel in the movement phase, they can embark within it. Remove the unit from the battlefield and place it to one side - it is now embarked inside the vessel.

Embarked units cannot normally do anything or be affected in any way whilst they are embarked. Unless specifically stated, abilities that affect other units within a certain range have no effect on a unit that is embarked or whilst the unit has the ability is embarked, and you cannot measure from or to an embarked unit.

If the Mythic Skyvessel is destroyed, the passengers immediately bail out: roll a dice for each model embarked within it. For a roll of 1, a model from that model's unit (your choice) is slain. The embarked unit must then disembark before the vessel is removed.

**Disembark:** Any unit that begins its hero phase embarked within a Mythic Skyvessel can disembark during the hero phase. When a unit disembarks, set it up so that all its models are within 3" of the vessel and none are within 3" of any enemy models - any disembarking model that cannot be set up in this way is slain.

Units that disembark can then act normally, including using abilities that can be used in the hero phase, for the remainder of the turn. Note that a unit cannot both disembark and embark in the same turn.

**Deadly Wake:** Select one unit that the skyvessel moved over during the movement or charge phase. This unit suffers 1 mortal wound.

**Skyfarers:** This skyvessel considers all friendly models as Skyfarers so long as the longest dimension on their bases is 40mm or less. Models on bases in which the longest dimension is between 90 mm and 40mm count as two Skyfarers each for purposes of Embarking.

#### MAGIC

A Mythic Skyvessel is a wizard. A Mythic Skyvessel can attempt to cast a number of spells in each of your own hero phases, and attempt to unbind a number of spells in each enemy hero phase, as indicated in the damage table above. A Mythic Skyvessel knows the Arcane Bolt, Mystic Shield, and Dome of the Ancients spells.

#### DOMES OF THE ANCIENTS

Dome of the Ancients has a casting value of 6. If cast, until your next hero phase, you can roll a dice each time the Mythic Skyvessel or a friendly model within 18" of it suffers a wound or a mortal wound. On a 6+ the wound is ignored.

#### NEW SPELL

#### KEYWORDS

GRAND ALLIANCE, ALLIANCE, WAR MACHINE, MONSTER, SKYVESSEL, MYTHIC SKYVESSEL





# OUTRIDER SKYVESSEL



MISSILE		Range	Attacks	To Hit	To Wound	Reul	Damage
Culverins		*	1	4+	2+	-2	d6
Flintlocks		12"	*	3+	4+	-1	1
MELEE		Range	Attacks	To Hit	To Wound	Reul	Damage
Barbed Hull		1"	5	4+	4+	-	1
Sawblade Lance		3"	1	3+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Culverins	Flintlocks
0-3	14"	24"	6
4-6	13"	24"	5
7-9	13"	18"	4
10-12	12"	18"	3
13+	12"	12"	2

## OUTRIDER SKYVESSEL

The Outrider Skyvessel is a conveyance or creature capable of speed without equal. Only the most self sufficient skyfarers ride in the Outrider as it is guaranteed to be elsewhere on the battlefield moments after deploying them.

### FLY

A Fury Skyvessel can fly.

## ABILITIES

**Tireless Spanners:** Roll a dice for this model in each of your hero phases. On a 4 or more it heals 1 wound.

**Vessel:** An Outrider Skyvessel can carry 10 SKYFARER models. For Each SKYFARER model over 10 that it carries, reduce the Outrider's Skyvessel's Move characteristic by 1".

**Set-Up:** When you set up an Outrider Skyvessel, units of SKYFARERS can start the battle embarked within it instead of being set up separately - declare which units are embarked inside the Outrider Skyvessel when you set it up.

**Embark:** If all models in a SKYFARER unit can move to within 3" of a friendly Outrider Skyvessel in the movement phase, they can embark within it. Remove the unit from the battlefield and place it to one side - it is now embarked inside the vessel.

**Swift Aim:** Add +6 to run rolls.

Embarked units cannot normally do anything or be affected in any way whilst they are embarked. Unless specifically stated, abilities that affect other units within a certain range have no effect on a unit that is embarked or whilst the unit has the ability is embarked, and you cannot measure from or to an embarked unit.

If the Outrider Skyvessel is destroyed, the passengers immediately bail out: roll a dice for each model embarked within it. For a roll of 1, a model from that model's unit (your choice) is slain. The embarked unit must then disembark before the vessel is removed.

**Disembark:** Any unit that begins its hero phase embarked within an Outrider Skyvessel can disembark during the hero phase. When a unit disembarks, set it up so that all its models are within 3" of the vessel and none are within 3" of any enemy models - any disembarking model that cannot be set up in this way is slain.

Units that disembark can then act normally, including using abilities that can be used in the hero phase, for the remainder of the turn. Note that a unit cannot both disembark and embark in the same turn.

**Skyfarers:** This skyvessel considers all friendly models as Skyfarers so long as the longest dimension on their bases is 40mm or less. Models on bases in which the longest dimension is between 90 mm and 40mm count as two Skyfarers each for purposes of Embarking.

## KEYWORDS

GRAND ALLIANCE, ALLIANCE, WAR MACHINE, MONSTER, SKYVESSEL, OUTRIDER SKYVESSEL





## REDOUBT SKYVESSEL



MISSILE	Range	Attacks	To Hit	To Wound	Rend	Damage
Culverins	*	1	4+	2+	-2	d6
Flintlocks	12"	*	4+	4+	-1	1
MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Hull	1"	5	4+	4+	-	1
Sawblade Lance	3"	1	4+	3+	-2	D3

### DAMAGE TABLE

Wounds Suffered	Move	Culverins	Flintlocks
0-3	12"	24"	6
4-6	11"	24"	5
7-9	11"	18"	4
10-12	10"	18"	3
13+	10"	12"	2

### REDOUBT SKYVESSEL

The Redoubt Skyvessel is a conveyance or creature capable of carrying great loads and delivering them with frightening precision. Crew and vessel work in concert to create a true marvel of the realms.

#### FLY

A Redoubt Skyvessel can fly.

### ABILITIES

**Tireless Spanners:** Heal a wound at the beginning of each of your hero phases.

**Vessel:** A Redoubt Skyvessel can carry 15 SKYFARER models. For Each SKYFARER model over 10 that it carries, reduce the Redoubt Skyvessel's Move characteristic by 1".

**Set-Up:** When you set up a Redoubt Skyvessel, units of SKYFARERS can start the battle embarked within it instead of being set up separately - declare which units are embarked inside the Redoubt Skyvessel when you set it up.

**Embark:** If all models in a SKYFARER unit can move to within 3" of a friendly Redoubt Skyvessel in the movement phase, they can embark within it. Remove the unit from the battlefield and place it to one side - it is now embarked inside the vessel.

Embarked units cannot normally do anything or be affected in any way whilst they are embarked. Unless specifically stated, abilities that affect other units within a certain range have no effect on a unit that is embarked or whilst the unit has the ability is embarked, and you cannot measure from or to an embarked unit.

If the Redoubt Skyvessel is destroyed, the passengers immediately bail out: roll a dice for each model embarked within it. For a roll of 1, a model from that model's unit (your choice) is slain. The embarked unit must then disembark before the vessel is removed.

**Disembark:** Any unit that begins its hero phase embarked within a Redoubt Skyvessel can disembark during the hero phase. When a unit disembarks, set it up so that all its models are within 3" of the vessel and none are within 3" of any enemy models - any disembarking model that cannot be set up in this way is slain.

Units that disembark can then act normally, including using abilities that can be used in the hero phase, for the remainder of the turn. Note that a unit cannot both disembark and embark in the same turn.

**Geometric Field:** Roll a dice for each wound suffered by this model. On a 6+ the wound is ignored.

**Skyfarers:** This skyvessel considers all friendly models as Skyfarers so long as the longest dimension on their bases is 40mm or less. Models on bases in which the longest dimension is between 90 mm and 40mm count as two Skyfarers each for purposes of Embarking.

### KEYWORDS

GRAND ALLIANCE, ALLIANCE, WAR MACHINE, MONSTER, SKYVESSEL, REDOUBT SKYVESSEL



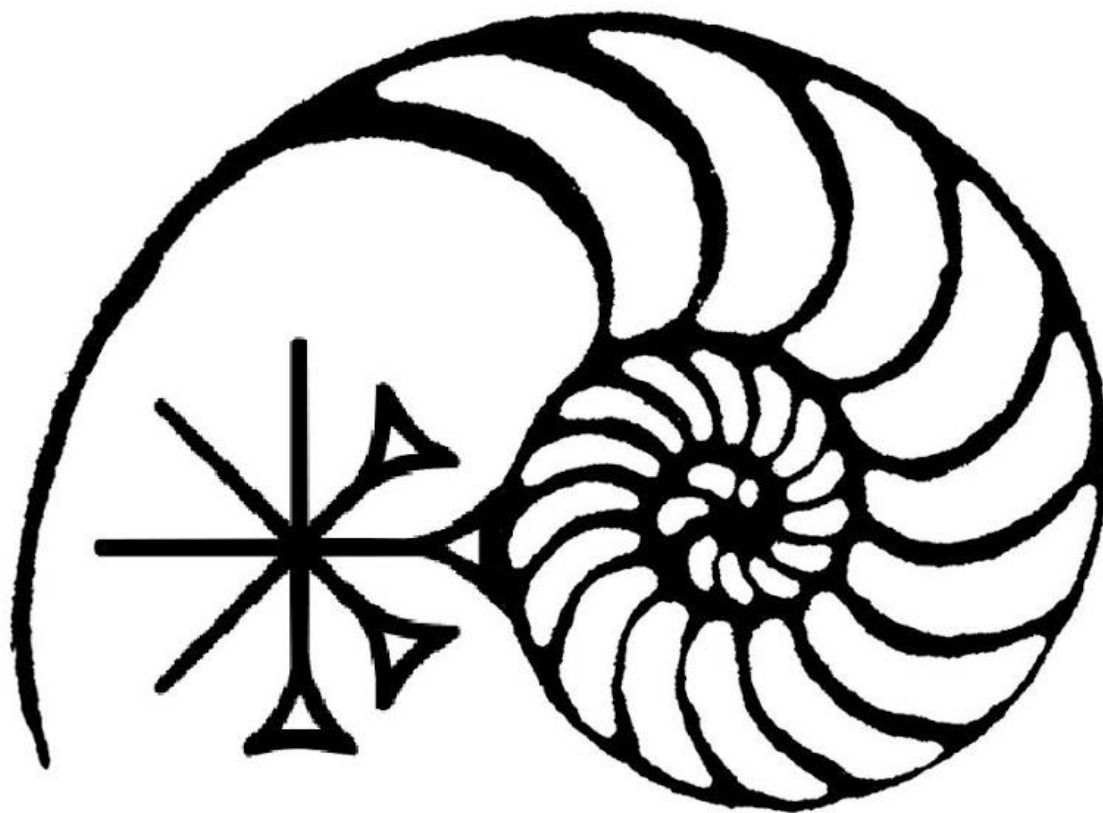




### Teams & Four Guilds

Players will be divided into four teams, and each team will be associated with one of the four guilds of Dawnland. Each guild works together during planning sessions to decide which objectives to pursue and how resources should be used to provide bonuses for games and upgrades. Each player may select a preferred guild or allow the event game master to assign one.

- Scions of Lucidus
- Harbingers of Tenebris
- Cult of Morena
- The Free Tribes







### The Scions of Lucidus

Herald: Eldaryn Valindor

- Emerging collective of theocratic nation states
- Believe the signs of Godbeast herald a return to order and greatness in Dawnland
- Inner Conflict: hypocrisy, arrogance, myopicity, zealotry

Symbol: Inverted star (Referencing “The Event” that heralded their order)



### **Watchwords: Order and Sanctity**

**Description:** Before “The Event” the barons and jarls of Dawnland fought over scraps of land, resources, and wounded pride—all that remained of the once proud Empire after the events of the shadow ziggurat. The Event would again give purpose to the ruling elite of Dawnland and hope to its people. The Scions of Lucidus is an emergent collective of nation states that are all unified by their belief in the Godbeast and their belief that its chosen herald, Eldaryn Valindor, would somehow play a key role in their ascendance.

**Organization:** Channeling a lot of inspiration from the Catholic Church (codified hierarchy with increasing power in the hand of decreasing number of people) but instead of a wise pope, a brash, arrogant headstrong leader in Eldaryn. He is held in check by “The 7,” a panel of religious figures of importance and the “Hall of Lords,” the political, aristocratic wing of the Scions. While many sincerely believe in the Godbeast and its religious trappings, others simply capitalize on the opportunities granted by the Church to gain wealth and influence.

**Objective:** Protect the Holy Sites of the Godbeast that are appearing across Dawnland. Unlike the other factions, they want their deity to remain outside of the corporeal realm. In addition to being politically convenient, the Scions fear what will happen if a being as powerful as the Godbeast were to emerge in the corporeal realm, as well as what it might do to their own power in the world, power based on their use of the Godbeast as a talisman.

### **Why would a player join this faction?**

This is our order proxy faction. They are about order, control, and empire. In addition to general “Order” players, this army will draw players who like the idea of siding with an allegiance that aspires to military might, ambition, and higher ideals (and the pay that often comes with them).





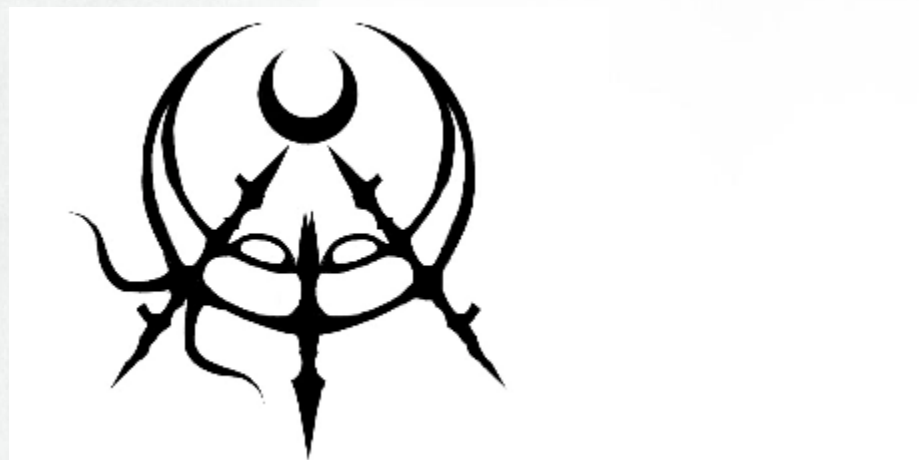


### The Harbingers of Tenebris

Herald(s): The Mouths of Erebus

- Superstitious and tribal in nature. Reject the comfort and safety of towns and cities and roam in great hordes; sans a few key magical spires held by wizards known as “The Mouths of Erebus” where they interpret the will of the Godbeast and deliver its teachings
- Believe the signs of Godbeast herald the end of days and wish to bring forth armageddon
- Inner Conflict: Lack of resources and loyalty

Symbol: Moon and three spears (past, present, future united in darkness)



**Watchword:** Strength from sufferance. Power from pain.

**Description:** The war of the Shadow Ziggaraud had left many of Dawnland’s populace, especially those far from Cy’dell and other strongholds of civilization, starving, hopeless, and bitter. They turned to older times and darker teachings when the light would no longer provide. They suffered in darkness, ignorance, and isolation while petty kings and lords bickered over rotting hordes of treasure. The Event was their signal that a reckoning was nigh, and those who abandoned and scorned them would soon pay for their piety.

**Organization:** The Mouths of Erebus are powerful warlocks who sequester themselves in seven citadels across the Dawnlands. None know what happens there, but every new moon, they emerge and deliver the will of the Godbeast to the gathered masses. A festival of excess follows, then the hordes disperse in search of the Holy Relics they believe will bring about the end of days they wish for so desperately

**Objective:** Find and destroy the relics they believe act as “seals” on the Godbeasts prison. The sweaty, heaving masses want only do end their own wretched existence and cause pain to those that forgot them. The strongest of them are afforded total domination and control over those in their thrall, and the Mouths of Erebus pray on all of them to their own nefarious ends; in truth, they hope to control and dominate the Godbeast for their own.

**Why would a player join this faction?**

This is our Chaos proxy faction. They are about excess, violence, and bringing out the end of days. This is classic “bad guy” territory.







### The Cult of Morana

Herald: Morana Tre'pas- The Silent Lady

- The War of the Shadow Ziggaraud made death such a constant companion to many in the Dawnlands, death cults were prominent. This is an offshoot that rose to prominence after The Event
- Believes the Godbeast has chosen Morana as its vessel to eliminate the boundaries between life and death. Wishes to compile the holy relics in order to bring the Godbeast to Dawnland and abolish the boundary forever.
- Inner Conflict: Ambiguous nature of goals/plans.

Symbol: Triquetra- Life death and rebirth in one



**Watchwords:** Solace in death. Peace in eternity.

**Description:** After The Event, word spread of a “miracle worker” who could bring back the dead. She did not speak, but performed her miracles from town to town, growing her ranks and followers alike and leaving cults and disciples in every town she visited. Her power grows with every passing cycle of the sun. Though she does not speak, her actions paint a clear picture: she is the chosen one of the Godbeast and, through her actions, all will be united in eternal undeath.

**Organization:** Very loose organizational structure. The cults are maintained by acolytes, and the majority of their followers are merely supplicants. Once every full moon, seven “tongues” are chosen to hear Morana deliver a message from the Godbeast. Upon retelling her message, the seven tongues die and are reborn into her service as members of her growing skeletal retinue.

**Objective:** Find and retrieve the relics in order to perform an unknown ritual thought to bring the Godbeast to the Dawnland and destroy the boundary between life and death.

**Why would a player join this faction?**

This is the proxy for Death. It follows pretty standard archetypes for death, but I think there is some room to play with the idea of the “undead questing knights” that was discussed in one of the death books. Think knights hunting for holy relics in the name of their lady, only their dead and ghoulish.







### The Free Tribes of Dawnland

Herald: Krog

- Not everyone is enamored by the Godbeast, and many see through the hypocritical religiosity of the emerging groups
- Whether they are searching for freedom or a chance at vengeance against their persecutors, many who reject the Godbeast find themselves in the employ of the Free Tribes of Dawnland
- Inner Conflict: Lack of resources, undefined organizational structure, competing agendas

Symbol: Fist holding Lightning



Watchwords: Strength and Liberty

**Description:** The Freeman and women are a ragtag group of dissidents, ne'er-do-wells, political enemies and freedom fighters who refuse to suffer under the yoke of the Godbeasts tyranny. They don't care for the rapidly emerging forces of religion seizing power across the Dawnlands and will do whatever is necessary to stop any of the groups from coming to power.

**Organization:** Very loose and self-defining organizational structure. In some cases, entire cities consider themselves freemen and women. In other cases, small nomads roam the countryside attempting to protect people from religious persecution or enact vengeance against those that'd do so to their brothers and sisters.

**Objective:** Ensure no group gains too much power in their bid to use religion as a tool for control and power.

#### **Why would a player join this faction?**

This is the proxy for Destruction. Considering religion is the "tool de jeu" to establish order in the chaos of post-war Dawnland, those who enjoy the constant warfare will want to prevent any group from rising to prominence. That, coupled with the increasing amount of persecution faced by those who do not adhere to any Godbeast based teachings lead to an eclectic group forming as a type of quasi resistance to the Godbeast. Their allegiances are less to each other and more against any who follow the Godbeast in any capacity.

