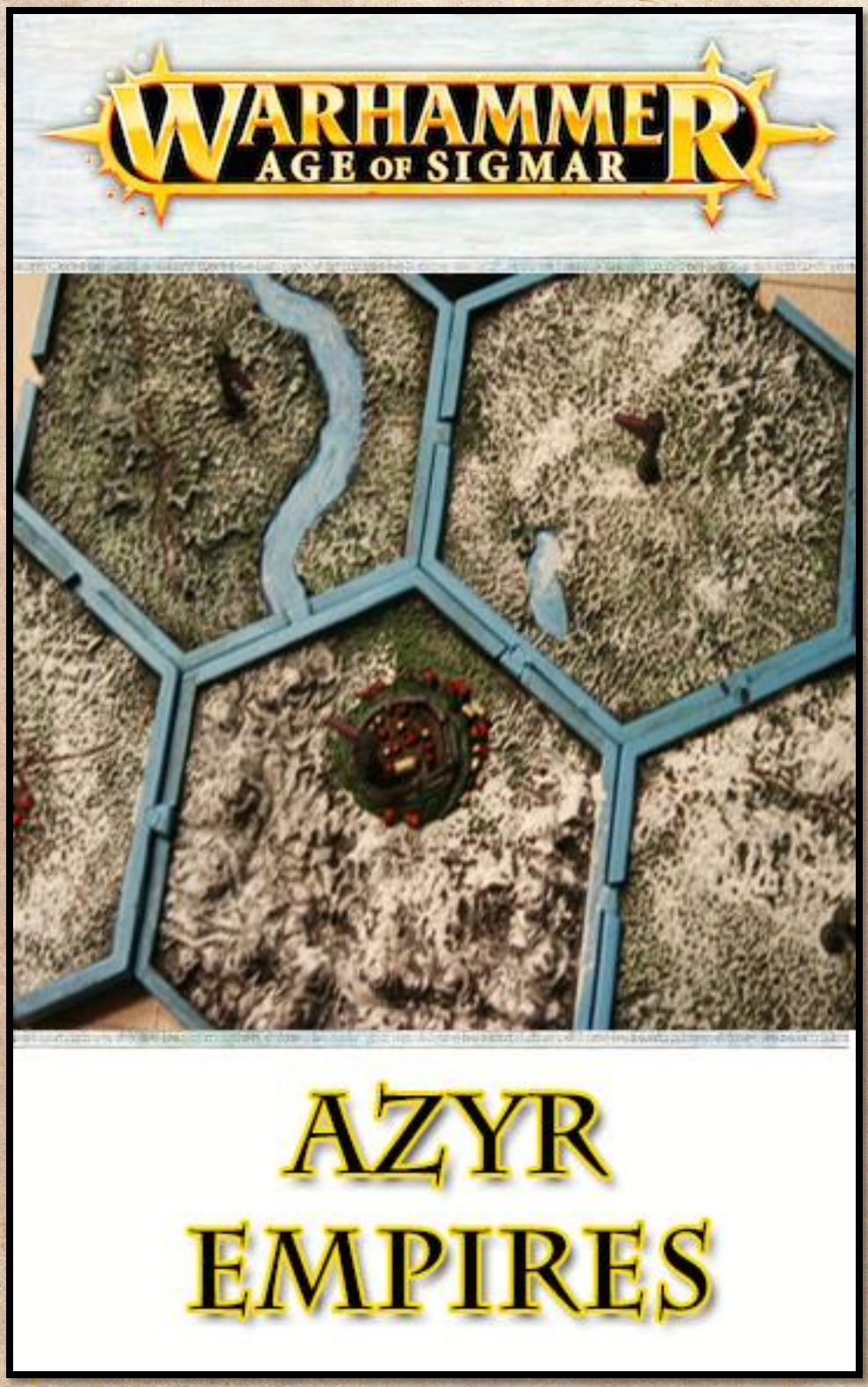

An Age of Sigmar Campaign Supplement
Produced by Louisvillewargaming.com

FOREWORD AND DEDICATION

The year 1988 was a milestone year in my life. That summer I was to start Junior High, I had discovered my love of heavy metal music which has lasted with me to this day. I discovered roleplaying games in a time when both heavy metal music and Dungeons & Dragons were considered tools of the devil by the media. I also played my first tabletop historical wargame.

Wargaming and gaming in general has been a constant and steady thing in my life for almost three decades now, and during those many years I have led my plastic minions to victory and have suffered bruising defeats across a myriad of landscapes both fantastical and historical.

I have played in dozens of campaigns that have all had a wide variance of complexity, from very simple ladder campaigns linking a set of battles together, to very complicated map campaigns where playing the map was as important as winning on the table.

Azyr Empires is an extension of a ruleset that I wrote during 6th edition of Warhammer Fantasy Battles lifecycle, which is based heavily on Games Workshop's own Mighty Empires ruleset.

As a big fan of roleplaying and storytelling elements in my tabletop gaming, it is my intention to create a system for Age of Sigmar that utilizes the Azyr Comp system that was written to put some points back into the game as well as to help players have a structure with which to tell a story around.

This document is a living document and will be updated as Games Workshop continues to update the game, with both new units, realm rules, and new missions.

I would like to dedicate this work to all of my tabletop friends who have helped forge so many narratives across the many years in so many different systems, as well as to the players today who will be forging new memories across the mortal realms. Without you all, this would never exist.

~ Auticus D. ~

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USING THIS SUPPLEMENT

Azyr Empires was written using the Azyr Comp system as its base in determining point costs and balancing for forces. With the release of Azyr Empires, Azyr Comp had a visual restructuring that allowed for identifying core units, levels, as well as making the layout more tablature to allow finding data to become easier.

The missions listed in this supplement are from the various Games Workshop books that contain Battle Plans. You should in no way feel compelled to own these books or be forced to use those missions. Create your own or substitute the ones in this document for other Battle Plans as you and your group wish.

Every player should have their own Realm Sheet, which will list all of the realms that are currently in their possession as well as all information and upgrades to units and characters.

Additionally, as books and other material are released, this document will be updated as well. To make sure that you have the latest document, subscribe to @Auticus on twitter or follow Azyr Empires facebook group at www.facebook.com/groups/AzyrEmpires

Azyr Comp point values are always being evaluated for better balance, and any feedback that you wish to send please direct to Auticus at auticus.daerk@gmail.com

AZYR EMPIRES

Azyr Empires lets you play the role of a conqueror-to-be, forging your own destiny and your own path while leading your armies to victory over both the Mortal Realms as well as the fell Realms of Chaos.

You and your friends each control a set of territories, located across the realms. As you do battle, you will gain new territories or lose existing territories, and unlock new abilities for your character and for his armies.

Do you forge alliances or do you go at it alone? Do you build up industrious cities that help produce resources for your realm or will you build defensive bastions to protect your territory?

Many will be called, but few will walk the path of the Everchosen, or elevate themselves in the eyes of the Chaos Gods to become one of the dreaded greater demons. Perhaps your destiny lies with becoming the greatest mage lord that ever lived, alongside the likes of Teclis? Perhaps you will rival the power of the realm's lords themselves, and do battle against Nagash or Archaon?

Your destiny is forged within these pages and on the tabletops where you will either forge the greatest empire since the Age of Chaos has ended, or lie with those that were defeated where your bones will be picked clean and your name forever lost to time.

Campaigns

Azyr Empires is a resource-campaign system, where players will manage resources and then do battle on the table. Campaign games can be a lot of fun, but can also require a lot of effort from the players involved. Where possible, this system will hopefully address the more common issues found in campaigns, and more specifically with resource-campaigns.

GETTING STARTED

To begin the campaign, each player will choose their avatar's type, and then generate their starting empire. Empires in the mortal realms span across a multitude of planes, and are connected to each other through planar portals. A player's empire will largely never consist of territory from just one realm.

Player Character Types

There are four different types of characters that your personal avatar can be. Player character statlines and abilities will be discussed a little bit later, but the character type is important to note as your capital territory's special ability will depend on your character type.

Warrior Kings – these type of characters excel at combat and will have exceptional melee or ranged martial attacks.

Warlords – these type of characters are good fighters, and have powers that benefit their soldiers in combat through abilities and command abilities.

Wizards – these characters focus on sorcery and magics.

Specialists – these characters primary abilities deal with boosting the abilities of other models, or hyper focused training in one certain area of battle. Some examples are Priests, who can call blessings from their gods upon their followers, or engineers who can command a battery of artillery to devastating effect.

Capital Territory

All players begin play with one Capital Territory. This is the most important territory of the player's empire, and represents the home base of the character and the seat of their power!

Capital Territory gives the player 10 Azyr Points to build any army that is called upon to fight. Additionally it allows the player to field their avatar on the field of battle (your character costs NO points). The Capital also allows the player to field one war machine and one monster in their force, to a point total as given in Azyr Comp guidelines.

Capital Territories do not receive territory upgrades like normal territories can receive. The bonus that a Capital Territory gives you will depend on your character type.

Capital tiles are worth **5** Campaign Points.

Character Type	Capital Territory Ability
Warrior King	Warriors are masters of knowing the battlefield as well as how to control it. Warrior Kings may erect strongholds and pay 1 point less to maintain it than normal.
Warlord	Warlords are masters of management, and can hold together a more elite force of warriors more easily than most. A warlord does not suffer the penalties for fielding more elite troops than core.
Wizard	Wizards are masters of the arcane, and may perform a special ceremonial ritual before each season begins.
Specialist	Specialists may choose to add +1 Monster slot and +1 Warmachine slot to what the capital allows them to bring. Additionally, a specialist's ability at managing resources is exceptional, and the capital tile produces 15 points instead of the normal 10. Last, what specialists lack in combat abilities and leadership abilities they gain in cunning. All opponents must wager two territories if you are a Specialist, and you choose which one they will wager.

Territories

When generating territories, players will first roll a D10 to determine which realm the territory resides in (Capital Territories are always players choice for determining which realm)

Once the realm has been determined, the player rolls 2D6 and consults the chart to see what territory type he has rolled.

The third and final 2D6 roll dictates what upgrades are already present on the tile.

Territories are worth Campaign Points (abbreviated to C.P) and these contribute to a players Victory Points, which are used to determine the overall winner.

Possessing multiple territories in the same realm can provide bonuses for your Empire and for your tabletop armies as well as noted below under Realms.

Starting Territories: Players start with FOUR territories (including) their capital territory.

Resource Campaigns

A Resource Campaign is a series of linked games where players not only fight battles on the tabletop, but also manage resources outside of their battles. These resources help determine the overall outcome of the campaign as well as enforce bonuses during the tabletop games.

Resource Campaigns can be a lot of fun, as like with Map Campaigns (a more detailed version of a Resource Campaign) you and your friends can watch the story emerge from the map itself.

Azyr Empires is scaled back a notch, not requiring tiles or maps to participate (though tiles can make it more fun keeping track of your territories).

Resource Campaign considerations are that there should be a definite endpoint to the campaign defined at the beginning (the rules for which are given later on), and that it is possible for some players to jump out in the lead early and frustrate players that do not have as many resources to draw on.

Resource Campaigns are definitely not a balanced-game type of event, in that one player will usually always have at least a minor advantage over the other. These considerations have gone into the making of this ruleset, and an attempt to keep things fun and engaging for all sides has been made.

Azyr Empires and Azyr Comp

Azyr Comp was written specifically to provide the working framework for Azyr Empires. When building lists, there are a few rules and guidelines to follow:

- Consider this campaign to be using the Heroic Format of Azyr Comp
- You are restricted in what you can field by your territories in Azyr Empires.
- You may never bring in a hero that has more Stars than you do. Azyr Comp has a level column that will hold how many stars a hero is.
- If you play scenarios that call for one force to be larger or smaller than the other, that is fine. Adjust your point costs accordingly.
- Your player will ALWAYS be the general of every battle you fight.
- The number of CORE *units* must equal or exceed the number of NON core *units* and you must have at least one CORE unit on the field, unless you are a warlord player type (in which case ignore this). If your army does not follow this guideline then Command Abilities are harder to execute, as marshalling an elite force is much more difficult to do (again unless you are a warlord type)
    - If CORE does not outnumber non-CORE *units* (not warmachines, heroes, or monsters, which do not count towards this) then before attempting any Command Ability you must roll a D6. On the roll of a 2+ you may use the Command Ability, otherwise you may not that turn.
    - If you have NO CORE unit in your force at all, the above roll is made on the roll of a 3+ instead of a 2+

- All units in your force must come from the same faction (Chaos, Death, Order, Destruction) unless an ability or special rule in the campaign states otherwise
- You may freely use any warscroll past or present. Units that have been removed from GW publications but that once existed are still legal to use

THE MORTAL REALMS

Each territory is located within one of the realms. To determine which realm each territory generated belongs to, roll a D10 and consult the following chart.

Bonuses are free upgrades that the territory will always possess or bonuses to upgrades bought.

D10	Realm	Description	Bonuses
1	Azyr	The celestial realms, and domain of Sigmar.	Free Watch-Tower
2	Aqshy	The realms of fire, long held by Khorne and the Red Slayers.	Mines are created at level 2
3	Shyish	The realm of death, ruled by Nagash.	Free Summoning point for Death models
4	Ghyran	The realm of life, also known as the Jade Kingdoms. Ruled by Alarielle and besieged by Nurgle.	Field upgrade will always produce +1 more point.
5	Hysh	The realm of light and reason. Ruled by Tyrion.	+1 max upgrade slot to the territory
6	Ghur	The realm of beasts, wherein dwells Gorkamorka.	Monster pens created are level 2
7	Chamon	The realm of metal, held by Tzeentch and the silver pathways to the dunedain.	Strongholds built start at level 2
8	Ulgu	The realm of shadow ruled by Malerion and his mother Morathi.	Roads will always produce +1 more point
9	Realms of Chaos	The twisted realm of the five chaos gods.	When a battle is fought on this terrain, players consult the Realms of Chaos chart
10	The All-Points	The All-Points is a side realm that contains realm gates to all other realms	See Description

Realm Bonuses

As noted earlier, your Empire will span across all of the realms. Possessing territories that belong to the same realm will provide you with additional bonuses.

- If you possess *at least* three territories that belong to the same realm, you receive a +3 army point bonus to your Empire.
- If you possess *at least* five territories then you may choose an ability that is normally only available if you are fighting in that realm, and choose to use it. These abilities are published by Games Workshop and noted as Time of War sections.
  Additionally, your Empire receives a +5 army bonus instead of a +3 point bonus.
- If you possess at least ten territories then you may choose two abilities that is normally only available if you are fighting in that realm, and choose to use it. Additionally, your Empire receives a +10 army bonus instead of a +5 point bonus.

For example, the *Fireball* spell is useable if the battle is taking place on the Fire Realms of Aqshy, otherwise you could not use the Fireball spell.

If you possessed five Aqshy tiles, you could choose to have your wizards know Fireball even if they were fighting on a different territory than an Aqshy territory.

Realms of Chaos Bonuses

When fighting and a Realm of Chaos tile is one of the tiles staked, the chaos player's patron god is where the tile is located. If the chaos player is undivided or there is no chaos player, randomly roll and determine.

Realms of Khorne – Units must attempt to charge if within charge range unless they can pass a Bravery test on 2D6 (equal to or less than). Units charging gain +1 to their roll to wound for that turn.

Realms of Nurgle –Each non-nurgle unit rolls a D6 at the start of every one of their hero phases. On the roll of a 1, that unit suffers a MORTAL WOUND.

Realms of Tzeentch – Tzeentch sorcerers gain a +1 bonus to casting

Realms of Slaanesh – Each non-slaanesh unit rolls a D6 at the start of every one of their hero phases. On the roll of a 1, the unit is -1 to movement and charging and -1 to hit for that turn as they are overcome by sultry musks.

The Undercity – skaven players may redeploy D3 units before the game begins

TERRITORY TYPES

To generate a territory after a realm has been picked, roll on the below table.

2D6	Territory	C.P	Upgrades	Notes
2	Wastelands	0	1	Deserts or Icy Flats. There is little that can be done for a Wasteland.
3	Barren Plains	0	2	Barren plains are a step up from a wasteland, but not by much. Very little can grow here, and eeking out a life on a Barren Plains is a tough challenge for even the hardiest of people.
4-5	Mountains	1	3	Mountain Terrain is defensive and also provides monsters and minerals to your empire.
6-7	Plains	1	5	Plains make up the majority of territories, having ample resources to feed settlements and fuel armies.
8-9	Forests	1	4	Thick forests conceal monsters and conceal settlements
10-11	Coastal Plains	2	5	Much like plains except that coastal plains are bordered by an ocean and harbors spring up here to send resources to other parts of the Empire
12	Realm Tile	3	0	Special tile. Each realm has a series of special tiles that you can claim, typically numbered three. Roll a D3 to claim which Realm Tile you have generated. If you roll one already claimed, re-roll until you generate an unclaimed Realm Tile.

Mighty Empires Tiles: You may notice a few pictures of tiles here and there in this document. These are no longer in print, but if you have them you could use them to represent the players' various territories that they possess. They are not required though.

TERRITORY UPGRADES

Territories may have upgrades which give bonuses to the Empire or to the battles themselves. All territories can start with upgrades already present, and players may build upgrades to their territories by spending their Build Points which they acquire during games for achieving objectives.

Scope defines if the upgrade can be used by the entire Empire at any time or only when the tile in question is being used as part of the battle.

Each upgrade costs one Build Point. A territory may only be upgraded once per turn. An upgrade can only exist in a territory one time unless stated otherwise.

Upgrade	Scope	Description
Roads	Empire	Roads provide +1 point to the Empire's overall point allowance during battles. This tile may be upgraded to a Highway which provides an additional +1 point (for a total of +2 points)
Fields	Empire	Fields are where crops are grown and where animals are butchered for their meat. These farms are the vital backbone of your empire. A field provides your empire +1 point to the overall point allowance during battles. A field may be upgraded twice to provide a maximum of +3 points.
Settlement	Empire and Tile	Villages are where recruitment of troops occur and where heroes are born. Each settlement provides the army with +1 point to the Empire's overall point allowance during battles and provides an additional one-star fighter or non-priest specialist hero slot. Villages are worth +1 **CP.** *Town* – upgraded settlements are towns. These provide an additional point and the hero may be two-stars. Towns are worth +2 **CP.** *City* – upgraded towns are cities. These provide an additional point (so +3 points total), the hero recruited may be a three-star hero, and any battles fought on the territory with the city involved require a siege to take, like a fortress. Cities are worth +3 **CP.**

Stronghold	Empire and Tile	Strongholds are strongpoints in the empire, and allow the owner to always offer it as the staked territory, even if they offered it up in the previous turn (which is normally not allowed) Strongholds are expensive to maintain. Each level of stronghold removes a point from the empire. Example, a level two stronghold costs your army 2 points to maintain. A level one stronghold consists of a gate and a couple of stout towers. A level two stronghold has an entire wall section and several towers connecting it. A level three stronghold has a strong fortified bastion behind the walls and large artillery on the walls. Refer to the siege section to see how these operate. All strongholds are worth +2 **CP.**
Mines	Tile	Mines supply the army with upgraded equipment. A level one mine provides a unit in your army with an upgrade roll on the unit upgrade chart. A level two mine provides two units with this roll. Record which unit receives the upgrade from which mine. Refer to the Upgrade section of the ruleset for these charts.
Pens	Empire and Tile	A pen provides your empire with an additional monster slot. An upgraded pen provides a monster with a random buff on the experience chart before any game that involves the chosen tile.
Foundry	Empire and Tile	A foundry is where heavy war machines are cast and created from alloys and other materials harvested by the empire. A foundry can only exist in a tile that already has a Mine –or- can be connected with a road by having a road upgrade in the tile of the foundry and a road upgrade on a territory with a mine. (one mine can support one foundry) Foundries allow an additional warmachine slot in your empire. An upgraded foundry allows a warmachine in your army to receive a temporary warmachine upgrade before battle in any game that involves the tile with the foundry.
Wizard Tower	Empire and Tile	Wizard towers provide your empire with an additional wizard hero slot. The wizard is restricted to a one-star wizard. An upgraded wizard-tower allows the wizard recruited to be a two-star wizard.

		A further upgraded wizard allows the wizard to be a three-star wizard and allows the wizard a free temporary experience buff in any battle involving the tile.
Temple	Empire and Tile	Temples provide your empire with an additional priest hero slot. The priest is restricted to a one-star hero. (if your chosen faction has no priest types, this upgrade is not valid) An upgraded temple allows the priest recruited to be a two-star priest. A further upgraded temple allows the priest to be three-stars and allows the priest a free temporary experience buff in any battle involving the tile.
Watch Tower	Tile	Watch towers provide the owning player a +1 bonus to who goes first and initiative rolls, in any battle involving the tile. Watch towers may be upgraded to provide a +2 bonus.
Summoning Point	Tile	Summoning points are areas such as graveyards, burial sites, barracks, or any area where summoned units may be held in reserve until summoned forth. If a tile does not have a summoning point, that army may not summon anything during their battle. A summoning point allows for one summons or similar ability that allows the player to add units/models that were not a part of the initial army to the table. The summoning point may be upgraded to hold a total of three units (each unit/model being an upgrade) *During the game, once a summoning point is exhausted, it may not be used any more during that game.*
Drilling Circle	Tile	A drilling circle allows the empire to purchase a 1-point formation. Formation costs are listed in Azyr Comp. The Drilling Circle may be upgraded to a Military Square where the player may purchase up to a 3-point formation. The Military Square may be upgraded into a Military Academy where the player may purchase a formation without point limitation. Note in all cases, the player must still pay points for the formation.

Starting Upgrades

When a tile is generated, it can already have upgrades on it. Any free upgrades will be present (based on what realm the territory resides on). Consult the chart below and roll 2D6.

Wastelands: 2-9 nothing, 10-12 a road
Barren Plains: 2-7 nothing, 8-9 a road, 10-12 a road and a settlement
Mountains: 2-6 nothing, 7-8 a road, 9-10 a road and a mine, 11-12 a road, mine, and stronghold
Plains: 2-4 nothing, 5-6 a road, 7-9 a road and fields, 10-12 a road, fields, and a settlement
Forests: 2-6 nothing, 7-8 a road, 9-10 a road and a pen, 11-12 a road, pen, and settlement
Coastal Plains: 2-4 nothing, 5-6 a road, 7-9 a road and fields, 10-11 a road, fields and settlement, 12 a road, fields and town

Special Realm Tiles do not roll starting upgrades, those are given on their description

Realm Tiles

Realm tiles represent unique territories that you can win and hold in your own Empire that provide special bonuses. Only one of these can ever exist in the game. If a Realm Tile is generated that already exists, re-roll the special territory until one that has not yet been chosen is generated. If all special territories for a Realm are generated, then treat the result of a Realm Tile as Players Choice from the normal territories.

*note any special tile that states that it gives access to a hero will denote what level that hero can be taken. Players may never include heroes in their armies that are equal or greater value than they themselves are regardless of their territories.

Each Realm listed below has a number of Realm Tiles. For example Azyr has "The Radiant Observatory, Starfield Vista, and the Crystal Palace". When generating a Realm Tile, randomly determine by rolling a D3. Future supplements will include more!

The All-Points Territory & The Varanspire

A special side realm exists parallel to the Mortal Realms known as the All-Points. The All-Points is named as such because it contains a multitude of portals to every realm of existence.

Controlling the All-Points is vital, for whoever can control this realm controls access to all realms.

If a player generates an All-Points territory, and no other player has yet taken possession of the Varanspire Fortress within the All-Points, then if the All-Points is generated the player may CHOOSE the realm that the new territory exists on. Once an All-Points results and NO other player owns the Varanspire, the player can roll 2D6. On the roll of a 10+ they have found the Varanspire and can claim it.

If a player possesses the special Varanspire Territory, however, the player must re-roll the result of the location of their territory for only the holder of the Varanspire can use the All-Points once it is claimed.

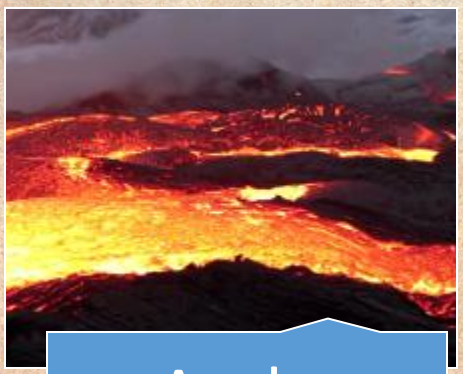
The Varanspire is a massive fully upgraded fortress. The player notes that he possesses the All-Points Realm and like normal fortresses, may always opt to wager it during the phase where territories are staked.

When the Varanspire is in play, it functions as a full stronghold if that territory is the location of the battle. The player in control of the Varanspire may always choose his opponent's territory to wager (with the exception of their capital) as he may open gates to whichever territories he desires to wage war on.

The Radiant Observatory – This territory has a large observatory sitting prominently in its center. The entire structure glows with a luminous starlight. The territory generates +3 points to the Empire and allows for the addition of a hero-slot of up to two-stars. Additionally, in any games taking place in that tile the player wins initiative on the roll of a 2+ for every turn, to include who ges first. They may also re-deploy up to D3 units after deployment is finished on both sides.

Starfield Vista – This flat plains is continuously bathed in the glow of the heavens. It provides +4 points to the Empire. Additionally, any battles fought on this tile reduce any chaos model's save by 1 for the entire game.

Crystal Palace – The Crystal Palace is a city of immense beauty, whose walls are carved from a glowing crystal that is hard as any metal. The Crystal Palace functions as a fully upgraded City, providing +3 points to the Empire and also functions as a fully upgraded stronghold. Unlike normal strongholds, the player does not lose points for retaining this territory, such is the immense wealth of the Palace.



Aqshy

The Burning Mountain – this volcanic territory is peaked by a large volcano that spews ash and fire. The territory acts as a level 1 fortress and comes with a foundry and mine as well as a monster pen.

Any battles that take place with The Burning Mountain, the controlling player may field The Great Red Wyrm, a lava dragon of incredible power. (see monstrous appendix)

Any battles that take place with The Burning Mountain, roll a D6 for each enemy unit at the beginning of the game. On the roll of a 4+, that unit suffers D6 mortal wounds that they suffer in traveling the hazardous territory.

Basalt Wastes – nothing living survives the wastes. The glossy black surface reflects the pale light from the sky, giving everything a hellish glow. A highway cuts across the plains, and many watch-towers dot the land following that course-way. Mines are also situated, providing an Empire-wide mine bonus (as opposed to the normal territory only mine bonus)

Possessing the Basalt Wastes gives its controlling player +4 points, a watch-tower bonus, and a mine bonus (as noted in the description).

The Obsidian Spire – stretching high into the air, the Obsidian Spire digs into the ground as deep as it is tall. Its surface is glass-smooth obsidian etched with tiny fire script.

Possessing the Spire grants the empire a hero slot from which a three-star wizard may fill. It functions as a watch tower and two summoning points, as well as granting the Empire +2 points.

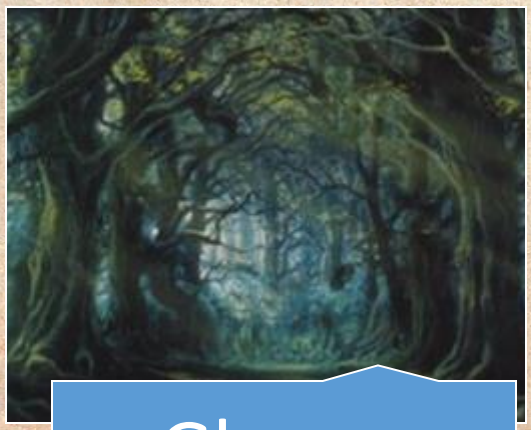
Shyish

Burnished Necropolis – this territory is nothing but a large burial site for the realms. Mounds of bones form hills, and plains made up of bone dust carpet the ground. Possessing the Burnished Necropolis grants +5 of Death troops and counts as three Summoning Points.

Ash River – the grey water of the Ash River flows swiftly, carrying the funeral remains of countless souls as it wends its way. This territory provides +3 points to its owner and additionally counts as a summoning point and a two-star hero slot is added to the Empire (any type of hero)

Bone Desert – this forbidding territory is all but certain death for any enemy army attempting to march across it. A blazing sun scorches the ground beneath, though instead of sand the fine powder blowing across the land is ground bone.

The Bone Desert provides +3 points of Death troops. Additionally if any game involves the Bone Desert, then any non-death enemy units must roll a D6 at the beginning of the game. On the roll of a 3+, that units suffers D6 mortal wounds from the thirst and fatigue of navigating the desert.



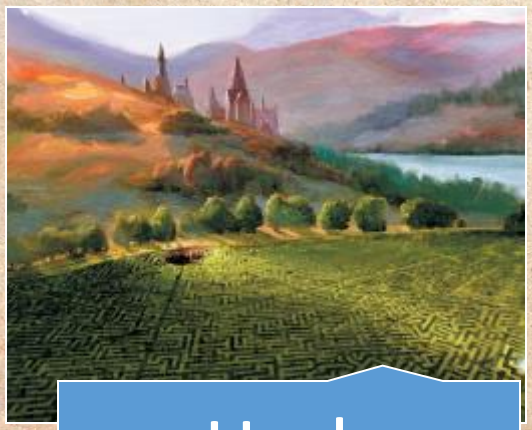
Ghyran

Silvered River – the sweet waters of the Silvered River are quite restorative. During a game that involves the Silvered River, all friendly units may roll a D6 at the beginning of each Hero-Phase. On the roll of a 4+, that unit recovers D3 wounds. This cannot be used to bring a unit to have more models than it started with. This ability does not work for any Death units.

Additionally the Silvered River grants its owner +3 points to their Empire, counts as a summoning-point for any non-death unit, and provides a hero slot for any two-star hero.

The Emerald Forest – this verdant and lush forest is home to all manner of creatures. It provides the owner with +3 points to their Empire, counts as a two summoning points for any non-death units, allows the owner to add a monster slot to their Empire, and allows the player to field a Formation in their army lists across their Empire (not just when the Forest is in play)

The Golden Coast – this aelfen city grants its owner +5 points and functions as a normal City would function. Additionally it allows the player to field a Formation in their army lists across their empire (not just when the city is in play) and also functions as a Level 1 Stronghold.



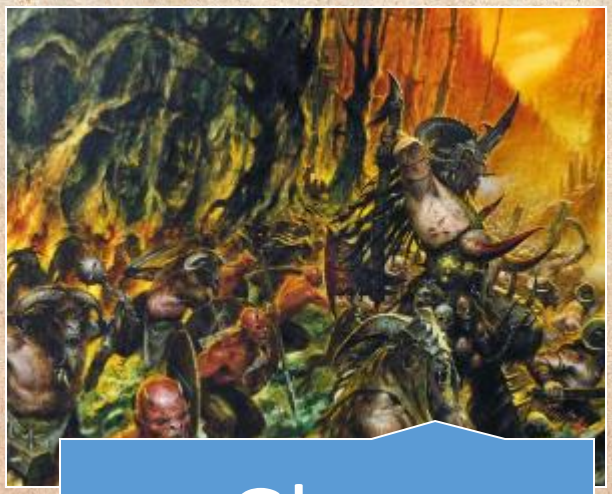
Hysh

Lament's Oubliette – this city is surrounded by a complex labyrinth that serves as an excellent line of defense against invading enemies. Players that possess Lament's Oubliette may add 4 points to their Empire, and in addition the city provides up to a three-star hero slot, it allows the player to field a Formation in their army list across their empire (not just when the city is in play) and functions as a level 1 stronghold.

Berret's Puzzle – the name given to a white stoned highway. The road twists and wends its way through the realm, but unbeknownst to enemies, the way is not always true and whole armies have become lost wandering, never reaching their destination. The territory grants the owning player 3 points to their Empire.

Also, when this territory is in play all enemy units must roll a D6 before the game starts. On the roll of a 4+, that unit takes D3 mortal wounds to represent troops lost on the deceitful road. Armies from the Chaos faction take D6 mortal wounds.

Grover's Dome – the Dome is the name given to an alabaster mountain peak that gives the owning player the equivalent of two upgraded foundries and two upgraded monster pens.



Ghur

The Ramshackle Fortress – don't let looks deceive you. The Ramshackle Fortress is every bit as gaudy and ramshackle as its name suggests, but cunningly built and a solid death trap to any that would besiege its walls. The player that owns the Ramshackle Fortress gains +3 points to their Empire. Additionally, the territory functions as a Level 3 stronghold and provides a warmachine slot and a monster slot as well as a two-star hero slot (of any hero type).

Garrobaul's Lair – the dread leviathan Garrobaul strikes terror into the heart of any who have wandered Ghur's brutal forests and mountains. This untamed creature is every bit the wrath of beasts. Players that own Garrobaul's Lair may field Garrobaul in any of their battles (he counts as a monster slot). Refer to the monstrous appendix for Garrobaul's cost and statistics.

Slaver's Mine – This settlement was built alongside Mount Bhal, and is called the Slaver's Mine because of the number of slaves that are brought in from conquest and sold into a life where they will never again see the light of the sun and will die under the ground.

The Slaver's Mine grants its owning player +2 points and functions as a Town. Additionally it provides the player two upgraded mines and two upgraded foundries.

Chamon

Silverways – this passage allows safe travel to any realm. The player that possesses the Silverways has a +5 point bonus to his Empire. Additionally, the player may designate this tile to belong to any realm he wishes at the beginning of each player turn.

Crucible of Steel – this legendary fortress sits atop a silvered mountain and counts as a level three fortress. Additionally it has an upgraded foundry and mine, as well as counting as a watch tower.

Ruins of Hybet – this city was destroyed by the Slaaneshi warlord Tit Tut'a'Mor generations ago. All of its people were lashed to various torture devices and left on the streets to die, while the warriors under Tut'a'Mor's service gorged on the pain and suffering.

The warlord left the ruins intact otherwise, and much can be gleaned from them should a player choose to explore them. A player may choose to explore the ruins before any battle. Roll 2D6 and consult the following:

2D6	Description
2	Your search party returns, albeit possessed by the evils of the ruins. During your battle for each unit roll a D6. On the roll of a 1 that unit suffers D6 mortal wounds as their friends begin killing their comrades.
3-4	Your search party unleashes an ancient evil. All units in your army suffer D3 mortal wounds before the game begins.
5-7	Your search has revealed nothing
8-10	Weapons and equipment have been found. Roll on the unit upgrade chart before the game starts.
11-12	Your hero has discovered an item of power. Gain a permanent free ability from the hero's current upgrade chart for your avatar.

Ulgu

Morathi's Harem – this way station is a meeting place for champions and their followers. Players possessing the Harem may add +3 points to their Empire. Additionally they may add a two-star hero slot to their roster, and the territory grants a formation as well as counts as a summoning point.

The Vanishing Mountains – these teleporting mountains are as solid as vapor. Possessing this territory allows you to always choose your opponent's wager, if you are wagering the Vanishing Mountains, as they gift you the ability to teleport entire forces wherever you like. Note – you may never choose your opponent's capital unless that is the only territory that they possess.

Baalor's Tomb – this sepulcher contains the shadowy form of Baalor, an ancient champion long dead. His spirit still resides on the shadow plane, however, and possessing his tomb allows the controlling player the ability to summon him to battle. Refer to the monster appendix for his statistics.

Additionally, Baalor's Tomb counts as three summoning points.

Realms of Chaos

The Blood Sands – this territory is a desert wasteland, except that the sand is actually dried blood. Leagues and leagues of dried blood for the Blood God. If this territory is being wagered then before the game begins, any non-khorne unit suffers D6 mortal wounds. All Khorne priest powers receive a +1 bonus and any khorne unit on the table OR vampire unit (friend or foe) become frenzied and receive a bonus attack.

Nurgle's Garden – this disgusting territory houses all kinds of ailments, diseases, and bloated flies. It counts as an upgraded monster-pen, grants the owner +4 points to their Empire, a summoning point, and additionally any battles that are fought where the Garden is the wager, all non-nurgle units suffer -1 to hit due to the buzzing flies.

The Eldritch Fortress – this sorcerous fortress counts as a level 3 stronghold as well as an upgraded wizard tower. Additionally it grants +3 points to the controlling player's empire. Any tzeentch heroes or units that cast spells may re-roll a single D6 when casting spells if this fortress is being wagered. Any non-tzeentch heroes or units that can cast spells must re-roll successful castings.

The Pleasure Fields – this opulent land is filled with narcotic poppies and harems, where the basest of pleasures are found in abundance. The player that wagers the Pleasure Fields may always choose their opponent's wager (with the exception that capital territories cannot be chosen). Additionally, any slaanesh units or heroes receive a +2 bonus to their Bravery score if this territory is being wagered.

The Undercity – this rat-filled underground city counts as a city except that it also provides any type of hero slot. Additionally it counts as three summoning points, a foundry, and a mine.

RISE TO GLORY

You are the most important part of your force. You are the leader, the general, the warlord, and it is your destiny to rise as the next mythic legend or fall on the field of battle as just another casualty.

Creating your avatar is as simple as first declaring your faction from one of the four main factions in Age of Sigmar. Then, choose your race and affiliation. Last, you will choose your specialty. Each of these decisions will modify your base statistics.

Once you have created your character, he will earn Building Points throughout the campaign which you can use to upgrade him. These points will elevate your hero. The higher you are considered in the pantheon of heroes, the stronger the followers you will acquire and the better equipment you will obtain for you and your soldiers.

Step 1 – Record Your Starting Stats

Refer to the compass for starting stats. Some classes will modify this.

Step 2 – Record Your Specialization

This will determine which skill-tree you will build from as well as your starting equipment. <u>If given the choice of multiples, you must choose one.</u>

Step 3 – Record your race and affiliation (god, path, temple, etc) and Keywords

Use the table below to see if your choice affects your core stats. Keywords added would match the warscroll of similar units (ie HERO, FACTION, SUB FACTION)

Weapon Shorthand Annotation

This document uses a shorthand to denote weapon statistics. For example:

(M) 3x 3+/3+ -1 1 denotes that this is a melee weapon, and there are three attacks, hitting on 3+, wounding on 3+, with a rend value of -1 and doing 1 point of damage.

Unless specified: players may only use one ranged entry and one melee entry per game

THE CAMPAIGN

The length of the campaign is divided into five chapters. Each chapter has a series of events, battles, and a final larger-scale battle before moving to the next. At the end of the fifth chapter, the player that has accumulated the most Campaign Points is declared the victor.

Campaign Points

Campaign Points are how we score an Azyr Empires Campaign. You earn them through the acquisition of territories. The larger your territory, the more Campaign Points you possess! There comes a catch with that though, for the larger one's empire becomes the harder it is to keep it functioning fully.

At the beginning of each chapter, there is a Resource Phase where the gold collectors and the random events that can shape an empire happen. You will note that the larger the territories within a player's empire, the greater the chance for negative events to affect them will be.

This also acts as a counter-balance for the players that have less territories in their effort to "catch up".

Campaign Points can be gained or lost by winning or losing battles and gaining or losing territories.

Build Points

Building Points are the currency of Azyr Empires Campaigns. We spend Building Points to improve our territories, and improve our Hero. Whereas Campaign Points are based on the territories that you possess and can be gained only when adding on to your empire, Build Points can be gained by achieving Secondary Objectives during your game. It can be that you lose the game but still earn more Build Points than your opponent!

Army Points

Army Points are simply the number of points that you can spend to create an army for a game during the campaign. Sometimes these will be used to pay for upkeep or abilities.

Abilities from Battleplans or Time of War

As you play games across the realms, you may find that you want to use a Time of War for a particular realm that you are fighting in. Games Workshop produces Time of War rules, or you could just write your own if you wanted.

Regardless, any abilities that a Time of War realm gives your army you may use. An example is in the Realm of Aqshy, wizards know the Fireball spell. Your player would know Fireball if it was a wizard, regardless of what abilities he has or has not obtained yet. If you owned enough Aqshy territories, your player could have that permanently! (refer to the section on territories and owning consecutive realm-types)

Same too with the Battleplans that give a Command Ability. Your model would know those Command Abilities for the duration of that battle.

The Campaign Phase Structure

As noted above, the campaign is divided into five chapters. During a chapter, you will fight battles, earn Campaign Points, and earn Build Points to use to enhance your units and territories. Build Points earned during a game may be banked and do not have to be spent at any given time.

Chapter Structure

- Prologue
  - Players roll on the Begin Phase chart to determine what random event occurs within their Empire.
  - Players may spend Build Points to send forth agents of Espionage and Sabotage
  - Wizard characters may attempt an epic ritual
- War – each week begins a new War Phase
  - *Challenge Phase* – designed to run a chapter a month, each week players may challenge each other to battle. During the challenge phase, players accept challenges, calculate handicaps, and each player offers up one of his territories that the other player can take if that player wins. *Territories cannot be staked twice in a row, with the exceptions of fortresses.*

    Capitals that are staked can be lost as normal. However if the capital is the only tile remaining, the opposing player must successfully siege it AND THEN successfully complete a city battle (refer to Appendix City Fights) to claim the capital.
  - *Battle Phase* – the players meet to do battle. A third territory is generated and the winner of the game may choose to take either the loser's territory, or the territory that was just generated.
    - *The player with the least number of territories chooses which plane the battle takes place on based on the staked territories*

        - *The player with the least number of territories may select a scenario to fight from a list of three scenarios that the player with the most number of territories has selected. The scenario may come from any of Games Workshop's material, or the players are free to write their own.* ***If a player has significantly more points than his opponent, consider choosing scenarios specifically written for lopsided armies***
        - *The players choose their Secondary Objective and generate their three Tertiary Objectives*
        - *The players fight their battle, using the scenario that the player with the least number of territories selected. The winning player then chooses which territory to take.*
        - *Players that cannot make it for battle during that week may instead generate D3 Build Points to represent their armies gathering resources*
    - *End Phase* – The players then record their losses, roll for injuries, and calculate their secondary score which translates into a Build Point value. Players may score a maximum of six build points per game. Any beyond this are wasted.
      Players may then spend Build Points on enhancing territories, unit upgrades, or player upgrades. Players may only spend one point on an item to upgrade per End Phase (unit upgrade, a particular territory) with the exception of player upgrades, which the player can do twice per turn.
- Campaign Event Group War
    - The End Chapter War Phase is a special campaign day. The stakes are much higher, and multiplayer games can take place. Players that lose their game in this phase lose their staked terrain regardless of whether or not the winning player takes it. Winning players may also choose to take two territory pieces instead of just one. Ideas and rules for these types of games can be found in the Appendix of this document: Multiplayer Scenarios.
- Epilogue
    - During the Epilogue, the player may level his model up if he has achieved five advancements that chapter. Leveling up the player is simply moving the player from their current rank to the next rank up. Players may then choose from the level-ups from that next rank, or may continue to choose abilities from the level below if they choose. *If a player does not have enough points to level up during the Epilogue, then they may level up in the next chapter once they reach five advancements.*
- Move to the Next Chapter
    - The next chapter begins unless you have reached the end of Chapter Five, in which case the campaign concludes, and the player with the most Campaign Points wins the campaign.

PROLOGUE

All chapters are separated by a Prologue. During the Prologue, all of the players involved will roll on a series of event charts to see what events are shaping their empires. Some of these events will be positive, while others will prove to be challenging to overcome. No one ever said ruling the world would be easy!

The player with the least number of territories in the campaign group may generate a Glorious Tiding. Players that possess more than three more territories than the player with the least number, but not double or more than that player, will subtract 1 from their roll. Players that possess double or more territories than the player with the least number of territories will subtract 2 from their roll.

Random Event Table

2D6	Random Event Table
2	**Roll on the Catastrophic Events Table**
3	**What was the plan? -** Letters of intent were not successfully delivered to your commanders. Attack lanes were left open to the enemy inadvertently. Your opponents may choose which tiles you must wager in battle this turn, though the capital city cannot be chosen as normal.
4	**Spoiled Food** – Food has gone bad in your empire, leading to a loss of troops and manpower. For every field in your empire roll a D6. On the roll of a 4+ they are not affected. On the roll of a 1-3 they are reduced in efficiency by 1 point.
5	**Corruption** – your tax collectors are skimming a bit off the top for themselves. At the end of every battle, you will lose D3 Build Points gained (to a minimum of 1)
6	**Portents of Ill Fortune** – The oracles have warned of bad fortune, and your armies are slow to move, for fear that they will anger the gods. You suffer a -1 penalty on initiative rolls this chapter.
7	**Roll on the Weather Table**
8	**Roll on the Economic Trade Table**
9	**Roll on the Exploration Table**
10	**Bumper Harvest! –** for every field in your empire, roll a D6. On the roll of a 4+ they produce an additional D3 points for this chapter.
11	**Allies! -** Allies have flocked to your banner. These allies can belong to any faction. Allies add D3+3 points to your force for this chapter, and all of these points must be spent on allies.
12	**Roll on the Glorious Tidings Table**

Weather Table – Where unusual weather and climate may be affecting your empire, which may affect the armies you field on the table!

2D6	Random Weather Event
2	**Flooding!** - Horrible flooding has ravaged your realm. This could be from molten lava, downpouring rain or anything else that can flood your cities and fields! You must divert half of the build points you accrue this turn towards your people to help them rebuild the damage caused by this ill timed event.
3-4	**Harsh Conditions** – extreme wind, cold, heat, or excessive storms. Any battles that take place in your realms will find their mobility challenged. All run and charge distances must roll 3D6 and the highest is removed.
5	**Fog** – all terrain pieces count as blocking line of sight completely. Additionally, the fog grants a +1 save modifier against all ranged attacks
6-10	**Normal Weather** – No extra effects
11	**Beautiful Weather** – The weather is perfect for production and the controlling player gains D3 build points which may be spent before the chapter begins
12	**Perfect Conditions** – All settlements produce an additional point to the player's army. All other tiles that produce points will produce an extra point on the roll of a 4+, rolled for each territory

Catastrophic Events – This table produces powerful negative effects to the player's empire, providing a challenge that will need overcome.

2D6	Catastrophic Event
2	**Plague** – A horrific plague tears through your lands, slaying your people and rendering your armies sick. Your point total is cut down by ¼ as your soldiers tend to their families or are themselves dying. This plague can take many forms that affect all races. Perhaps a necromantic rot is affecting your skeletons, or a cleansing rain has fallen upon Nurgle's Garden. A random territory is destroyed completely by the plague (the capital is exempt from this)
3	**Rebellion** – Rebel units have ambushed your supply centers and cities. Half of your build points are lost this chapter and you must dedicate D6 points of your total force to put down these brigands.
4	**Traitors In Your Midst** – One of your trusted officers is really a traitor serving a rival player. Before every game in this chapter, your opponent randomly rolls one of your heroes to be the traitor (the player's model is exempt) and notes this on a piece of paper. During each of the player's hero phase, roll a D6. On the roll of a 1, the hero defects to the side of the other player and is controlled by that player.
5	**Spies!** – Your command has been infiltrated by a rival player's spy! This spy's poisoned words corrupt all that you do, and intimate knowledge of your battle plans have been leaked to your enemies! During every game this chapter, your opponent may re-roll all initiative checks to see who goes first every turn. Additionally, your

	opponent may choose which territory you choose should you win your games, such is the influence of this corruptor.
6	**A Prophecy Gone Sour –** The oracles have seen into the future, and it is very bad. Your rivals are prophesized a rise in greatness at your expense. The stars have forseen it. This moves well beyond paltry ill fortune. Throughout your camps your soldiers fear that your time has come and that they may be serving the wrong master. During every game this chapter, all battleshock checks must be taken with two dice and the highest value chosen.
7-9	**Dragon of Myth –** A dragon of myth has taken interest in your empire. Such a creature is death incarnate! Roll on the Dragon Chart to see what it does!
10	**Unstable Magic –** Something has robbed your wizards of their abilities to cast spells. The winds of magic have moved against them. All casting values increase in difficulty by +1, and miscasts occur on double 1 or double 2 throughout all games this chapter.
11	**Blighted Crops –** The fields in your empire are withered, the people are starving, and famine runs rampant. The total output of your roads and fields is halved during this chapter.
12	**Rival Tunnels –** A rival has dug tunnels under your territories, destroying one. Select a random territory (the capital city is exempt) and remove it from play as the enemy pours from it and destroys it.

Dragon Table

Capital cities are exempt from the gaze of the dragon when rolling random territories affected.

D6	Catastrophic Event
1	**Destruction –** The dragon utterly destroys a random terrain, leaving it a smoking ruin. Remove it from your empire.
2	**Fire and Brimstone –** The dragon heavily damages a random terrain. On the roll of a D6 of 1-3 the territory is completely destroyed. On the roll of a 4+ the territory is heavily damaged and cannot contribute any of its bonuses to your empire this chapter.
3	**Marauding –** The dragon is wreaking havoc on your realm, lighting fields on fire, destroying industry, and running off your workers. Building Points are cut in half this turn and you must dedicate 2D6 points of your force to deal with the creature this chapter.
4	**Pillaging –** The dragon is wreaking havoc on your realm. The first Building Point scored in any game must be given over to your empire to help rebuild and is lost and you must dedicate D6 points of your force to deal with the creature this chapter.
5	**Hunting –** The dragon is scaring your population, hunting livestock and destroying farms but keeping away from the cities. You must dedicate D6 points of your force to deal with the creature this chapter.
6	**Ominous Flyby –** The dragon does a fly-by of your capital, but does not attack.

Economic Trade Table

D6	Economic Event
1	**Swindler –** You have been swindled on gear. Your troops are ill equipped this chapter. Before each game starts this chapter, your opponents have three tokens that they may spend at any time during the game. The tokens force you to re-roll a batch of to-hit rolls, to-wound rolls, save rolls, run distance, or charge distance to represent the poor quality of equipment.
2	**Skilled Artisan –** Your people are amazed at the quality of artistic work that a local artisan has been creating. All settlements in your empire generate an additional point to your armies this chapter.
3	**Superior Weapons –** You may equip one unit in your army with superior quality weapons. This will allow that unit to re-roll any misses in melee combat or through shooting (you determine which weapon on their profile are the superior weapons) Count this unit as upgraded per the unit upgrade rules.
4	**Superior Husbandry –** An especially talented breeder of animals has perfected a series of mounts. One unit in your force that is mounted on a horse, boar, or similar may improve its movement by 1" to a max of 10. Count this unit as upgraded per the unit upgrade rules.
5	**Masterwork Armor –** A master armorer has crafted suits of exquisite armor that you may give to one unit in your force. This armor lets the troops that wear it re-roll failed saves. Count this unit as upgraded per the unit upgrade rules.
6	**Increased Trade –** A great influx of trade boosts your economy. Every battle that you fight, you gain an additional Build Point.

Exploration Table

2D6	Economic Event
2	**Enemy Agent! –** Your forces catch the trail of a double agent! It is too late, however, and all of your secrets have been revealed. All hidden information such as secondary objectives must be revealed to your opponent this chapter.
3	**Ancient Ruins –** Your scouts report an ancient ruin from long ago. This is just like having *Ruins of Hybet* terrain.
4	**Mercenaries! –** Your forces have discovered a roving band of mercenaries that join your army, adding five points to your army this chapter. This force can come from any faction.
5	**Merchant Caravan –** Your scouts encounter a merchant caravan who is thankful for the escort (or you slay him, whichever you prefer). You gain D6 build points in reward/loot
6	**Shortcut! –** Your scouts discover a shortcut which leads to an advantageous battlefield. You gain a +2 advantage to determine who sets up first and a +1 advantage on every initiative roll this chapter.
7	**Secret Information –** Your spy network is good. All hidden information that your opponent has, such as secondary objectives, must be revealed during the game to you.
8	**Settlement –** Your scouts have discovered a village overlooked by your empire. You may freely add a settlement to any territory that does not have one. If all of your territories have one, you may upgrade the settlement.
9	**Fantastic Boon –** A fantastic location has been found! You may immediately upgrade any territory to a special territory found within that realm of your choice.
10	**Enhanced Spy Network –** As Secret Information and additionally you gain +1 on all initiative rolls throughout the chapter.
11	**Hidden Fortress –** Your scouts have found a natural watchtower fortress. You may freely upgrade one of your territories to a fortress.
12	**Ancient Arcana –** Your wizards have found an ancient and powerful Arcane Stone. One of your wizards that is not your general may carry this item. Carrying the stone gives the wizard the ability to cast an additional spell every HERO phase.

Glorious Tidings Table

2D6	Glorious Tidings
2	**Hidden Realmgate –** Your army has discovered a hidden Realmgate that gives you an advantage. When generating a new territory and if you win it you may re-roll what realm it belongs to.
3	**Extra Settlement –** You may immediately upgrade a settlement in your empire.
4	**Treasure Horde** – Your build point output is doubled this chapter, also allowing you to gain six build points a game instead of the normal five.
5	**Egg –** An egg has come into your possession and has hatched. You may field a monster that is no more than six Azyr Points to your list for free. The monster counts as an Upgraded Monster and follows the rules for that. The monster can come from any faction.
6	**Spy –** You have planted a spy in the capital of whomever you wish. This free spy may make an *Espionage* action for free. Failure indicates that he was caught and killed.
7	**Extra Training –** One core unit may add a unit upgrade for free.
8	**Reinforced Walls –** Master builders have reinforced the walls in your empire. Pick a fortress or city in your territory. When fighting a battle there, you will gain an additional +2 build points for that game (see Sieges for more on how these are spent)
9	**Inspiring Leader –** You may use two command abilities per HERO phase for this chapter
10	**Lucky –** You gain d3 re-roll tokens before each game for this chapter. These tokens may be spent to re-roll any set of dice but the whole set must be re-rolled.
11	**Recruitment –** Your recruitment has exploded, and new soldiers flock to your banners for glory, land, titles, and the chance to fight for the greatest empire in all of the realms. Gain +2D6 points which may be used in your army for this chapter.
12	**The Gods Will It! –** Your fame and power have spread to all corners of the realms. The gods are certainly with you, and you may upgrade your character as soon as you reach the required five advancements without having to wait for the Epilogue of the chapter this turn!

Prologue Epic Spells

Players that are wizard types may attempt to cast a ritual of power which can have devastating effects. A player that wishes to do this rolls 2D6 and consults the chart below. A double 1 results in an epic miscast.

If an epic miscast is rolled, consult the Epic Miscast result to determine what fate has befallen them!

2D6	Prologue Epic Ritual Result
2	**Epic Miscast –** Something has gone very wrong! Roll a D6. (1) – the wizard is slain in a burst of explosive energy. (2-3) – the wizard permanently loses a wound. (4-5) the wizard slips into a coma. Before any game, roll a D6. On the result of a 5+ the wizard awakens and may be fielded. (6) – the wizard is plagued by disfigurement. The magical energies around him are permanently altered. He casts and unbinds with a permanent -1 penalty.
3	**Lightning Storm –** A lightning storm forms around the player's capital, smiting the city and setting ablaze buildings and citizens. The player's forces lose D6 points for this chapter as their empire is torn apart by out of control sorcery!
4	**Power Drain –** Whenever the player wishes to cast or unbind, he will roll 3D6 and take the lower two dice for the result for the duration of this chapter.
5	**Enshrouding Mist –** A mist covers your lands, concealing your territory. Should you lose any of your battles during this chapter and your opponent opts to take one of your tiles, on the roll of a 3+ they must choose the random territory instead.
6	**Scrying –** You may gaze at any one tile from any of your opponents. For that chapter, that tile's benefits are sent to your army instead of your opponent. Capital tiles may not be chosen.
7	**Power Surge –** The player casts and unbinds spells by rolling 3D6 and choosing the higher of the two dice.

8	**Propser / Curse –** The wizard gains a boon of D6 points this chapter. Alternatively, the wizard may choose to cause an opponent to lose D6 points this chapter.
9	**Summons –** The player has conjured forth assistance from the magical realms, and may add D3 summon points to his force for the duration of this chapter. Such is the strength of the player's summons that any further rolls to establish the presence of an already summoned unit gain a +1 bonus. (refer to Azyr Comp for the rules on summoning)
10	**Magic Item –** The wizard conjures forth a magical item which he may grant to one of his heroes. If a weapon, the wizard may imbue it with a +1 to hit, +1 to wound, or add an additional point of damage to it. If armor, the item saves at +1 better. This lasts for the duration of the chapter.
11	**Wizards Duel –** The wizard may choose an opposing wizard player. Both players roll a D6. The player that wins by 1 or 2 causes the other player to lose a wound permanently. The player that wins by 3 or 4 causes the other player to lose a wound permanently and additionally the losing player is at -1 to cast and unbind for the chapter. The player that wins by 5 (meaning he rolled a "6" while his opponent rolled a "1") has slain his adversary.
12	**Cataclysmic Destruction –** The player may choose a territory held by an opponent that is not their capital. That territory is destroyed.

During every game, players will choose a secondary objective that is converted into Building Points. These secondary objectives are explained below. Failure to achieve this objective can be costly to a player.

(Special thanks to Dragon Rampant!)

Succeeding this objective will grant the player that many build points for the game, in addition to succeeding other Tertiary Objectives. Failing this objective will cost the player that many build points for the game. This objective is declared in secret and BEFORE armies are deployed or revealed. The players write their choices down somewhere out of sight. Spies in place may cause the player to have to reveal his secondary objective to his opponent however.

1st Build Point Quests	Description
"We shall strike the first blow"	One of your unit's must strike the first blow
"My enemy shall flee before me"	One of your opponent's units must lose a model to Battleshock before yours
"We fear not their bows"	None of your units can lose any models to battleshock from missile fire
"Our blades will run with blood"	You must cause at least five points of damage in melee in a single turn
"Every blade shall be drawn"	Each of your units must succeed in making at least one melee attack during the game
"Drive them out"	You must cause one unit to be destroyed through Battleshock
"We will make them fight in the shade"	You must reduce one enemy unit to half strength or less with missile fire alone
2 Build Point Quests	**Description**
"We shall slay more!"	You must destroy more units of your opponent than you yourself lose
"Half the enemy shall be slain"	You must destroy at least half of your opponent's units
"The arrow is deadlier than the spear"	You must destroy more models with your missile fire than with your melee
"Slay their champions!"	You must destroy your opponent's highest point value unit / model
"Strike a mighty blow!"	You must destroy two enemy units in one turn
"Avenge the fallen!"	Secretly note an enemy unit that must be destroyed during the game to avenge the foul deeds it inflicted upon your people previously
"Cut the head off the snake"	Your commander must slay the enemy commander. Instead of being worth +1 Build Point per normal, score 2 Build Points (or lose them if you fail)
3 Build Point Quests	**Description**
"My men will stand firm"	None of your units may be destroyed by Battleshock
"My blade will not be stained with the blood of lesser…"	Your leader may not move or take any action at all during the game.
"Own them!"	Destroy at least three enemy units in one turn
"They will flee before me"	At least three enemy units must lose models to battleshock in one turn
"Our magic is mighty"	Can only be taken if you have a wizard in your force. All of your spells must be successfully cast.
"Wipe them out. All of them."	You must successfully kill or drive off through Battleshock the entire enemy force.

Tertiary Goals – Gaining Build Points

Throughout the game you will have the opportunity to achieve Tertiary objectives. Accomplishing these objectives earns you Build Points. You may score a maximum of six build points during any one game. Any excess Build Points you score are lost.

You may generate <u>three</u> random Tertiary objectives before the game begins. At any time during the game if an objective is completed, you gain +1 Build Point unless the objective states otherwise. For terrain objectives, before you generate Tertiary Goals, you and your opponent nominate six points on the battlefield that count as objectives.

If you generate an objective that is impossible to succeed at, discard it and regenerate the objective.

D66 Roll – (roll 2D6, the first d6 is the first 1-6, and the second D6 is the second 1-6)

D66	Objective	D66	Objective
11	Secret Objective – generate a new objective immediately. If you achieve this, score D3 Build Points instead of 1	41	Hold two or more objectives at the end of your turn and score 2 points
12	Nominate a hero in your force. He must survive.	42	Have a unit within 12" of your opponent's table edge at the end of your turn
13	Own all even or odd numbered objectives (choose before the game begins)	43	Have at least three of your units within 12" of your own table edge at the end of your turn
14	Destroy the first unit, hero, monster, or warmachine in the game before your opponent	44	Hold three or more objectives at the end of your turn and score D3 points
15	Destroy an enemy unit (not a hero, warmachine, or monster)	45	Hold at least two objectives and twice as many as your opponent at the end of your turn
16	Have a hero slay an enemy hero in melee	46	If you hold all objectives score D3 points at the end of your turn
21	Hold Objective 1	51	Destroy an enemy unit in the Shooting Phase
22	Hold Objective 2	52	Destroy an enemy unit in the Melee Combat Phase
23	Hold Objective 3	53	Destroy two enemy units in the Melee Combat Phase
24	Hold Objective 4	54	Have a hero slay an enemy hero in melee
25	Hold Objective 5	55	Have your opponent lose models to Battleshock
26	Hold Objective 6	56	Unbind an enemy spell successfully
31	Hold Objective 1	61	Slay the Enemy General and score D3 points
32	Hold Objective 2	62	Kill an enemy wizard or priest
33	Hold Objective 3	63	Kill an enemy monster
34	Hold Objective 4	64	Kill an enemy hero
35	Hold Objective 5	65	Kill an enemy warmachine
36	Hold Objective 6	66	Win the game

Holding Objectives – To hold an objective you must have a UNIT (not hero, warmachine, or monster) within 3" of the objective and no enemy UNIT is within 3" of it.

Once during the prologue phase players may hire a spy or saboteur to attempt to cause some problems with a rival player. The cost is 2 Build Points.

Players whose models are pulled from the Dark Elf or Skaven sub-factions may hire TWO of these agents per prologue.

The agent will then attempt to fulfill his mission.

Spy – Spies have a Bravery score of 8. The player chooses which player he will be spying on and rolls 2D6. If the result of this roll equals or is lower than the Bravery score, then the spy is successful and in every game that chapter the player that was spied on must always reveal any hidden information such as secondary objectives. Additionally, the player will receive a +1 bonus on all initiative rolls against that player for the duration of the chapter, to include determining who sets up first (scenario rules will always override this, so if a scenario states that a player must always set up first, you must adhere to that) Additionally, any time the player spied on scores any Build Points, he must roll a D6 for each point. On the roll of a 1, the spy intercepts the currency and sends it to his master instead and the controlling player receives the points.

Rolling higher than the Bravery score indicates that the agent was caught and executed.

Sabotage – Saboteurs will attempt to disable an entire territory by destroying key buildings and locations. To accomplish this, the saboteur chooses an enemy territory and rolls a D6. If the result *exceeds* the number of upgrades to the territory, then the saboteur was successful and the territory's bonuses may not be used for that entire chapter while it is rebuilt.

If the player choose an enemy *Capital Territory*, a successful roll must be re-rolled to reflect how difficult it is to operate that close to an empire's power center.

Death and Dying - During war and conflict it is inevitable that mighty heroes will come crashing to their knees and be slain by their rivals. The possibility that your character, a lieutenant, or upgraded unit may die is a real one that you will need to consider.

Whenever an upgraded unit, hero (that is not the character), monster, or warmachine is removed from the table through becoming a casualty or through a Battleshock check, make a note and at the end of the battle roll a D6 for each.

On the roll of a "1", that unit, monster, warmachine, or hero is removed from the campaign and any bonuses or benefits that they had are gone.

On the roll of a "2-3" that unit is injured and may not participate in your next battle.

On the roll of a "4-6" that unit recovers fully.

Player's personal characters roll 2D6 and consult the below chart whenever they are removed as a casualty:

Injuries – Unless listed as permanent, injuries will heal. At the beginning of every game, the player will roll a D6 for each non-permanent injury. On the roll of a 6 the injury is removed from the hero. The player gains a +1 for each injury for every cycle that has passed since obtaining the injury.

2D6	Injury Result
2	The Hero is dead and removed
3	Broken Leg – -1 to Movement
4	Gouged Eye – the player is at -1 to hit
5	Spine Injury – the player loses a wound permanently
6	Broken Ribs – the player is +1 to be wounded
7	Head Injury – during the player's HERO phase he must roll a D6, and on a 1 may do nothing that turn
8-12	The player makes a full recover

Dead Players – If the player is killed, the campaign is not lost for them. They can promote up a hero to take their place! The hero that takes their place may be any legitimate hero type found for their faction and begins play at the same level as the slain hero, only without any upgrades for that level.

BADLY UNEVEN MATCHUPS

Uneven Matches - one of the downsides of playing in any resource or map-based campaign is that it does not take long for one side to get a fairly substantial advantage over his rivals. This can lead to one-sided games and people dropping out of the campaign because the battles are or are perceived to be grossly imbalanced.
While the nature of resource campaigns is that indeed some players will gain territories while others fall, in the spirit of keeping things entertaining and fun as well as keeping everyone in the hunt for points and territories, Azyr Empires utilizes a handicap inducement system to help smaller armies maintain the ability to also have a chance to accomplish their goals.

When choosing scenarios, the player with the least number of territories already gets to select one of three scenarios that the opposing player has selected for the match. Choosing scenarios that are already designed for imbalanced forces is one way to solve this issue, and if choosing one of these scenarios, the players should ensure that the ratio is being met (which might mean cutting some points out of your roster to meet the requirements of the scenario). Where this can be done to meet the scenario requirements, that is all that is needed.

If the available scenarios are not for imbalanced forces, or the imbalanced forces are still not enough to meet the disparity, the player with the least number of points earns one Inducement Point for every 5 points down he is from the other player –OR- from meeting a scenario requirements where the forces are not balanced.

For example, if the scenario does not call for imbalanced forces and a 30 point army meets a 20 point army, the 20 point army receives two Inducement-Points. If a 30 point

army meets up against a 20 point army and the scenario calls for one side to have HALF the number of the other side, then no inducement points are earned, and the 20 point player should drop his army to 15 to meet the scenario requirements.

If a 30 point army meets a 15 point army and the scenario were to call for one force to be 2/3 the size of the other overall, then the 15 point army would receive one inducement point for being 5 points under that requirement (2/3 of 30 would be 20 points)

The player that receives inducement points can spend them for game bonuses as listed on the chart below. Inducements must be written down before the game begins, but can be kept secret.

- Player may re-roll one set of any dice. The re-roll must include all dice rolled, even the successes
- The player may have one of his units, heroes, monsters, or warmachines roll on the upgrade chart. The upgrade lasts for the duration of the game. Only one upgrade per unit may be purchased in this fashion.
- The player may purchase a healing potion for one of his heroes. This may be drank in the HERO phase and restores D6 wounds once per game.
- The player may purchase an initiative token. This token may be used at the start of any turn and the player receives a +3 to determine who goes first that turn
- The player may purchase a dispel scroll. This scroll may be used once anytime an opposing player successfully casts a spell and can be used to unbind that spell automatically.
- The player may purchase a feedback scroll. This scroll may be used once anytime an opponent is about to cast a spell but before the player rolls the result. Whatever the result is on the casting player's dice is how many dice the player may roll. Any results of a 6 that come up are treated as MORTAL WOUNDS against the caster.
- The player may purchase a summons token. This token can be used as an additional Summon Point, or can be spent after an opponent attempts to summon and succeeds. If used in this way, on the roll of a 3+ the summoned unit is hostile to the caster in the same way it would be if the caster miscast while summoning (see Azyr Comp for this rule)
- The player may purchase a recycle token. This token can be used anytime a friendly CORE unit is destroyed. Use the token in the HERO phase to bring the unit back onto the table within 9" of any table edge, which counts as their move.

UPGRADES

Build Points may be assigned to units, other heroes, monsters, and warmachines to increase their effectiveness. Any of these items may have up to two upgrades and these upgrades must be written down and noted. Should any of these be slain in combat and the result of their injury result be a death, their upgrades are lost with them.

You may only ever assign a single upgrade to an item at a time. Personal player characters never receive these upgrades, instead using the upgrade trees found in Appendix A.

If you ever roll an upgrade for an item that already has that upgrade, either because you already generated it, or because the warscroll for that item contains that ability, re-roll the ability.

2D6	Unit Upgrades
2	The unit gains a +1 bonus to saves
3	The unit may roll two dice for Battleshock and choose the lowest
4	The unit may re-roll to hit and wound rolls on the first turn of any combat that they charged
5	The unit causes fear. Any enemy unit fighting them in melee combat suffers a -1 Bravery penalty
6	The unit may re-roll to-hit rolls of 1 in the first turn of every melee combat
7-8	The unit gains a +1 to hit with any melee or ranged attacks that they make
9	The unit may re-roll one D6 every turn
10	The unit is immune to Battleshock
11	If the unit is charged and it has ranged weapons, it may make a special Overwatch, firing its weapons with a -1 penalty to hit. This is done before the enemy unit rolls for its charge distance.
12	The unit gains 1" on their melee effective range

D6	Warmachine Upgrades
1	The warmachine gains +6" to its range
2	The warmachine may re-roll to-hit rolls of 1
3	The warmachine may re-roll wound rolls of 1
4	The warmachine and its crew have +1 save
5	The warmachine increases its rend by -1
6	The warmachine increase its damage by 1

2D6	Hero and Monster Upgrades (non wizard)
2	Model gains +1 wound
3	Model is -1 to wound
4	Model may re-roll misses when rolling to-hit
5	Model may re-roll 1s when rolling to save
6	Model causes enemy units in contact to test Battleshock with a -1 Bravery penalty
7-8	Model may re-roll 1s when rolling to-hit
9	Model gains +1" to Movement
10	Model gains a bonus melee attack with one of the weapons on his profile
11	Model gains a special 5+ save against any Mortal Wounds inflicted against him
12	Model may pile in and attack twice during a combat phase

2D6	Wizard Hero Upgrades
2	Model gains +1 wound
3	Model is -1 to wound
4	Model may re-roll the damage caused by miscasts
5	Model may re-roll 1s when rolling to save
6	Model causes enemy units in contact to test Battleshock with a -1 Bravery penalty
7-8	Model adds +1 when casting spells
9	Model gains +1" to Movement
10	Model gains a special 5+ save against any Mortal Wounds inflicted against him
11	Model gains +1 to Unbind and Unbinding distance increases to 24"
12	Model may re-roll any casting attempts

APPENDIX A
PROGRESSION CHARTS

CHAOS BEASTMEN

You are a Chaos Beastman, a child of the wastes and disciple of all that are the chaos powers. Your hatred for all other races consumes you, and as you step forward to embrace your destiny, it is with the destruction of all that would oppose the gods' will that drives you.

Marks of Chaos

Any beastman character may choose a mark of chaos if they so choose.

Mark of Khorne – Players marked by Khorne are devoted to the shedding of blood and reaping of skulls for their master. Shamans marked by khorne have the difficulty of their spells increased by +2 (so if a spell is cast on a 5 it is now cast on a 7), however will gain the PRIEST keyword for powers that priests of khorne can wield (such as the Blood Geysers on Aqshy)

Players marked by Khorne may re-roll any To Wound rolls of a 1.

Mark of Nurgle – Players marked by Nurgle are devoted to the spreading of the Grandfather's Plagues and Blessings. The player will be a bit more bloated than normal, losing two points of movement, but gaining two wounds

Mark of Tzeentch – Players marked by Tzeentch are blessed with arcane protection and a better understanding of the manipulations of the world and of their master. Tzeentch Beastmen come in a dizzying array of spectacular colors.

Players marked by Tzeentch may make a special 6+ save against ANY type of wound that they take during a game (mortal or otherwise). This save comes after any failed saves that may have been taken.

Mark of Slaanesh – These fantastic looking creatures always seek new forms of experiences and pleasure. Beastmen marked with slaanesh may add an additional +1 to their movement and may pile in 4" instead of the normal 3" during combat.

Mark of the Gods – Rare are those that try to serve all of the gods, but for those select few there can be quite the boon if they are strong of mind and will to do so.

Players not choosing a mark may attempt at the beginning of their Hero Phase to acquire the favor of any of the four gods and receive the bonuses of that particular mark (which last until the beginning of their next Hero Phase).

The player rolls a D6. On the roll of a 4+, the wish is granted, and the player is assumed to possess the mark of the god that they requested. The only restriction is that WOUNDS may never be gained nor lost in this manner.

If the player rolls a 1 on this request, the gods become angry and smite the character. The player will suffer D3 mortal wounds.

Beastlord *(Fighter/Warlord)*

The bulk of a beastman army are made up of the beastmen, and the Beastlord is a direct evolution of that creature. Beastlords may choose either the Fighter specialty or the Warlord specialty.
Beastlords gain a +1 to their movement stat.

Beastlords start equipped with a man-ripper axe ((M) 3x 4+/4+ 0 1) and a shield (confers a +1 armor modifier in hand to hand combat). Note: shields can only be used when the Beastlord has a free hand to wield it.

One-Star Beastlord Upgrades (Champion)

Upon choosing the Fighter Skill Tree, the Beastlord gains +1 Melee Attack
Upon choosing the Warlord Skill Tree, the Beastlord gains the Inspiring Presence Command Ability and +1 Bravery (7)

- Gain an additional melee attack (Both)
- Gain the Man-Render Great Axe ((M) 1x 4+/4+ -1, 2) (Both)
- Gain an additional man-ripper axe. This will allow the Beastlord to re-roll 1s when rolling to-hit and grants the Beastlord +1 Attack. (Both)
- Gain a point to Rending (Both)
- Gain +1 to hit and +1 to wound (Both)
- Gain suit of chainmail (+1 armor) (Both)
- Gain Hatred of Heroes ability – allows the Beastlord the ability to re-roll failed wounding rolls when fighting against other heroes (Both)
- Gain the Inspiring Presence Command Ability (Fighter)
- Gain the Grisly Trophy Command Ability on the Beastlord warscroll (Warlord)

Two-Star Beastlord Upgrades (Hero)

Upon becoming a Two-Star Hero, the Beastlord may upgrade one unit of Bestigors in his warband to reflect the god that the Beastlord follows.

Khornagors – marked by Khorne. Khornagors may re-roll wound-rolls of a "1". Once per game they may increase their melee attacks characteristic by +1.

Pestigors – marked by Nurgle. Pestigors lose a point of movement and gain a point to their save.

Changagors – marked by Tzeentch. Changagors are protected by coruscating flames that allow them to take their save against any type of wound, even from attacks that normally allow no save. Additionally the unit may cast the spell "Arcane Bolt" once per hero phase.

Pleasuregors – marked by Slaanesh. Pleasuregors have a Bravery score of 10 and +1 movement.

- Gain an additional melee attack (both)
- Gain an additional wound (both)
- Gain an additional bravery (both)
- Gain the ability to ride into battle on a chariot. The Beastlord's movement becomes 10 and the Beastlord gains +3 wounds for the chariot. The beastlord gains two special attacks noted below: (both)
  Tusks & Hooves – (M) 1", 4x 4+/3+ 0 1
  Ungor Crew Shortspear – (M) 1", 1x 5+/4+ 0 1
- Gain the Tuskgor Charge ability if mounted in a chariot. This allows the player to re-roll failed charges as well as re-roll all failed to-hit rolls on the turn charging.
- Gain The Dark Mail (+1 armor) (Fighter) which is a dark suit of chainmail that forces all casters within 12" of the player to subtract 3 from casting rolls
- Gain the ability to cause a mortal wound on a To-Hit roll of a "6" (Fighter)
- Gain the command ability Gore-Soaked Champion (Warlord) which causes all BrayHerd units in the army to add +1 to their charge, run, and hit rolls within 16" of the player.
- Gain the command ability Bestial Cunning (Warlord) which allows all Brayherd units within 16" of the character to retreat and charge that turn.
- Gain the Skull of Magrar (both) which allows the player to heal a wound to himself, or cause a mortal wound to any enemy unit within 10".

Three-Star Beastlord Upgrades (Lord)

Upon becoming a Three-Star Lord, the Beastlord may upgrade two units of Bestigors in his warband to reflect the god that the Beastlord follows.

Three-Star Beastlords may also undertake Quests, which are outlined in the Quests section of this book.

- Gain an additional melee attack (both)
- Gain an additional wound (fighter)
- Gain an additional bravery (warlord)
- Gain an additional point of rend (fighter)
- Gain the ability to use two command abilities a turn (warlord)
- Gain "the Impaler", allows the player to inflict D3 mortal wounds after charging. (fighter)
- Gain "the Scourge", a powerful weapon that has a number of attacks equal to the number of enemy models within its range: (M) 3", * 4+/4+ 0 1 (fighter)
- Gain Raider Ambush ability: Endowed with the cunning of the hunting pack, Beastmen are adept at encircling the foe and attacking from an unexpected direction. Instead of setting up the units in an Ungor Raiders Ambush on the battlefield, you must place them to one side. In your first movement phase you must set up all of these units wholly within 6" of the edges of the battlefield, and more than 9" from any enemy models. This is the unit's move for that movement phase. (warlord)
- Gain Primal Fury ability: All bestigors, centigors, tuskgor chariots, gors, and ungor models within 8" of the warlord gain +1 attack. (warlord)
- Undertake one of the four Beast Quests

Four-Star Beastlord Upgrades (Legend)

Upon ascending to a four-star Legend, all Brayherd units in the player's army gain a permanent +2 bonus to their Bravery.

The Legendary Beastlord may undertake quests to ascend as the ultimate avatar of the chaos gods. Refer to the Quests of the Chaos Gods for what those rewards are, as all beastman characters are gifted the same.

Be warned, the path to final ascension is perilous and failure is not tolerated by the gods!

Bray Shaman (wizard)

These spiritual leaders of the beastmen encampments are blessed with the powers of the gods. They are both feared and greatly respected by their tribes. Bray Shamans may choose the Wizard specialty.
Bray Shamans gain a +1 to their movement stat.

Bray Shamans start equipped with a Skull Staff ((M) 2" 1x 5+/4+ 0 1)

One-Star Shaman Upgrades (Champion)

Upon choosing the Wizard specialty, the shaman starts with the ability to cast and unbind one spell, and may choose either the Arcane Bolt or the Mystic Shield spell.

- Gain +1 to all melee attack rolls
- The character's Skull Staff gains -1 Rend
- The character's Skull Staff is charged and does D3 damage
- The character learns the spell Arcane Bolt
- The character learns the spell Mystic Shield
- The character learns the spell Savage Dominion (cast on a 9+, the caster summons a monster within 6" of a table edge and 9" or more from an enemy. The monster cannot move on the turn that it is summoned)
- Gain the ability Vigour – all brayherd units within 8" of the character can move +3" at the start of their movement phase
- Gain the Inspiring Presence Command Ability

Two-Star Shaman Upgrades (Hero)

Upon attaining two-stars, the character can now cast and unbind two spells per hero phase. The Skull Staff gains an additional -1 rend

- Gain +1 wound OR +1 Melee Attack
- Gain the Flight of Crows ability – the model sprouts black feathers and can fly, increasing his movement stat to 10"
- Gain the Harbringer of Disaster ability. Roll two dice for each enemy unit within 3" of the character at the start of the combat phase. If the total is higher than the unit's bravery, it cannot attack the caster in that combat phase.
- Gain the spell Viletide. Cast on a 6+, the spell has a 24" range and inflicts 4D6 attacks hitting on a 2+ and wounding on a 5+ (no rend, 1 damage)
- Gain the spell Devolve. Cast on a 6+, choose a HERO within 16" and roll two dice. For each point that exceeds the hero's bravery, it suffers a mortal wound.
- Gain the ability Essence of Chaos. Pick one model from your army within 12" and roll a D6. Regardless of the die roll, the model dies. On the roll of a 4+ it is replaced by a chaos spawn under the player's control.
- Gain the Aura Of Transmutation ability. The character cannot be attacked or affected by spells unless the attacker is within 12" of him. Roll a dice for each enemy unit within 3" at the start of combat. On a 4+ that unit suffers a mortal wound.

Three-Star Shaman Upgrades (Lord)

Upon attaining three stars, the character can now cast and unbind three spells per hero phase. The skull staff is enhanced to do D6 wounds.

- Gain +1 wound OR +1 melee attack
- Gain +1 to-hit for melee attacks
- Gain +1 to-wound for melee attacks
- Gain the spell Strength of Beasts. Cast on a 5+, target unit within 18" gains +1 on their to-wound rolls until the beginning of their next hero phase.
- Gain the spell Enduring Rock. Cast on a 5+, target unit within 18" gains +1 on their saves until the beginning of their next hero phase.
- Gain the spell Untamed Wilds. Cast on a 6+, natural terrain feature within 24" is now considered DANGEROUS. Lasts until beginning of their next hero phase.
- Gain Master of Sorcery ability. Any unbinding attempts can now be made at 24" from the caster, and the character is +1 to unbind.
- Undertake a three-star quest.

Four-Star Shaman Upgrades (Legend)

Upon attaining four stars, the character is now +1 to cast.

The Legendary Shaman may undertake quests to ascend as the ultimate avatar of the chaos gods. Refer to the Quests of the Chaos Gods for what those rewards are, as all beastman characters are gifted the same.

Be warned, the path to final ascension is perilous and failure is not tolerated by the gods!

Bullgor (fighter)

Mountains of immense muscle and fueled by the need to gorge themselves on the bodies of the fallen, the mammoth Doombulls are terrifying opponents to face on the field of battle.
Doombulls start with +2 wounds (7 total) and +2 movement (7") and have a Bravery of 7.

Doombulls are armed with a Doombull Axe (M) 1" 3x 4+/3+ -1 1
Additionally they carry a Bullshield (+1 save in hand to hand combat)

One-Star Bullgor Upgrades (Champion)

Doombulls start the game with what is noted above

- Gain +1 wound
- Gain +1 to hit with melee weapons
- Gain +1 to damage with melee weapons
- Gain the Bloodgreed Ability – each time the character rolls a 6+ to-hit, it can make an extra attack with its melee weapon
- Gain the Inspiring Presence Command Ability
- Gain the Command Ability Slaughterer's Call – until your next hero phase, you can add 1 to all wound rolls made for any WARHERD units in your army that are within 16" of the character when they attack in the combat phase.
- Gain a Doombull Great Axe – (M) 1" 2x 4+/3+ -2 2, wielded in both hands (so loses the shield)
- Gain an additional Doombull Axe which grants an extra melee attack, but loses the shield

Two-Star Bullgor Upgrades (Hero)

Upon reaching two-stars, the Doombull Hero may choose to upgrade one unit of minotaurs with the mark of his God. This upgrade functions identically to the upgrade Beastlords can give to a unit of Beastigors (refer to the Beastlord tree for that information)

- Gain +1 wound
- Gain the ability to re-roll any "1s" when rolling to-wound
- Gain the ability to re-roll any "1s" when rolling to-hit
- Gain an additional melee attack
- Gain the Oxen Bow, a massive bolt thrower that the Doombull can wield personally. (R) 36" 1x 3+/3+ -2 D3
- Gain Command Ability Bullgor Stampede – when minotaurs or ghorgons within 16" of the character charge, for each model that finishes its charge move within 1" of an enemy unit, on a 4+ that unit will suffer a mortal wound
- Gain Enhanced Bloodgreed – each time that the character rolls a wound-roll of 6+, it may make two extra attacks instead of just one

Three-Star Bullgor Upgrades (Lord)

The marked minotaur unit may re-roll failed to-hit rolls of a 1

- Gain the skull of a fey enchantress – the character may unbind two spells in each enemy hero phase as if it were a wizard
- Gain the Command Ability Father of Beasts – all minotaur units within 20" may add +1 to all wound rolls when they attack in the combat phase. Additionally they may use the Doombull's Bravery instead of their own.
- Gain Ravenous Bloodgreed – each time the character rolls a wounding roll of a 5+, it may make two extra attacks. This supersedes Enhanced Bloodgreed
- Gain the Armor of Damnation. Adds +1 to the save and any melee attacks striking the wearer are at -1 to hit.
- Gain the Sledge of Meteoric Metal – (M) 2" 3x 4+/3+ -3 D3
- Gain the ability Slavering Charge – character and any minotaur unit within 8" may re-roll failed charges
- Undertake a three-star Beastman quest

Four-Star Bullgor Upgrades (Legend)

Upon attaining four stars, the character may now move an additional +3"

The Legendary Doombull may undertake Beastman quests to ascend as the ultimate avatar of the chaos gods. Refer to the Quests of the Chaos Gods for what those rewards are, as all beastman characters are gifted the same.

Be warned, the path to final ascension is perilous and failure is not tolerated by the gods!

CHAOS DWARFS

You are a chaos dwarf, a child of fire, malice, and spite. Will you lead legions of demon-forged plate armed soldiers, or does your path lie along the arcane arts and of mastering the bounding of daemons to steel?

If choosing to be a chaos dwarf, you may choose to either play the role of a Lord Castellen which will follow a warlord class progression, or you may choose to be a Daemonsmith, which will follow a wizard progression but which can be gifted with powerful arms as well.

Lord Castellan (warlord)

Lord Castellan's are the general's of the chaos dwarf force, leading forces against the enemies of Hashut. The Lord Castellan starts the game with a Bravery of 8, a 4" move, and two weapons plus the "Inspiring Presence" Command Ability
Pyrelock Pistol – (R) 8" 1x 4+/4+ -1 1
Darkforged Weapon – (M) 1" 3x 4+/4+ -1 1

The Lord Castellan carries a Spiteshield. Any save of a 6+ bounces the wound to the unit that inflicted it.

One-Star Lord Castellan Upgrades (Champion)

Lord Castellan's start with what is listed above

- Gain +1 to all melee attack to-hit rolls
- Gain infused daemonic power to Darkforged Weapon (does D3 damage)
- Gain Darkforged Great Weapon – (M) 1" 2x 4+/4+ -2 3
- Gain +1 melee attack
- Gain Rune-Wrought Blackshard Armor (+1 save, allows re-roll of failed saves against any attack unless the attack has a rend of -2 or more)
- Gain Command Ability Martial Contempt – in the hero phase the player can pick an enemy unit within 12". All Legion of Azgorh models add +1 to-wound vs them

Two-Star Lord Castellan Upgrades (Hero)

Once a Lord-Castellan reaches two-stars, all Legion of Azgorh units may use his Bravery Score if they are within 12" of him.

- Gain +1 wound
- Gain +1 melee attack
- Gain additional Pyrelock Pistol (+1 ranged attack)
- Gain Cruel Gauntlets – character has +1 on any melee to-wound rolls. However, any attacks that roll a "1" to-hit will instead hit a friendly model within 6"
- Gain the Banner of Slavery – can give it to an army standard bearer. All enemy units within 12" of the banner are at -3 Bravery
- Gain the ability Flames of Azkhorgarath – at the beginning of combat phase any enemy model within 3" of the character takes a wound on the roll of a 4+
- Gain Command Ability Helstrom's Fury – pick an enemy unit within line of sight. All ranged attacks targeting that enemy unit are at +1 to-hit and to-wound

Three-Star Lord Castellan Upgrades (Lord)

The Lord-Castellan may use two command abilities per turn

- Gain +1 wound
- Gain +1 melee attack
- Gain the Chalice of Darkness – Used in the hero phase. For every mage (friend or foe) on the table, all casting attempts suffer -1 to cast. Afterward roll a D6. A roll of a 1 exhausts the Chalice and the player suffers D3 mortal wounds.
- Gain the Black Gem of Gnar – may be used once a game. Player declares its use in the Combat Phase. The player and all models in base contact with the player are frozen in time and may do nothing until the gem's effects wear off. At the beginning of each hero phase thereafter a D6 is rolled and on the roll of a 4+ the gem wears off.
- Gain the Daemon Armor Gazrakh - +1 save, and ignores any rending completely
- Gain the Curtain of Iron Ability – all Legion of Azgorh units within 12" of the character may re-roll to-hit rolls and save rolls of 1, provided they did not move in the movement phase.
- Undertake a three-star quest

Four-Star Lord Castellan Upgrades (Lord)

The Lord-Castellan gains a point of Bravery

- May go on any three or four-star quests

Daemonsmith (wizard)

Daemonsmiths forge the hellish metals and help imbue them with hellish entities that enhance the abilities of the weapons and armor that are crafted. They are potent spellcasters capable of tapping in and unleashing the powers of fire.

Daemonsmiths start the game with a Bravery of 7, a 4" movement, and carry one of the two weapons listed below:

Darkforged Weapon – (M) 1" 2x 4+/4+ -1 1
Pyre Rune Staff – (M) 1" 1x 4+/3+ -1 1

One-Star Daemonsmith Upgrades (Champion)

Daemonsmiths start with the above. Additionally they may cast and unbind one spell per turn. They may choose either the Arcane Bolt or the Mystic Shield spell

- Gain +1 to-hit in melee
- Upgrade the Darkforged Weapon to 2 damage OR the Pyre Staff to D3 damage
- Gain the Arcane Bolt OR the Mystic Shield spell
- Gain the spell Ash Storm – cast on a 6 – pick an enemy unit within 20". That unit subtracts 2 from shooting to-hit rolls as well as run distances until the player's next hero phase
- Gain Death-Touched armor. +1 save, and +1 to unbinding rolls if they slew an enemy model in the preceding turn
- Gain the Blood of Hashut – this vial of blood is one use per game. Target an enemy model within 6". That model takes D3 mortal wounds, unless it is a warmachine, in which case it takes D6 mortal wounds
- Gain "Inspiring Presence" Command Ability

Two-Star Daemonsmith Upgrades (Hero)

Upon reaching two-stars, the Daemonsmith may cast and unbind two spells per turn

- Gain +1 wound
- Gain +1 bravery
- Gain Armor of the Furnace. +1 save, and any saving throws of 6+ rebound the wound back to the model that inflicted it. The model is also immune to any attacks that stem from fire (fireball, flaming swords, etc)
- Gain Arcane mastery – the caster can now stack spell effects
- Gain spellbreaker rune – once per game the caster can automatically unbind any spell so long as he is within range to attempt an unbinding
- Gain the spell "The Burning Brand" – cast on a 6 – targets a friendly unit within 16". That unit gains a bonus -1 to rend until the beginning of the caster's next hero phase.
- Gain Diabolical Ingress – the caster may sacrifice a wound to re-roll a casting roll

Three-Star Daemonsmith Upgrades (Lord)

Gain +1 to casting and unbinding rolls if the player is fighting in the Realm of Fire

- Gain the Graven Sceptre – (M) 2x 4+/3+ -1 3
- Gain the Hellshard Amulet. The character has a special 5+ save against mortal wounds. If the save roll is a 6+, the mortal wound is inflicted on the model that caused the mortal wound
- Gain +1 wound
- Gain Enhanced Arcane Mastery – character extends the reach of his spells by 6"
- Gain the spell Flames of Azgorh – casting value of 8 – visible enemy unit within 18" suffers D6 mortal wounds and if any models are slain the unit is at -1 Bravery in the next battleshock phase.
- Undertake a three-star quest

Four-Star Daemonsmith Upgrades (Legend)

Gains the Great Taurus mount. For stats refer to Drazhoath the Ashen's entry on the Forgeworld Warscroll. The player's wounds bump up to 13.

- Participate in Chaos Dwarf quests

CHAOS DAEMONS

You are a daemon of chaos, a herald of one of the four gods. Where you go, destruction and the unraveling of the mortal realms follows. Your will has become manifest, and your essence solidified on the mortal realms. Now you gather your army and prepare to do battle in the name of your hellish master to further disrupt and destroy the remnants of the other powers, for there can only be chaos.

When starting as a Chaos Daemon, you choose one of the four powers as your patron.

All heralds of chaos start with the normal default scores except that they have a Bravery of 10, and have a 4+ save.

Herald of Khorne (fighter): possesses a Blade of Blood (M) 1" 3x 4+/4+ -1 1

Herald of Nurgle (warlord / wizard): possesses a Balesword (M) 1" 2x 5+/4+ -1 D3 & -1 to their Move Stat

Herald of Tzeentch (wizard): possesses a Staff of Change (M) 2" 1x 5+/4+ -1 D3 & may cast and unbind as a level 1 wizard, knowing either Mystic Shield or Arcane Bolt

Herald of Slaanesh (fighter/specialist): has Ravaging Claws (M) 1" 5x 4+/5+ -1 1 and +1 to their Move Stat

One-Star Herald (Champion)

The journey to greater-demon status begins here as a Champion of your god

- Gain +1 save (khorne and nurgle)
- Gain +1 on all melee to-hit rolls
- Gain +1 on all melee to-wound rolls
- Gain "Inspiring Presence" Command Ability
- Gain Decapitating Blow Ability – a roll of a 6 to-hit counts as a mortal wound (khorne)
- Gain Blood Must Flow Ability – after the character has attacked, he may pick another unit with the same mark as he has within 8". That unit can pile in and attack if it is within 3" of an enemy unit and has not already attacked in this phase (khorne)
- Gain Disgustingly Resilient – every time the character suffers a wound or mortal wound, he may roll a dice. On the roll of a 5+ the wound is discarded (nurgle)
- Gain In Death There Is Life Ability – the character heals 1 wound every time a unit is wiped out within 7" of him (nurgle)
- Gain an Arcane Tome – once per game the character may roll 3 dice instead of 2 for casting. If using the Azyr Miscast optional rule – none can happen for this roll (tzeentch)
- May know the spell Arcane Bolt, or Mystic Shield (tzeentch)
- May know the spell Pink Fire of Tzeentch – cast on a 9, 18" range does D6 mortal wounds to a unit (tzeentch)
- Gain the Magical Flames attack ability – (R) 18" 2x 4+/4+ 0 1 (tzeentch)
- May ride a Steed of Slaanesh (move 12", gain poisonous tongue attack (M) 1" 2x 4+/4+ 0 1) (slaanesh)
- Gains Deadly Grace Ability– a hit roll of a 6+ allows the character to make an additional attack with their Ravaging Claws (slaanesh)
- Gain Quicksilver Dodge Ability – allows the character to re-roll failed saves in the combat phase (slaanesh)

Two-Star Herald (Hero)

The character grows in power as the favor of his god brings about blessings. Khorne heralds gain +1 melee attack. Nurgle heralds gain +1 wound. Tzeentch heralds can now cast two spells and unbind two spells per turn. Slaaneshi heralds gain +1 to their melee rending attacks.

- May ride a juggernaut mount (gains Hooves (M) 3x 3+/3+ 0 1) and move increased to 8" as well as +1 wound. (khorne)
    - With the juggernaut – gain murderous charge – for each enemy unit within 1" of a charging herald, on a 4+ they take D3 wounds (khorne)
- Gain Slaughter & Ruin Ability – re-roll all failed hit rolls if player charged that turn (khorne)
- Gain Slayer Sword – (M) 3x 4+/4+ -1 3 – Decapitating Strike now does 3 mortal wounds instead of 1 (khorne)(
- May ride a Blood Throne (gain Hellblades (M) 2x 4+/3+ -1 1 with decapitating blow and Gnashing Maw (M) (1x 4+/3+ -1 de wounds) (khorne)
    - With the Blood of Throne – gain Gorefeast ability – gain +1 wound at the end of combat for every wound inflicted by a Gnashing Maw attack (khorne)
- Gain the Cloak of Skulls – character may re-roll failed save rolls
- Gain Skulls for Khorne Ablity – re-roll all failed hit and wound rolls when facing a HERO
- Gain +1 wound (nurgle)
- May ride a palanquin - +1 wound and gain Razor Sharp Teeth (M) 5x 5+/5+ 0 1 (nurgle)
- Gain Enhanced Disgustingly Resilient – succeeds on a 4+ (nurgle)
- Gain the Tallyman Ability - when 7-13 enemy models have been slain, all Nurgle Daemons may re-roll wound rolls of a 1. When 14-20 enemy models have been slain, Nurgle marked models may re-roll hit rolls of a 1. When 21 or more enemy models have been slain, all Nurgle models may gain +1 to their save rolls. These bonuses are lost if the character is slain. (nurgle)
- Gain Stream of Corruption Ability – (R) 8" 1x 3+/5+ -3 2 (nurgle)
- Gain Rusting Aura Ability – all models in base contact with the player suffer -1 to their saving rolls (nurgle)

- Gain Fortune & Fate Ability – if the character ever rolls a 9+ on a casting roll, they can cast an additional (but different) spell (tzeentch)
- Gain the ability to know any spell that any wizard within 9" knows (tzeentch)
- Gain Misdirection Ability – until revealed, the character can pick one unit within 9" and that unit will halve its move until the next hero phase (tzeentch)
- Gain Formless Horror Ability– the character can use the Melee combat profile of any unit in base contact (pick one weapon) (tzeentch)
- May ride a Disc of Tzeentch (move 16" and flies) – which gains teeth and horns melee attack (M) D3 attacks 4+/3+ -1 D3 (tzeentch)
- Knows Blue Fire of Tzeentch Spell – cast on a 4 – cast at a visible enemy unit within 18" – player rolls 9 dice while opponent rolls 1 die. The target unit suffers a mortal wound for each one of the character's dice that matches the opponent's die (tzeentch)
- May ride a Burning Chariot (14" movement, flies) and gains Screamers Lamprey Bites – (M) 6x 4+/3+ 0 1. Screamers do D3 damage to monsters. After it moves, the player can pick an enemy unit that it had moved over and on a 4+ that units takes D3 mortal wounds. (tzeentch)
- Gain Firestorm Spell – cast on a 9 – each enemy unit within 9" takes D3 mortal wounds on a 4+ for each unit (tzeentch)
- May ride an Exalted Chariot (12" move and +3 wounds to represent the crew) Replaces the claws melee attack with flensing whips – (M) 2" 6x 4+/5+ 0 1 and the daemonettes piercing claws (M) 6x 4+/4+ -1 1 (crew) as well as the steed's poisoned tongues (M) 8x 4+/4+ 0 1 (slaanesh)
    - After charging, for each enemy within 1" on a 4+, it will take D3 mortal wounds if the player is mounted in the Exalted Chariot (slaanesh)
- Enhanced Deadly Grace Ability – extends to flensing whips and daemonette crew so that they get the extra attacks as well on a 6+. Unmounted character may gain an extra attack on a 5+ to hit (slaanesh)
- Ability - Model may always run 6" when running (slaanesh)
- Gain Disturbing Beauty Ability – any hero attacking the player must subtract 1 from all hit rolls if they are targeting the player (slaanesh)
- Gain Unholy Hues Ability – opposing player must add +1 to all Battleshock tests made for units within 3" of the player if the character charged that turn (slaanesh)
- +2" movement (slaanesh)

Three-Star Herald (Lord)

The character transforms into a mighty Daemon Prince! Adjust the wounds of the model to 8 and its movement score to 8". Its save is also adjusted to 4+ regardless of god.

The Daemon Prince will carry over any spells that it knew as a herald, and any abilities that it had that do not come from being mounted on anything, but will lose any mounts or equipment it may have gained during the transformation. Note powers that do not state "ability" are not carried over.

Players may choose either the Daemonic Axe or the Hellforged Sword melee weapon profile from the Daemon Prince warscroll. The character has the same profile of the Daemon Prince except that it does not start with the ability to fly. Daemon Princes carry over the mark of their god that they possessed as a herald.

- Gain the ability to fly (movement changes to 12)
- Gain +1 melee attack
- Gain Hellforged Plate Armor (+1 save) (khorne)
- Gain +1 wound (nurgle)
- Gain +1 to cast and unbind (tzeentch)
- Gain Sophoric Musk – all models in base contact must first pass a Bravery check on two dice (equal to or less) or may not attack the daemon prince on that combat phase.
- Gain Kill Maim Burn – any Khorne Daemon unit within 12" of the model at the beginning of the movement phase may add +1 to any wound roll on the combat phase if that unit charges (khorne)
- Gain Skulls for the Skull Throne – at the end of the combat phase after all units have fought, roll a D6 for each Khorne marked unit in the army. On a 6+ it may pile in and attack again! (khorne)
- Gain Rot Glorious Rot – in every hero phase, all non-nurgle marked units suffer D6 mortal wounds if within 1" of the character
- Gain Blessings of Nurgle – all Nurgle marked units may re-roll saves of "1" if within 12" of the character
- Gain Tzeentch's Boon – the character and all tzeentch wizards within 9" of him may cast an additional spell every turn.

- Gain Vagaries of Fate – when any tzeentch marked unit is fully slain, roll a D6. On the roll of a 6 the entire unit may be set up anywhere on the battlefield iwthin 9" of the enemy. This can only be used if there are active summoning points remaining.
- Gain Song of Despair – whenever an enemy unit fails a battleshock test within 12" of the character, roll a dice. On the roll of a 6, the character may heal D3 wounds to any slaaneshi marked unit on the table.
- Gain Unnatural Swiftness – all slaaneshi units within 12" of the character at the beginning of the movement phase, including the character, add +1 to their movement

Four-Star Herald (Legend)

The character transforms into a greater daemon. The character assumes the profile of any non-unique greater daemon that fits the mark that they carry. Characters retain any spells and abilities that they have gained up to this point.

- Character may underatake a Chaos Daemon quest

DARK ELVES

You are a dark elf (also known as an aelf), descendent of Malerion, once known as Malekith the Witch King of Naggaroth in the time of Myth. Though scattered across the relams, you find your affinity within the Realm of Shadow where your patron dwells along with his mother Morathi.

You may choose one of the three primary classes for the Dark Elves: A Dreadlord skilled in leading soldiers, a Sorceress skilled in the arcane arts and of the Shadow Weave, or a brutal Hag Queen, leader of a coven of murderous witch elves.

Dreadlord (warlord)

The Dreadlords are the core generals of a Dark Elven army. They are possessed of martial prowess as well as Command Abilities that let them deal with their enemies.

Dreadlords start their career with a Dark Steel blade (M) 1" 5x 4+/5+ 0 1, and shield which allows re-rolls of "1"when saving, or a pair of Dark Steel Blades (allows re-roll of "1"s) or a great Executioner's Blade (M) 1" 2x 4+/4+ -1 D3

One-Star Dreadlord (Champion)
Dreadlord's start with the "Inspiring Presence" Command Ability and a 6" Movement

- Gain a suit of shadowmail (4+ save)
- Gain an additional melee attack
- Gain +1 to hit with melee attacks
- Gain +1 to wound with melee attacks
- Gain the Price for Failure Ability – if a unit flees within 3" of the Dreadlord, they are executed. At that point, all models within 14" do not need to take a Battleshock test if they are within 14" of the Dreadlord for the rest of that phase.
- Gain Cruel Tyrant Command Ability – one EXILE unit within 14" may re-roll failed to-wound rolls in combat until player's next Hero Phase.

Two-Star Dreadlord (Hero)

A Two-Star Dreadlord may opt to ride a cold-one. If he does, he gains the Cold Ones Vicious Jaws Melee attack – (M) 1" 2x 3+/4+ 0 1 (this is the mount's attacks and do not benefit from any upgrade the player may have). Additionally if mounted, the player's movement increases to 10". Regardless, the Dreadlord's Bravery increases to 8.

- Gain +1 wound
- Gain "The Hunt" Command Ability – pick a friendly EXILE unit within 14" – that unit may re-roll charge distances and add one to any to-wound rolls in the combat phase that they charged
- Gain The Tyrant of Shadow Keep Command Ability – all EXILE units within 14" may use the player's Bravery score instead of their own
- Bladed Barding – if the player is mounted on a cold-one, then on any turn that the player charges, any model in base contact takes a mortal wound on a 4+ after the charge is complete
- Gain the Hydra Blade – (M) 1" D6+4x 4+/4+ -1 1 – before using in each combat phase, the player must roll a D6. On the roll of a 1 the Hydra Blade has become resistant to its user, and the player strikes with a -2 penalty To-Hit.
- Gain Banner of Malerion – can be given to the army's battle standard. If the Army Standard Bearer does not move and plants the banner in the HERO phase, then all friendly EXILE units within 14" of him are immune to taking Battleshock checks until the beginning of the player's next HERO phase.
- Gain Master of Beasts Ability – the army may always field one extra MONSTER slot than normally allowed
- Gain Fleetmaster Ability – the army may always field one extra WARMACHINE slot than normally allowed

Three-Star Dreadlord (Lord)

A three-star Dreadlord inspires fear in his soldiers. All EXILE models within 12" of the player may use his Bravery score.

- Gain +1 to Bravery
- Gain the Chillblade (M) 1" 2x 4+/4+ -1 D3 – this weapon is two handed – if a model loses a wound to this weapon, then for the rest of that Combat phase their melee attack characteristic is at –D3 attacks (minimum 1)
- Gain Murderous Prowess Ability – all EXILE units within 14" of the player may re-roll failed wound rolls of a "1"
- Gain Born of Hatred Ability – all EXILE units within 14" of the player may add +1 to their To-Hit rolls if they charged that turn
- Gain the Armor of Midnight – (3+ save) – halve any wounds or mortal wounds that the player receives (minimum 1)
- Gain Repeater Crossbow – (R) 16" 4x 4+/4+ 0 1
- Gain Severing Strike Ability – any rolls of a 6 to-wound deal 2 mortal wounds instead of the normal damage
- May undertake a three-star quest

Four-Star Dreadlord (Legend)

A four-star Dreadlord inspires terror in his soldiers. The Dreadlord gains an additional +1 to his Bravery.

- May undertake a quest in the Dark Elf chain

Sorceress (wizard)

Dark Elf sorceresses master the arcane arts, particularly becoming versed in shadow magic.

They begin the game armed with a simple staff (M) 2" 1x 4+/4+ -1 1

One-Star Sorceress (Champion)

Sorceresses start with the ability to cast and unbind one spell per turn. Additionally they know either the Arcane Bolt or Mystic Shield spells. Sorceresses have a 6" movement and start their career with no save.

- Gain leather bindings (6+ save)
- Imbue the staff with shadow magic (D3 damage)
- Gain +1 to wound
- Gain the ability to cast either Arcane Bolt or Mystic Shield
- Gain the ability to cast Word of Pain. Cast on a 7 – pick an enemy unit within 16". That unit suffers 1 mortal wound and in addition is at -1 to hit until the caster's next turn
- Gain Blood Sacrifice ability – can remove a friendly EXILE model within 3" and until the end of that phase gain +2 on all casting rolls

Two-Star Sorceress (Hero)

The sorceress gains the ability to ride a Cold One. Increase the movement to 10" while mounted and gain the Cold One's Ferocious Jaw Attack (M) 2x 3+/4+ 0 1

- Gain the Arcane Feedback ability – anytime a wizard attempts to unbind a spell cast by the player if the opposing wizard rolls double 1 they suffer a miscast
- Gain +1 wound
- Gain Arcane bindings (5+ save)
- Gain +1 to hit with melee attacks
- Gain the Chillwind spell – cast on a 5 – if successful roll as many dice as was rolled for the casting attempt. Any result of a 6 is a mortal wound for an enemy unit within 18". Any unit that suffers a wound from this spell is at -1 to hit with ranged weapons until the beginning of the player's next HERO phase.
- Gain Powers of Darkness spell – cast on a 6 – if successful target a friendly unit within 16". That unit gains +1 to wound in melee.

Three-Star Sorceress (Hero)

The sorceress gains a Bravery Score of 7. Additionally, she may now cast and unbind two spells per turn.

- Gain the ability to ride a flying Pegasus. Increase movement to 16" and can fly. Gain Pegasus Hooves attack (M) 2x 4+/3+ 0 1
- Gain +1 to casting rolls
- Gain Enchanting Beauty – all melee attacks targeting the player are at -1 to-hit
- Gain Arnzipal's Black Horror spell – Cast on a 7 – Pick an enemy unit within 18" and roll a dice – On a 1 the unit suffers a mortal wound – on a 2-3 it suffers D3 mortal wounds – on a 4+ the unit suffers D6 mortal wounds
- Gain Bladewind Spell – Cast on a 6 – Pick an enemy unit within 18" and roll six dice. Any dice that roll LESS THAN the unit's melee to-hit score fails to be parried and inflicts a mortal wound
- Gain the Shroud of Despair Spell – Cast on a 6 – Pick an enemy unit within 12" of the player. Until the beginning of the player's next HERO phase, that unit cannot benefit from any Command Abilities. Additionally, all Battleshock tests are taken with a +1 to the dice roll.
- Gain the Tome of Furion – once per game the Tome can be used to cast a spell without needing to roll any dice. The spell cannot be unbound
- Gain the Gem of Spite – anytime the bearer rolls double 1 the Gem will inflict a mortal wound on any enemy wizard within 12" of the player

Four-Star Sorceress (Legend)

The sorceress is surrounded in an unholy shadowy aura. Enemy units within 12" of the player suffer a -1 to their BRAVERY score

- The player may undertake quests in the Dark Elf chain

Hag-Queen (fighter)

Hag Queens are the rulers of the Blood Cult, those most loyal to Morathi. They are as deadly as they are beautiful, and are amongst the prime assassins in the realm. Hag-Queens are the priestesses of Khaine and have a divine link to the shadow realm's ruler.

They begin the game armed with a Blade of Khaine (M) 3x4+/5+ 0 1 and a Witchbrew Chalice

One-Star Hag-Queen (Champion)

Hag Queen's start with a 7" movement, 6 Bravery, and wear no armor. Additionally they start with either the Rune of Khaine or Touch of Death Prayer (refer to the Hag-Queen warscroll for details on these prayers and the rules for using them) as well as the Witchbrew ability (refer to the warscroll)

- Gain the ability to pray for Rune of Khaine or Touch of Death
- Gain Sacrificial Garments (6+ save)
- Gain +1 to hit with melee attacks
- Gain +1 to wound with melee attacks
- Gain +1 melee attack with all weapons
- Gain Inspiring Presence Command Ability
- Gain +1 to Bravery

Two-Star Hag-Queen (Hero)

The Hag Queen may exchange her Blade of Khaine and Witchbrew Chalice for a Deathsword and a Cursed Blade. If she does so she loses the previous melee weapons and gains the following:

Deathsword – (M) 1x 4+/4+ -1 D3
Cursed Blade – (M) 1x 4+/5+ 0 1

- Gain Dark Aelven chainmail (5+ save)
- Gain Cry of War prayer - all enemy units within 3" of the player subtract 1 from their Bravery score until the beginning of the player's next HERO phase
- Gain Dance of Doom prayer – player gains +2 to their save until the beginning of their next HERO phase
- Gain Amulet of Dark Fire – player may unbind a spell as if they were a wizard
- Gain Orgy of Slaughter ability – player chooses a friendly EXILE unit within 14" and that unit may pile in and attack TWICE that turn instead of just once
- Gain the Sacrificial Dagger – before praying the player may choose a friendly EXILE model within 3" and sacrifice it. Doing so increases the chances of the prayer working by +1 (1 is always a failure)
- Gain an additional +1 melee attack with all weapons

Three-Star Hag-Queen (Lord)

The Hag-Queen's powers have grown. She may cast two prayers in her HERO phase, though casting more than one will place a -1 penalty on the Worthiness roll for both.

- Gain an additional +1 melee attack with all weapons
- Imbue the Blade of Khaine or Cursed Blade with 2 Damage
- Gain the Dark Venom Command Ability – all Witch Elf and Executioner Units within 14" have imbued their weapons with Dark Venom this turn. Any to-wound roll of a 6 counts as a Mortal Wound until the beginning of the player's next HERO phase.
- Gain the Slaughter Ability – if any enemy unit is completely destroyed that turn, all Witch Elf and Executioner units may add +1 melee attack for the duration of that combat phase.
- Gain the Blessings of Khaine – grants a (4+) save
- May undertake a three-star quest

Four-Star Hag Queen (Legend)

The Hag Queen's daughters have grown in power to reflect their queen. Witch-Elves have a Bravery score of 10. Additionally, when witch elves in the player's army roll a 6 to-hit, they may roll an additional attack.

- May undertake any quest in the Dark Elf section

HIGH ELVES

You are a high elf (also known as an aelf). You are descended from the mythical hero Tyrion, who along with his brother Teclis are the guardians and ruler of the realms of order and light. You fight for discipline, justice, and to slowly take back the realms from the Age of Chaos!

You may choose one of the three primary classes for the High Elves: A Warlord skilled in leading soldiers, a Loremaster skilled in the arcane arts, or a victorious Dragon Prince renown for astounding martial skill.

Warlord (warlord)

The High Elf Warlord is a field general, proficient in leading soldiers to battle and of military tactics. High Elf warlords are also proficient fighters in their own right.

Warlords start their career with an enchanted Starblade (M) 1" 5x 4+/5+ 0 1, and enchanted shield which allows re-roll failed saving rolls, or an enchanted spear (M) 2" 2x 4+/4+ -1 D3

One-Star Warlord (Champion)
Warlords begin with a movement value of 6", a Bravery of 8, and the Inspiring Presence Command Ability.

- Gain a suit of elven chainmail (4+ save)
- Gain a Reaver Bow (R) 20" 3x 3+/3+ 0 1
- Gain +1 melee attack
- Gain +1 to hit with melee attacks
- Gain +1 to wound with melee attacks
- Gain Might of the Asur Command Ability – choose a friendly ASUR unit within 16", that unit can re-roll all failed to-hit rolls until player's next HERO phase
- Gain the Phoenix Banner – can give to an army standard – all HIGHBORN units within 20" can re-roll battleshock checks

Two-Star Warlord (Hero)

Warlords progressing to this level may opt to ride a steed into combat. If they do so, their movement increases to 12" and they gain the steed's Iron Shod Hooves attack (M) 2x 4+/4+ 0 1. Additionally, if mounted the player may choose to take a Lance into combat which replaces their normal weapon while mounted: (M) 2x 4+/5+ -1 2

- Gain Lancing Charge – if using a lance then the player adds +1 to wound rolls and +1 to damage on the turn that he charges
- Gain Shadow Armor (5+ save) – the wearer never needs to roll Run distance, it is always a 6 (even if mounted)
- Gain the Golden Crown of Altrazar – once per game the user has a 2+ special save against any wound he has suffered. This save cannot be altered by rend and can be used even against mortal wounds.
- Gain Moranion's Wayshard – allows the player (must be on foot) and an infantry unit he deploys with to be held in reserve. When the unit comes on the table they may come on from any table edge.
- Gain the Gem of Sunfire – once per game all of the bearer's ranged and melee attacks (and his mounts if he has one) has a +1 bonus to-wound (1s always fail)
- Gain the Command Ability Mathius Ward's Glory – all friendly HIGHBORN units within 16" of the player may re-roll to-hit rolls of a "1"
- Gain +1 wound

Three-Star Warlord (Lord)

A three-star warlord may choose to ride a Griffon if he wishes. If the player does so, they gain +5 wounds to their profile while mounted on the griffon and gain the griffon stat block from the Prince on Griffon Warscroll, gaining the sharp beak and talons melee attacks as well as the movement and Damage Table and Predatory Leap ability.

- Gain Glittering Charge Command Ability – all friendly HIGHBORN units within 16" of the player may re-roll charge distance
- Gain Tyrion's Legacy Ability for all friendly HIGHBORN units within 18" to use the player's Bravery score when making Battleshock checks
- Gain the Helm of Yversse – against attacks that have a damage characteristic of 1, the player has a 3+ save
- Gain the Command Ability Thorpe's Glory – pick a friendly HIGHBORN unit within 16" of the player. That unit may re-roll failed to-wound rolls until the beginning of the player's next HERO phase.
- Gain the Heart of Averlorn – when the player is slain roll a D6. On the roll of a 2+, the player is not slain and the heart breaks. The player is restored with D6 wounds.
- Gain the Glittering Hosts Ability - Once per turn, when a friendly unit finishes its attacks in the combat phase, you can pick a second HIGH BORN unit to pile in and make attacks. You cannot pick a unit that has already made attacks, and the unit that you pick cannot make attacks later in the phase

Four-Star Warlord (Legend)

At four-stars the warlord is a legend amongst the Asur. He gains an aura of phoenix flame about him, providing him with a special 6+ save that he may take after failed saves or against mortal wounds.

- The player may begin any of the high elf quests.

Dragon Prince (fighter)

A Dragon Prince is one of the most skilled combatants on a battlefield. While not as adept at commanding as their warlord counterparts, the Dragon Princes shock tactics and ability to command dragon riding Asur is impressive in its own right.

Dragon Princes start their career with an enchanted Starblade (M) 1" 6x 4+/5+ 0 1, and enchanted shield which allows re-roll failed saving rolls, or an enchanted spear (M) 2" 3x 4+/4+ -1 D3

Dragon Princes may also choose to be mounted on a steed (increase movement to 12") and while mounted may opt to wield a lance (M) 3x 4+/5+ -1 2. The steeds gain the Ilithimar Hooves attack (M) 2x 4+/4+ 0 1

One-Star Dragon Prince (Champion)

Dragon Princes begin with a movement value of 6", a Bravery of 8, and the Asur Champion Ability – once per game they may re-roll any failed to-hit and to-wound rolls. They also wear elven chainmail (4+ save). Dragon Princes of Caledor become a CORE selection for the player's army.

- Gain Lancing Charge – if using a lance then the player adds +1 to wound rolls and +1 to damage on the turn that he charges
- Gain +1 melee attack
- Gain +1 on to-hit rolls
- Gain +1 on to-wound rolls
- Gain the Inspiring Presence Command Ability
- Gain a Reaver Bow (R) 20" 4x 3+/3+ 0 1

Two-Star Dragon Prince (Hero)

Two-Star Dragon Princes allow any Dragon-Princes of Caledor knights to re-roll any missed to-hit rolls of a 1 if the unit is within 12" of the player.

- Gain the Star Lance – if mounted replaces a normal lance and its statistic profile is (M) 3x 4+/5+ -1* 2. On the turn that the player charges, no normal save may be taken against an attack from the Star Lance.
- Gain the Golden Crown of Altrazar – once per game the user has a 2+ special save against any wound he has suffered. This save cannot be altered by rend and can be used even against mortal wounds.
- Gain the Gem of Sunfire – once per game all of the bearer's ranged and melee attacks (and his mounts if he has one) has a +1 bonus to-wound (1s always fail)
- Gain the Dragonhorn – once per game, all enemy MONSTERS within 10" are cowed by the blasts from this horn. They suffer -1 to any to-hit, to-wound, and charge rolls until the beginning of the character's next HERO phase.
- Gain +1 wound
- Gain -1 rend to the Starblade

Three-Star Dragon Prince (Lord)

Three-Star Dragon Princes inspire their charges that any Dragon-Princes of Caledor knights may re-roll any Battleshock check that they must take.

- Gain the Blade of Leaping Gold - (M) 1" 8x 4+/4+ 0 1. Any roll of a 6 to-wound may not be saved against with normal saving rolls.
- Gain the Armour of Caledor – grants a 2+ save and a special 6+ save against mortal wounds or wounds that normally allow no save. Additionally, the armor ignores rending scores of -1 or -2.
- Gain the Command Ability For Honor For Duty – any Dragon-Princes of Caledor knights may re-roll charge distances and on the turn that they charge may re-roll any failed to-hit or to-wound rolls
- Gain the Talisman of Hoeth – the player may unbind one spell as if he was a wizard per turn. Additionally, any spells that target him or a unit within 3" of him suffers a -1 to the casting roll.
- Gain rend -1 and 2 Damage on Steed Hooves attacks
- Player may opt to take the Taming the Dragon Quest early

Four-Star Dragon Prince (Legend)

A four-star Dragon Prince may opt to include in his army one Dragon-Prince of Caledor unit that instead of riding steeds rides Sun Drakes for +1 point more than a normal unit of Dragon Princes cost. Refer to the Beastiary Appendix for their stats. All Dragon or Drake creatures in the army may re-roll failed hit rolls of 1.

- May undertake High Elf quests

Loremaster (wizard)

A Dragon Prince is one of the most skilled combatants on a battlefield. While not as adept at commanding as their warlord counterparts, the Dragon Princes shock tactics and ability to command dragon riding Asur is impressive in its own right.

Loremasters start with a Staff (M) 2" 1x 4+/4+ 0 1

One-Star Loremaster (Champion)
Loremasters start out with the ability to cast and unbind one spell per turn. They have a movement value of 6" and wear Robes (6+ save), a Bravery of 7, and know either Arcane Bolt or Mystic Shield

- Gain +1 to wound for melee attacks
- Imbue the staff with energy, providing a Rend value of -1
- Know either Arcane Bolt or Mystic Shield spell
- Gain the Talisman of Arcane Power – add +1 to unbind rolls
- Gain the Spell Shield of Saphery – cast on a 6 – anytime the caster or a model within 18" of him suffers a mortal wound, it is discarded on the roll of a 6+. This spell can be empowered by casting it on a 9, in which case the roll to disregard mortal wounds is accomplished on a 5+
- Gain the Spell Drain Magic – cast on a 4 – choose a friendly unit within 18" of the player. Any spells affecting that unit are removed. Further, if the targeted unit is a DAEMON unit, it suffers D3 mortal wounds

Two-Star Loremaster (Hero)

At this level the player may opt to ride a steed, gaining movement of 14" and gaining the steed's Hooves attacks (M) 2x 4+/5+ 0 1. Additionally, the player gains +1 to all casting rolls.

- Imbue the staff with energy, providing a Damage of 2
- Increase Bravery to 8
- Gain the Ring of Steel (5+ save)
- Gain Flames of the Phoenix Spell - The Dragon Mage summons forth flames out of the air to immolate the unworthy, and with every passing second they grow hotter. Flames of the Phoenix has a casting value of 7. If successfully cast, pick a visible enemy unit within 18". That unit suffers a mortal wound as it is set ablaze. Then, roll another dice – if the result is a 3 or less the flames die out and this spell ends. On a 4 or more, however, the unit suffers an additional 2 mortal wounds and continues to burn; roll another dice – if the result is a 3 or less the fire dies out, but on a 4 or more, the unit suffers an additional 3 mortal wounds and the conflagration continues. Keep rolling extra dice in this way, inflicting 1 more mortal wound than last time you rolled, until either the flames die out or unit does!
- Gain Apotheosis spell – cast on a 5 – target unit or model regains a wound (which can bring back dead models in the case of a unit). If the casting roll was an 8 or higher, it restores D3 wounds instead.
- Gain Walk Between Worlds Spell – cast on a 5 – the wizard may move 10", ignoring terrain as if they were ethereal. If the spell was cast with an 8 or higher, the wizard may move 20" as if they were ethereal. Wizards that move in this way may not move in the movement phase.

Three-Star Loremaster (Lord)

At this level, the player gains the ability to cast and unbind two spells per turn.

- Imbue the staff with energy, providing a Damage of 3
- Gain the Golden Crown of Altrazar – once per game the user has a 2+ special save against any wound he has suffered. This save cannot be altered by rend and can be used even against mortal wounds.
- Gain the Gem of Sunfire – once per game all of the bearer's ranged and melee attacks (and his mounts if he has one) has a +1 bonus to-wound (1s always fail)
- Gain the Book of Hoeth – once per casting attempt the player may re-roll one of the D6 used to cast the spell
- Gain the spell Tempest – cast on a 5 – pick a visible unit within 18". That unit suffers a mortal wound and halves its movement, running, and charging until the beginning of the player's next HERO phase. If the spell was cast on an 8+ the target unit takes D3 mortal wounds instead.
- Gain the spell Arcane Unforging – cast on an 8+ - pick an enemy model within 18". That model suffers a mortal wound on a 4+. If the model suffers the wound, then the caster may choose one of the attack profiles of the model and reduce its rend to 0 and its damage to 1 until the beginning of the player's next HERO phase.

Four-Star Loremaster (Legend)

At this level, the player learns the spell Fiery Convocation. Cast on a 9+, roll a D6 for every model in the unit. On the roll of a 4+ the model takes 1 Damage. Afterwards roll a D6. If the result is a 5+, then roll a D6 for every model in the unit again. On the roll of a 4+ the model takes 1 Damage. Afterwards roll a D6. If the result is a 6, then roll a D6 for every model in the unit again. On the roll of a 4+ the model takes 1 Damage.

- The player may undertake High Elf quests.

WOOD ELVES

You are a wood elf or a nature spirit, and it is your destiny to ensure that the safety of your forest realms remain unspoiled by the touch of chaos, and even by any other race who would bring with them the corruption of their ambitions and lust for power.

You may choose one of two classes if you are a wood elf. Glade Lords are skilled fighters that are also adept at leading their soldiers in defense of their realms. Become the King of the Forest with this path. Alternatively, a Branch Wraith is a forest spirit capable of casting spells and destined to grow into a powerful treeman.

Glade Lord (fighter/warlord)

The Wood Elf Glade Lord is a powerful fighter that also possesses much in the way of command and control on the tabletop.

Glade Lords may either start with a Kindred Blade (M) 2x 3+/5+ 0 1 and a Starlight Spear (M) 2" 2x 3+/4+ -1 1)
OR may take a Kindred Blade and a Kindred shield (the shield allows re-roll of failed saving throws)
OR may take a Great Blade (2x 3+/4+ -1 D3)
All Glade Lords also possess a Bow of Loren (20" 3x 3+/4+ -1 1)

One-Star Glade Lord (Champion)

Glade Lords begin with a 6" move, an 8 Bravery, and leather hide armor (5+ save). They also start with the Inspiring Presence Command Ability

- Gain +1 to wound with melee attacks
- Gain +1 melee attack for each weapon
- Gain woodland chainmail (4+ save)
- Gain Hail of Doom Arrow (1x a game, gain 3D6 ranged attacks instead of 3 with the Bow of Loren)
- Gain the Arrow of Kurnous – if the enemy general is visible to the player at the beginning of the game, then on a 5+ that enemy model takes a mortal wound
- Gain the Command Ability Lord of the Deepwood Host – all WANDERER units within 8" of the player may re-roll hit rolls of a 1
- Gain the ability to ride a mount. Move increases to 14" and gain Stamping Hooves (2x 4+/4+ 0 1). If equipped with a spear, it inflicts D3 damage on the turn it charges

Two-Star Glade Lord (Hero)

Glade Lords at this level become adept at ambushing. The player may choose one WANDERER unit and place it within 6" of a table edge, more than 9" from any enemy models which counts as the unit's movement that turn

- Gain the Lord of the Hunt Command Ability - any WANDERER unit within 16" of the player adds 2 to any charge roll. Glade Riders may add 4.
- Gain +1 melee attack for each weapon
- Gain +1 wound
- May ride a Great Stag (+1 wound while mounted, 10" move, gain Mighty Antlers attack (M) 3x 4+/3+ -1 1) which will do 2 damage on the turn it charged
- Gain +1 Bravery
- Gain Falcon, which has a Sharp Beak attack ® 18" 1x 4+/4+ 0 1 – if the falcon does a wound to an enemy model, that model's eye is pecked out and it suffers -1 from any hit roll for the rest of the game
- Gain Boldest of the Bold Command Ability – WANDERER units may use the player's Bravery instead of their own within 18" of the player. Additionally, if you roll a 1 for a battleshock check for a unit, that unit may pile in and attack as if it were the combat phase.

Three-Star Glade Lord (Lord)

Glade Lords at this level become experts at reading the dangers of their surroundings. Any WANDERER unit that is killed by scenery rules may ignore the damage dealt on a 4+

- May ride a Great Eagle. Movement goes to 16" and can fly. Gains Beak and Talons attack (M) 2" 4x 4+/3+ 0 1. May make 6 attacks instead of 4 with this on the turn it charges. Gains +1 wound while mounted.
- May imbue their melee attacks to gain a bonus -1 rend
- Gain +1 wound
- Gain the Talon of Dawn (M) 5x 3+/4+ -1 1 – weapon does 2 points of damage if the target is a follower of CHAOS
- Gain the Talon of Dusk (M) 5x 3+/4+ -1 1 – weapon does 2 points of damage if the target follows ORDER
- May dual wield the Talon of Dawn and the Talon of Dusk, but attacks are at -1 to hit
- May imbue the Bow of Loren with power, allowing to-hit rolls of 1 to be re-rolled

Four-Star Glade Lord (Legend)

Gains the Highborn Lord Command Ability – WANDERER units within 16" re-roll all hit rolls of a 1 and wound rolls of a 1 for that unit until the next HERO phase

- May undertake Wood Elf Quests

Branch Wraith (wizard)

A Branch Wraith is a nature spirit empowered by the woodland realms. Magic users of renown, they are capable of calling upon the Wyldwoods, rousing Dryads from their slumbers to answer the call of war.

Branch Wraiths start with Piercing Talons (M) 2x 5+/5+ -1 1

One-Star Branch Wraith (Champion)

Player may cast and unbind one spell a turn and knows either the Arcane Bolt or Mystic Shield spell. Additionally, they move 7", have an 8 Bravery, and a 6+ save.

- Gain Enhanced Barkskin (5+ save)
- Gain +1 to hit in melee
- Gain +1 to wound in melee
- Gain +1 melee attack
- Gain +1 wound
- Gain Arcane Bolt or Mystic Shield spell
- Gain Roused to Wrath Spell – cast on a 7 – may summon a unit of 2D6 dryads more than 3" from an enemy and within a wildwood that is within 12"
- Gain Blessings of the Forest Ability – all to-hit rolls subtract 1 when made against the player if the player is within 3" of a WYLDWOOD

Two-Star Branch Wraith (Hero)

The player's affinity with the wooded realms boosts their power. The player may gain +1 to casting and unbinding if within a wildwood.

- Gain +1 melee attack
- Piercing Talons now do 2 damage
- Gain Impaling Talons Ability – all to-wound rolls of a 6 are mortal wounds with Piercing Talons
- Gain Awakening the Wood spell – cast on a 6 – Choose a WYLDWOOD within 24", each enemy unit within 3" of this suffers D3 mortal wounds
- Gain Spirit Path Ability – if within a WYLDWOOD, player can move to anywhere within another WYLDWOOD on the table so long as it is more than 9" of an enemy
- Gain Stoneskin (4+ save)
- Gain Revenge of the Wood Command Ability - a unit of dryads within 16" of the player may add +1 melee attack until the beginning of the player's next HERO phase

Three-Star Branch Wraith (Lord)

*The player is transformed into a Treeman. Gain the Treeman warscroll profile (Movement 6", Wounds 12, Bravery 6, Save 3+) Gain the Damage Table, Impale Ability, Groundshaking Stomp Ability, Spirit Paths Ability. Change Sweeping Blows to read (M) 3" 4+/4+ -1 D6 and Massive Impaling Talons to (M) 1" 1x 4+ * -2 1 (cannot be enhanced past 1 melee attack)*

- Gain Tree Singing Command Abvility – may summon one SYLVANETH WYLDWOOD to the table within 30" of the player and more than 6" from any other model
- Gain the Spirits of the Forest Ability – gain a 6+ special save against any failed saves or mortal wounds
- Gain the Awaken spell – cast on a 6 – restores D3 wounds to a dryad unit within 18". If the unit is entirely within a WYLDWOOD, restore D6 wounds instead. Can be used to bring back fallen models but cannot exceed units starting size.
- Gain the Curse of Oak spell – cast on an 8 – all enemy spellcasters within 6" of a WYLDWOOD are at -1 to cast and -1 to unbind until the beginning of the player's next HERO phase.

- Gain Lamentations of Despair range attack (R) 10” 12x 3+/5+ 0 1
- Gain Life’s Blessings spell – cast on a 7 – may be cast on any friendly unit within 18”, that unit’s save is improved by +1 and rend values of -1 or -2 are ignored when targeting that unit
- Gain +1 melee attack

Four-Star Branch Wraith (Legend)

The player may now cast and unbind two spells per turn

- May undertake Wood Elf quests

REALMS OF MEN

You hail from the race of men, a hardy though short lived creature. Men are descended from Sigmar, and can be found on any of the mortal realms. They have recently thrown off the shackles of slavery set upon them during the Age of Chaos and seek to rebuild their former glory and drive back the Ruinous Powers for good.

As a man, there are four classes you can choose from. Field Generals are leaders and their greatest strength lies in the bonuses that they give to their troops. Knights Templars are powerful fighters that can be used as both the old Empire Knightly Orders or from the Bretonnian stock (in which case substitute the KNIGHTLY ORDERs for NOBILITY keywords).

Battle Mages harness the sorcerous powers to both boost their soldiers and destroy their enemies. Master Engineers are academics that give boosts to your empire as well as provide bonuses to their creations on the table.

As the old Warhammer line included both Empire and Bretonnia as far as where men were concerned, this list is Empire-heavy (as neither the Empire nor Bretonnia exist any longer) though you should free free to use your Bretonnian army in place of the Empire, just replace the appropriate keywords.

Field General (warlord)

Field Generals start their career with a chainmail coat (5+ save), and a Bravery 6
They may wield a Sigmarite Weapon (5x 4+/5+ -1 1) and shield (increase save by +1)
OR may wield a great weapon (2x 4+/4+ -2 D3)

One-Star Field General (Champion)
Starting Field Generals have the Inspiring Presence Command Ability

- May wear Plate Armor (4+ save, or 3+ with shield)
- May gain the Stately War Banner – all STATE REGIMENT and KNIGHTLY ORDER units within 24" gain +1 Bravery – may be given to an army standard
- Gain +1 to hit in Melee
- Gain +1 to wound in melee
- Gain +1 Bravery
- May carry a pistol (R) 9" 1x 4+/3+ -1 1
- Gains HOLD THE LINE! Command Ability – pick up to three STATE REGIMENTS within 15", these units cannot move or charge during your turn but can add 1 to all hit and wound rolls until the beginning of the player's next HERO phase

Two-Star Field General (Hero)
Two Star Field Generals may ride a warhorse which gives a move of 12" and the Steel Shod Hooves attack (M) 2x 4+/4+ 0 1. If mounted, the player may also take a lance (M) 2" 2x 4+/5+ -1 2 which will replace all other melee weapons in that game. Lances do +1 damage on the turn that they charge

- Gains the Sword of Justice (M) 3x 4+/4+ 0 2 – rolls of a 6 to wound inflict 2 mortal wounds instead of normal damage.
- Gains an alternate Short Blade in off hand – replaces shield – gains (M) 3x 5+/5+ 0 1
- Gain +1 wound
- Gain Marked for Greatness – once per battle in the combat phase can make D3 extra attacks with one melee weapon and can re-roll all failed saves until the end of that phase.
- Gain Dutiful Order Command Ability – friendly unit within 16" of the player may re-roll charge distances. Additionally that unit may re-roll failed to hit rolls on the turn that it charges.
- May carry a repeating pistol (R) 9" 3x 5+/3+ -1 1

Gain the Laurel's of Victory – once a game may ignore all rending attacks inflicted upon him during a combat phase.

Three-Star Field General (Lord)

All friendly units within 12" may use the player's Bravery score instead of their own

- Gain +1 Bravery
- Gain +1 Melee Attack
- Gain Rousing Battle Cry Command Ability – pick a STATE REGIMENT or KNIGHTLY ORDER within 15" and add 2 to that unit' Bravery and 1 to its charge rolls and to-hit rolls until the beginning of the player's next HERO phase.
- Gain Stand Together Fight Together Ability – STATE REGIMENTS within 6" of another STATE REGIMENT gain +1 to all to-hit rolls if within 16" of the player
- Gain Regimental Discipline Ability – STATE REGIMENTS within 10" of the player do not flee if you roll a 1 on Battleshock. If the unit includes a standard bearer, no models flee on a 1 or a 2.
- Gain Legacy of Steel Ability – any STATE REGIMENTS within 8" of the player may re-roll failed wound rolls of a 1.
- Gain the ability to ride a Pegasus. Treat it the same as a warhorse except that it gains the FLY ability.

Four-Star Field General (Legend)

Gain the Leader of Men Command Ability – select one FREE PEOPLE unit within 15". Until your next HERO phase, models in that unit make an extra melee attack with each of their melee weapons.

- May Participate in Realms of Men Quests

Knight Templar (fighter)

Knight Templars are martial champions, leading units of heavily armored knights at the enemy and winning the day through strength of virtue and steel.

Templars start with plate armor (4+ save), a Bravery of 6, and is mounted on a horse (10" move) which gains the Steel Shod Hooves (M) 2x 4+/4+ 0 1

Templars are armed with an Heirloom Weapon (M) 4x 4+/4+ -1 1 and an Imperial Shield (+1 to saves)

One-Star Knight Templar (Champion)

- Gain +1 Bravery
- Gain +1 to hit in melee
- Gain +1 to wound
- Gain +1 Melee Attack
- Gain Master of Battle Command Ability – KNIGHTLY ORDERS within 15" of the player can both run and charge that turn
- Gain Inspiring Presence Command Ability
- Gain Imbued Heirloom Weapon – once per game the Heirloom weapon will do D3 wounds instead of 1 for that combat phase

Two-Star Knight Templar (Hero)

Gain Knights of the Inner Circle – one unit in the army of KNIGHTLY ORDERS are Inner Circle Knights and may add +1 to their Bravery

- Gain the Metal Circle Command Ability – INNER CIRCLE knights within 15" of the player gain +1 To-Wound in melee until the beginning of next HERO phase
- Gain +1 melee attack
- Gain +1 wound
- Gain Marked For Greatness – once per battle in the combat phase the player can make D3 extra attacks with one melee weapon, and can re-roll failed saves until the end of the phase
- Gain Steel Charge Ability – when the player charges, any model in base contact with him after the charge suffers a mortal wound on a 4+
- Gain Combat Mastery Ability – the player may re-roll failed to-hit rolls of a 1
- Gain a potion of healing – player may recover D3 wounds once per game (drink during the HERO phase)

Three-Star Knight Templar (Lord)

Knight Templar Lords may ride a Pegasus. Treat the Pegasus as a warhorse except that it gains the FLY ability

- Gain +1 melee attack
- Gain Hard to Hit Ability – if the player moved at all (must actually move from the original spot of the model) then they are -1 to hit that turn with ranged attacks
- Gain the Mace of Helstrom (M) 4x 4+/3+ 0 1 – trade all attacks for just one. If thatattack hits and wounds it is treated as having a rend value of -2 and does 2D6 damage. Any unit taking one wound from the mace is shaken and fights at -1 to hit for the duration of that combat phase.
- Gain To Glory! Ability – if the player makes a successful charge then any KNIGHTLY ORDERS in the army may re-roll charge rolls in the same charge phase so long as the player is visible to them
- Gain Killing Blow Ability – the player may forego all of his melee attacks for just one. If that attack hits, it does D6 mortal wounds.
- Gain Glorious Charge Command Ability – all KNIGHTLY ORDER units within 12" of the player may add +1 melee attack on the turn that they charge
- Gain Champion of Champions Ability – player can re-roll all failed to hit rolls if the target is a HERO or a MONSTER

Four-Star Knight Templar (Legend)

Knight Templar Legends may upgrade their inner circle knights to ride Pegasus. They have the same profile except that they can now FLY.

- May participate in Realms of Men quests

Battle Mage (wizard)

Battle Mages are wizards that wield powerful spells to both smite their enemies and boost their own troops abilities. Battle Mages start with a Sorcerous Staff (M) 2" 1x 5+/4+ -1 1

One-Star Battle Mage (Champion)

Battle Mages may cast and unbind one spell per turn. They start knowing either the Mystic Shield or Arcane Bolt spell. Players playing as Battle Mages are adept at ALL of the eight schools of magic, marked for greatness as they are. Battle Mages wear Arcane Robes (6+ save)

- Gain +1 to hit with melee attacks
- Gain +1 to wound with melee attacks
- Imbue any staff with power, dealing D3 damage
- Gain Mystic Shield or Arcane Bolt
- Gain a spell from the Empire Battle Wizard War Scroll

Two-Star Battle Mage (Hero)

The Mage may now ride a steed. While mounted, the wizard gains movement of 12" and the Stamping Hooves attack (M) 2x 4+/5+ 0 1

- Can Cast Amber Spear – Cast on a 7 – Pick an enemy model within 18" – the model's unit and any other unit that the line passes through suffers D3 mortal wounds
- Can Cast Burning Gaze – Cast on a 6 – an enemy unit within 18" suffers D3 mortal wounds. If the target unit has 10 or more models it does 2D3 mortal wounds. If the target has 20 or more models it does 3D3 mortal wounds.
- Can Cast Comet of Cassandra – Cast on a 6 – Pick a unit within 18" of the player. The opponent may then also pick one of his units within 18" of the caster (can be the same unit) Then, roll a dice; on a 1, 2 or 3 the unit your opponent picked is struck by the falling comet, and on a 4 or more the unit you picked is struck – that unit suffers D6 mortal wounds.
- Can Cast Enhanced Fireball – Cast on an 7 – enemy unit within 18" that the caster can see takes D6 mortal wounds

- Gain Dispel Scroll – once per game the player may automatically unbind any spell without needing to roll for it
- Gain Fire Staff of Aqshy – (M) 2" 1x 5+/4+ -1 D3 and (R) 18" 3x 4+/3+ 0 D3
- Gain Channeling Ability – tapping into the realm itself to draw power the wizard can gain an extra D6 when casting or unbinding (if he chooses to use the ability) if he rolls a 6+. However, if he rolls a 1, the wizard suffers a mortal wound.

Three-Star Battle Mage (Lord)

The mage may cast and unbind two spells per turn.

- The Mage may ride a Pegasus. Treat it the same as a steed, only it gains the ability to FLY
- Gain +1 melee attack
- Gain +1 to hit with melee attacks
- Gain Abjurer's Sash (5+ save)
- Knows the Searing Doom Spell – Cast on a 6 - If successfully cast, pick a visible target unit within 18" and roll 6 dice. That unit suffers 1 mortal wound for each dice rolled that is equal to or higher than that unit's Save characteristic (for example, a unit with a save of 4+ would suffer a mortal wound for each dice result that was a 4 or more). Units with a save of '-' cannot be affected by this spell.
- Gain Banishment – cast on a 8 – enemy unit within 18" of the caster suffers D6 mortal wounds. If the unit is a DAEMON unit or an UNDEAD unit, it suffers 2D6 mortal wounds
- Gain Wall of Blades – cast on a 7 – the player is surrounded by a wall of dancing blades. Any model that is in base contact with him must succeed with a successful attack based on the model's attack profile. If failed, a blade gets in and does a mortal wound to the model. Lasts until beginning of player's next HERO phase
- Gains Van Horstmann's Speculum – used one time per battle. The player may choose the attack profile of any model in base to base contact with him at the start of a combat phase and swap his with that one. In the case of a ridden monster or steed, the player chooses either the mount or the rider's attack profile, but not both. If the player is mounted on a steed he may not use his steed's attack profile to swap, only his own

Four-Star Battle Mage (Legend)

The mage is surrounded by an arcane shield. Any failed save or mortal wounds suffered by the player are discounted on the D6 roll of a 4+.

- May participate in quests

Master Engineer (Specialist)

Master Engineers are not much for fighting but make up for that with their specialist abilities. They enhance their war machines and empower the empire that they lead. Engineers start with a Pistol (R) 9" 1x 4+/3+ -1 1 and a Small Blade (M) 1x 5+/5+ 0 1

They wear no armor (no save)

One-Star Engineer (Champion)

Engineers may join a War Machine's crew. By doing so they will add +1 to hit for the machine when rolling to hit.

- May wear leather wraps (6+ save)
- Range-Finding Optics – the Engineer may re-roll any to-hit rolls of 1 so long as there are no enemies within 3" of him
- May take a Repeater Handgun (R) 14" D3x 4+/3+ -1 1
- May take Artisan Repeating Pistol (R) 9" 3x 4+/3+ -1 1
- May take Hochland Long Rifle (R) 30" 1x 3+/3+ -1 D3 – may not fire a warmachine this turn if firing a long rifle. Models fired at will not gain a look out sir roll
- May take pigeon bombs. 1x per battle in the HERO phase the engineer releases the bomb at an enemy unit within 18". On the roll of a 4+, the bomb explodes doing D3 mortal wounds. On the roll of a 1, the bomb explodes on the engineer doing D3 mortal wounds. On a 2-3 the pigeon flies off.
- May take the Inspiring Presence Command Ability

Two-Star Engineer (Hero)

Engineers extend the firing range of the machines that they crew by 6"

- Gain Academia - +1 to determine who goes first each turn
- Gain Siege Master – the warmachine that the engineer crews does +1 damage
- Gain Enhanced Scope – personal ranged attacks gain 6" to their range
- Gain Enhanced Firing Mechanism – ranged attacks gain an additional attack (with the exception of the Hochland Long Rifle)
- Gain Critical Shot – any personal ranged attacks that roll a 6 to hit automatically do a mortal wound
- Gain Fire On My Target Command Ability – pick an enemy unit within 18" – any ranged attacks targeting this unit may re-roll any to-hit rolls of a 1
- Gain Entrenchments Ability – the Engineer and any warmachine he is crewing gain +2 to any cover saves

Three-Star Engineer (Lord)

May ride a clockwork steed – has a movement of 2D6" and mechanical steed hooves (M) 2x 5+/4+ -1 1

- Gain +1 wound
- Gain Experimental Armor (4+ save)
- Gain Targeting Matrix Command Ability – may be used by any warmachine within 6" of the engineer – that warmachine may reroll any failed to-hit rolls
- Gain Clockwork Charge – if mounted on a clockwork steed then any one model in base contact with the engineer after the engineer has charged takes D3 mortal wounds
- Gain Rapid Firing Mechanism – any personal ranged attack gains +D3 shots (with the exception of the Hochland Long Rifle, which gets +1 extra attack). This mechanism is very temperamental however, and any rolls of a "1" cause 1 damage to the Engineer (save as normal)
- Gain Power Arm Servo – gain a melee attack that hits on 4+, wounds on 3+ with a rend of -2 and does D3 damage
- Gain Clockwork Protector – this clockwork creature accompanies the Engineer into battle and stays within 3" of him at all times. See monstrous appendix for his stats.

Four-Star Engineer (Legend)

May enhance the clockwork steed for flight. Treat it the same profile except that it gains the FLY ability.

- May participate in Realms of Men Quests

THE ANCIENT DEAD

The Ancient Dead stir where once was life. Now the necromantic powers of Shyish reenergize long dead organs and the living become prey.

The Ancient Dead encompass the former Tomb Kings and Vampire Counts Armies (in fact, they consolidate them back to where they were before they were split into their own entities back in 1999 with the creation of the Vampire Counts book before 6th edition dropped)

Be a dread Tomb King, a powerful general that is both a hybrid of Warlord and Fighter, capable of absorbing and dishing out a lot of damage as well as providing boosts to his army.

Be a vampire, clinging to the shadows and bringing death in your wake as a hybrid Fighter and Mage.

Study the words of Nagash and be a necromancer, capable of raising the dead from their slumber and killing with ancient rituals powered by the winds of Shyish.

Tomb Kings (warlord/fighter)

The Tomb King is an ancient warrior, embalmed and preserved against time and whose hulking physique is empowered by ancient rituals and balms. Tomb Kings carry a powerful curse with them, doling out death and damnation to any that would defile their tombs or themselves.
Tomb Kings start the game with Bravery 10, 5 wounds, a movement of 4" and a 5+ save

They either carry Carries Dynastic Blade and Tomb Shield (3x 4+/4+ -1 1)
or a Monarch Great Blade (2x 4+/4+ -2 2)

Tomb Shields allow failed saves to be re-rolled

One-Star Tomb King (Champion)
Starts with Inspiring Presence

- Gain +1 wound
- Gain +1 to hit melee attacks
- Gain +1 to wound
- Gain +1 melee attack
- Gain Damage D3 (Dynastic Blade) or 3 (Monarch Great Blade)
- Gain Tomb King Curse - if slain the unit that did the final wound takes D3 mortal wounds
- Gain Royal Plate Armor (4+ save)
- Gain My Will Be Done Command Ability (one SKELETON unit within 18" adds +1 to hit, run, and charge rolls)

Two-Star Tomb King (Hero)

Tomb King Curse - When slain, unit that inflicts the final wound takes 3 mortal wounds

- Gain the Blessing of Asaph Command Ability – all SKELETONS gain +1 to hit during the shooting phase
- Gain +1 wound
- Gain the ability to ride in a chariot. If doing so gain Movement 10", +1 wound for the chariot, and Steeds Thundering Hooves attack (M) 4x 4+/5+ 0 1.
- Gain Undying Charge Ability - on the turn that the player charged, gain +2 attacks and if riding a chariot double the skeletal steed attacks
- Gain And the Tomb King Rode to War Command Ability - can re-roll charge rolls for he player and all units of SKELETON CHARIOTS from your army within 18" of the player during the next charge phase
- Gain Death Incarnate Ability - on the turn charging any model in base contact with the tomb king suffers a mortal wound on a 4+
- Gain +1 melee attack
- Gain the Tomb King's Wrath Ability - any Skeleton unit within 18" of the player may gain an extra attack if they roll a wound roll of 6+

Three-Star Tomb King (Lord)

If the player is slain, the unit that inflicted the final wound upon him immediately suffers D6 mortal wounds

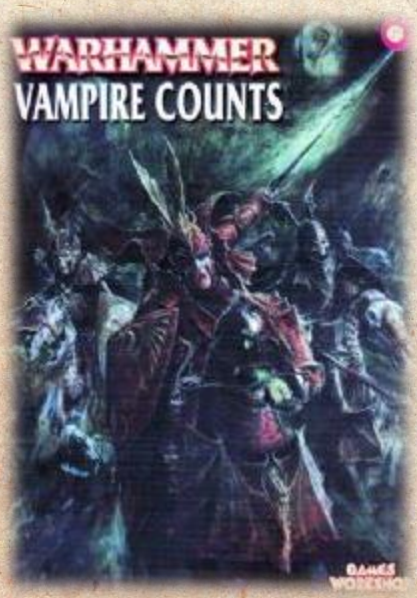
- Gain +1 wound
- Gain Golden Armor of Ratan Pah (3+ save) and gain +1 movement if on foot
- Gain +1 melee attack
- Gain the PRIEST keyword and Incantation of the Desert Wind Ability - pick a DEATHRATTLE unit within 18", roll a D6. On a 1 suffers 1 mortal wound. On 2+ the unit can double distance it moves and can fly until next movement.
- Gain Scarab Broach of Usirian - every wound or mortal wound is discarded on a 5+
- Gain "War" Command Ability - until next hero phase DEATH units in your army within 18" use the player's TO HIT roll score
- Gain Vengeance of the Sands Ability - can forego all of his attacks to make one attack. If that attack hits and wounds it does 2D6 mortal wounds. After using this ability successfully roll a D6. On the roll of a 1, the player takes a mortal wound as he loses a bit of his essence.
- Gain the Chariot of the Gods - chariot that moves 12” and can FLY

Four-Star Tomb King (Legend)

Gain the Undying Legion Command Ability - may restore D6 wounds to any DEATHRATTLE unit within 18" of the player

- Player may participate on quests

Vampires (fighter/wizard)



Vampires are the creatures of the night that prey on humanity, consuming their blood and bending people to their wills. Vampires possess great unholy strength, but also a keen knack for the necromantic arts. A most dangerous foe, vampires blend efficient killing machine with potent magical spells.

A Vampire starts with fine clothing and leather armor (5+ save), a 10 Bravery, and a Spirit Possessed Sword (M) 3x 4+/4+ -1 D3

One-Star Vampire (champion)

The Vampire can cast one spell and unbind one spell every turn and knows either Arcane Bolt or Mystic Shield. Vampires also start with the Hunger Ability – the player may heal a wound at the end of each combat phase in which it killed any models

- Gain Deathmail Armor (4+ save)
- Gain +1 to hit with melee attacks
- Gain +1 to wound with melee attacks
- Gain +1 melee attack
- Know Arcane Bolt or Mystic Shield Spell
- Know Spirit Blight Spell - cast on a 6 - unit within 18" subtracts 1 melee attack to minimum of one from each of that unit's melee weapons
- Gains the ability to fly 10"
- Gain Inspiring Presence Command Ability

Two-Star vampire (Hero)

The Vampire can ride a nightmare. Gain movement 10" and gain Hooves and Teeth attack (M) 2x 4+/4+ 0 1

- Gain Dark Seduction spell - cast on 6 – choose a visible model within 18" and roll 2D6. If greater than the model's Bravery, it attacks a unit on its own side using one of its melee weapons. Casting player decides which weapon.
- Gain Red Fury - roll a D6 - if result is less than number of models it slew in that phase, pile in and attack again
- Gain Entourage of the Damned Command Ability - necromancers within 18" may re-roll failed casting attempts
- Knows Blood Feast Command Ability - pick a DEATH unit within 15". Models in that unit make one extra attack with each melee weapon until next HERO phase.
- Gain Sword of Unholy Power - if player's sword attack does any wounds, add 1 to next casting or unbinding roll
- Gain Wind of Death Spell - cast on a 7 - pick visible model within 18". Each enemy unit within 6" of that model suffers a mortal wound, while model's own unit suffers D3 mortal wounds
- Gain Vigor of Death Command Ability - a DEATH unit within 15" may re-roll hit and wound rolls of 1

Three-Star Vampire (Lord)

The player may cast and unbind two spells per turn

- Gain +1 melee attack
- Know Cursed Soul spell - cast on a 5 - select visible enemy HERO within 6" and roll 2D6. If greater than the HERO bravery, it takes a mortal wound. If slain, set up a WIGHT KING where it stood which is added to your army.
- Knows Dark Mist spell - cast on 6 - pick a unit within 18". Until next HERO phase that unit can fly and ignore the REND of any weapon that targets it
- Eater of Souls Ability - gain 2 wounds at the end of each phase in which he slew any models instead of 1
- Mortarch of Blood - each time the player slays an enemy HERO in the combat phase, the hero is transformed into a vampire thrall. Set up a Vampire Lord within 6" of the player. That model cannot attack this phase.
- Gain Twilight Allure Command Ability - any enemy unit that can see the player within 12" must subtract 1 from all hit rolls as they are distracted
- Gain Hellish Vigor spell - Casting Value of 5 - a DEATH unit within 18" doubles its move in the next movement phase

Four-Star Vampire (Legend)

If within 6" of the player, all enemy units roll 2d6 for any Battleshock and discard the lowest

- May participate in quests

Necromancer (wizard)

Shunned by men, and feared by all, the necromancer is an academic well versed in the dark arts. Through manipulation of the winds of death, necromancers are able to raise the dead back into the ranks of the living, and whole legions of the undead can be called upon to serve them.

Necromancers start the game with a Bravery of 10 and tattered robes (no save)

They are armed with a Necromancer Bone Staff (M) 1x 5+/4+ -1 1

One-Star Necromancer (Champion)

Necromancers start the game knowing how to cast and unbind one spell a turn. They know either the Arcane Bolt or Mystic Shield spell. Gain Bone Ring of Protection (6+ save)

- Gain +1 to hit in melee
- Gain +1 to wound in melee
- Gain Imbued Bone Staff – does D3 damage
- Gain Inspiring Presence Command Ability
- Gain Vanhel's Danse Macabre spell – cast on a 6 - The undead are filled with magical energy that causes them to jerk forwards and attack with tireless, unnatural speed. If successfully cast, pick a Skeleton, Mordant or Zombie unit within 18"; that unit can pile in and attack twice in your next combat phase.
- Gain the Gaze of Nagash spell – cast on a 7 – pick an enemy unit within visibility of the player – that unit suffers D6 mortal wounds

Two-Star Necromancer (Hero)

The Necromancer may now ride a nightmare. His movement increases to 10" and he gains the Lashing Hooves attack (M) 2x 4+/4+ 0 1

- Gain the Chaos Tomb Blade (M) 2x 5+/4+ 1 2 – every time a model is slain by this blade the player may roll a D6. On a 2+, the dead model rises as a skeleton or a zombie and joins a skeleton or zombie unit within 18" of the player
- Gain Necromantic Unbinding – gain +1 to all unbind attempts
- Gain the Cloak of Mist and Shadows – instead of moving as normal, the player may move 2D6", ignoring terrain and other models
- Gain Invigorate Spell – casting value of 6 – all DEATH units within 18" of the player heal 1 wound
- Gain Necromantic Fetish – 5+ save
- Gain Fervor of Death Ability – after unbinding or casting a spell, the necromancer may tap into his own vitality to cast or unbind another spell! The player suffers a mortal wound but may attempt to cast or unbind again, though at a -1 penalty.
- Gain Unholy Protection Command Ability – may be used on any DEATH unit within 18" of the player. That unit is surrounded by an amethyst haze that allows them to re-roll any failed saves of 1

Three-Star Necromancer (Lord)

The Necromancer may now cast and unbind two spells per turn

- Gain the ability to ride on the winds of spirits – the player may now FLY
- Gain the Feaster of Souls ability – the player heals 2 wounds any turn that he slays any enemy model in combat
- Gain Mortarch of Sacrement ability – the player may add +1 to any Summoning spell
- Gain Curse of the Years spell – Cast on a 6 - If successfully cast, pick a visible unit within 18" and roll ten dice. For each roll of 6, that unit suffers a mortal wound and you can roll an extra dice. For each roll of 5 or more on these extra dice, the target suffers another mortal wound and you can roll another dice. Now, for each roll of 4 or more, the target suffers another mortal wound and you can roll another dice. Keep rolling dice in this way, inflicting mortal wounds and reducing the roll needed to cause them by 1 each time, until either no wounds are inflicted or the target unit has been reduced to a pile of corpse-dust!

- Gain Hand of Dust spell – Cast on an 8 – the player gains a special MELEE attack that will always hit on a 4+. If the player successfully lands a hit, then they roll to wound. On the roll of a 1, nothing happens. On the roll of a 2, the model takes one mortal wound. On the roll of a 3 the model takes D3 mortal wounds. On the roll of a 4 or a 5 the model suffers D6 mortal wounds. On the roll of a 6 the model suffers 2D6 mortal wounds. HERO models slain by this spell are replaced by a WIGHT KING model which must be set up where the model was slain, or 3" from an enemy.
- Gain Chief Necromancer Command Ability – any DEATH wizard in your army may extend the range of their spells by 6"
- Gain Frightful Touch Ability – any non Hand of Dust melee attack that the player inflicts will inflict a mortal wound on a to-wound roll of a 6

Four-Star Necromancer (Legend)

Gain the Unbreakable Will of Death Command Ability – any DEATH unit on the table can either re-roll all To-Hit rolls of 1, all Saves of 1, or can choose to not take a Battleshock check (all units pick the same ability)

- May undertake Realms of the Dead Quests

SERAPHON

You are one of the remnants of the ancient Seraphon. Capable of forging images and dreams into reality, your will is made manifest on the battlefield through your mental projections.

Will you be a powerful Slaan Starmaster, one of the most deadly casters in all of the Mortal Realms? Or do you prefer the power of a Saurus Oldblood, leading your hosts against the powers of chaos and smashing the opposition with brute force?

Perhaps you will be a Saurus Sunblood, a deadly and destructive force on the battlefield that relies on martial power over leadership.

Saurus Oldblood (Warlord)

Saurus Oldblood's start with Celestial Armor (5+ save) and a Celestite Warblade (M) 3x 4+/4+ 0 1

Oldblood's have a Bravery of 8.

One-Star Saurus Oldblood (Champion)
One Star Oldbloods start with the Inspiring Presence Command Ability

- Player may add +1 wound
- Player may add + 1 bravery
- Player may add an additional melee attack with their melee weapons
- Player may wear celestial war plates (4+ save)
- Player may add +1 to hit with melee attacks
- Player may add +1 to wound with melee attacks
- Player may gain the Wrath of the Seraphon ability - any SAURUS model within 5" of the player may re-roll wound rolls of a 1

Two-Star Saurus Oldblood (Hero)
The Oldblood may be mounted on a Cold One. If the player chooses this, then his movement increases to a 10" and he gains the Cold One's Vicious Bite attack (M) 2x 3+/4+ 0 1

- Player may add +1 wound
- Player may add +1 bravery
- Player may take a Stardrake Shield - ignore enemy's Rend characteristic of -1. Additionally the player may use the shield as a weapon (M) 1x 5+/4+ 0 1
- Player may gain the Paragon of Order Command Ability - one SERAPHON unit within 10" may reform around one of its models. That model stays where it is but the other models may move up to 3" so long as it does not end up within 3" of an enemy.
- Player may wield a two-handed Suntooth Maul (M) 1x 4+/5+ -1 D3
- Player may wield a Celestite War-Spear (M) 2" 3x 5+/4+ -1 1
- Player may wield a two-handed Celestite Great Blade 1x 5+/4+ -1 2

Three-Star Saurus Oldblood (Lord)

If the player can make his Bravery score on 2D6, they can use two Command Abilities (they must be different abilities). Saurus Oldblood's may opt to mount a Carnosaur. In doing so, they gain +6 wounds and gain the Movement, Movement Chart, Damage Table, and Carnosaur attacks of the Saurus Oldblood on Carnosaur warscroll, gaining all of the abilities of the carnosaur as well but foregoing the melee weapons and saurus abilities on that warscroll.

- Player gains Fury of the Seraphon Command Ability - a friendly unit within 12" of the player may make additional attacks for every "6" they roll to-hit with their weapons. The extra attack comes from the melee profile of the weapon that they rolled a 6 with.
- Player gains the Savage Charge Command Ability - any SAURUS unit within 8" of the player can re-roll charge rolls and hit rolls of 1. Additionally those units make an additional attack with their Cold One's Vicious Bites, if they are mounted.
- Player may take a Celestite War-Lance (M) 2x 4+/4+ -1 1* does 2 points of damage on the charge
- Player may take a Sunbolt Gauntlet (R) 18" D6x 3+/4+ -1 1. Against CHAOS DAEMONS you can add +2 to any wound rolls.
- Player gains the Ancient Warlord Command Ability - any SAURUS HERO within 20" of the player gains +2 attacks with one of its weapons
- Player may wield a Sunstone Spear (M) 2" 2x 4+/4+ -1 D3
- Player gains the Eternity Shield - any failed save or MORTAL WOUND is discounted on a 5+

Four-Star Saurus Oldblood (Legend)

Saurus OldBlood Legends are able to add +1 to any initiative roll

- Player may participate in Seraphon Quests

Saurus Sunblood (Fighter)

Where Oldbloods are excellent field commanders, Sunbloods unleash the rage and power of the Old Ones through their martial abilities. Few can stand against a raging Oldblood as it takes the fight directly to its enemies.
Saurus Sunblood's start with Toughened Scales (5+ save) and a Celestite War-Mace (M) 4x 4+/4+ -1 1

Sunblood's have a Bravery of 8.

One-Star Saurus Sunblood (Champion)
One Star Sunbloods begin play with the Rage of the Old Ones Ability – once per game before attacking, the Saurus Sunblood may add D3 attacks to one of their melee weapon profiles

- Player may add +1 wound
- Player may add +1 Bravery
- Player may gain +1 Melee attack to all of their melee profiles
- Player may add +1 to-hit with melee attacks
- Player may add +1 to-wound with melee attacks
- Player may gain Ceremonial Celestite Armor (4+ save)
- Player may gain Fearsome Jaws Melee Attack (1x 5+/4+ 0 1)
- Player may gain Inspiring Presence Command Ability

Two-Star Saurus Sunblood (Hero)
Two-Star Sunbloods may be mounted on a Cold One. If the player chooses this, then his movement increases to a 10" and he gains the Cold One's Vicious Bite attack (M) 2x 3+/4+ 0 1

- Player may add +1 wound
- Player may add +1 Bravery
- Player may take an Aeon Shield, which ignores enemy Rend values unless they are -3 or better
- Player gains Ferocious Rage Ability – Any to-hit rolls made by this model are turned into D3 wounds rolled rather than 1.

- Player gains Warrior's Mark Ability – Any to-wound rolls made by this model are turned into D3 Damage rather than 1
- Player may take the Inspiring Presence Command Ability
- Player may take the Scent of Weakness Command Ability – pick an enemy unit within 15", until player's next HERO phase they may re-roll failed hit rolls for attacks made in the combat phase against that unit by any of the player's SAURUS models

Three-Star Saurus Sunblood (Lord)

The player may opt to mount a Carnosaur. In doing so, they gain +6 wounds and gain the Movement, Movement Chart, Damage Table, and Carnosaur attacks of the Saurus Scar Veteran on Carnosaur warscroll, gaining all of the abilities of the carnosaur as well but foregoing the melee weapons and saurus abilities on that warscroll.

- May wield a Celestite Warblade (M) 5x 4+/4+ 0 1
- May wield a Celestite War-Spear (M) 2" 5x 5+/4+ -1 1
- May wield a Celestite Greatblade (M) 2x 5+/4+ -1 2
- May gain +1 wound
- Gains the Saurian Savagery Command Ability – the player looses an ear-splitting roar that drives nearby saurus into a frenzy. Pick a SAURUS unit within 15", whenever a model in that unit rolls a 6 to hit it may make an additional attack with the same weapon.
- Player may wield a Stardrake Shield – save throws for the model ignore the enemy's rend characteristic unless it is -2 or better. Additionally the player may make a save against MORTAL WOUNDS which succeed on a 5+
- Player gains the Feral Warrior Ability – any to-hit rolls of a 6 generate an extra attack with that weapon

Four-Star Saurus Sunblood (Legend)

Sunblood Legends have gold sheened scales, which gives them a 3+ save

- Player may participate in Seraphon Quests

Slaan Starmaster (wizard)

Few creatures have mastered the secrets of magic like the slaan. Long aeons spent traversing the stars have saturated their minds with the power of Azyr. As they glide into battle atop their graven thrones, sorcerous energies arc around their fingertips with the promise of fearsome spells waiting to be unleashed.

Slaan Starmasters start out atop a floating palanquin and can fly. They possess an Azure Lightning attack (M) 3" 4x 5+/4+ -1 1 and are protected by an Arcane Aura that grants them a 5+ save. Their Bravery Score is modified to be an 10.

One-Star Slaan Starmaster (Champion)

Slaan Starmasters may cast and unbind one spell per turn. They know either the Arcane Bolt or the Mystic Shield spell.

- Player may gain the Arcane Bolt or Mystic Shield Spell
- Player may increase their Arcane Aura to 4+
- Player may add an additional attack with Azure Lightning
- Player may add +1 to hit with Azure Lightning
- Player gains +1 wound
- Player may learn Inspiring Presence Command Ability
- Player may learn Light of the Heavens spell – cast on a 6 – until player's next HERO phase any battleshock tests for Daemon units are made by rolling two dice rather than one. Celestial Daemon units discard the highest of the two dice. Chaos units discard the lowest.

Two-Star Slaan Starmaster (Hero)

The Slaan may cat and unbind two spells per turn.

- Player may gain an additional attack with Azure Lightning
- Player may take the Gift from the Heavens Command Ability – SERAPHON units from the army that are within 10" of the player can re-roll failed save rolls in the shooting phase

- Player gains the Arcane Vassal ability – before the player attempts to cast a spell, they can pick a vassal to channel it, which can be a SKINK HERO or a Troglodon that is within 15". The range and visibility are measured from the vassal.
- Player gains the Celestial Configuration Ability – refer to the Slaan Starmaster warscroll for what this entails
- Player gains +1 wound
- Player's Azure Lightning gains +1 to wound
- Player gains the Lightning spell – cast on a 6 – target unit 16" away – the unit suffers D6 mortal wounds. For any unit within 3" of that unit roll a dice. On the roll of a 6 that unit suffers a mortal wound.

Three-Star Slaan Starmaster (Lord)
The Slaan may now cast and unbind three spells per turn

- The player gains +1 to hit with his Azure Lightning
- The player gains +1 to cast spells
- The player gains +1 to unbind spells
- The player gains the Impeccable Foresight Command Ability - roll three dice. For every that scores 4+ the player may add an Insight Token that lasts until the beginning of the player's next HERO phase. This token may be used to re-roll any single dice.
- The player learns Celestial Deliverance Spell – cast on a 7 the first time it is cast, 8 the second time, 9 the third time, etc, if it is cast roll three dice to determine the spirits' reach in inches. Each enemy unit within range suffers D3 mortal wounds. CHAOS DAEMONS suffer D6 mortal wounds instead.
- The player learns the Comet's Call Spell – cast on a 7 – pick up to D3 enemy units or D6 if the casting roll was a 10+. Each of these units is struck by a comet and suffers D3 mortal wounds.
- The player learns the spell Divine Incarnation – cast on an 8 – the player rolls a D6. On the roll of a 4+, a used summoning point is restored and a unit can be summoned from it.

Four-Star Slaan Starmaster (Legend)
The Slaan may now cast and unbind four spells per turn and may participate in seraphon quests

STORMCAST ETERNALS

You are a mighty warrior of Sigmar, pulled from your mortal shell and given new form through the crucible of Azyr. Lead your warriors against the chaos forces that have taken the mortal realms and reclaim them. Only the Faithful!

Celestant (warlord)

Celestants Start with Bravery 8 and chainmail (5+ save)
Celestants Start with Sigmarite Runeblade (3x 4+/4+ -1 1) and Warhammer (1x 5+/4+ 0 1)

One-Star Celestant (Champion)
One-Star Celestants start with the Inspiring Presence Command Ability

- Gain +1 melee attack with both weapons
- Gain +1 to hit
- Gain +1 to wound
- Gain warplate (4+ save)
- Gain Sigmarite Discipline Command Ability – used on any friendly STORMCAST unit within 12" – if that unit does not move and is in base contact with every model in the unit, then the unit adds +1 to hit
- Gain Inescapable Vengeance Ability - if made a charge move this turn, the player makes 1 extra attack with each of its melee weapons
- Gain +1 Bravery

Two-Star Lord Celestant (Hero)
Gain Glorious Leader Command Ability - all friendly units within 24" use his Bravery score

- Gain Sigmarite Warcloak - in shooting phase can unleash D6 hammers within 16". For each attack on a 4+ that unit suffers a mortal wound and the attacks can focus on multiple enemies
- Gain Furious Retribution Command Ability - until next hero phase can add 1 to result of any hit rolls in the combat phase for the player and any friendly STORMCAST ETERNAL units within 9"
- Gain Sigmarite War Plate (3+ save)
- Gain +1 wound (6)
- Gain Enhanced Inescapable Vengeance Ability - if player charges this turn they make D3 extra attacks with each of its melee weapons
- Gain Lord of the Host Command Ability - model and any friendly models within 24" do not have to take battleshock checks
- Gain Sigmar's Wrath Ranged Attack - 18" D3x 4+/4+ -1 1

Three-Star Lord Celestant on Dracoth (Lord)
Gain the ability to ride a Dracoth. Movement increases to 10", gain the Dracoth Claws and Fangs melee attack (3x 3+/3+ -1 1) and the Intolerable Damage and Storm Breath ability from the Lord-Celestant on Dracoth warscroll
Loses the Sigmarite Blade

- Gain +1 bravery
- Gain +1 wound
- Gain the Aura of Command – all STORMCAST ETERNALS within 6" of a HERO gain +1 to their Bravery
- Gain Sigmarite Shield Wall Command Ability – a friendly JUDICATOR unit within 18" that is in base contact with each other and has not moved adds +1 to their save
- Gain Stormstreak Command Ability – a friendly LIBERATOR unit can vanish with a crack of thunder and reappear within 5" of a unit of Prosecutors
- Gain Herald of Ruin Command Ability – until your next HERO phase if any PROSECUTORS are within 9" of an enemy, subtract one from the enemy BRAVERY. That enemy unit also loses D6" of its movement (min 1")
- Gain Celestial Barrier Command Ability – re-roll failed saves for any unit within 6" of PROTECTORS
- May participate in the Gate to Azyr Quest

Four-Star Celestant-Prime (legend)

Transforms into the Celestant-Prime model. Gains the ability to FLY and movement increases to 12". Gains the Retribution from On High ability from the celestant-prime warscroll. His weapon profile does not change (he still carries his normal Warhammer)

- May participate in any quests

SLAVES TO DARKNESS

Few things are more horrifying than an army of twisted chaos warriors marching over the horizon. The braying of their demonic war horns, the shudder of the earth underneath hellsteel boots, and the barking calls of doom from their leaders. Joining the ranks of the Slaves to Darkness chaos hordes means to utterly give your life and soul to one of the four chaos gods, and to tighten your grip on the realms of mortals as they attempt to foolishly fight their way out from underneath your boot-heel on their throat.

When giving yourself to the dark gods, you must first select your mark and then your class. Players may opt for the mark of Chaos Undivided, but be warned! Attempting to serve all of the gods is a dangerous road that only one has managed to conquer, and certain death is likely!

Starting out, your Champion of Chaos' mark grants you no benefits other than granting you the occasional gift if they so deem. These gifts from your god and unlike the other armies which may choose their upgrades, yours come at the whims and pleasures of your master.

This makes a true Champion of Chaos a very powerful force to fight, but that power is paid for by knowing that at any time your master can decide to turn you into a spawn and end your career before your ascendency! For only three outcomes are ever certain when following the gods: daemonhood, death, or spawndom.

Starting chaos undivided players are either Chieftains, which are tribal leaders that the eye of the gods has descended upon, or Shamans, which are gifted with magical talent.

Chieftains start with a chainmail shirt (5+ save), a chaos sword (3x 4+/4+ 0 1) and shield (+1 save) and a Bravery of 6.

Shamans start with acolyte robes (6+ save), a runestaff (M) 2" 1x 5+/4+ -1 1 and can cast one spell and unbind one spell and knows Arcane Bolt or Mystic Shield

All chaos champions hope to one day ascend to daemonhood, though a few blessed mortals will find themselves in the services of Archaon, Lord of the End Times as one of his Varanguard or Gaunt Summoners. The choice, however, is up to the gods, not the champions themselves.

Spawndom

When a player spends build points on his personal upgrades, he will roll 2D6 and consult his god's chart for the outcome. Treat any result that the player already has as the result of "Mutation".

If a player receives 5 mutations, he must roll 2D6. If the result is less than or equal to the number of mutations he has received, he is transformed into a CHAOS SPAWN and his career is effectively over (though he may be fielded as a spawn by any legacy characters that continue where he left off)

Ascendant

Once a player has unlocked five gifts, he is eligible to move to an inner ring, just like other players do with their characters.

Chaos Undivided players will notice that their gifts combine all four of the dark gods, giving them great flexibility. This comes at a cost though! It is much easier for the gods to smite them with spawndom!

CHAOS UNDIVIDED

One Star Undivided Chieftain (Champion)

For every build point you spend, roll on the below chart. Mutations can be found at the end of all of the upgrade charts. Undivided Chieftains may choose any class they wish (fighter, warlord, wizard, specialist)

2D6	Chaos Undivided Enhancement
2	The gods are angered. Player receives D6 mutations
3	The gods are annoyed. Player receives D3 mutations.
4	Player may roll on an appropriate level god-specific chart
5	Player receives an extra melee attack OR may choose Arcane Bolt or Mystic Shield spell (this result may be obtained twice)
6	Player gains a Daemonsteel Axe which can be wielded with a shield or as a second weapon (M) 2x 5+/4+ 0 1
7	Player receives +1 to hit OR +1 to wound (this result may be obtained twice)
8	Player receives +1 Bravery (result may be taken twice)
9	Player gains Inspiring Presence Command Ability OR may wear Chaos Armor (4+ save)
10	Player may roll on an appropriate level god-specific chart
11	Player gains the Chaos Runeshield, which allows him to ignore any mortal wounds on the roll of a 5+
12	Player gains Daemonic Aura – may discount any wound (mortal or otherwise) on a 6+ special save, taken after normal saves

Two-Star Chaos Lord (Hero)

The player may opt to remove D3 mutations and may also choose to ride a daemonic mount. While mounted, the character has a movement of 10", and gains +1 wound while mounted. Additionally, the player gains the EYE OF THE GODS ability – every time the player slays a MONSTER or HERO during the game, roll a D6. On the roll of a 1-5, the player heals D3 wounds. On the roll of a 6, the player gains a permanent wound. The player may gain +3 wounds to his profile in this way while a two-star model.

2D6	Chaos Undivided Enhancement
2	The gods are angered. Player receives D6 mutations
3	The gods are annoyed. Player receives D3 mutations.
4	Player may roll on an appropriate level god-specific chart
5	Gain the Unending Legion Command Ability – on a 4+ the player may set up a new SLAVES TO DARKNESS unit so that all of the models are within 5" of one table edge. The use of this command ability requires an available summoning point.
6	Player gains Martial Pride – when fighting against a HERO gain +1 to hit OR player may choose to gain the Daemonic Power Spell – cast on a 5 – any friendly unit within 18" can re-roll any hit, wound, or save rolls of a 1
7	Player gains +1 Bravery OR +1 Melee attack with a melee weapon (this result may be taken twice)
8	Player gains a Hellforged Glaive, which can be used with a shield or with the Chaos Sword. (M) 2" 1x 4+/4+ -1 2 OR the player may choose to learn the Wind of Chaos Spell – cast on a 7 – a visible enemy unit within 18" – roll dice equal to the total casting roll that was rolled. For each roll of a 5, that target unit suffers 1 mortal wound. For each 6, the target suffers D3 mortal wounds
9	Player gains the Daemon-Touched Dagger. Once a game the player may use it on an enemy unit or model. On the roll of a 2+, that unit or model suffers D3 mortal wounds. OR the player may take Daemon Blessed Chaos Armor (3+ save)
10	Player may roll on an appropriate level god-specific chart
11	Gain the Herald of the Everchosen Command Ability – enemies within 15" subtract 1 from their Bravery. If Archaon is also on the table, subtract 2 from their Bravery Score.
12	Player gains Enhanced Daemonic Aura – if the player already had Daemonic Aura the aura is increased by +1. Otherwise the player gains Daemonic Aura

Three-Star Chaos Lord (Lord)

The player may opt to remove D3 mutations. Player may choose to either learn to cast an additional spell and unbind a spell per turn (if the ycould not up to this point, they can now) OR they may let all SLAVES TO DARKNESS units within 12" use their BRAVERY score instead. Eye of the Gods can expand wounds up to an additional +3 permanently.

2D6	Chaos Undivided Enhancement
2	The gods are angered. Player receives D6 mutations
3	The gods are annoyed. Player receives D3 mutations.
4	Player may roll on an appropriate level god-specific chart
5	Gain the Unending Legion Command Ability – on a 4+ the player may set up a new SLAVES TO DARKNESS unit so that all of the models are within 5" of one table edge. The use of this command ability requires an available summoning point.
6	Player gains Martial Pride – when fighting against a HERO gain +1 to hit OR player may choose to gain the Daemonic Power Spell – cast on a 5 – any friendly unit within 18" can re-roll any hit, wound, or save rolls of a 1
7	Player gains +1 Bravery OR +1 Melee attack with a melee weapon (this result may be taken twice)
8	Player gains a Hellforged Glaive, which can be used with a shield or with the Chaos Sword. (M) 2" 1x 4+/4+ -1 2 OR the player may choose to learn the Wind of Chaos Spell – cast on a 7 – a visible enemy unit within 18" – roll dice equal to the total casting roll that was rolled. For each roll of a 5, that target unit suffers 1 mortal wound. For each 6, the target suffers D3 mortal wounds
9	Player gains the Daemon-Touched Dagger. Once a game the player may use it on an enemy unit or model. On the roll of a 2+, that unit or model suffers D3 mortal wounds. OR the player may take Daemon Blessed Chaos Armor (3+ save)
10	Player may roll on an appropriate level god-specific chart
11	Gain the Herald of the Everchosen Command Ability – enemies within 15" subtract 1 from their Bravery. If Archaon is also on the table, subtract 2 from their Bravery Score.
12	Player gains Enhanced Daemonic Aura – if the player already had Daemonic Aura the aura is increased by +1. Otherwise the player gains Daemonic Aura

Four-Star Chaos Lord (Legend)

It is at this point in the player's progression that the gods have taken serious notice of them. They will begin a series of quests which will determine their ultimate fate. These quests are extremely dangerous compared to other races, as the cost of failure here can be immediate death instead of other minor penalties. This is especially true for the champions of Chaos Undivided, for while they may garner greater power than their contemporaries, they are also more often able to anger one or more of the pantheon.

For every failed Quest, the player must roll a D6. If the value is equal or lower than the number of quests that the player has failed, that player is killed instantly by the gods and turned into a lamp shade or other piece of furniture.

Champions of Chaos Undivided subtract 1 from this dice roll.

- The player may undertake SLAVES OF DARKNESS QUESTS

Second Quest Undivided Rewards

Designer Note: I wanted to keep the rewards for the quests tied to this section due to them being mark specific.

Independent Warlords gain the Talon of Zarzibad (M) 4x 3+/4+ -1 2 – models suffering any damage from this weapon will lose a melee attack from each weapon for every 2 points of damage that they suffer on their profile for the duration of the game (to a minimum of 1)

Champions of Archaon gain Lord of the Endtimes Colors – the player wields the army standard of Archaon, signifying the player as Archaon's herald. The banner grants all friendly units from the army +1 melee attack with each of their weapon profiles if they are within 12" of the player. Additionally if the player does not move in the movement phase he may plant the standard down and all ground within 12" of the player becomes DANGEROUS for any enemy model.

Daemon Princes gain the Heart of Midnight – upon feasting on this the player's stature will grow. Their save increases by +1 and they may re-roll any failed saves.

Third Player Quest Rewards

Independent Warlords may choose to mount a manticore. If choosing to do so they use the Manticore Profile and upgrade their wounds by +6 while mounted. They may use the Manticore Jaws and Tail attack as well as the Damage table, and gain the Territorial Predator ability.

Champions of Archaon obtain the Crown of Domination, which lets any Battleshock Tests within 10" of the player be modified up or down by 2.

Daemon Princes may choose to either invoke a Shadow Form Ability (always ignore the rend value when making saves and are at -1 to be hit) OR may know the spell Enfeeble Foe – cast on a 6 – any one enemy unit within 18" and visible subtracts 1 from any wound rolls that they make in the combat phase until the beginning of the player's next HERO phase.

Khorne Bloodbound

The followers of Khorne embrace the art of killing, destroying, and harvesting the skulls of the fallen. The path of a follower of Khorne is paved with the skulls of their fallen enemies and likely ends with the champion's skull crowning the end of the road.

Khorne Chieftains start with a chainmail shirt (5+ save), and a pair of Blood Axes (M) 2x 4+/5+ 0 1 each OR a Blood Axe and a Wrath-Hammer (M) 3" D3x 4+/5+ 0 1, and a Bravery of 6

One Star Chieftain (Champion)

For every build point you spend, roll on the below chart. Mutations can be found at the end of all of the upgrade charts. Khorne Champions are always Fighters.

2D6	Khorne Enhancement
2	The gods are angered. Player receives D3 mutations
3	The gods are annoyed. Player receives 1 mutation.
4	Gain Slaughter Incarnate Command Ability – until the beginning of the next HERO phase all MORTAL KHORNE units within 6" of the player gain +1 melee attack to all melee weapon profiles
5	Player receives a +1 to wound for all of his melee attacks
6	Player receives a +1 to hit for all of his melee attacks
7	Player receives +1 melee attacks to all of their weapons (can be taken twice)
8	Player receives +1 to Bravery
9	Player gains Inspiring Presence Command Ability OR gains the PRIEST keyword and the Bloodfuelled Prayers Ability of a Slaughterpriest
10	Player receives a suit of Chaos Armor (4+ save)
11	Gain Thirst For Glory – if a KHORNE HERO is slain within 6" of the player, they may re-roll failed hit rolls and save rolls for the rest of the battle
12	Player gains Daemonic Aura – player may make a special 6+ save against ANY wound or mortal wound that is taken after any failed saves have been made

Two-Star Khorne Chaos Lord (Hero)

The player may opt to remove D3 mutations. Additionally, the player may always re-roll any missed roll of a 1 in melee combat. The player may also choose to ride a chaos steed. If doing so, they gain a movement of 10" and gain the horses hooves attacks (M) 2x 4+/4+ 0 1

2D6	Khorne Enhancement
2	Khorne is angered. Player receives D3 mutations
3	Khorne is annoyed. Player receives 1 mutation.
4	The player gains the PRIEST keyword if they did not already have it. Additionally they may unbind one spell per turn as a wizard
5	The player gains +1 to wound on melee attacks
6	The player's primary axe gains D3 damage
7	The player gains +1 Bravery OR the player may gain +1 wound(this result may be chosen twice)
8	The player gains a suit of Blood Armor (3+ save)
9	The player gains Gorelord Command Ability – may pick up to 3 MORTAL KHORNE units within 24" of the player. They may roll 3 dice for charging instead of 2 and pick the highest 2 dice. Lasts until beginning of players next HERO phase
10	The player gains a pet Flesh Hound, which gains the Blood-Dark Claws ability (M) 4x 3+/4+ 0 1.
11	Player may opt to trade in his pair of axes for a Blood Axe of Khorne. At the end of any combat phase, any enemy models that took any damage from the Blood Axe are hurled into a rend in reality to the realm of Khorne, which slays the model on a 5+. Weapon profile is (M) 2x 4+/4+ -1 D3
12	Player gains Daemonic Aura. If he already had Daemonic Aura, it is increased to a roll of a 5+

Three-Star Khorne Chaos Lord (Hero)

The player may opt to remove D3 mutations. Additionally, the player may choose to ride a Juggernaut into battle OR a chaos warshrine (if containing the PRIEST keyword). If riding a juggernaut, the player's Movement increases to 8". If doing so, the player may add +2 Wounds while mounted. The player also gains Juggernaut Brazen Hooves attack which is (M) 3x 3+/3+ 0 1 and gains the Murderous Charge Ability found on the Lord of Khorne on Juggernaut Warscroll.

If taking a warshrine into battle, use the Chaos Warshrine warscroll and gain +6 wounds. Remove the sacrificial blade attack, and use player's attacks instead. Additionally the shrine is obviously marked by Khorne.

2D6	Khorne Enhancement
2	Khorne is angered. Player receives D3 mutations
3	Khorne is annoyed. Player receives 1 mutation.
4	Gain Blood Stampede Command Ability – pick up to 3 MORTAL KHORNE units within 24" of the player, they add 1 to their wound rolls made in the combat phase as long as they charged that turn.
5	Player gains a spiked gauntlet – every time the player makes a saving throw of 6+, he delivers a counterblow inflicting D3 mortal wounds on the attacking unit
6	Player gains +1 Bravery OR may gain +1 to any unbind rolls he makes
7	Player may add +1 attack to all melee weapon profiles
8	Player may add -1 to the rend of all of their melee attacks OR may add +1 melee attack to their melee weapon profiles
9	Player gains the Storm of Blades Ability – once per game any friendly MORTAL KHORNE units within 8" may pile in and attack again in a combat phase
10	Player may take a Brass-Clad Shield in their off hand. Any wounds or mortal wounds taken as the result of a spell are discarded on a 4+ (taken after failed saves)
11	Player may take a Wrathforged Daemon Axe (M) 3x 4+/4+ -1 D3. Any wound rolls of a 6 do 3 wounds instead of D3.
12	Khorne's Champions – Any units that start the game with a number of models divisible by 8 may always re-roll failed to-hit rolls in melee

Four-Star Khorne Chaos Lord (Legend)

It is at this point in the player's progression that the gods have taken serious notice of them. They will begin a series of quests which will determine their ultimate fate. These quests are extremely dangerous compared to other races, as the cost of failure here can be immediate death instead of other minor penalties.

For every failed Quest, the player must roll a D6. If the value is equal or lower than the number of quests that the player has failed, that player is killed instantly by Khorne and his skull joins the legions of others at the base of the Blood God's throne.

- The player may undertake SLAVES OF DARKNESS QUESTS

Second Quest Khorne Rewards

Designer Note: I wanted to keep the rewards for the quests tied to this section due to them being mark specific.

Independent Warlords gain Brass Armor. This armor allows its bearer to ignore any and all effects from any spells cast on the roll of a 2+. Only roll once, if the result is a 2+ then the entire effects are ignored.

Additionally, the player himself gains the juggernaut murderous charge ability (and if mounted on a juggernaut, effectively doubles the results)

Champions of Archaon gain the Skullhelm of Khorne and the Axe of Murder. The Skull Helm allows the player to unbind any spells twice a turn anywhere on the table without needing line of sight, and if the unbinding roll comes up as an "8", the offending caster suffers D3 mortal wounds immediately. The Axe of Murder is a Daemon weapon with a profile (M) 6x 4+/4+ -1 1. Any wounding rolls of a 6 inflict D3 mortal wounds. Any wounding rolls of a 1 inflict a mortal wound on the player.

Daemon Princes gain the Heart of Rage – upon feasting on this the player's melee attacks gain a Rend of -3. For every successful to-hit roll of a 6 in melee combat, the player may roll an additional attack, which may also gain additional attacks etc.

Third Player Khorne Quest Rewards

Independent Warlords may choose to mount a manticore. If choosing to do so they use the Manticore Profile and upgrade their wounds by +6 while mounted. They may use the Manticore Jaws and Tail attack as well as the Damage table, and gain the Territorial Predator ability. Additionally, they may choose to wield a Blood Lance, which is a daemonically possessed weapon (M) 3" 4x 4+/4+ -1 2. The lance inflicts 3 damage on a charge. Any wounding rolls of a 6 are considered mortal wounds. The model may also pile in 6" instead of 3".

Champions of Archaon obtain the Brass Crown of Fury. While wearing this item, the player must always choose to charge if he is in range to do so. If the player slays any enemy models in the combat phase, then the warriors in his warband within 16" of him are filled with an unstoppable blood rage, and add +1 to the Attacks of any melee weapons used by them for the rest of the combat phase.

Daemon Princes may choose to invoke the Blood Mist form. While in this form, they are at -1 to be hit. Additionally, any units (friend or foe) that have models touching the player are driven into a berserk frenzy. The models gain +1 attack to their melee attacks. After the unit has attacked, roll a number of dice equal to how much damage that unit caused after saves.

The unit suffers a number of mortal wounds for every dice roll of a 5+. If the unit did an amount of damage divisible by 8, they take a mortal wound for every dice roll of a 4+. MORTAL KHORNE units only ever take a mortal wound on the dice roll of a 6+ or a 5+ if their damage was divisible by 8.

Khorne cares not whence the blood flows …

Nurgle Plague Host

The diseased followers of Nurgle spread disease and filth wherever they go. Where life is abundant, you can expect Nurgle's followers to be close by spreading their gifts from the Grandfather!
Nurgle Chieftains start the game with a Great Blade (M) 3x 4+/4+ -1 D3 (requires two hands) and filthy chainmail (4+ save) and a Bravery of 6.

Nurgle Shamans start the game with Rotwood Staff (M) 2" 1x 5+/4+ -1 D3, filthy robes (5+ save) and can cast one spell and unbind one spell per turn. They also know either Arcane Bolt or Mystic Shield spell.

One Star Chieftain (Champion)

For every build point you spend, roll on the below chart. Mutations can be found at the end of all of the upgrade charts. Nurgle players are either Fighters, Warlords, or Wizards

2D6	Nurgle Enhancement
2	The gods are angered. Player receives D3 mutations
3	The gods are annoyed. Player receives 1 mutation.
4	Player gains Rotten Regeneration – player heals 1 wound at the beginning of every HERO phase – OR player gains the Stream of Corruption Spell – cast on a 6 – a visible enemy unit within 7" takes 3 mortal wounds
5	Player gains +1 to wound with melee attacks
6	Player gains +1 wound (this result may be obtained twice)
7	Player gains +1 to hit with melee attacks
8	Player gains +1 Bravery (this result may be obtained twice)
9	Player gains the Inspiring Presence Command Ability OR may learn either Arcane Bolt or Mystic Shield spell
10	Player gains Nurgle's Rot – in the HERO phase roll a dice for each unit within 3" of the player friend or foe. On the roll of a 6 that unit takes D3 mortal wounds. NURGLE units do not suffer wounds from Nurgle's rot.
11	Player's gain the Grandfather's Gift Command Ability – a unit within 21" of the player gains the Nurgles Rot Ability OR player gains the Blessed with Vitae ability – every time the player casts a spell successfully they heal a wound back if they roll a 4+
12	Player gains Daemonic Aura – player may make a special 6+ save against ANY wound or mortal wound that is taken after any failed saves have been made

Two-Star Nurgle Chaos Lord (Hero)

The player may choose to remove D3 mutations. Additionally the player gains +1 wound and may opt to ride a chaos steed if he chooses. If so, his movement goes to 10" and gains the horses hooves attacks (M) 2x 4+/4+ 0 1

2D6	Nurgle Enhancement
2	The gods are angered. Player receives D3 mutations
3	The gods are annoyed. Player receives 1 mutation.
4	Player gains Gangrene Nerves – may re-roll failed saves of a 1
5	Gain the Fester and Rot Command Ability – a NURGLE unit within 14" can re-roll all failed wounds until player's next HERO phase OR gain Acidic Ichor spell – cast on a 6 – friendly unit within 21" inflicts a mortal wound on any close combat attacker that inflicts an unsaved wound or mortal wound on them on a 5+ for each unsaved wound/mortal wound
6	Player gains +1 Bravery
7	Player gains +1 Wound
8	Player gains +1 Melee Attack OR learns Curse of the Leper spell – cast on a 7 – cast on an enemy unit within 14", that unit subtracts 1 from any save rolls until the beginning of the player's next HERO phase
9	Player gains Rusted Chaos Armor (+1 save)
10	Gain Diseased Appendages – an additional melee attack profile (M) D3x 3+/5+ 0 1 OR gain Gift of Pustules Spell – cast on a 7 – target unit within 14" – gains +1 to their saving throws but lose D3" of movement and charge distance. If cast on a non NURGLE unit that unit will suffer D3 mortal wounds as well
11	Player gains Fearful Visage – any battleshock tests done for units taken against the player add +1 to the roll
12	Player gains Daemonic Aura. If he already had Daemonic Aura, it is increased to a roll of a 5+

Three-Star Nurgle Chaos Lord (Lord)

The player may choose to remove D3 mutations. The player may choose to ride a Daemonic Mount, in which case the player's movement increases to 7" and the player gains the Flyblown Bite melee attack (M) D6x 4+/4+ 0 1

The player may also gain the PRIEST keyword if they so desire if they are not a sorcerer. If they do this they may ride on a chaos warshrine. If taking a warshrine into battle, use the Chaos Warshrine Warscroll and gain +6 wounds. Remove the sacrificial blade attack, and use the player's attacks instead. The shrine is marked by Nurgle.

SORCERERS gain the ability to cast and unbind two spells per turn.

2D6	Nurgle Enhancement
2	The gods are angered. Player receives D3 mutations
3	The gods are annoyed. Player receives 1 mutation.
4	Gains Lord of Nurglings Ability – at the beginning of the player's HERO phase they may add D3 stands of nurglings within 7" of the caster and more than 9" from an enemy unit OR the player gains Miasma of Pestilence spell – cast on a 6 – an enemy within 14" suffers D3 mortal wounds at the end of the PHASE in which it also took any wounds or mortal wounds
5	Gains Malicious Mites ability – any NURGLING bases within 7" of the player add +1 to all wound rolls OR the player may opt to have any friendly MORTAL NURGLE units within 12" use the player's Bravery instead of their own
6	Gain Repugnant Regrowth – this will replace Rotten Regeneration if the player has it – at the beginning of the player's HERO phase on the roll of a 4-5 the player heals a wound. If the result is a 6, the player heals D3 wounds.
7	Gain the Rotsword – when unsheathing the sword and pointing it at a HERO within 1", that HERO suffers D3 mortal wounds on the roll of a 2+. If suffering wounds, the HERO has a contagion. Roll a dice for every unit within 7" of that HERO. If the result is a 4+, the unit suffers a mortal wound. NURGLE units are not affected.
8	Gain Morbid Vigor Command Ability – anytime a MORTAL NURGLE unit from your army suffers a wound or mortal wound while within 7" of the player, on a 5+ that wound is ignored (taken after failed saves). This lasts until the beginning of the player's next HERO phase.
9	Gain Cloud of Flies – for any enemy unit within 7" of the player roll a D6. On a 4+ that unit is at -1 to hit OR gain the Doombells Ability – your opponent must subtract 1 from the casting rolls of any wizards within 14" of the player
10	Gain Acidic Ichor Ability – each time the player suffers a wound (after saves) in a combat phase, roll a D6. On a 4+ the unit that inflicted the wound suffers a mortal wound after all of its attacks have been made.
11	Gain the Virulent Blade – (M) 2" 4x 4+/4+ -1 1 – if a model is wounded by this blade but not slain, roll a D6 at the end of the combat phase when any wounds are inflicted. On the result of a 4+ the model suffers a mortal wound OR the player may gain Grandfather's Sorcerer ability – if any casting roll results as a "7", the opposing player must roll 3D6 to unbind the spell and discard the highest value.
12	Gain Grandfather's Favour – all units in the army that are MORTAL NURGLE are -1 to be hit as they are surrounded by a cloud of flies. Additionally, any to-wound rolls of a 6 against a MORTAL NURGLE unit causes the striking unit to suffer a mortal wound on the roll of a 4+ as that model explodes with bile.

Four-Star Nurgle Chaos Lord (Legend)

It is at this point in the player's progression that the gods have taken serious notice of them. They will begin a series of quests which will determine their ultimate fate. These quests are extremely dangerous compared to other races, as the cost of failure here can be immediate death instead of other minor penalties.

For every failed Quest, the player must roll a D6. If the value is equal or lower than the number of quests that the player has failed, that player is killed instantly by Nurgle and his body is ground into diseased fertilizer for the precious gardens.

- The player may undertake SLAVES OF DARKNESS QUESTS

Second Quest Nurgle Rewards

Designer Note: I wanted to keep the rewards for the quests tied to this section due to them being mark specific.

Independent Nurgle Warlords obtain the Pustule Scepter. This grants the player a ranged attack of 12" 1x 3+/4+ -2 D6 as it shoots forth a torrent of disased pus. Additionally it grants the player the Lord of Nurgle Ability – until the players next HERO phase, add 1 to the attack characteristic of all melee weapons used by any friendly NURGLE units within 14" of the player.

Champions of Archaon gain the Fleshy Shiv – a potent dagger filled with a virulent and explosive disease. The player may use this to sacrifice one of his own models within 3" of the player in his HERO phase. The remainder of the models in the unit gain an additional wound until the start of the player's next HERO phase. Once the effect wears off, all of the models lose this bonus wound which may cause models to suddenly be slain.

Daemon Princes of Nurgle obtain the Diseased Circlet of Ghazanor – a rotten bladder filled with virulent infected urine. The player drinks from this and his save is increased to a 3+ (if it is not already) and he may re-roll any ones when making saves.

Third Quest Nurgle Rewards

Independent Nurgle Warlords may ride a maggoth into battle. Player may choose one of the maggoths on the Warriors of Chaos warscrolls ridden by Blob Rotspawned, Morbidex Twiceborn, or Orghotts Daemonspew. They gain the melee and ranged attack profile of the creature plus +6 wounds, the movement and damage table as well.

Champions of Archaon gain the Filth Encrusted Daemonblade. (M) 4x 4+/4+ -2 D3 – rolls of a 6 to-wound do 3 damage. Player also gains the Tuberculosis Tube – a rotten intestine that shoots out blackened infected pus, coating all units within 14" with a viscious ooze that adds +1 to saves until the beginning of the player's next HERO phase. Non NURGLE units suffer D3 mortal wounds.

Daemon Princes of Nurgle may either choose to invoke the Pestilence Form, which turns them into diseased toxic mist that is -1 to hit and any models touching the player suffer D3 mortal wounds at the beginning of the HERO phase –OR- may choose to learn the Rotten Tempest spell – cast on a 9 – all units within 21" of the player are driven backwards D6", all ranged attacks are at -1 to hit until the beginning of the player's next HERO phase, and all non NURGLE units within range suffer D6 mortal wounds.

Changesworn Warband

The followers of Tzeentch excel at sorcery and deceit. Even the most ardent warlords of the God of Change have some magical training. The path to glory of a Tzeentch follower is paved with the glittering lies and fires of change that are bestowed upon them by their god.

Tzeentch followers are more resilient to mutations, as they are considered extraordinary gifts. As such, when followers of Tzeentch have to roll to determine if their mutations have turned them into a spawn, they may re-roll the result if they wish.

Tzeentch Chieftains start with a chainmail shirt (5+ save), a Bravery of 6, and a Warped Sword (M) 3x 4+/5+ 0 1

Tzeentch Sorcerers start with a shimmering scale shirt (6+ save) and a Tzeentchian Runestaff (R) 18" 1x 3+/4+ 0 1 (M) 1x 5+/5+ 0 1 and they can cast and unbind one spell per turn and know either the Arcane Bolt or Mystic Shield spell.

One-Star Chieftain (Champion)

For every build point you spend, roll on the below chart. Mutations can be found at the end of all of the upgrade charts. Tzeentch players are either Warlords or Wizards

2D6	Tzeentch Enhancement
2	The gods are angered. Player receives D3 mutations
3	The gods are annoyed. Player receives 1 mutation.
4	Player gains the Master of Portals ability – the player and any wizard within 9" of the player may add +1 to any summoning casting roll. If using this ability, if a double 1 is rolled then the spell will still be successfully cast, though whatever the player was summoning is hostile to the player and under the control of his opponent.
5	Player gains an additional melee attack OR gains the Bolt of Change Spell – cast on a 7 – pick a visible enemy unit within 18", unit suffers D3 mortal wounds. Roll a dice for each model slain by the bolt of change. On the result of a 5+ you can set up one CHAOS SPAWN model within 3" of the target unit. This spawn is added to your army.
6	Player gains +1 to hit with Melee Attacks
7	Player gains +1 Bravery OR player may learn the arcane bolt or mystic shield spell. This result may be taken twice.
8	Player gains +1 to wound with melee attacks
9	Player gains a Soulbound Shield – if they suffer any wound or mortal wound as the result of a spell on a 4+, the wound is ignored. OR the player may gain the Magic-Touched Ability – if any result of a casting roll by the player is a double, regardless of success, the player may attempt to cast another spell this turn
10	Player gains +1 wound
11	Player may add -1 rend to their melee attacks
12	Player gains Daemonic Aura – may discount any wound (mortal or otherwise) on a 6+ special save, taken after normal saves.

Two-Star Tzeentch Lord (Hero)

The player may opt to remove D3 mutations and may also choose to ride a chaos steed. If doing so, they gain a movement of 10" and gain the horses hooves attacks (M) 2x 4+/4+ 0 1. Player may also re-roll any failed saving throws of a 1.

2D6	Tzeentch Enhancement
2	The gods are angered. Player receives D3 mutations
3	The gods are annoyed. Player receives 1 mutation.
4	Player gains the Embodiment of Change Command Ability - the player or a unit within 9" may re-roll save rolls of a 1 until the beginning of the player's next HERO phase
5	Player gains the Vessel of Chaos Ability - if the player unbinds an enemy spell he may immediately attempt to cast it himself and it cannot be unbound
6	Player gains the Lord of Fate command Ability - roll a D6. Until next hero phase any time the player or a unit within 9" of the player makes a D6 roll that matches the number rolled, that dice may be re-rolled
7	Player gains +1 wound OR may cast spells with a +1 modifier to casting
8	Player gains Enchanted Chaos Armor (+1 save)
9	Player may ensorcel their weapons to do D3 damage instead of 1
10	Player gains +1 melee attack or the Glean Magic spell - cast on a 3 - if cast an enemy wizard within 24" is targeted. Pick a spell that the wizard knows. Roll 2D6. If the result is equal or greater than the casting value of the spell, the player learns it and may use it for the duration of the battle
11	Player gains the Sacrificial Dagger - may sacrifice a model within 3" of him. The unit bursts into flame. Any models in base contact with the unit suffer a mortal wound on the roll of a 6+
12	Player gains enhanced Daemonic Aura – may discount any wound (mortal or otherwise) on a 6+ special save, taken after normal saves. If the player already had Daemonic Aura this is changed to a 5+ save.

Three-Star Tzeentch Lord (Lord)

The player may opt to remove D3 mutations and may also choose to ride a Disc of Tzeentch. While mounted, the player has a movement of 16" and gains the FLY ability. The player also gains the Disc of Tzeentch's Protruding Blades attack (M) D3x 4+/4+ 0 1. Additionally add 2 to the save rolls of the player in the combat phase unless the attacker can fly as well.

If the player is not a sorcerer they may choose to add the PRIEST keyword. By doing this they may choose to ride a Chaos Warshrine into battle. Doing so gains them +6 wounds, remove the sacrificial blade attack and use player's attacks instead. The shrine will be marked by Tzeentch.

If the player is not a sorcerer, then all MORTAL TZEENTCH units within 12" may use the player's Bravery Score instead of their own.

Then player may cast and unbind an additional spell.

2D6	Tzeentch Enhancement
2	The gods are angered. Player receives D3 mutations
3	The gods are annoyed. Player receives 1 mutation.
4	Player gains the Forbidden Tome of Yrlg - once per game the player may attempt to read from the Tome. The effects of the Tome vary, and are highly dangerous. Roll a D6 - on the roll of a 1 the player has summoned forth a Lord of Change that is hostile to them! The opposing player may place the Lord of Change anywhere within 9" of the player's models. 2 - all of the saving throws in the player's army are rolled with a -1 penalty for the duration of the game. 3 - any to-hit or to-wound rolls of a 6 must be re-rolled by the player's army. 4 - any missed to-hit or to-wound rolls of a 1 may be re-rolled by the player's army. 5 - all of the saving throws in the player's army are rolled with a +1 bonus. 6 - the player has summoned forth a Lord of Change which can be set up within 3" of the player.
5	Player gains the Fire of Change Ranged Attack 9" 1x D3 mortal wounds - for every model slain roll a D6. On a 4+ another mortal wound is inflicted as warriors are driven insane.
6	Player gains +1 melee attack
7	Player gains +1 wound
8	Player gains the Fireglaive of Tzeentch (M) 2" 3x 4+/5+ -1 D3
9	Player gains +1 Bravery
10	Player gains the Treason of Tzeentch spell - cast on a 7 - pick an enemy unit within 18" and then pick one melee weapon by that unit. Each model in the unit attacks itself once with that weapon.
11	Player gains the Burning Armor of Vazzaralthaizard - (4+ save) reroll failed saves and can take the 4+ save against mortal wounds
12	Conduits of Arcane Power – every model in the army has a rend characteristic of -1 for all weapons with a rend of 0.

Four-Star Tzeentch Chaos Lord (Legend)

It is at this point in the player's progression that the gods have taken serious notice of them. They will begin a series of quests which will determine their ultimate fate. These quests are extremely dangerous compared to other races, as the cost of failure here can be immediate death instead of other minor penalties.

For every failed Quest, the player must roll a D6. If the value is equal or lower than the number of quests that the player has failed, that player is killed instantly by Tzeentch and his soul is put into one of a Lord of Change's scepters, forever powering it until the end of time.

- The player may undertake SLAVES OF DARKNESS QUESTS

Second Quest Tzeentch Rewards

Designer Note: I wanted to keep the rewards for the quests tied to this section due to them being mark specific.

Independent Warlord

The player gains the Feathered Armor of Absorption (3+ save) - any spells that are cast on the player or any unit within 1" of the player is reflected back at the caster on the roll of a 3+

Additionally any spells that the player tries to cast that fail may be re-rolled

Champion of Archaon

Player gains the Prismatic Blade of Ruin - (M) 4x 4+/4+ -1 D3 - for every point of damage the player inflicts, roll a D6. If the roll is a 6, the target turns into a chaos spawn and is added to the player's army and placed 3" away from the combat. For every 1 that is rolled to-hit, the player suffers a mortal wound as they mutate.

Daemon Prince

Gains the Forbidden Lore of Tzeentch - may attempt to summon TZEENTCH DAEMON units, even without having summoning points. If no summoning points exist, the player is at -3 to cast. The roll of a "9" always succeeds. If summoning points exist, the player is at +2 to cast.

Third Quest Tzeentch Rewards

Independent Warlords

may choose to mount a manticore. If choosing to do so they use the Manticore Profile and upgrade their wounds by +6 while mounted. They may use the Manticore Jaws and Tail attack as well as the Damage table, and gain the Territorial Predator ability.

Additionally, they may choose to wield a Blood Lance, which is a daemonically possessed weapon (M) 3" 4x 4+/4+ -1 2. The lance inflicts 3 damage on a charge. Any wounding rolls of a 6 are considered mortal wounds. The model may also pile in 6" instead of 3".

Champions of Archaon

Player gains the Black Cube, a terrible artifact of power. Once per game the player may activate the Black Cube. They may pick a point 4d6" away. Roll a D6. If the result is a 2+ the cube lands at that point. If the result is a 1, the player immediately suffers 2D6 mortal wounds and is centered at that point.

At that point any point of the table within 9" of the Black Cube becomes DEADLY TERRAIN and is applicable on the roll of a 1 or a 2. At the beginning of EVERY HERO phase, the effect grows by D6" from that point on the D6 roll of a 2+. If a 1 is rolled, the cube explodes, pulling all within its range into a black vortex. All units in the area effect take D6 mortal wounds.

Daemon Princes

May invoke the Fiery Mist form. The player is -1 to be hit. Additionally, all friendly units within 9" of the Daemon Princes may add +1 to their To-Wound rolls as their weapons are enchanted with daemonic fire.

If that unit causes a number of wounds divisible by 9 BEFORE saves are made, then roll a D6 for every wound waiting to be saved. On the roll of a 4+ that wound is actually a MORTAL WOUND.

Pleasure Host

The followers of Slaanesh embrace hedonism and excess. Their warriors are deftly skilled with blades, and every moment of pain that is inflicted upon them is cherished. The path of a follower of Slaanesh is one of subtle skill, soft caresses, and pleasurable kills.
Slaaneshi Chieftains start with a Bravery of 6, shining chainmail (5+ save) and a Quicksilver Sword (M) 5x 4+/4+ -1 1

Slaaneshi Shamans start with Soft Velvet Robes (6+ save) and a Runestaff (M) 2" 1x 5+/4+ -1 D3 as well as the ability to cast and unbind one spell per turn and know the Arcane Bolt or Mystic Shield Spell

One-Star Slaaneshi Chieftain (Champion)

For every build point you spend, roll on the below chart. Mutations can be found at the end of all of the upgrade charts. Slaaneshi Chieftains are Fighters or Specialists

2D6	Slaanesh Enhancement
2	The gods are angered. Player receives D3 mutations
3	The gods are annoyed. Player receives 1 mutation.
4	player gains Martial Perfection - +1 to hit in melee vs HEROES and MONSTERS
5	player gains a Golden Runeshield - player ignores mortal wounds on a 5+ OR player may gain +1 wound
6	player obtains Glorious Chaos Armor (+1 save)
7	player gains +1 Bravery (may be taken twice)
8	player may add +1 to hit on all melee attacks
9	player may add +1 to wound on all melee attacks
10	player gains Inspiring Presence Command Ability OR player gains Titilating Delusions Spell - cast on a 6 - player picks an enemy unit within 18" and picks any point on the table that they can draw line of sight to. The enemy unit must move the unit as fast as possible to that point
11	Lord of Excess: If a Chaos Lord of Slaanesh uses this ability, select a Mortal Slaanesh unit within 12". Until your next hero phase, each time you roll a 6 or more to hit with a model in that unit, that model can immediately make one extra attack using the same weapon
12	Player gains Daemonic Aura – player may make a special 6+ save against ANY wound or mortal wound that is taken after any failed saves have been made

Two-Star Slaaneshi Chaos Lord (Hero)

The player may opt to remove D3 mutations. Additionally, the player gains +1 to hit in melee combat. The player may also choose to ride a chaos steed. In doing so, they gain a movement of 10" and gain the horses Hooves Attacks (M) 2x 4+/4+ 0 1

2D6	Slaanesh Enhancement
2	The gods are angered. Player receives D3 mutations
3	The gods are annoyed. Player receives 1 mutation.
4	Gains the Hedonistic Amulet - once per game may summon a unit of Daemonettes (as the spell) that may be placed within 3" of the player in the HERO phase. The summoning counts as the unit's movement that turn. The amulet does not require summoning points for this to work.
5	Gain the Favour of Slaanesh Command Ability - until players next HERO phase, there is no need to take battleshock tests for any MORTAL SLAANESH unit from the army within 24" of the player
6	Player gains the Fleet of Foot Ability - they and a unit within 12" of them may both run and charge this turn
7	Player may gain an additional melee attack
8	Player gains Gilded Chaos Armor (3+ save) or the player may learn Golden Aura of Abundance - cast on a 6 - cast on a friendly unit within 18" - enemy units wishing to attack must roll a BRAVERY check on 2D6. If this is failed, the enemy unit loses an attack per model (minimum 1) and is at -1 to hit
9	Player gains +1 wound OR the player may choose the Power of Seduction Ability - any casting values of a "6" will heal the player 1 wound
10	Gain the Mirrored Shield - any wounds or mortal wounds suffered by a spell are rebounded onto the caster on a 4+
11	Gain Precious Bearer - carries a mirror - player may re-roll any failed saves. However if any of these re-rolls come up as a 1 then the player is entranced by their reflection and cannot pile in or make any additional attacks until the beginning of the players next HERO phase
12	Player gains Daemonic Aura. If he already had Daemonic Aura, it is increased to a roll of a 5+

Three-Star Slaaneshi Chaos Lord (Lord)

The player may opt to remove D3 mutations. Additionally the palyer may choose to ride a Daemonic Steed into battle, in which case it gains a Move of 16" and the Mount's Scintilating Tongue melee weapon (M) 3x 4+/4+ 0 1

If the player is not a WIZARD, it may gain the PRIEST keyword. If it does so it may choose to ride a Chaos Warshrine. If doing so, the priest gains +6 wounds and removes the sacrificial blade attack to use the player's attacks instead. The shrine is marked by Slaanesh.

If the player is a WIZARD, they may cast and unbind two spells per turn.

2D6	Slaanesh Enhancement
2	The gods are angered. Player receives D3 mutations
3	The gods are annoyed. Player receives 1 mutation.
4	Player gains the Musk of Slaanesh - any models in base contact roll a D6 and on the roll of a 4+ they can do nothing that turn. HEROES and MONSTERS are affected on a 5+ OR the player learns the Forbidden Secrets spell - cast on an 8 - target unit within 18" must make a Bravery Check on 3D6. For every point failed, the unit suffers a MORTAL WOUND
5	Player gains the Aura of Acquiescence Command Ability - target unit within 12" of the player must make a Bravery Check on 2D6. If failed, that unit is under the control of the player until the player's next HERO phase.
6	Player gains the Quicksilver Glaive (M) 4x 4+/4+ 0 2 OR may gain Vibrating Delight spell - cast on a 6 - target unit within 18" vibrates. If they do not move or fight, nothing else happens. If they choose to move or fight, the unit takes D6 mortal wounds as they explode in ecstasy.
7	Player gains an additional melee attack OR gains the Lash of Slaanesh Spell - cast on a 6 - target unit 18" from the player and visible, unit suffers D6 mortal wounds and is moved toward the player 2D6"
8	Player gains the Lord of Pleasures ability - any enemy unit that finishes its pile in move within 3" of the player is at -1 to hit for that combat phase

9	Player gains Combat Drugs - the concoction has random effects and can be lethal. Player may opt to take them at any time in their HERO phase. Roll a D6. On a 1, the drug is highly toxic and the player suffers D6 mortal wounds. On a 2, the drug puts the player in a euphoric state and they are at -1 to hit for the whole battle. On a 3 the drug makes the player lethargic and they suffer -1 to wound. On a 4 the drug makes the player violent and strong, and the player adds +1 melee attack. On a 5 the drug increases the players damage by +1. On a 6 the drug speeds the player up. They may pile in and attack twice a phase.
10	Player gains Hellish Swiftness Command Ability - pick a friendly MORTAL SLAANESHI unit within 12" - in the next combat phase that unit can be selected to pile in and attack twice instead of only once OR gain the Cacophonic Choir spell - cast on a 9 - target unit within 12" suffers 2D6 MORTAL WOUNDS and must retreat back D6", even if locked in combat. If this takes the unit off of the table they are considered slain.
11	Player gains Alluring Desire - all enemy units that have a model in base contact with the player have -2 to their Bravery
12	Player gains Master of Hedonists - any units that number a multiple of 6 when the battle begins may add +2 to their BRAVERY for the duration of the battle. Additionally, if a model from the army is slain in the combat phase then until the end of the phase add 3" to the distance that models from the army can move when they pile in.

Four-Star Slaanesh Chaos Lord (Legend)

It is at this point in the player's progression that the gods have taken serious notice of them. They will begin a series of quests which will determine their ultimate fate. These quests are extremely dangerous compared to other races, as the cost of failure here can be immediate death instead of other minor penalties.

For every failed Quest, the player must roll a D6. If the value is equal or lower than the number of quests that the player has failed, that player is killed instantly by Slaanesh and his soul is made to service the Lord of Pleasures in all things until the end of times.

- The player may undertake SLAVES OF DARKNESS QUESTS

Second Quest Slaanesh Rewards

Designer Note: I wanted to keep the rewards for the quests tied to this section due to them being mark specific.

Independent Warlord

Player gains the Lash of Torment (M) 2" 4x 4+/4+ -1 D3 - rolls of a 6 to wound inflict MORTAL WOUNDS instead. Models that are wounded but not slain may be moved up to 3" by the player.

Champions of Archaon

Player may carry the Fleshy Standard - all MORTAL SLAANESH units within 12" do not have to take Battleshock checks. Additionally, all enemy units within 12" of the standard make Battleshock checks at a -2 penalty.

Daemon Prince
Gains the Eater of Souls Command Ability - pick an enemy unit within 12". For every model slain in that unit, place a token next to the player. That token can be used to boost any attack +1 to hit OR +1 to wound OR +1 to save OR +1 to cast OR +1 to Unbind. These tokens are played on any dice roll and cannot stack (and a 1 is always a failure per Azyr rules). If a "1" is rolled, then the player takes a mortal wound instead.

3rd Quest Item

Independent Warlord
May choose to mount a manticore. If choosing to do so they use the Manticore Profile and upgrade their wounds by +6 while mounted. They may use the Manticore Jaws and Tail attack as well as the Damage table, and gain the Territorial Predator ability. Additionally, they may choose to wield a Blood Lance, which is a daemonically possessed weapon (M) 3" 4x 4+/4+ -1 2. The lance inflicts 3 damage on a charge. Any wounding rolls of a 6 are considered mortal wounds. The model may also pile in 6" instead of 3".

Champions of Archaon
Player obtains the Gilded Sceptre of Haed - grants a Ranged Attack 18" 1x 3+/* 0 0 - units struck by the magic from the Sceptre must make a Bravery check on 2D6. If passed, nothing happens. If failed, the player takes control of the unit until the beginning of his next HERO phase. If in combat, the unit breaks off from combat. The player may opt to take D3 mortal wounds (taken BEFORE the roll to hit) and if he does this, then the Bravery check is done on 3D6.

Daemon Prince
Player gains the Architect of Dreams ability - once per HERO phase the player may transform any piece of terrain on the table's special rules by rolling on the terrain chart to see what new rules it has.

Chaos Mutation Chart

Whenever a player is instructed to take a mutation, they will roll on the following chart and apply the effect

2D6	Chaos Mutataions
2	The player is mutated beyond the capacity of what they can endure and become a Chaos Spawn
3	Stump Leg - One of the player's legs become rigid, and they lose -1 Movement
4	Hunched Form – the player's spine twists, forcing the player into a stooped hunch. The player is at -1 to hit.
5	Brittle Skin – the player's flesh becomes brittle. Their save score is reduced by -1
6	Acid Ichor – the player gains a ranged attack (R) 8" 4+/4+ -2 D3
7	Tentacles – the player gains an additional melee attack (M) 1x 5+/5+ 0 1
8	Extra Arm – the player sprouts an extra arm, allowing him to either make an additional attack (M) 1x 5+/5+ 0 1, or he may carry an extra shield in which case he may re-roll saving rolls of a 1
9	Cloven Hooves – the character gains +1 movement
10	Horns – when charging the player may re-roll all to-wound rolls of a 1
11	Beastial Visage – the player is fearsome, and any enemy within 8" fights with a -1 Bravery
12	Hard Shell – the player mutates a hardened bone shell which adds +1 to their saves

CHILDREN OF THE HORNED RAT

You are a skaven, and the underground warrens are where you call home. The Great Horned One has been elevated into the chaos pantheon and with it his children-children. That has not slowed your peoples' desire-desire for fire-destruction and for dominance over all of the realms-lands; nay-nay it has made it even more pronounced!

As a skaven, you may take on one of three classes in your quest for absolute mastery over all of the lesser race-races. The Grey Seers are the prophets of the Great Horned One and wield devastating power and destruction.

Warlords lead great hordes of rat-people into battle, toppling cities and razing lands underneath legions of furry feet.

Warlock Engineers are devious creators and where they lack in sheer magical aptitude or military might, they make up for with ingenious inventions and an aptitude for expansion that is hard to rival!

Grey Seer(wizard)

Grey Seers wield deadly chaos magics that can single handedly turn the tide of any battle. They are the prophets of their master the Great Horned One, and seek as advisors to the skaven warlords.

Grey Seers start the game with a Warpstone Staff (M) 2" 1x 5+/4+ -1 1 and wear tattered rags (6+ save). Grey Seers have a 6" movement and a Bravery of 6.

ONE-STAR Skaven Grey Seer (champion)

One Star Grey Seers start the game knowing how to cast and unbind one spell per turn. Additionally they know the spell Arcane Bolt or Mystic Shield.

- Player gains +1 to hit in melee combat
- Player gains +1 to wound in melee combat
- Player gains D3 damage to their warpstone staff
- Player learns Arcane Bolt or Mystic Shield
- Player learns Inspiring Presence Command Ability
- Player gains Warpstone Tokens - when casting he can consume a piece of raw warpstone. On a 2+ you can re-roll the casting attempt. On a 1, the player suffers a MORTAL WOUND
- Player gains the Vermintide Spell - cast on a 6 - an enemy unit within 26" of the caster suffers a mortal wound on a 6+ for EVERy model in the unit

Two-Star Skaven Grey Seer (Hero)

The player gains +1 to casting spells as long as the battle takes place within the Realms of Chaos. If the player rolls a 13 for his casting attempt, the spell cannot be unbound and the Grey Seer may attempt to cast an additional spell immediately for free (he must still roll to cast but it does not count against his casting attempts per turn)

- Gains the Underlings Will not Flee, must Fight-Fight! Command Ability - whenever a SKAVEN model flees within 26" of the player on a 4+ they will not flee as they are more afraid of the seer than the enemy
- Player learns the spell Scorch - cast on a 6 - target unit within 26" suffers D3 mortal wounds. If casting roll was a 9+ the unit suffers D6 mortal wounds instead.
- Player gains +1 wound
- Player gains +1 Bravery
- Player gains leather scraps (5+ save)
- Player may add +1 melee attack to their Warpstone Staff
- Player learns the Skitterleap spell - cast on a 5 - the player may instantly move to any spot within 4D6" of his current location, ignoring terrain and other models.
- Player learns the yes-yes more-more Command Ability - a friendly unit within 26" may pile in and attack twice. However if the unit chooses to do this, then after the second attack roll a D6 for every model in the unit. On the roll of a 5+ that model suffers a MORTAL WOUND from exhaustion.

Three-Star Skaven Grey Seer (Lord)

The player may attempt to cast and unbind TWO spells per turn.
Additionally the player may choose to ride atop a Screaming Bell. The player gains +6 wounds, the Movement table, the Damage Table, the Rat Ogres Claws and Rusty Wheels and Spikes melee weapons. Additionally they gain the Pushed into Battle, Warpstone Brazier, Peal of Doom abilities of the Screaming Bell.

- Player gains warpstone imbued leather armor (4+ save)
- Player gains +1 melee attack
- Player gains +1 Bravery
- Player gains Altar of the Horned Rat Command Ability - all units that can see the Screaming Bell gain +1 Movement and +1 Bravery
- Player learns Cracks Call spell -cast on a 6 - a unit within 18" roll two dice, that unit suffers a mortal wound for each point by which the total exceeds its Movement characteristic. This has no effect on units that can fly
- Player learns Dreaded Thirteenth Spell - cast on an 9 - pick an enemy unit within 13", roll 13 dice. For every roll of a 4+ that unit suffers a mortal wound. Every model slain is turned into a skaven. Set up a new VERMINUS unit within 9" of the target unit - one model for every model slain. The unit may not move in the following move phase.
- Player learns Death Frenzy Spell - cast on a 5 – select a VERMINUS unit within 13". Until player's next HERO phase, each time a model from that unit is slain in combat they can make a pile in move and then attack before removing it
- Player may undertake three-star Children of the Horned Rat Quests

Four-Star Skaven Grey Seer (legend)

The player gains +1 to casting spells. If the player rolls a 13 for his casting attempt, the spell cannot be unbound and the Grey Seer may attempt to cast an additional spell immediately for free (he must still roll to cat but it does not count against his casting attempts per turn)

- Player may undertake Children of the Horned Rat Quests

Skaven Warlord (Warlord)

You are a conniving skaven warlord, with packs of soldiers backing your call to power you will take what is yours and slay any rival that attempts to stop you!
Skaven Warlords begin play with a set of leather scraps (5+ save) and a Barbed Blade (M) 4x 4+/5+ 0 1, and a Movement of 6"

One-Star Skaven Warlord (Champion)
Skaven Warlords start the game with the Inspiring Presence Command Ability

- Player gains +1 wound
- Player gains +1 to hit in melee
- Player gains +1 to wound in melee
- Player gains +1 melee attack
- Player gains +1 Bravery
- Player gains Strike and Scurry Away ability - after attacking, on a 4+ the warlord can retreat as if it were the movement phase
- Player gains the Clan Shield - can add 1 to save rolls against any attacks that are Damage 1

Two-Star Skaven Warlord (Hero)
Two-Star Skaven Warlords gain +1 to their Bravery, and the unit that they are a part of may use his Bravery score

- Player may wield two Barbed Blades. If doing so they may re-roll failed hit rolls of 1.
- Player may wield a War Halberd (M) 2x 4+/4+ -1 1 and a Barbed Blade
- Player may wield a Warpforged Blade (M) 2x 4+/4+ -2 D3 in exchange for his Barbed Blade. This is a two handed weapon.
- Player gains Gnaw-Gnaw on their Bones Command Ability - pick a VERMINUS unit within 13". Until next hero phase all models in that unit make an extra melee attack with each of their weapons
- Player gains the Lucky Talisman - re-roll failed saves

- Player gains the Hack and Slash Command Ability - a friendly unit within 13" increases their rend by 1 and any to-wound rolls by that unit that come up a 6 count as double damage
- Player gains a Hooked Tail Blade melee attack (M) 1x 5+/6+ 0 1 which may be used in addition to any other melee configurations that the player is using

Three-Star Skaven Warlord (Lord)

The player's melee attacks gain Warpstone ability - any model that suffers a wound to the player but does not die rolls a D6 at the end of the combat phase. On a 6 that model suffers a further MORTAL WOUND.

- Player gains an additional melee attack
- Player gains warp-shard armor (3+ save) - any saving throws of a 6 rebound a MORTAL WOUND to the inflictor of the wound in melee combat
- Player gains Deft Killer Ability - player may re-roll failed wound rolls on melee attacks that target HEROES
- Player gains KILL KILL! Command Ability - any VERMINUS unit within 13" of the player may re-roll missed attacks of a 1 until beginning of player's next HERO phase
- Player gains Verminous Valor Ability - any VERMINUS unit in the army adds 2 to Bravery for every 10 models in the unit, instead of just 1
- Player gains LEAD FROM THE BACK Command Ability - Works just like Gnaw-Gnaw on their Bones Command Ability except that it affects all VERMINUS units within 13" of the player but only if there are no enemy models within 3" of the player
- Player gains the Hunter ability. When obtaining this ability - pick a keyword for a race. For example Duardin, or Aelf. Player does double damage against that keyword. (player must pick a race, not an entire faction)
- Player may participate in three-star Children of the Horned Rat quests

Four-Star Skaven Warlord (Legend)

Skaven units may use the warlord's Bravery instead of their own if within 12" of him

- Player may participate in Children of the Horned Rat Quests

Warlock Engineer (Specialist)

You are a warlock engineer of the Skyre clan. While you possess some magical capability, your main skills are more on the gadgets and inventions that you come up with as well as your ability to organize and lead clans. Your ability to fight wars and wield powerful magic is small, but through ingenuity you will carve out a powerful empire of your own and raise Skyre above all others!

Warlock Engineers begin play with a Power Harness (6+ save), a Movement of 6", a warplock pistol missile weapon: 9" 1x 3+/4+ -1 D3 and a Warlock-Augmented Blade (M) 1x 5+/3+ -1 1

One-Star Warlock Engineer (Champion)

Player gains the ability to cast and unbind one spell as a wizard and knows either Mystic Shield of Arcane Bolt

- Player gains Inspiring Presence Command Ability
- Player learns Mystic Shield or Arcane Bolt
- Player learns Warp Lightning Spell - cast on a 5 - unit within 18" suffers D3 mortal wounds
- Player creates Warp-Power Accumulator - whenever casting Warp Lightning he can super charge his accumulator. If he does so and the spell goes off the spell inflicts D6 mortal wounds instead of D3. However if the cast fails, the Warlock Engineer suffers a mortal wound instead.
- Player creates Power Attuner for his Warlock-Augmented Blade, increasing the damage to 2.
- Player creates Warpstone Graft for his Power Harness, increasing the save to 5+
- Player gains +1 to hit for their melee attacks OR their ranged attacks (player must choose)

Two-Star Warlock Engineer (Hero)

Player creates a warpstone generator that reinforces D3 weapon teams before the beginning of the game, giving them +1 wound per team

- Player creates a gyroscoptic insular which is applied to D3 weapon teams or 1 warmachine. Those models may re-roll any to-hit rolls of a 1
- Player creates a Transmorgal Warpstone Time Stopper - gain +1 to determine who goes first in every turn
- Player creates a Thermal Range Finder which adds 6" to any ranged attacks that they make
- Player creates a Volitile Molten Warpstone Vial which adds an additional shot to any missile weapons that they have
- Player creates a Stop-Stop Pulse which stops an enemy's heart. Any to-hit roll of a 6 does a MORTAL WOUND instead of rolling to wound
- Player creates Overloaded Payload - a skryre warmachine in the army does an additional +1 Damage
- Player creates More-More Now-Now Batteries - a skryre warmachine or weapon team (chosen before the game begins) does an additional Ranged Attack (+1 attack, for random attacks just add +1, for others it does an additional effect (ex: a warpfire thrower would do an additional D3 mortal wounds, a Doomwheel would do D6+1 attacks instead of D6, a warp lightning cannon would fire twice)

  Before rolling this additional attack if the effect is not simply +1 attack, the player rolls a D6. If the result is a 1, the machine explodes brilliantly and any models within 2D6" suffer a mortal wound on a 4+ (roll for each model). If the machine just added an additional attack (like a Doomwheel) the extra attack is rolled as normal and if that value comes up as a 1, the doom wheel explodes as noted above.

Three-Star Warlock Engineer (Lord)

Player exchanges his pistol for a Burn-Burn Long-Rifle which has a 24" 2x 3+/3+ -1 D3

- Player super charges his power harness (4+ save) which does a mortal wound to any striking him on saves of a 6. If the player makes appropriate respirator noises while saving, the charge goes off on a 5+
- Player creates power coupler for his Blade, increasing the damage to D3. Additionally, for every model that is successfully hit with a roll of a 6, the blade does 3 MORTAL WOUNDS instead of having to roll damage.
- Player creates Crackling Warpstone Shielder Thing - any skaven model within 12" of the player gains +1 to their Save. Additionally, any save of a 6 does a MORTAL wound to the model striking the attack in melee.
- Player creates Fun-Fun Crank which he applies to his rifle. Player rolls a D6 for attacks. Player may continue to roll D6 for attacks, adding them up, until he stops, OR until he rolls a result that was already rolled. Damage per shot is 1 instead of D3. If the total number of attacks was 13, then when the player rolls to hit, any roll of a 6 is 2 MORTAL WOUNDS. If the player rolled a result that was already rolled then the shots strike a random viable unit instead and the player takes D3 MORTAL WOUNDS from the feedback.
- Player creates Iron Caged Soul - this battery pack plugs into the player's heart directly, granting him a +1 wound
- Player super charges his Warp-Power Accumulator. Successful casting of Warp Lightning now does 2D6 mortal wounds, however failed casting attempts jolt the player for D3 MORTAL WOUNDS.
- Player adds Vibrating Gyros to his Augmented Blade. Attacks increase to D6, though any to-hit rolls of a 1 will inflict a MORTAL WOUND on the player
- Player can go on three star Children of the Horned Rat Quest

Four-Star Warlock Engineer (Legend)

Player can cast a bonus Warp Lightning spell per turn

- Player may go on Children of the Horned Rat Quests

DUARDIN

You are a member of the Duardin people. The air rings with cannons and booming hymns as you march to war. When the Duardin set forth from the gates of Azyrheim, the ground shakes at their marching tread.

Will you be a Fyreslayer, a dispossessed king who fights for gold over honor? Or will you be a Runelord, mastering the configurations of ancient runes to create powerful items? Could you be a Hold Lord, leading your warriors into battle to take the fight back to chaos and reclaim your lost lands? Might you be a powerful Auric Runefather, collecting Ur-Gold in an effort to reclaim your lost heritage?

Choose your destiny and show the realms the power of the Duardin.

Hold Lord (Warlord)

Hold Lord's are warlords of ancient clans, capable fighters in their own right but whose powers come to their own while leading stout lines of defense against the enemy.

Hold Lords start the game with Movement 4", a Bravery of 7, and Gromril Plate (4+ save) and a Runic Weapon (M) 3x 4+/4+ -1 1

ONE-STAR Hold Lord (Champion)
Starts with Inspiring Presence Command Ability

- Gain extra melee attack
- Gain +1 to hit in melee
- Gain +1 to wound in melee
- Gain Rune of Smiting - runic weapon does D3 damage
- Gain the Ancestor Shield - +1 save
- Gain +1 Bravery
- Gain Ancestral Grudge Command Ability - one enemy unit within 16" add 1 to wound it for any attacks made by DISPOSSESSED models

Two-Star Hold Lord (Hero)
The player gains +1 wound. The player may be carried into battle by shield bearers. In doing so he gains a further +2 wounds and gains the Shieldbearer's Hammers attack (M) 2x 4+/4+ 0 1

- Player gains Stubborn Oath Keeper Ability - the player swears an oath to stand his ground. He cannot move until his next HERO phase but all DISPOSSESSED units from the army within 18" increase bravery by 1
- Player gains a Dwarf Pistol (R) 8" 1x 3+/3+ -1 1
- Player may swap his Runic weapon for a Great Runic Weapon (M)2x 4+/4+/-2 3 - this weapon requires two hands
- Player gains Bugman's Rangers - player places himself and a unit of QUARRELLERS (rangers) to the side. In any of the player's movement phases they can set up this unit anywhere on the battlefield more than 9" from an enemy which is their move for the movement phase.
- Player gains a keg of Bugman's Brew - the player or any DISPOSSESSED HERO can drink from the keg within 4" of the player and heal D3 wounds (one use per turn)
- Player gains the Oath of Vengeance Command Ability - pick an enemy unit within 16". Until player's next HERO phase, any DISPOSSESSED unit gains one extra attack with each of its melee weapons
- Player gains the Oath of Moment Command Ability - all DISPOSSESSED units within 12" may re-roll failed saves of 1

Three-Star Hold Lord (Lord)

All DISPOSSESSED units within 12" of the player may use his bravery instead of their own

- Player gains First Rank Hold Second Rank Attack Command Ability - all units with a shield gain the Dwarf Shield ability from the Dwarf warrior scroll. Additionally if the unit's models are touching then the second rank gains an additional inch to their weapons
- Player gains +1 Bravery
- Player gains +1 Wound
- Player gains Revenge Incarnate - once per game after the player has attacked in the combat phase, he may attack again
- Player gains the Shield of Defiance - any wounds or mortal wounds against the player are halved (rounding up)
- Player gains Ancient Grudge ability - all DISPOSSESSED units in the army can re-roll hit rolls of a 1
- Player gains Stubborn to the End ability - any unit rolling a 1-3 when making a Battleshock test automatically pass it regardless of how many casualties they have taken
- Player gains the Rune of Stone - player ignores rending values of -1 or -2 when making saves
- Player can undertake 3 star quest

Four-Star Rune Lord

Gain Halls of the Mountain King Command Ability - select one DISPOSSESSED unit within 15". Until the player's next HERO phase, models in that unit make an extra melee attack with each of their melee weapons.

- Player may undertake Duradin quests

Rune Lord (Specialist)

Rune Lords are the priests of the Duradin, skilled at the creation of mystical runes which can benefit themselves or their soldiers. Rune Lords are stout fighters in their own right, and with their runic knowledge are able to find an edge against any enemy found in the mortal realms.

Runic Magic

Rune Lords can forge three types of runes. Minor Runes are as their name describes, runes that provide a minor benefit. Master Runes are more powerful runes, and finally the Legendary Runes are quite potent though lost to time.

As a Rune Lord learns how to craft runes, he may place those runes on any model or unit that he wishes. The only rule that exists is that a model or unit should only carry ONE rune. If the player is ever slain, the magic in the runes ceases to function.

If the player decides to disregard this and place multiple runes on his models, then he risks a feedback that can kill his own men or himself. Regardless, placing more than one rune of the same type (minor, master, legendary) cancels all runes out. However, it is possible to place a minor rune and a master rune and a legendary rune on the same model or unit.

If the player mixes a Minor Rune with a Master Rune, that unit must roll a D6 at the beginning of every HERO phase. If the D6 roll is a 1, the unit suffers D3 MORTAL WOUNDS as the runes feedback.

If the player combines a Legendary Rune with any other type of rune, then like above, the player must roll a D6 at the beginning of their HERO phase. On the roll of a 1-2, the unit or model suffers D6 MORTAL WOUNDS from feedback. This is in ADDITION TO a Minor/Master Rune combination if such a thing exists.

Rune Lords start with a Runestaff (M) 1x 4+/3+ 0 1 and a set of steel chainmail (5+ save) and a Bravery of 6 and a Movement of 4

Runelords gain the Rune Lore ability found on the Runelord warscroll and know Ancestral Shield or Forgefire

One-Star Rune Lord (Champion)

Runelords can unbind one enemy spell in the enemy hero phase, know the Rune Lore ability found on the Runelord Warscroll, and know the Ancestral Shield or Forgefire prayers

- Gain +1 Bravery
- Gain mithril plate (4+ save)
- Gains D3 damage with his Rune Staff
- Player may take a Forgehammer (M) 1x 4+/4+ 0 1 which is used in addition to their Runestaff in combat
- Player gains +1 melee attack with their melee weapons
- Player gains Ancestral Shield or Forgefire prayers
- Player gains Inspiring Presence Command Ability

Two-Star Rune Lord (Hero)

When player attempts to unbind enemy spells he does so with a +2 bonus. Players may craft minor runes.

- Player gains +1 wound
- Player forges the Rune of Spite - their weapons re-roll wound rolls of a 1
- Player forges the Rune of Hate - their weapons re-roll to-hit rolls of a 1
- Player forges the Rune of Swiftness - add +1 to their movement for the game
- Player forges the Rune of Spell-Eating - spells cast on this unit add +1 to the casting player's difficulty to cast
- Player forges the Rune of Steel - saves increase by +1
- Player gains the Curse of Grungi prayer - enemy unit within 16" has a -1 penalty on all saves

Three-Star Rune Lord (Lord)

Runelord may now attempt to unbind two enemy spells per turn. Additionally the player may choose to field the ANVIL OF DOOM. If they do so, they follow the Anvil of Doom rules found on the Thorek Ironbrow warscroll. The Anvil of Doom gains +2 wounds for the crew

The player may also craft Master Runes.

- Player gains +1 wound
- Player may field Kraggi by the Anvil of Doom if they are taking an Anvil
- Player gains +1 melee attack with each of their weapons
- Player forges the Master Rune of Speed - speed increases by +3
- Player forges the Master Rune of the Mountains – grants a special saving throw of 5+ which may be taken after failed saving throws OR against MORTAL WOUNDS
- Player forges the Master Rune of Gromril - ignores rending of -1
- Player forges the Master Rune of Vengeance - re-roll failed to-wound rolls
- Player forges the Master Rune of Courage - re-roll Battleshock checks
- Player may participate in Duradin three-star quests

Four-Star Rune Lord (Legend)

Players may use two prayers per turn.

- Player may participate in Duradin quests

Auric Runefather (fighter)

The Auric Runefathers are the lords of the Fyreslayer lodges, each one a stern-faced patriarch and experienced war-leader. Auric Runefathers begin their destiny as Runesons, always where the fighting is thickest you can find them hacking and slaying their enemies.

The player starts the game with a heavy leather jerkin (5+ save) and an Ancestral War-Axe (M) 2x 4+/5+ 0 1

Auric Runefathers start with a profile that has a Move of 4", and a Bravery of 7

One-Star Runeson (Champion)

The Champion may choose to have either the Ur-Gold Rune of Swiftness hammered onto their leg, which will increase their Movement by +1", or the Ur-Gold Rune of Severence hammered onto their shoulder, in which case any damage caused to them by terrain may be re-rolled

- Player gains the Inspiring Presence Command Ability
- Player gains +1 melee attack with their Axe
- Player gains +1 to hit in melee combat
- Player gains +1 to wound in melee combat
- Player imbues his War-Axe with the Ur-Gold rune of Fury, gaining D3 damage
- Player may take a Fyresteel Throwing Axe (R) 8" 1x 3+/4+ 0 1
- Player may wear heavy Runic Armor (4+ save)

Two-Star Runeson (Hero)

The Runeson may choose to have either the Ur-Gold Rune of Vitality hammered onto their belly which gives them +1 wound, or they may choose the Ur-Gold Rune of Command etched onto their neck adding +1 Bravery.

- Player may gain the Dauntless Assault Command Ability – allowing them and any FYRESLAYER unit within 15" to re-roll failed wounds if they are attacking an enemy with a Wounds score of 3 or more.
- Player gains the Explosive Rage ability. In the hero phase they pick an enemy unit that is visible to them. Until their next hero phase they can re-roll hit rolls of 1 when they attack that unit. If a battleshock test is made for the unit before their next hero phase, add +1 to the result of the dice roll.
- Player may take Wyrmslayer Javelins (R) 12" 1x 3+/3+ -1 D3 and (M) 3" 1x 4+/3+ -1 1. Add 2 to the Damage of a Javelin in the shooting phase if the target is a MONSTER.
- Player may gain +1 Bravery
- Player may gain +1 Wound
- Player gains Furious Onslaught Command Ability – until the player's next hero phase you can roll three dice instead of two and discard the lowest for any FYRESLAYER units from your army within 10" of the player when they charge
- Player may add +1 melee attack with their axe

Three-Star Auric Runefather (Lord)

The Runefather may hammer the Ur-Gold Rune of Kingship on his Brow, allowing friendly FYRESLAYER units within 12" of him to use his Bravery score instead of their own, or he may choose to hammer the Ur-Gold Rune of Fyre on his hand, granting his melee weapons +1 better rending

- Player may exchange his Ancestral War-Axe for a Latchkey Grand Axe (M) 3" 1x 5+/4+ -1 D3
- Player may gain +1 Melee Attack with their axe
- Player may imbue one of their axes with the Ur-Gold Rune of Dying, granting their damage to become 3.
- Player gains the Command Ability Lodge Leader – Fyreslayers within 8" of the player can move up to 5" when they pile in. Additionally their look-out-sir roll increases from a 4+ to a 3+ (refer to Azyr Comp for Lookout Sir)
- Player gains the Stare Down Ability – in the hero phase the player can pick an enemy unit within 3" and subtract D3 from their bravery until the player's next hero phase.
- Player gains the Weapon Breaker ability – if the player is fighting a HERO or MONSTER and makes a saving roll of a 6, roll another dice. If that roll is a 4+ the enemy's weapon is damaged and must re-roll successful hit rolls with that weapon.
- Player may take the Ur-Gold Rune of Warding, giving a 5+ save vs mortal wounds
- Player may undertake a three-star quest

Four-Star Runefather (Legend)

The player may either choose the Ur-Gold Rune of Furious Thunder, which grants the player the ability to make an additional attack for every To-Hit roll of a 6 that they roll, OR they may take the Ur-Gold Rune of Steadfast – granting the Command Ability to allow any FYRESLAYER model within 12" (or 20" if mounted on a Magmadroth) the ability to re-roll save rolls of a 1 and any battleshock tests that need made.

- Player may undertake four-star quests

ORRUKS

The life of an Orruk warlord is one filled with much violence and bloodshed, but it is one that any greenskin comes to relish. Part holy crusade, part anarchic riot, the Great Waaagh! sweeps across the realms laying waste to all in its path. So do the greenskins worship Gorkamorka, through total destruction and indiscriminate mayhem.

Will you be a cunning orc warlord? Leading your troops into battle and bolstering their abilities as you take your place amidst the pantheon of the Waaagh?

Or will you be a powerful black orc, pummeling your opposition with a great and jagged axe and stomping on their weedy backs with your iron shod boots?

Maybe you will be a skulking grot shaman, wielding wild and dangerous green magic?

Orc Warlord

You are an Orc Warlord. Your path lies through much violence, for everyone knows that only the biggest, meanest, and most killiest boyz get to be da boss. Do you have what it takes?
An orc warboss starts with a Bravery of 6 and a battered leather tunic (5+ save).

They are armed with a Choppa (M) 4x 4+/4+ -1 1 and a nasty disposition to make sure that it finds itself embedded within an enemy.

One-Star Orc Warlord (Champion)
Orc Warlords start with the Inspiring Presence Command Ability

- The player gains +1 wound
- The player gains +1 bravery
- The player gains +1 Melee attack with their melee weapon
- The player gains +1 to hit with melee attacks
- The player gains +1 to wound with melee attacks
- The player may take a Boss Shield, which lets them re-roll failed save rolls
- The player gains the Waaagh!!! Command Ability – all Orruk units from your army within 12" when they attack in the next combat phase are frenzied. All models in these units make an extra attack with all of their melee attacks.

Two-Star Orc Warboss (Hero)
The player may opt to ride atop a massive war boar. If doing this their movement goes to 9" and they gain the War Boar's Tusks attacks (M) 2x 4+/4+ 0 1

- The player gains a set of looted patchwork armor (4+ save)
- The player gains +1 Melee attack with their melee weapon
- The player may wield two Choppas, increasing their attacks with the choppa by +2
- The player may take a Massive Choppa (M) 1x 5+/4+ -2 D3
- The player may gain +1 wound
- The player gains +1 Bravery
- The player gains Greenskinz are Da Best – re-roll wound rolls of 1 for GreenSkinz within 6" of the player when they attack in the combat phase.

Three-Star Orc Warboss (Lord)

All ORRUK units within 12" of the player may use his Bravery instead of their own

- The player gains Da Great Leader Command Ability – all GREENSKINZ from the army add +2 to their Bravery while within 16" of the player. They can also re-roll wound rolls of 1 if within 16" of the player which lasts until the player's next HERO phase.
- The player may exchange his Choppa for a Mangler (a nasty serrated blade) (M) 4x 4+/4+ -2 D3
- The player may wield a Looted Stunty Shield – this stolen runic item grants the wearer a 4+ special save against MORTAL WOUNDS. However, any Duardin models may re-roll to-wound rolls of 1 against the player
- The player gains Da Great Stampeedz Command Ability – all GREENSKINZ within 12" of the player may run and charge that turn. Any GREENSKINZ model that successfully charges that turn may re-roll failed to-hit rolls during the combat phase in which they charged.
- The player gains the I Showz You Howz Its Done Ability – foregoing defense for offense, before combat begins, the player may deduct up to 2 points from his Save and add it to his To-Wound score (1s still always fail). If any damage is caused by the player, then all Orruk units within 6" of him gain a +1 to their Bravery score for that combat phase.
- The player gains a Really Spikey Hat – this piece of head gear allows the player to head butt any would-be attackers, driving the spike into his enemy. On any successful save rolls of a 6, the player inflicts a MORTAL WOUND on the model that he is saving against.
- Player gains the Command Ability Reckless Charge – all ORRUK units within 12" of the player gain +2 to their charge rolls. Any ORRUK units charging that turn gain a +1 to hit and a +1 to wound, but lose 2 points to their Save on the turn that they charged.

Four-Star Orc Warlord (Legend)

The player gains the Command Ability Lets Finish Dis – can be used once in the game, all Orruk units within 12" of the player may pile in and attack twice in a combat phase. The player turn following, those units are at -1 to hit, to wound, and to save.

- The player may participate in four-star orruk quests

Black Orc Boss (fighter)

You are a Black Orc Boss, a mountain of muscle and anger with a desire to live in perpetual war until your final breath. What you may lack in skill you make up for in sheer destructive power, and a black orc is bred to destroy anything that they come across.

Black Orc Bosses start the game with a Bravery of 6, a chainmail jerkin (5+ save), and a Deff Choppa (M) 5x 4+/4+ -1 1

One-Star Black Orc Boss (Champion)

Black Orcs lead through intimidation. Their own soldiers are often more afraid of them than they are the enemy. Any ORRUK unit within 6" of the player may add +1 to their Bravery score.

- Player gains +1 wound
- Player gains +1 melee attack with their melee weapons
- Player gains +1 to-hit with their melee weapons
- Player gains +1 to-wound with their melee weapons
- Player gains Tuff Armor (4+ save)
- Player may take a Tusker Shield, which lets the player re-roll failed saves
- Player may take the Inspiring Presence Command Ability

Two-Star Black Orc Boss (Hero)

Black Orcs have a freakish abundance of strength. Once per game the player may add +1 rending to all of their melee attacks for an entire turn. This is declared at the beginning of a player's HERO phase and lasts until the beginning of the player's next HERO phase.

- Player gains the I'm Da Best Ability – You can add 1 to all the hit rolls for the player if they are within 10" of any other ORRUK hero from their army in the combat phase.
- Player may wield a pair of Deff Choppas. This gives the player an additional two melee attacks with the Deff Choppa weapon profile.
- Player may wield a double handed Slaughter-Choppa (M) 2x 4+/4+ -2 D3
- Player may take a pair of Boots of Knockin which provide an additional melee attack profile (M) 1x 5+/5+ 0 1 – if an enemy unit suffers an unsaved wound to this weapon, their Bravery score is reduced by -1 for that combat phase
- Player gains the Its Stompin Time! Ability – the player and any ORRUK unit within 3" of the player may re-roll charge or run distance rolls.
- Player gains the Murderous Charge Ability – once per game after the player has successfully charged, they may roll a dice. On a 2+ they inflict D3 MORTAL WOUNDS on any unit in base contact with them.
- Player gains the Keepin' Order Command Ability – all IRONJAW units from the army that are within 5" of the player when they fail a battleshock test suffer 1 mortal wound, but are then considered to have passed the test. This lasts until the beginning of the player's next HERO phase.

Three-Star Black Orc Boss (Lord)

The player gains the melee attack Almighty 'Eadbutt (M) 1x 4+/5+ 0 D3 – this melee attack cannot be boosted above the one attack from any progression abilities.

- Player may take Da Best Axe (M) 4x 4+/4+ -2 2
- Player may gain +1 wound
- Player may nominate one unit of Black Orcs as his personal elite guard. The player must be set up within 3" of this unit at the beginning of the game. This unit can re-roll hit rolls of 1 when attacking in melee.
- Player gains the Everyone Fights or Else! Command Ability – all ORRUK units within 10" of the player add +1 to hit when they attack in melee.
- Player gains the Power of the Ultimate Warrior ability – shaking with fury any to-hit rolls of a 6 allow the player to immediately make another attack with that weapon
- Player gains a Cuff of Backhandin – this iron cuff is stained with the blood of many foes that have found their face on the wrong end of it. If the player makes any save rolls of a 6, the model that inflicted the attack suffers a MORTAL WOUND.
- Player gains an additional melee attack

Four-Star Black Orc Boss (Legend)

The stature of the player grows in size with each victory. The player adds +3 wounds to their profile. Additionally, if the player slays a HERO or a MONSTER, he may consume the enemy's heart and regain D3 wounds.

- Player may participate in four-star orruk quests

Goblin Shamans (Wizard)

Whether you are a surface goblin or a night goblin, you will follow this progression. Goblin shamans are weedy little buggers that the bigger greenskins tend to ignore until they absolutely need something. Greenskin magic is often unpredictable and dangerous, and that's just the way you like it! Your spells can fail tremendously or go off spectacularly!

Goblin shamans start out with a Shaman Stick (M) 1x 5+/5+ 0 1, a rather unimpressive dirty stick they likely found laying on the ground somewhere. They have no save, and only 4 wounds, with a 5 Bravery.

At creation, a goblin shaman will either be a Forest Goblin or a Night Goblin. Forest Goblins look weak but have an unmistakable tenacity when it comes to survival, and their look-out sir rolls (refer to Azyr Comp for these rules) is increased to a 3+

Night goblins take Madcap Mushrooms with them. When a player casts, he may eat a mushroom by rolling a dice. On the roll of a 2-4 he may add +1 to the casting roll. On the roll of a 5+ he may add +2 to the casting roll. On the roll of a 1, the spell fails and the player may do nothing else until their next hero phase as they start hallucinating.

One-Star Goblin Shaman (Champion)
The player may cast and unbind one spell per turn and they know the Arcane Bolt or Mystic Shield spell

- The player may don a dirty sheet (6+ save)
- The player extends their stick, giving it a 2" reach in melee
- The player may add +1 to hit in melee combat
- The player may add +1 to wound in melee combat
- The player may use the Inspiring Presence Command Ability
- The player may learn either the Arcane Bolt or Mystic shield spell
- The player may learn the Curse of Da Bad Moon – cast on an 8 – target enemy model visible within 18", suffers D3 mortal wounds. Any units within 6" of that model suffer D3 mortal wounds on a 4+ for each unit as well

Two-Star Goblin Shaman (Hero)

When casting if one of the casting dice is a 6 and the spell goes off, the player may choose to extend the range of the spell by 6" (allowing them to shift the spell if they want to another target) or add +D3 damage to a spell effect. If the player ever miscasts (refer to Azyr Comp for these rules) the player adds +1 to the damage he suffers.

- Player gains +1 wound
- Player gains a Lucky Worm Talisman (5+ save)
- Player gains +1 Bravery
- Player infuses his stick with green magic, gaining -1 Rend
- Player infuses his stick with green magic, gaining D3 damage
- Player may add +1 melee attack with his stick
- Player gains the Stabbin spell – cast on a 7 – one GITMOB unit within 16" add +1 to wound and +1 Rending

Three-Star Goblin Shaman (Lord)

Forest Goblins may ride a giant wolf. Their move goes to 12" and they gain the Slavering Jaws Attack (M) 2x 4+/4+ 0 1. Night Goblins may ride atop a Great Cave Squig. Their movement goes to 2D6". If charging and the charge roll is double, the Fang-Filled Gob melee attack does 2 damage instead of 1 (M) 4x 4+/3+ -1 1

- Player gains +1 wound
- Player may wear the Mucus Ring, providing them with a special 5+ special save against any wound or mortal wound (taken after normal saves)
- Player may add +1 to all of their casting rolls
- Player learns the spell Green Spear of Destiny – cast on a 7 – 36" range – target unit suffers D3 Mortal Wounds. Any unit within 6" of that unit suffers a MORTAL WOUND on the roll of a 4+.
- Player learns the spell Der Can Beez Only Da One (Me) – cast on a 6 – select a WIZARD within 12" roll a dice. On a 1 that wizard suffers a mortal wound. On a 2-5 it suffers D3 mortal wounds and on a 6 it suffers D6 mortal wounds. Any wizards slain by this spell are replaced with a single CAVE SQUIG under your control.
- Player learns the spell Hand of Gork – cast on a 5 – select any ORRUK unit in the army within 18" of the player – that unit may move 2D6". This may be used to take a unit out of combat if they so desire.

- The player may choose to cast and dispel two spells per turn

Four-Star Goblin Shaman (Legend)

The shaman has become adept at snaring enemy magic and using it against them. Anytime the player unbinds an enemy spell, the player may roll a dice. On the roll of a 4+, that spell has been successfully cast by the player instead.

- The player may participate in four star orruk quests

OGORS

The hulking ogors are obsessed with two things – eating and fighting. Given the chance, they will indulge in both at the same time. Emerging from their lairs in cave networks, mountainsides and tumbled ruins, the ravenous ogors and their savage beasts go to war in every Mortal Realm. Brutish and dense, a single ogor can flatten a dwelling place, whilst a rampaging horde of the gluttonous bullies can topple an entire city.

Will you be an Ogor Tyrant? A massive mound of fat and muscle capable of leveling a house, an appetite for destruction and consumption, and the ability to lead his tribe from a position of supreme authority and power? Or will you choose the path of the Butcher, the head cook of the tribe and wielder of the magics of the Maw? Whichever you choose, yours will be an empire that dines on their foes and turns their cities into so much rubble.

Fields Aplenty – when rolling for new territories, Ogor realm territories will always have at a minimum one field, even if a field is not generated. Ogors live for eating, and would not abide having no source of food.

When generating tile upgrades, regardless of what is rolled, add a field to the territory. Disregard this if the territory is generated with a field.

Ogor Tyrant (Warlord, Fighter)

Tribes of ogors are led by the Ogor Tyrants. These massive creatures are the biggest and strongest of the tribe of a race that fiercely prides itself on those attributes. An Ogor Tyrant uses his bulk and brawn to dominate the others in the tribe, thus assuring his dominion.
You are an Ogor Tyrant, and your ascension to power will not be an easy one.

Ogor Tyrants are larger heroes than most of the heroes in the Age of Sigmar universe. They start the game with a 6" movement, a Bravery of 7, 6 wounds, and scraps of armor (5+ save).

They start armed with a Club (M) 4x 4+/4+ -1 2

Before beginning the campaign, the Ogor player must roll his Big Name (D6)

- Deathcheater – player has +1 wound
- Brawlerguts - +1 to wound on the turn the player charges
- Mawseeker - +1 save
- Longstrider – movement of 8"
- Giantbraker – add +1 damage vs Monsters
- King of Kings – add +1 to Bravery

One-Star Ogor Tyrant (Champion)
Ogor Tyrants that choose the Warlord path start the game with Inspiring Presence Command Ability. Those that choose the Fighter path gain a bonus melee attack.

- Player may gain +1 wound
- Player may gain +1 Bravery
- Player may gain +1 to hit in melee
- Player may gain +1 to wound in melee
- Player may choose the Inspiring Presence Command Ability
- Player may gain an additional melee attack

- Player gains Bully of the First Degree Command Ability – one Ogor unit in the army suffers D3 mortal wounds but does not have to test for battleshock for the rest of the battle while the player is alive and on the battlefield.

Two-Star Ogor Tyrant (Hero)

Ogor Warlords gain the Ogor Charge Ability. Anytime any model from the army charges, on a 4+ the enemy unit charged takes a mortal wound. If you rolled a 10 or more for the charge distance, then the enemy takes a mortal wound on a 3+ instead of a 4+. Ogor Fighters may instead re-roll any failed charge rolls for themselves and one unit within 3" of the player.

- The player may gain +1 wound
- The player may gain an additional melee attack
- The player may take a Brace of Ogre Pistols (R) 12" 2x 4+/3+ -1 D3
- The player may opt to take an additional Club, which lets them re-roll failed to-hit rolls
- The player may swap his Club out for a massive Ogre Club (M) 2" 2x 4+/4+ -2 3
- The player gains the Terrifying Aura Ability – if the player inflicts any wounds in the combat phase then the opposing player must subtract 1 from the Bravery of any of their units within 6" in the Battleshock Phase
- The player may don a Gut Plate (4+ save)

Three-Star Ogor Tyrant (Lord)

Ogor Warlords allow any friendly OGOR unit within 12" to use their leadership instead of the model's base leadership. Ogor Fighters may gain +1 to any Damage that they do in melee combat

- Player gains a Personal Retinue – pick one unit of OGORS. This unit is a personal retinue and can re-roll wound rolls of a 1
- Player gains the Hunter ability – can re-roll hit and wound rolls of a 1 when targeting a MONSTER
- Player gains +1 wound
- Player gains the Maw Plate – this ornate gut plate provides a special save of 5+ against MORTAL WOUNDS. Additionally, any saving roll of a 6 inflicts a MORTAL WOUND back on the inflictor of the original wound in melee combat
- Player gains the Massive Swing special rule – when rolling to hit, any roll of a 6 generates an additional melee attack
- Player gains the Wall of Flesh Command Ability – may be used on any OGOR unit within 18" – any model in that unit that charges will inflict a mortal wound on its target on the roll of a 4+ if that model is both in base contact with an enemy model, and if it is in base contact with another model in its unit that is in melee range of an enemy model after it completes its charge
- Player gains a flask of fire, which it may consume once during the game during a combat phase. Once consumed roll a D6. On the roll of a 1, the player suffers D3 mortal wounds. On the roll of a 2+ a target unit within 3" of the player suffers D6 mortal wounds as the player breathes fire on it. The player may then attack normally.

Four-Star Ogor Tyrant (Legend)

Ogor Warlords Personal Retinues never need take a Battleshock check so long as the player is alive. Ogor Fighters gain an additional melee attack.

- Ogor players may participate in Ogor Quests

Ogor Butcher (Wizard)

Although not as mighty as a Tyrant, a Butcher is an emissary of the Great Maw and is held in both awe and fear by his tribe. Butchers prepare all of a tribe's feasts, celebrations in which all ogors take great pride. Butchers are often found in the thick of the fighting, where they use their cleavers and magic to great effect. They are typically more rotund than an average ogor and have even worse personal hygiene.
Butchers start the game with a 6" movement, a 6+ save, a Bravery of 7 and 6 wounds.

He possesses a cleaver (M) 1x 5+/4+ -1 1

One-Star Ogor Butcher (Champion)
The player may cast and unbind one spell a turn. The player knows either Arcane Bolt or Mystical Shield.

- The player gains +1 Wound
- The player gains +1 Bravery
- The player adds +1 melee attack
- The player adds +1 to all to-hit rolls
- The player adds +1 to all to-wound rolls
- The player may take an Iron Fist (5+ save)
- The player may learn either Arcane Bolt or Mystical Shield

Two-Star Ogor Butcher (Hero)

The player gorges on the flesh of the fallen. Anytime the player slays a model in melee combat, they may add +1 to all casting rolls they make in their next HERO phase.

- Player gains the Bloodgruel ability. Each time the player casts or unbinds a spell, roll a dice. On a 2+ the player heals a wound. On the roll of a 1 they choke on the flesh they were ramming down their throat and take 1 mortal wound.
- The player may use the Inspiring Presence Command Ability
- Player's cleaver gains D3 damage instead of 1
- Player adds +1 melee attack
- Player learns the Spinemarrow spell – cast on a 5+ - friendly Ogor unit within 12" does not have to take a battleshock check this turn
- Player learns the Bonecrusher spell – cast on a 6+ - the player shovels a handful of bones into his mouth and crushes them - target enemy unit within 18" and line of sight suffers 2D6 hits needing a 5+ to wound with no normal save allowed
- Player learns the Bullgorger spell – cast on a 6+ - the player devours the heart of a bull rhinox and a target Ogor unit within 12" adds +1 to all to-wound rolls.

Three-Star Slaughtermaster (Lord)

A butcher becomes a Slaughtermaster at this level, and may now cast and unbind two spells per his turn

- The player adds +1 melee attack
- The player adds +1 wound
- The player's girth and blubber have become so dense that the player may ignore rending values of -1, and may take his save even against Mortal Wounds
- The player gains the spell Toothcracker – cast on a 6+ - targets friendly Ogor unit within 12" – that unit may ignore rending values of -1 when making saves
- The player gains the spell Braingobbler – cast on a 7+ - target enemy unit within 18" suffers -2 to their Bravery score until the beginning of the player's next HERO phase
- The player learns the spell Trollguts – cast on a 8+ - target friendly Ogor unit within 12" receives a special 4+ regeneration save that may be taken after all failed saves have been thrown. This effect lasts until the beginning of the player's next HERO phase.

- The player learns the spell The Maw – cast on a 7+ - target enemy unit within 18" that is visible to the caster suffers D3 mortal wounds. After resolving damage roll a dice. On a 1-3 the maw is satisfied and disappears. On a 4+ the maw chomps again and inflicts another D3 mortal wounds on the unit. Keep repeating until the maw is satisfied or the unit has been completely eaten!

Four-Star Slaughtermaster (Legend)

The player has consumed so much material that he is now bursting. Roll a D6 to determine his transformation: On a 1-3 he gains an additional D3 wounds to his profile. On a 4 he gains +2 Movement. On a 5 he gains an extra attack. On a 6 he becomes immune to the effects of a "1" on the Bloodgruel ability.

- Player may participate in Ogor Quests

APPENDIX B
CHARACTER QUESTS

Quests are special missions that provide characters great rewards and story progression. Character quests are typically undertaken towards the middle to end of the campaign, though some random events may allow a character to quest earlier than that.

When a character opts to undergo a quest, they will not fight a normal battle. Quests default to 20 point games. The opposing force can sometimes be another player's army, but will typically be a neutral faction that is played by another player in the campaign if possible. Where not possible, the player fields whatever army is open to him to play. Opposing generals are not paid for in points, the same as players are not paid for in points.

Character's that succeed on their quest receive a reward, as directed within each playable race's rewards section. Characters that fail their quest may suffer a penalty of some type.

When the opposing player loses a quest game, they gain or lose territories per normal. The exception is that if the opposing player wins the player character's quest, he wins both territories (the one staked and the randomly generated territory).The star-level of the quest indicates what level the player must be to undertake it as well as the maximum level of hero that the opposing player may take.

Many of these quests are based on existing Battleplans, and where that is true they will be referenced. The summarized version is given here, though if you have access to the full battle plan it is recommended that you utilize that.

Designer Note: many of the quests utilize scenarios pulled from various Age of Sigmar sources. Where that is applicable it shall be noted. The scenarios given are summarized, and if you possess the book where the scenario was pulled from, you should make sure that you read it to pull missing Command Abilities, etc, that I did not put in this document. For my own custom Battle Plans or Scenarios, there may not be any custom Command Abilities and that is intentional.

Beastman Character Quests & Rewards

The Ruination of the Sacred Grove (***) wherein a sacred aelf grove is defiled and its powers are stolen and taken by the player.

Recommended Opposing Army: Wood Elves or Treekin

Victory Conditions: The opposing player places six tokens anywhere on the table so long as it is more than 3" from a table edge and more than 9" away from another token. These tokens represent nexus points for the sacred grove. Any beastman hero that moves into contact with the token in the movement phase may attempt to despoil the token on the D6 roll of a 4+. Non-heroes may also attempt to despoil the token (one roll per unit) on the roll of a 5+. If the player despoils 4 or more tokens, he is considered the winner.

Reward: Grants the player the ability to cast "Wither" which has an 8" range and is cast on a 7 or a 10. The unit that it targets immediately suffers D6/2D6 mortal wounds. Players do not gain any god-specific boon for this quest. Characters that normally cannot cast are able to cast this spell, as it is stolen power from the enemy.

The Breaking of the Herdstone (***) wherein breaking an ancient herdstone and founding a new one for the tribe grants a powerful boost from the god that the player worships.

Recommended Opposing Army: Chaos Beastmen

Victory Conditions: the destruction of a herdstone in the opposing player's deployment zone. Failure to destroy it in six turns is an opposing player victory.

The herdstone is a piece of scenery placed by the opposing player in his deployment zone. It has 20 wounds, a save of 3+, is immune to rending and immune to mortal wounds.

Reward: God specific

The Sundering (****) – wherein the player descends into the roots of an ancient duradin fortress and sunders the main pillar holding the foundation up. Destroying this grants the player a powerful boost from the god that the player worships.

Recommended Opposing Army: Duradin

Victory Conditions: much like destroying the herdstone, this battle involves the beastmen destroying vital pillars in an underground battle. The opposing player places six tokens on the table, 3" or more from a table edge and up to 9" away from each other.

These tokens represent stout stone pillars. Each pillar has 10 wounds and a save of 4+ and are immune to mortal wounds. The beastman player must destroy four of these pillars to be declared the winner.

Reward: God specific

The Roots of the World (****) – wherein the player lays claim to a power nexus on his capital tile. Success grants the player a powerful boon from his gods.

Recommended Opposing Army: Any

Victory Conditions: this battle takes place on the player's home capital territory. To lay claim to the power nexus, the player must vanquish a powerful entity (the player may choose a four-star enemy to fight) and its force. Only pay points for the entity's force, the entity itself is free like the player is.

Reward: God specific

God-Specific Beastman Rewards

Khorne – upon completing the first quest, the Character is granted a pair of immense wings. The Character's movement is increased to 10" and the model can *Fly*.

Upon completing the second quest, the Character is overtaken by the frenzy of his god and he is gifted with the Daemonforged sword Kaelgor. Kaelgor thirsts and has a profile of (M) 1", 6x 4+/3+ -1 D6. Any to-hit roll of a "6" generates an additional attack, which can generate additional attacks.

Upon completing the third and final quest, the Character is transformed into a raging monster. He may re-roll any failed to hit and to wound rolls.

Nurgle - upon completing the first quest, the Character is granted the Plague Flail. This weapon is (M) 3" 1x 4+/3+ -1 D3

Upon completing the second quest, the Character has attracted a massive cloud of flies. All attacks targeting him are at -1 to hit.

Upon completing the third quest, the Character is granted a bloated body that is hard to kill. Increase his Wounds by +3 and additionally the model may re-roll any failed save.

Tzeentch – upon completing the first quest, the Character gains the Staff of Change. The weapon profile is (R) 24" 3x 3+/4+ - D6 mortal wounds. This weapon's attack characteristic cannot be modified in any way.

Upon completing the second quest, the character gains a 3+ save against mortal wounds as a sheath of orange flames wreath the character's body.

Upon completing the third quest, the model gains the ability to cast an additional spell. If the model cannot cast spells to begin with, they can now cast one spell, and the character may select any of the shaman spells listed for beastmen shamans to know (player notes this spell as soon as the final ascension occurs)

If the character could not fly before, he is granted a set of great blackened crow wings and his movement changes to 10". If the character could already fly, his movement increases to 15".

Slaanesh - upon completing the first quest, the Character gains the ability to do a wound to any model that inflicts a wound on it in melee combat.

Upon completing the second quest, the character's trunk transforms into that of a giant serpent, gaining a movement value of 10" and a special tail attack: (M) 3" 1 attack (cannot have more than 1), 4+/* 0 0 – if this attack hits then all of the model's remaining attacks will automatically strike the model that was struck by the tail

Upon completing the third quest, no save of any kind can be made against melee attacks made by the Character.

Chaos Undivided – upon completing the first quest, the Character gains the ability to allow any Brayherd unit within 12" of him to re-roll Bravery checks.

Upon completing the second quest, the Character's awe inspiring presence is such that if he ever slays an enemy character in combat, all enemy units within 12" of him will immediately lose D6 models as they flee.

Upon completing the third quest, the Character is able to wield the absolute power of chaos. He gains the power "Transformation" which may be used on an enemy model or unit within 18" of him. On the roll of a 4+, the target unit or model suffers D6 mortal wounds. Any model that is slain by this spell transforms into a bestigor and is placed 3" away from the unit it was in. Those models may not move on the turn they are transformed.

Failure

The chaos gods do not suffer failure well. Should the beastman champion fail any of their quests, the player must roll a D6. On the roll of a 1-2, the champion is transformed into a chaos spawn and takes on the statline of a chaos spawn. For all intents and purposes, the road to conquest and glory has ended for that character, and the player may create a new character as detailed in the Injury & Death section.

For every failed quest, subtract 1 from the D6 roll (this means that on the first failed quest, the player subtracts -1 from their D6 roll)

Chaos Dwarf Character Quests & Rewards

Into the Maelstrom (***) – his game only allows one character – you! Available for both character types.

Recommended Armies: Any

Victory Conditions: face and defeat your next foe with -2 bravery across the board for all of your units! You may choose any scenario you like, this is a test of mettle.

Rewards: If victorious, the iron discipline of your army will be absolute and all Legion of Azgorh units may re-roll failed Bravery checks from this point forward.

Defeat: Every unit in your army fights at -1 Bravery from this point on until you face and defeat this quest successfully.

Forging the Iron Curtain (***) – quest to discover the location of a fabled artefact, the *Black Hammer of Hasnut*! This quest is for both character types.

Recommended Armies: Any. The Black Hammer of Hasnut is wielded by the enemy general.

Victory Conditions: defeat the guardians of the artefact. Players may choose whichever scenario they like to play out.

Rewards: gain the Black Hammer of Hasnut (M) 1" 3x 4+/3+ -2 D3, on the roll of 6s to-wound the hammer does D6 damage

Stoking the Flames of Wrath (***) – obtain the rituals and sacraments to increase the power of the daemonic war engines. This quest is for both character types.

Recommended Armies: Any

Victory Conditions: the enemy player places six tokens on the table, 3" or more from a table edge and more than 9" from each other. When a chaos-dwarf HERO moves into contact with a token, he rolls 2D6. If the roll is a double, he has found the rituals and sacraments and is declared the winner. If five of the tokens have passed without doubles, the sixth token is automatically the sacrament and ritual.

Reward: Achieving this means all iron daemon war engines add +D3 to any run or charge rolls and all ranged attacks from war engines receive a +1 boost to-hit.

Hateful Barrage (***) – in this quest, the player must take more ranged warscrolls than melee. This quest is for either player type

Recommended Armies: Any

Victory Conditions: standard game – choose a scenario to play

Rewards: If victorious, any ranged troop in the army may re-roll hit rolls of a "1" so long as they have not moved in the movement phase.

The Awakening (****) – sent into the depths of a volcanic fortress to activate the Daemonshard – a construct of vast power. Defeat the fire guardians to activate the prize. Must have succeeded at three other quests before undertaking this one.

Recommended Armies: Any

Victory Conditions: Must defeat the opposing army in an underground dungeon battle. If successful, the player may field the Daemonshard in any future games.

Failure: If the player fails, the Daemonshard may be fielded against them at any time (the opposing player pays the points for this monster) until successful.

Chaos Daemon Character Quests & Rewards

The Skull Pyre (****) – Khorne demands a tribute, and it is you that will build it!

Recommended Armies: Any will attempt to stop Khorne's champion from building this tribute, for the power that the Blood God will imbue in his follower will be great!

Victory Conditions: the Khorne character must raise a monolith to the Blood God. The Desecrator must hurl this monolith down. This quest is based on the Advent mission "The Monolith". A monolith terrain piece is erected in the Khorne character's deployment zone (half of the table).

Victory: If the Khorne Player is victorious, Khorne imbues his mighty champion with the Power of Eight Ability. This ability grants the greater demon the ability to automatically inflict a mortal wound up to eight times in the game. This ability may only be used against models in base contact with the character and are used in addition to any other melee attacks.

Defeat: If the Khorne Player is defeated, then Khorne curses him. Any mortal wound that the player suffers is turned into D3 mortal wounds.

Burn Maim Kill DESTROY (****) – Lead a force of the Blood God to raze an important citadel of the enemy to the ground.

Recommended Armies: The Blood God cares not from whence the blood spills

Victory Conditions: This quest utilizes the Raze to the Ground scenario found in the Chaos Battletome. The opposing player sets up up to three towers (if you have three Skull Keeps you may use a Skullcoven Forge formation). Each tower has 10 wounds and a 1+ save which ignores mortal wounds and cannot be healed.

The khorne player must DESTROY all enemy citadel buildings (Khorne does not want the citadel occupied, he wants it ground into powder).

Victory: The player is enhanced with the Siege Breaker ability. No targeted models may ever negate the player's rend value on any of the player's weapons, ranged or melee.

Defeat: The player's armor is sundered by Khorne and his wings shredded. The player may no longer fly and his save drops by -1.

Trial By Combat (****) – The player enters the Brass Arena with his warband and must overcome his enemy, or be forever cast from Khorne's favor.

Recommended Armies: Other Chaos armies, though Khorne does not care whose blood is spilled.

Game Setup and Victory: This is a 20 point game but only HEROES may be chosen. The side that totally destroys the other side is deemed the victor.

Victory: Khorne imbues the player with +4 wounds and an additional melee attack.

Defeat: The player is shamed and weakened. Khorne removes 2 wounds from the player and a melee attack until he can overcome the Arena.

Despoiling Disease (****) – a powerful ritual was given to the Nurgle player to complete. As it nears its finish, the ritual is threatened with being shut down. Fulfil your rightful destiny and finish this blessing of the Grandfather!

Recommended Armies: Chaos preferably though any work

Game Setup and Victory: The artefact represents the focal point of the ritual. The Nurgle player places it anywhere in his deployment zone. The table is cut in half width-wise (refer to "The Ritual" mission in the first Age of Sigmar campaign book)

The opposing player wins if the artefact is destroyed. The game ends in victory if the ritual is completed.

Victory: the ritual swells the player with pestilence! The player gains +5 wounds and additionally in any game beyond for every terrain piece on the table, before the combat begins, the Nurgle player may roll a D6. On the roll of a 4+ the terrain is changed to "Pestilent", which at the beginning of the player's HERO phase any Non-Nurgle unit within 7" will take D3 mortal wounds on the roll of a 4+. Roll for each unit.

Defeat: the vitality and disease that kept the player hearty has been sapped. The player loses 3 wounds until this scenario is overcome.

Blood Pus and Sky (****) – a great sweet river flows from the Realm of Life. Poison it to lay claim to the Great Diseased Spine, a relic from the realm of Death tainted by the Grandfather.

Recommended Armies: Wood Elves or Treekin

Game Setup and Victory: a river bisects the table. the defending player puts down six important tokens 9" apart from each other along the river.

The player must get within 3" of each token and use a special Command Ability "Befoul Water" in his Hero Phase. On the roll of a 4+ that token is befouled.

After six turns the game is over. The Nurgle player rolls a D6. If the number rolled meets or is less than the number of befouled tokens, he is declared the victor.

Victory: The Great Diseased Spine (M) 3" 6x 5+/3+ -2 D3 replaces all melee attacks the character may have had. It contains the pestilence of Nurgle distilled and most potent. Before any game begins, roll a D6. This is how many charges the weapon has for this game.

- 1 charge – used to raise a unit of plague zombies from the dead. This unit uses the Zombies warscroll. Additionally, the zombies have a 5+ special save against any wound, mortal or otherwise, that they may take when they suffer any wounds. 10 zombies are raised from this charge. Subsequent uses of this power use an additional charge (ex: the next use of this ability increases to 2 charges)
- 1 charge – the Blubber and Bile ability of a Great Unclean one is increased to 4+ until the player's next Hero Phase.
- 2 charges – (R) 7" 7x 4+/3+ -2 D3 wounds as bile and pestilence covers a target enemy unit. Any model that is slain is turned into a plaguebearer on the D6 roll of a 4+. This new unit is placed 3" away from its former unit and must be at least 3" away from any enemy unit. Adjust the position of the unit as needed until they meet this requirement.
- 2 charges – All NURGLE marked units within 14" of the player gain an additional melee attack.

Defeat: The tie to the realms of chaos is weakened for the player. Any daemonic unit in his army takes a –D3 penalty to Bravery (roll at beginning of game and apply throughout) and additionally must roll two dice on Battleshock checks, taking the highest value.

Fortifying the Silver Spire (****) - the Silver Spire of Tzeentch stretches up to the sky. The player has been granted an artefact with which to empower the spire to crush the enemies of the Lord of Change!

Recommended Armies: Any armies would work trying to stop the empowering of the Spire

Game Setup and Victory: This scenario is based on the Chaos Stronghold "Quest's End" scenario.

The spire is a terrain piece and is placed anywhere in the Tzeentch Player's deployment zone (which on a 6x4 table is a 4x4 square).

Victory – Tzeentch player may pick one fortress in his empire. If none exist he may put this bonus on a settlement. All of the defenders of that tile gain a 5+ special save against any wound they suffer, mortal or otherwise.

Defeat – Tzeentch strips away the power of the player, losing one spell and unbind ability every turn.

The Fall of Flame (****) - the player is questing for the fabled Staff of Everchanging, when he is ambushed by enemies set against his diabolical plans!

Recommended Armies: Any will do, as stopping the Staff of Everchanging from being found is vital!

Game Setup and Victory: The center of the table has a Dragonfate Dais set up. The table is split in half 6x2 each side. The Tzeentch player deploys all of his models in his deployment zone. The opposing player puts all of his units in reserve.

The Tzeentch player gains the ability where once he takes a wound, his save characteristic is increased to 2+ for the remainder of the game.

At the start of each of the opposing player's hero phases, he rolls a dice for each unit in reserve. On a roll of a 3+ or more that unit may be setup anywhere on the table within 9" from an enemy model. They cannot move in the movement phase.

The Dragonfate Dais houses the Staff of Everchanging. Any model on the dais when casting the spell if they roll doubles, the spell is cast and cannot be unbound.

The game ends if either side's original models (from their roster not counting summoned units) are wiped out.

Victory: The Staff of Everchanging is a powerful relic. As a weapon its profile is (M) 3" D6x 4+/2+ -2 2

The weapon also possesses incredible eldritch powers. The bearer's spells are always cast and cannot be unbound if when rolling the player rolls doubles (including double ones if you are using the Azyr optional miscast rules, though miscast results should still be rolled for).

Additionally, whenever a spell is successfully cast by the wizard, roll a D6. The wizard gains a wound lost in the battle on a roll of a 5+. Miscasts will cause an extra wound on the roll of a 4+.

Defeat: The player is permanently weakened by Tzeentch's anger, and any spells attempted to be cast are cast with a -2 penalty.

In Honor of the Hedonistic (****) – the Slaaneshi player has traveled far across the realms in search of his lost and fallen master, the Dark Prince Slaanesh. They have arrived at a nexus point of the chaos powers. Four altars stand erected and a rival stands to offer his own tribute to the gods.

Suggested Armies: Chaos preferably

Setup and Victory: In each of the four corners of the table stands a terrain piece that represents one of the altars of chaos – one for each of the four gods. The player territories are the middle two feet of the table and up to 12" in.

If an army is wiped out the opposing army gains the victory.

Otherwise, each altar is an objective. The player that secures three or more altars at the end of any of their turns is declared the victor. A player commands an altar if it has any models within 3" of the terrain structure and there are no enemy models within 3" of it.

Victory: the player is imbued with the knowledge of bonus spells:
Lash of Slaanesh (cast on 6) a 24" line, all models under the line are hit automatically and wounded on a 3+ with a -2 rend and 1 damage

Dark Song of Slaanesh (cast on a 7+) – the player chooses an enemy unit within 18". The opposing player rolls 3D6 and subtracts the target's BRAVERY score. The remainder is how many mortal wounds the target unit suffers as they jerk and spasm until their bones snap as they dance to the tune.

Cacophonic Choir (cast on a 10+) – the player chooses an enemy unit within 12" and screams an ear-piercing shriek that tortures the souls and shatters the sanity of the enemy. The target takes 2D6 hits that do a mortal wound on a 4+. If at least one wound is caused, the target's movement is in a random direction until the start of the caster's next hero phase.

Defeat: the player loses connection with the realms of chaos. All saving throw rolls of a 6 must be re-rolled.

Capturing the Past (****) – the player has discovered that a rival enemy general has knowledge on where the Dark Prince is being kept. That rival general is attempting to flee to keep the secret safe… the player must stop him!

Recommended Armies: Aelves

Game Setup and Victory: The player trying to get away sets up 6" on a long table edge and sets up first.

The Slaanesh player has the rest of the table as their territory. The table is split into three zones. (1-2) the Left Flank consists of the left two tiles, (3-4) the Center consists of the center two tiles, and (5-6) the Right Flank consists of the right two tiles.

Slaaneshi player units are set up in the remaining part of the table, 24" from the opposing player's table edge. For each unit deployed, roll a D6. They must be set up per the numbers for the zones. Ex: a "2" would indicate setting the unit up on the Left Flank.

At the end of the fifth round, random game length kicks in. On the roll of a 1-2, the game ends. If the game continues, then on the end of the sixth round a D6 is rolled and on the roll of a 1-3 the game ends, and so on.

<u>Models</u> in the opposing player's army may flee the battlefield at the end of the battleshock phase if they are within 6" of the Slaaneshi palyer's long table edge. (note models not units!)

If the opposing player manages to get a quarter of his models off of the table by the game's end, he wins, otherwise the Slaaneshi player wins.

Victory: having gained the knowledge of a possible location of the Dark Prince, the people of his empire go into an ecstatic frenzy! For each territory in the player's possession, roll a D6. On the result of a 5+, that tile produces an extra point of resources.

Additionally, from this point on in the random events table, the Slaaneshi player will always generate a Glorious Tiding and may roll on the chart twice and take both results to start off a season!

If this battle was fought in the last season, the player may make a Glorious Tiding roll now.

Defeat: having come so close to locating the Dark Prince and failing, the people of the empire revolt. For each territory the player loses a permanent point on the roll of a 1-2. Additionally, the player may only generate Dark Tidings to start seasons.

Dark Elf Character Quests & Rewards

Taming the Beast (***) – the player ventures into the isolated mountains of the shadow plane to claim a shadow dragon. Based on the Lair of the Beast Advent Battleplan.

Setup and Victory Conditions: A monstrous dragon is located in their lair in the middle of the table. Players deploy in opposing corners of the table up to 18" in from the corner point itself. Players alternately deploy units within this deployment zone.

The monstrous dragon is located in the very center of the table. Use the high elf prince on dragon stats for the dragon, only disregard the rider and his abilities.

Victory: the player may field his character on a Shadow Dragon.

The player gains +9 wounds to account for the dragon and uses the Dragon profile listed for the Dreadlord on Black Dragon (taking the dragon bits from the scroll). The player will then have the ability to wield a lance if they choose to do so as another melee weapon choice.

Defeat: the player loses a wound permanently.

The Destroyer (****) – The player quests into the Realms to locate The Destroyer, they mythical blade wielded by Malekith before his transformation. Based on Retrieve the Relic found in the Stormcast book.

Victory: the player may wield The Destroyer (M) 3x 4+/4+ -1 3. The Destroyer's merest touch unbinds enchantments and drains magical knowledge from the minds of unwary wizards. If a model suffers a wound to The Destroyer then on a 4+ a random special ability given by one of the model's items cannot be used until the beginning of the player's next HERO phase. Additionally, if a wizard suffers a wound then on a 4+ that wizard loses the ability to cast and unbind one spell a turn.

Defeat: the Destroyer's loss prevents the player from being able to use Command Abilities and if they are a spell caster, they lose the ability to cast and unbind one spell until the Destroyer has been recovered.

The Cloak of Twilight (****) – The player quests to retrieve the lost artefact known as the Cloak of Twilight, but are ambushed by enemies before they can complete their quest. The player must survive the ambush to recover the cloak. Based on the Cursed City scenario from the Ghal Maraz campaign book.

Victory: the player gains the Cloak of Twilight. This cloak gives the bearer a special save of 3+ against shooting attacks and spells which cannot be modified by rending value and is taken after failing normal saves.

Additionally, on the first round of any combat phase the wearer's melee attacks do D3 damage.

Failure: losing your force to this ambush will restrict you to a single HERO slot (meaning you can field yourself and one other HERO) from this point until the Cloak is recovered.

Retribution of Thieves (****) – The player has tracked down another ancient relic that has been stolen by a rival. The rival is attempting to flee. Based on the Out of the Mist Battleplan found in Ghal Maraz campaign book.

Victory: the player gains the Black Amulet, which grants them a special 4+ save that may be taken after any failed normal saves or against Mortal Wounds. This save cannot be altered by Rend. This item does not stack with the Cloak of Twilight, you only get to take one save or the other, not both.

Any wounds saved by the Black Amulet are immediately taken as mortal wounds to the model that inflicted the wound in the first place.

Failure: with the Black Amulet in the hands of the enemy, morale suffers. Every EXILE unit suffers a -2 to Bravery scores until the Black Amulet is recovered.

Forging the Ring of Shadows (****) – the player is attempting to forge a relic ring of power, though a rival has other plans! Based on the Ritual Battleplan from the first campaign source book for Age of Sigmar.

Opposing Armies: Any rival will want to stop this from being completed

Victory: the Ring of Shadows may be taken by the player. Any spells cast at the model or any unit within 3" of the model that wears the ring may always attempt to unbind the spell, even if they normally wouldn't be able to. Additionally the unbind roll is done on 3D6.

Additionally, if the model wearing the ring is within 6" of an enemy spellcaster, they will suffer a miscast result on the roll of a double 6 or a double 1. Refer to the Azyr document for the rules on miscasts.

If the player is not a spellcaster, then wearing this ring will enable them to have the ability to cast and unbind one spell a turn as if they were a wizard, and they will gain the Arcane Bolt and Mystic Shield spells.

Failure: the player's magical abilities will be marred. Casting and unbinding are more difficult. The player must roll 3D6 and discard the highest dice until this quest is completed.

Blood and Sacrifice (****) – the player sets off to recover a relic Cauldron of Blood which lies in a rival's stronghold. This scenario is based on the Stronghold quest "Quest's End".

Game Setup and Victory: The Cauldron is a terrain piece and is placed anywhere in the opposing player's deployment zone (which on a 6x4 table is a 4x4 square). The dark elf player divides his army in three parts. The first part deploys first in the 2x4 section remaining. The guardian player deploys his army in the 4x4 square, but must stay at least 12" away from the enemy.

If the Dark Elf general dies – the game is automatically over

Victory: the player may mount their character on a Cauldron of Blood. This does nothing if the player is not already a PRIEST, other than look pretty cool. Indeed – it will look metal, but ultimately not be very useful.

Possessing the Cauldron grants the player +7 wounds for the cauldron and its crew.

The player gains the Witch Elves Sacrificial Knives attack profile (refer to warscroll)
The player gains the Bloodshield Ability, Witchbrew Ability, and Strength of Khaine prayer

The player gains the Movement Profile and Damage Table of the Cauldron of Blood Warscroll as well.

Failure: the player's prayer ability is hindered. On the roll of a 1-3 the player takes a mortal wound instead of the normal 1-2. This condition lasts until the Cauldron of Blood is successfully recovered.

High Elf Character Quests & Rewards

Taming the Dragon (****) – the player ventures into the isolated mountains of Light to claim a fire dragon. Based on the Lair of the Beast Advent Battleplan.

Setup and Victory Conditions: A monstrous dragon is located in their lair in the middle of the table. Players deploy in opposing corners of the table up to 18" in from the corner point itself. Players alternately deploy units within this deployment zone.

The monstrous dragon is located in the very center of the table. Use the high elf prince on dragon stats for the dragon, only disregard the rider and his abilities.

Victory: the player may field his character on a Fire Dragon.

The player gains +9 wounds to account for the dragon and uses the Dragon profile listed for the High Elf Prince on Dragon (taking the dragon bits from the scroll). The player will then have the ability to wield the Dragon Lance if they choose to do so as another melee weapon choice (M) 2x 4+/4+ -1 2 as well as the Dragon Lance ability

The player gains the Elven Warhorn ability and the Dragonfire ability on the warscroll. The player gains the Movement and Damage Table chart from the warscroll.

Defeat: the player loses a wound permanently.

This scenario may be retried if it is failed.

Recovering the Banner of the World Dragon (****) – You have located a mythical artefact which is being held behind the walls of a rival's fortress. You have come to wrest that item back and wield it once more in your proud armies.

Suggested Armies: Any

Setup and Victory Conditions: This scenario is based off of the Storm the Walls scenario found in the first campaign book. The defending host should be half of the points of the player's force.

The battlefield takes place atop a rocky bluff that overlooks a ruin-strewn plain. A tower and set of wall sections should exist against the defender's area, which occupies the 2'x4' short table edge.

The players will take it in turns to place a siege objective token anywhere on or inside of the fortress boundaries (which extend 12" from the walls in either direction or on the walls themselves). These cannot be placed within 6" of another objective.

At the end of the sixth turn, count the number of models that each player has within 3" of each objective. The player with the most number of models within range has control of that objective.

Victory: if the high elf player wins, he obtains the fabled Banner of the World Dragon. This banner may be wielded by any army standard in the army, and if present on the table then the bearer and any unit within 3" of him receive a special 2+ save against any spell effects (even those that do Mortal Wounds). Additionally, any Dragon-Prince units do not have to take Battleshock checks if within 12" of the banner.

Failure: Failure to recover this item demoralizes the army. Any Dragons or Dragon-Princes in the army are at -1 to hit until the banner has been recovered.

Seal the Gates (****) – While attempting to locate a fabled artefact, one of your patrols has discovered an active realm gate in your territory! A rival has established their presence and you must destroy the gate and secure the artefact before your enemy does!

Your patrol is outnumbered, but reinforcements are on the way. You must rally your forces and send your mightiest warriors to destroy the gate, even if it means their death!

Suggested Armies: Chaos, though any will work

Setup and Victory Conditions: This scenario uses the Pre-Emptive Strike scenario from the first book. Setup a realmgate in the very center of the table and the rival army deploys his entire army within 12" of this gate.

The high elf player then chooses any point on the edge of the battlefield and deploys up to three units from the army within 9" of that point on the table edge. Units must also stay more than 12" from enemy units. These are the advanced scouts of the patrol.

The high elf player chooses who goes first in this game.

Victory: if the high elf player wins, they recover the Warcrown of Saphery. This grants the wearer the ability to cast and unbind an additional spell per turn. If the player is not a wizard, they are treated as if they can cast one spell and unbind as if they were, and know the Arcane Bolt and Mystic Shield spell.

Failure: if the gate is not closed, then until this scenario is overcome, the player must reduce their force by 25% as they send troops to deal with the incursion on their territory until this scenario can be overcome.

The Jaws of Death (****) – After a long journey searching for the fabled Sunfang of Tyrion, you have come to the end of your quest! As you prepare to retrieve the item, a trap has been sprung and now you must surive it!

Suggested Armies: Chaos

Setup and Victory: This scenario is based off of The Trap from the first campaign book. The high elf player sets up in one of the center tiles on a 6x4 table. All other tiles are considered the ambushing army's territory. The ambushed army sets up in their tile first. The ambushing army sets up in their territory and more than 9" from an enemy.

Victory: The high elf player drives off his attackers and recovers the Sunfang. (M) 6x 4+/4+ -2 D3. Against demons, this weapon does D6 damage. Additionally it has a ranged attack which the wearer can unleash a powerful blast of fire (R) 8" 6x 3+/4+ 0 1

Defeat: the loss of this relic blade becomes known as the *Sorrow of Asur*. All HIGHBORN units suffer a permanent -1 to their Bravery score for the duration of the campaign until the Sunfang can be recovered.

Wood Elf Character Quests & Rewards

Taming the Dragon (****) – the player ventures into the forests of Ghyr to claim a foreset dragon. Based on the Lair of the Beast Advent Battleplan.

Suggested Armies: Any

Setup and Victory Conditions: A monstrous dragon is located in their lair in the middle of the table. Players deploy in opposing corners of the table up to 18" in from the corner point itself. Players alternately deploy units within this deployment zone.

The monstrous dragon is located in the very center of the table. Use the wood elf Glade Lord on dragon stats for the dragon, only disregard the rider and his abilities.

Victory: the player may field his character on a Forest Dragon.

The player gains +6 wounds to account for the dragon and uses the Dragon profile listed for the Glade Lord on Dragon (taking the dragon bits from the scroll). The player will then have the ability to wield the Starlight Spear if they choose to do so as another melee weapon choice (M) 3x 4+/5+ -1 1.

The player gains the Sophoric Breath ability, and the Movement and Damage Table chart from the warscroll.

If the player is a Branch Wraith – they may not ride the dragon, but may field the dragon as an unridden monster instead. (and like a player mount would not cost points, so too would fielding this unridden monster not cost any points)

Defeat: the player loses a wound permanently.

This scenario may be retried if it is failed.

Opening Life's Gates (****) – a gate to the Realm of Life has been found. If the player can capture it, then they will have a way to secure the realm against any hostile invaders.

Suggested Armies: Chaos

Setup and Victory Conditions: You have discovered an ancient gate to the Realm of Life, however it is held by a trio of Great Unclean Ones that have used the gate to infect your woodlands!

These creatures have grown bloated and powerful off of the energies of Ghyr. Defeat them to take the gate for yourself or die trying.

This scenario involves using three enhanced Great Unclean Ones which can be found in the beastiary appendix of this document.

Victory: Gaining this gate enables the player to always choose the Realm of Life for any territories that they randomly gain

Defeat: Your troops are demoralized at allowing the followers of Nurgle to have such easy access to your lands. Your entire armies will suffer -1 to their BRAVERY rolls. Additionally the player can only generate DARK TIDINGS when rolling random events at the beginning of future seasons until this gate is taken.

To Be King (****) – **This quest is only for Glade Lords**. The King of the Wood Orion has recognized you as potential heir and champion of the woodland realms. If you can survive the Great Hunt, he will bequeath to you the ruler of the realms.

Suggested Armies: Orion and Wood Elves / Treekin

Setup and Victory: this scenario is lifted from Out of the Mist from Ghal Maraz.

The battlefield takes place in a forest. Visibility is low beneath the spreading boughs. Orion and his army is hunting the player, and the player is trying to get off of the table.

The player must choose his model as the "messenger". This model is not set up with the rest of the army, but arrives at the start of his third movement phase. When the player arrives, Orion picks a terrain feature that is not within 6" of the center of the table. The player then sets up his model on or within 3" of that terrain piece at least 12" from the edge of the battlefield. This is the player model's move for that movement phase.

If the player is within 6" of any edge of the battlefield at the start of Orion's hero phase, he can leave the battlefield.

Victory: The player claims the Spear of Kurnous (R) 12" 1x 3+/3+ -2 D3 and (M) 3" 3x 3+/4+ -2 3. The player gains the Cloak of Isha – heals 1 wound in each of the player's HERO phases as well as the ability to unbind a spell in each enemy hero phase as if the player was a wizard.

Gain the Horn of the Wild Hunt Command Ability – may re-roll dice when determining charge distance for player and all WANDERER units within 8" of him at the start of the Charge Phase.

Defeat: The player has failed to achieve the endorsement of Orion. He is seen as a pretender and loses any abilities gained for having multiple realms within the realm of Life until successfully defeating this scenario.

The Root of All (****) – **This quest can only be taken if the player is a Branch Wraith**. A sacred grove has been corrupted by the forces of Nurgle, rotting and killing all life. This grove must be taken back and cleansed.

Suggested Armies: Nurgle Chaos

Setup and Victory: Terrain is set up as normal except that three scenery pieces in the Nurgle player's deployment zone must be nominated as parts of the sacred grove.

These are the primary objectives of the game. The player must get a unit within 3" of one of these scenery pieces and have no enemy units within 3". Once the player has moved within 3" of a scenery piece, he rolls a D6 and on a 4+ the terrain has been cleansed.

For every turn that the player is able to stay within 3" of the terrain and the enemy is unable to, the roll gains a +1.

The game lasts a random number of turns. At the end of turn 5, the game ends on the D6 roll of a 1-2. At the end of turn 6, the game ends on the D6 roll of a 1-3 and so on.

If the player's entire army is destroyed, the Nurgle player wins the game.

If the player is able to cleanse all three objectives before the game ends, the player wins.

Victory: The player may before any game starts change D6 terrain pieces to be WYLDWOODs before any models have been deployed. At the beginning of any game, any enemy models within 6" of a WYLDWOOD suffer D3 mortal wounds.

Defeat: Failure to take back the sacred grove results in a weakening of power for the player. All casting and unbinding rolls suffer a -1 penalty until the Sacred Grove is taken.

Realms of Man Character Quests & Rewards

Griffon's Peak (****) – the player ventures into the isolated mountains to claim a griffon. Based on the Lair of the Beast Advent Battleplan.

Suggested Armies: Any

Setup and Victory Conditions: A monstrous griffon is located in their lair in the middle of the table. Players deploy in opposing corners of the table up to 18" in from the corner point itself. Players alternately deploy units within this deployment zone.

The monstrous griffon is located in the very center of the table. Use the General of the Empire on Imperial Griffon stats for the griffon, only disregard the rider and his abilities.

Victory: the player may field his character on a griffon

The player gains +6 wounds to account for the griffon and uses the General of the Empire on Imperial Griffon stats from the Empire Warscroll (taking the griffon bits from the scroll). The player will then have the ability to wield the Imperial Lance if they choose to do so as another melee weapon choice (M) 2x 4+/5+ -1 2 as well as the Charging Lance ability.

The player gains the Piercing Bloodroar ability found on the warscroll.

Defeat: the player loses a wound permanently.

Recovering the Runefang (****) – You have located a mythical artefact which is being held behind the walls of a rival's fortress. You have come to wrest that item back and wield it once more in your proud armies.

Suggested Armies: Any

Setup and Victory Conditions: This scenario is based off of the Storm the Walls scenario found in the first campaign book. The defending host should be half of the points of the player's force.

The battlefield takes place atop a rocky bluff that overlooks a ruin-strewn plain. A tower and set of wall sections should exist against the defender's area, which occupies the 2'x4' short table edge.

Victory: if the Empire player wins, he has recovered one of the legendary Runefangs. The Runefang is a melee weapon (M) 3x 4+/4+ -1 D3. Additionally, failed to-wound rolls may be re-rolled and any rolls of a 6 to-wound do D6 wounds instead of D3.

Failure: Failure to recover this item demoralizes the army. All models in the player's army are at -1 BRAVERY until the Runefang has been recovered.

Gift from the Heavens (****) – A rival warlord has found and is using a suit of armor made from the heavens. This armor, crafted from meteoric iron, is near impenetrable. You have ventured out to bring war to this rival and to claim this legendary item for yourself!

Recommended Army: Any

Setup & Victory: The rival may choose a scenario of his choice

Victory: If the empire player is victorious, he claims the Armor of Meteoric Iron. This suit of armor grants a 2+ save which cannot be modified in anyway by other items and ignores rend values of -1 or -2.

Defeat: The empire general's armor is torn, and suffers -1 to his save until this quest is accomplished.

Treasure Cove (***) wherein a cove filled with treasure is found and looted by the player

Recommended Opposing Army: Any

Victory Conditions: The opposing player places six tokens anywhere on the table so long as it is more than 3" from a table edge and more than 9" away from another token. These tokens represent treasure points for the cove.

Any unit that is within 3" of a token with no enemy units within 3" of the token may claim it at the end of the game.

The game lasts a random number of turns. At the end of the fifth turn the game ends on the D6 roll of a 1-2. If the game continues to the next turn, the game will end on the roll of a 1-3 and so forth.

Victory: The player may give a free upgrade to a warscroll in his army every game (roll before each game, the effects last for that game only)

The Relics of Ancient Past (****) – contained in an ancient tower is the location of a legendary relic of times past. The empire player launches an attack on his rival that holds the tower in an attempt to wrest the location.

Setup & Victory: The table is set up however the players wish, with an ancient tower dominating the center of the table.

If a HERO from your army is garrisoning a watchtower, you can add 6" to the range of any of its command abilities.

A unit can garrison a watchtower if all of its models are within 6" of the tower at the start of their movement phase, or if they can be set up within 6" of the tower when deploying. Remove the garrison from the table and place it to one side.

A unit garrisoning a building can attack and be attacked as normal, except that the range and visibility for the models in the building is measured from the building. The garrison counts as being in cover, and the cover save is modified by +1 (for a total of +2)

One HERO and one unit can garrison a watchtower, with a max of 10 models per floor of the tower. MONSTERS may not garrison a watchtower. Models cannot enter a building garrisoned by the enemy. A garrisoning unit can exit a building as its move in a future movement phase. TO do so set up all models from the unit within 1" of an access point or door and further than 3" from an enemy.

When charging a watchtower, the charging unit charges an access point of the tower. If successful, during the pile in phase up to ten models per side may fight within the tower. Units do not gain any bonus from charging that they normally would receive for charging.

Garrisoning units add 3 to their BRAVERY score and add 1 to all hit rolls for any models from the garrison that are in or on the watchtower.

Game lasts a random number of turns. At the end of Turn 5 roll a D6 and on the roll of a 1-2 the game is over. On turn 6 the game ends on the roll of a 1-3 and so on.

When the game ends the victor is the side that has the most number of models within the watchtower. If neither side has any models within, the game is a draw.

If the empire player wins this game, they may choose to obtain the enhanced Luminark, Hurricanum, or Steam Tank. See the Monstrous Appendix for their stats.

Defeat: The loss of such an important relic weighs heavy on the army's mind. All models suffer a -1 BRAVERY until the relic is recovered.

Realms of the Dead Quests

There are a series of four quests given here. One of the quests is universal to all Realms of Dead characters (gaining the portal to the Realms of Death)
The other three quests unlock items that are dependent on class.

Opening Death's Gates (****) – a gate to the Realm of Death has been found. If the player can capture it, then they will have a way to secure the realm against any hostile invaders.

Suggested Armies: Chaos

Setup and Victory Conditions: You have discovered an ancient gate to the Realm of Death, one of the lost causeways known only to Nagash! However it is held by a trio of Changer of Ways that have used the gate for their own twisted purposes!

These creatures have grown powerful feeding off of the realm of Death's many souls. Defeat them to take the gate for yourself or die trying.

This scenario involves using Lords of Change, two of which are normal and one of which uses the Kairos Fateweaver profile.

Victory: Gaining this gate enables the player to always choose the Realm of Death for any territories that they randomly gain

Defeat: The player can only generate DARK TIDINGS when rolling random events at the beginning of future seasons until this gate is taken. Additionally, with the greater demons of chaos siphoning off souls from the gate, all of the player's DEATH wizards suffer a -1 to cast and unbind, and any summoning spell attempted generates one less model or wound than normal.

Rivers of Dust (****) – After a long journey searching for an artefact, you have come to the object of your quest! As you prepare to retrieve the item, a trap has been sprung and now you must survive it!

Suggested Armies: Any

Setup and Victory: This scenario is based off of The Trap from the first campaign book. The high elf player sets up in one of the center tiles on a 6x4 table. All other tiles are considered the ambushing army's territory. The ambushed army sets up in their tile first. The ambushing army sets up in their territory and more than 9" from an enemy.

<u>This game uses Victory Points to determine a winner.</u>

Victory: Depending on your class, you recover the Crown of Nehekhara (Tomb King – all mummy heroes within 18" can use Command Abilities as well), The Blood Chalice of Bathori (Vampire - at the end of each combat phase roll D6 for each model that player slew during that phase. On a 2+ the player or another VAMPIRE within 3" of them heals a wound) or the Black Armor of Nagash (Necromancer – 4+ save and can be taken for wounds or mortal wounds. On the roll of a 6 the wound or mortal wound is reflected back to the one causing it)

Defeat: the loss of the relic weakens the necromantic link between the player and his troops. Summoning spells are cast at -1 and all BRAVERY scores for the army are reduced by 1.

To Kill a Thief (****) – The player has tracked down another ancient relic that has been stolen by a rival. The rival is attempting to flee. Based on the Out of the Mist Battleplan found in Ghal Maraz campaign book.

Victory: Depending on the character class will depend on the item that has been stolen and recovered. Tomb Kings will discover the Blessed Blade of Ptra (M) 2" 3x 4+/4+ -2 3. Vampires will discover the Armor of Bone, which grants a 3+ save and allows its wearer to ignore the first wound or mortal wound per turn. Necromancers discover one of the nine Books of Nagash, which allows the player to cast and unbind an additional spell, and grants that bonus spell a +1 to cast / unbind.

Failure: with the relic in the hands of the enemy, every unit suffers a -1 to Bravery scores until the item is recovered.

Behold Death on Wings (****) – The player quests into the Realms to locate an artefact. Based on Retrieve the Relic found in the Stormcast book.

Victory: Depending on the class, the character will unlock a powerful artefact. Tomb Kings will be allowed to ride atop a Royal Warsphinx, and gain the Royal Warsphinx profile (gaining +6 wounds and a movement of 6") plus Thundercrush Attack ability and Sacred Stone Ability.

Vampires gain the ability to ride a Dread Abyssal and gain its profile. The character gains +6 wounds, and a Mortarch Abyssal profile of their choice (for the mount ONLY, any rules for the rider are ignored and the player takes its place)

Necromancers discover the Black Staff of Power – a staff imbued with great necromantic energy (M) 1x 4+/3+ -2 D6 – for every model slain in the combat phase by this staff, the bearer may add that number to their next casting or unbinding roll.

Defeat: the loss of the relic weakens the army. All wizards in the army cast at -2 until the relic has been recovered.

Stormcast Eternal Quests

Save the Gates (***) – One of your patrols has discovered an active realm gate in your territory! A rival has established their presence and are attempting to close the gate! You must keep it open at all costs!

Your patrol is outnumbered, but reinforcements are on the way. You must rally your forces and send your mightiest warriors to hold the gate, even if it means their death!

Suggested Armies: Chaos, though any will work

Setup and Victory Conditions: This scenario uses the Pre-Emptive Strike scenario from the first book. Setup a realmgate in the very center of the table and the rival army deploys his entire army within 12" of this gate.

At the end of the fourth turn roll a dice. On a 1-2 the game ends. On the fifth turn the game ends on a 1-3. On the sixth turn the game automatically ends. If the gate stands, the Stormcast wins.

Victory: If the stormcast player is victorious, he may claim all new territories as being a part of the Azyr realm.

Failure: if the gate is destroyed, the Stormcast Army loses 1 point of BRAVERY permanently for the duration of the campaign.

Lightning Strikes(****) – This battleplan is from the Stormcast Eternal book. The stormcast army has arrived to destroy its rival, and victory will open up the fabled Warrior Chamber of Azyr to help the player and his troops in future battles.

Suggested Armies: Chaos

Setup and Victory: A realmgate is placed in the center of the table. The stormcast territory is 15" circle around the gate. The rest of the battlefield is the rival player's territory.

The stormcast always take the first turn. The rival player sets up his entire army in his territory, and the stormcast player's entire force is held in reserve.

Victory: The Warrior chamber is open. From now on, the stormcast player can set up one unit in reserve and that unit in any movement phase can show up anywhere on the battlefield more than 9" from any enemy model (which is their movement for the movement phase)

Defeat: The Warrior chamber is closed, and the sting of defeat causes all STORMCAST models to fight at -1 BRAVERY until accomplishing this quest.

Heavens Call (****) – this scenario is taken from the Against the Horde battle plan in the Stormcast Eternal book. The rival player is massing a huge horde to take a section of the realms away, and the stormcast player must rally and fight the foe once more to prevent this!

Suggested Army: Chaos

Setup & Victory: Setup the scenario as a normal game. A realmgate sits on the table edge of the rival player in the center. The rival player is using this to draw upon numberless minions as well as healing their own torn flesh! In each of the rival player's HERO phases, he may heal D3 wounds.

Victory: the stormcast player may add the Comet Strike Sceptre to his profile. Use the stats from the Celestant Prime warscroll for this item.

Defeat: the enemy is now everywhere due to this portal not being stopped. Enemy players may add 5 points to their roster for free until this scenario has been defeated.

Retrieve the Relic! (****) – This quest can only be undertaken if the Cometstrike Sceptre has been obtained. This Battleplan is taken from the Retrieve the Relic scenario from the Stormcast Eternals book.

Use the Battleplan from the Stormcast book.

Victory: The player may wield the Hammer of Sigmar (M) 2" 1x 4+/3+ -3 3

Defeat: The loss of the Hammer of Sigmar takes its toll on the army. No Command Abilities may be issued until the hammer has been recovered.

Slaves to Darkness Quests

All Chaos champions will undertake the same scenarios, however their rewards will be a bit different based on their marks and what path the gods grant them.

To Be Chosen (****) – This quest must be undertaken first. The champion of the gods ventures into a lonely mountainous plane within the chaos wastes themselves. There they must battle against a horrific champion of their god all by themselves. Therefore the game is simply the player vs the opposing champion.

The opposing champion will be a greater demon of the appropriate mark. If the player is Chaos Undivided, the champion will be a Chimera.

Great Unclean Ones use the enhanced Great Unclean one profile.

Setup: The battle takes place atop a mountain peak. The peak is a 2x1 L shaped board. Terrain should be limited to rocky scatter terrain and a sparse tree or two. The two combatants are on opposite ends of the L. The winds of the peaks make flight impossible.

Victory: regardless of mark, champions of chaos that win this battle roll a D6 afterward. The result is what the gods have in mind for them.

D6 Result 1-2: The gods have decreed that your energies will be spent on raising your own small warbands and holding and taking pockets of resistance that are sprouting up now that the fool in his Azyr tower has decided to come out. Gain the Soul Stealing ability for any melee weapon that you use. For any models that you slay with that weapon, roll a D6. On the roll of a 6 you have gained their vitality, and may heal a wound.

D6 Result 3-4: Archaon the Everchosen has marked you as a potential Varanguard. You may ride a Varanguard Steed (movement improves to 10") and gain the Steed's Jagged Fangs melee attack (M) 3x 4+/3+ 0 1. Player may opt to wield a Daemonforged Blade (M) 3x 4+/5+ -1 1 – any roll of a 6 to hit does a mortal wound instead of a normal wound except when a wound roll of a 1 is rolled (in which case it does a mortal wound to the player), or may choose a Fellspear (M) 2x 4+/5+ -1 2, wound +1 and rend -2 on charge.

D6 Result 5-6: the character ascends to daemonhood and becomes a Daemon Prince. Player gains a 4+ save against mortal wounds and has wings and may fly 12".

Best Left Buried (****) – **this battle can only be done after the first quest has been completed successfully and is the next quest in the series.** The gods have taken you to the location of an ancient fortress where a powerful artefact is being held by one of your rivals within the keep. You must retrieve the artefact.

This scenario uses the Quest's End Battle Plan from the Chaos Stronghold book.

Suggested Armies: Any

Setup & Victory: Set up a fortress on 4x4 of the 6x4 table. This is the rival's territory. The player gets the 2x4 piece of terrain remaining. The artefact is placed in a tower or structure within the fortress.

The game ends when the artefact is taken by the player, or the player and his successor is killed.

If the player is killed, he may nominate a friendly HERO model within 12" to be his successor and that model may also claim the prize. If that model also dies, the game is over.

Victory: Refer to the SLAVES OF DARKNESS section for quest rewards as they are mark and type dependent.

Reclamation of Evil (****) – This battle is the final quest that must be undertaken. It is based off of the Cast Adrift Battleplan from the Ghal Maraz book. The player has been tasked by the gods to send their forces to a sea-fortress and claim it before it is claimed by the tide.

Recommended Armies: Any

Setup & Victory: The player has arrived to claim an artefact from a sea fortress.

The Defender's territory makes up a four by four section of the table against one table edge. A fortress is set up in that area. The player's territory is the other 2x4 section of table. The two sides deploy more than 12" from enemy territory.

Victory: Refer to the SLAVES OF DARKNESS section for quest rewards as they are mark and type dependent.

The Gates of Madness (****) – The final quest that a chaos mortal will undertake, the Gates of Madness is a powerful stone that opens up portals to the fell chaos planes.

Retrieving this portal will enable chaos players to take territories from other players and slip them into the realms of chaos themselves! This quest can only be undertaken after the player has succeeded at the other three.

While you have discovered the stone, an enemy force is on its way to destroy it!

Suggested Armies: Any. No one wants chaos gates in their backyard popping up.

Setup and Victory Conditions: This scenario uses the Pre-Emptive Strike scenario from the first book. Setup a realmgate in the very center of the table and the player army deploys within 12" of this gate.

The invading player then chooses any point on the edge of the battlefield and deploys up to three units from the army within 9" of that point on the table edge. Units must also stay more than 12" from enemy units. These are the advanced scouts of the patrol.

The invading player chooses who goes first in this game.

Victory: if the player wins then they own the Gates of Madness. At the end of every battle that they fight, they may roll a D6. On the roll of a 6, the staked territory of the other player now belongs to the realms of chaos (win or lose). Otherwise, if the player loses this scenario the player loses D3 wounds permanently as punishment for their failure. If the roll for this is a 1, the player is slain outright.

Children of the Horned Rat Quests

The Children of the Horned Rat will participate in the below quests, with each class getting a different reward for completing them. As the skaven follow a chaos god, failure to complete a quest can turn out to be quite lethal for the warlord that comes up short.

Into the Underdark (***) – This first quest utilizes the special Battleplan "Into the Underdark" which can be found in this document. The player ventures forth into a place not touched since before the Age of Chaos to claim the glory of the Great Horned One.

Grey Seers – their warpstone staff is imbued with the raw power of chaos! Being in proximity to such power mutates the seer, adding D6 tails (roll once and carry this value forward for every game)
which have the Prehensile Tail Melee attack (M) 1x ea 4+/4+ 0 1

The staff also may empower any spells that the seer casts. The seer may re-roll one of the dice when casting. If this re-roll results in the value of a "1" the staff feeds back and the seer suffers D3 MORTAL WOUNDS.

Skaven Warlord - discovers the Majestic Banner of the Horned Rat - may be given to a standard bearer and replaces that standard bearer's banner. This banner functions just like a normal Banner of the Horned Rat found on the Skaven Chieftain Battle Standard warscroll, though it allows all skaven within 13" to re-roll any missed to-hits instead of just the 1s.

Skaven Warlock Engineer - Player discovers arcane plans for a suit of Warpstone Armor (3+ save) which has many modification options

Defeat – failing to succeed at this scenario will result in the player losing a permanent wound as the Great Horned One reveals his immense displeasure at his failed children. This scenario can be retried as many times as needed.

River of Fire (****) – the player discovers that an item of power lies at a power junction deep within the earth. This ancient crossing was once the hold of a Duardin king in times ancient past. This uses the River of Fire special Battleplan which can be found in this document.

Grey Seers - the Grey Seer has malignant warpstone growths protruding from his body. These growths allow the seer to re-roll failed saves. Additionally, any models in base contact with the seer at the beginning of the HERO phase suffer a MORTAL WOUND on the roll of a 6. Skaven models may re-roll this.

Skaven Warlords - warlord obtains Warpfire Projectors. Missile Weapon Range 8", target unit suffers 2D6 MORTAL WOUNDS

Skaven Warlock Engineers - Player receives jump jets to their Warpstone Armor. This gives the player the ability to fly up to 6D6". If the result of this roll is ever a 13, then the player may fly to any point he wishes. If the player rolls any double values, he suffers a MORTAL WOUND for every double rolled. The player chooses how many dice he wishes to roll before using the Jets.

Ex: if the player rolled four dice and rolled a 2, 3, 3, and a 4, he has rolled one set of doubles and takes a MORTAL WOUND. If he had rolled a 3, 3, 3 and a 4 he would still only suffer one MORTAL WOUND as 3 was doubled once still. If he had rolled a 3, 3, 4, 4 he would suffer two MORTAL WOUNDS as 3 and 4 were both doubled.

Additionally the player may take D3 tokens (roll before game begins). Any unit that the player flies over, he may use the "House-Bomb Keeping" ability - the player may remove a token and drop a heavy warpsteel sphere onto his target.

Roll a dice. If the result is a 1, the bomb explodes in the players hands, doing D3 MORTAL WOUNDS. If the result is a 2, the bomb misses its target and explodes but does nothing. If the result is a 3, the bomb explodes off target but does 1 MORTAL WOUND. If the roll is a 4, the bomb hits and does D3 MORTAL WOUNDS. If the roll is a 5 then the bomb does D6 MORTAL WOUNDS. If the roll is a 6, the bomb had more energy than the player realized and does 2D6 MORTAL WOUNDS.

Only one bomb may be dropped per turn.

Defeat – players that fail to succeed have an army wide drop of -1 Bravery until successful

The Seven Brides (****) – this scenario is an objective based one played on a 6x4 table. Either side of the table has a 12" deployment zone spanning the entire six feet. The middle 24" is an abyss that is impassable except for flying models.

Spanning the center of the table 12" wide is a bridge connecting the two sides. Along the bridge are seven statues of women contorted in agonizing features. These are the seven brides, who are actually Tomb Banshees.

There are three objectives. One objective is placed in either player's deployment zone at the end of the bridge, and the third objective is in the center of the bridge.

Players cannot claim the objective on their own side of the bridge. They can only claim the objective in the center of the bridge and on the other side of the bridge.

The player with the most objectives wins the game.

The banshees activate as a third player at the end after both players have gone. They will move toward the nearest unit and use their scream. Refer to the Tomb Banshee warscroll.

The game lasts for six turns.

Victory

Skaven Grey-Seer – the player has discovered the fabled Warp Rod of Covenant – a slender glowing green warpstone staff taller than the seer himself. The staff can be used as a melee weapon (M) 1x 3+/3+ -3 D6 – if the roll of a 6 to wound is rolled the wounds are MORTAL WOUNDS. Armor does little to protect against the warping effect of this staff.

Additionally, the seer may use the staff to power their spells. The seer may boost their spells through this staff by adding a +1 (up to +6). However in using the staff in this way, they must roll a D6 and if the value is equal to or less than how much energy was expended then they will suffer D6 MORTAL WOUNDS. This must be declared BEFORE dice are rolled to cast the spell.

Skaven Warlords - The player discovers the Tooth-Fang Necklace of Warlord Snat-Gor – blessed by the Horned Rat himself, grants the Blessings of the Horned Rat Command Ability – any VERMINUS unit within 13" that suffers a wound or mortal wound (after

saves) may discount that wound on the roll of a 6. If the unit numbers 13 models, it may add +1 to the roll.

Skaven Warlock Engineers - Player obtains the ingredients to place a detonator in his armor. Should the player be slain, the armor will explode. Roll a D6. On the roll of a 1-2, the armor simply falls over. The fuse was a dud. On the roll of a 3-4 the explosion does a mortal wound to any models within 2D6". On the roll of a 5 the explosion does a mortal wound to any model within 3D6" and on a 6 the explosion does a mortal wound to any model within 4D6".

Defeat – the Great Horned One is angered. The player's wounds are reduced by 1 permanently. Additionally, before using any command abilities, the player must roll a 2+ or else the ability fails. The command abilities are restored when this scenario is completed successfully.

Defiling the Temple (****) – a rival's temple has been opened to your forces. What better time-opportunity than to defile it! The temple is ensorcelled with divine protection, so this will be no easy task, but the reward-nice will be tremendous!

Opposing Army: Any

Setup & Victory – the opposing army has a 4x4 table to work with. The player has the other 2x4 remaining. The opposing player may place a temple or fortification anywhere in their deployment zone.

The player must destroy the temple. The temple has 15 wounds and has a save of 2+ which cannot be modified in any way by rending values due to sacramental oils and blessings. The building itself is immune to MORTAL WOUNDS.

The player may nominate three of his models to be Bomb Carriers. These models are carrying a powerful explosive device that can be placed and set off, killing the model and anything near it.

The Bomb can be detonated in the HERO phase. Roll a D6. If the roll is a 1, the bomb is a dud and nothing happens. If the Bomb goes off, it automatically hits and wounds on a 2+. Any unit or building takes D6 Damage which has a rend of -3. The rending value from the bomb DOES affect the building.

The defending player gains a special prayer called "ONLY THE FAITHFUL" which may be used on a 2+ in the HERO phase (counts as one of the player's prayers cast). This

prayer will heal D3 wounds to the temple if successful. This may only be used once per HERO phase. Additional priests may contribute, which also counts as them having cast a prayer. Doing so adds +1 to the wounds restored.

The game lasts a random number of turns. After turn 5, roll a D6. On the roll of a 1-2, the game ends. In turn 6, the game ends on the roll of a 1-3, and so on.

If the skaven player is able to destroy the temple by game's end, they are the victor.

Victory

Skaven Warlord's gain the Warpstone Crown-King – a circlet of warpstone that enables the warlord to heal a wound every HERO phase. Additionally, the Inspiring Presence Command Ability works for ALL VERMINUS units within 12" of the player, not just one.

Skaven Grey Seers gain the Hallowed Texts of the Horned Rat – by retrieving these texts the seer is transformed into a Vermin Lord! The player gains +6 wounds and uses a vermin lord model to represent them. The player may choose a Verminlord Warscroll from the Skaven and may gain the Missile Weapons listed, the Movement value and Damage table for the Movement value and missile weapons, and takes on the Save value.

Additionally, the new Verminlord may wield a Doom Bell, which is the bell off of a screaming bell. The player gains the Pealing Doom special ability of the Screaming Bell.

Skaven Warlock Engineer - The player augments one of the arms of the Warpstone Armor to hold a portable Lightning Cannon. This portable weapon has an 18" range and functions exactly like a Warp Lightning Cannon. The player may adjust the power output by +1 dice by rolling a D6. If the D6 value equals or is less than the number of output dice added to the cannon's fire rate, it backfires on the player and they take D3 mortal wounds. Ex: normally the cannon rolls 6 dice to compare to a value. By adding a dice, the cannon would roll 7 dice instead of 6, and all would be well so long as the player did not roll a 1 to determine backfire.

Defeat – a pall overhangs the army. All casting values on spells have their difficulty increased by +1.

Duardin Quests

The Duradin march to war in search of long lost artifacts and powers that will help secure their strongholds and allow them to withstand any attack from any enemy.

Retribution and Vengeance (***) – This no-frills scenario is short and simple. You are here to answer a grudge and strike it from your ledger. Destroy the enemy army. This scenario is simply a default scenario from the four-page rules. Sudden Death rules are in effect.
Victory – Hold Lords and Auric Runefathers are rewarded with the fabled Armor of Skaldour. This gromril armor grants a 4+ armor save that allows failed saves to be re-rolled. Additionally, the armor ignores rending values of -1 or -2.

Runelords are gifted with the Forge Hammer Klad Brakak, which enables them to forge Legendary Runes. The hammer itself may be used in melee (M) 2x 4+/4+ -2 2 and may also be thrown as a ranged weapon with an 8" range 1x 4+/3+ -2 2

Failure – failing to close this grudge from the book puts the leadership qualities of the player in jeopardy. When the player attempts to use a Command Ability, on the roll of a 1-3 the ability fails to go off until this scenario has been completed.

Hold the Line! (****) – while questing for a powerful relic, the dwarf player must hold a narrow pass against a much larger enemy while reinforcements move in.

This scenario uses the Hold or Die! Battleplan from the first Campaign Book. The dwarf player plays the role of the Invader.

Score the game with victory points. The game has random game length starting after Turn 5. Dwarf units from the starting force are worth double their normal value.

Victory – Hold Lords are rewarded with a Book of Grudges. At the beginning of any battle, they may pick an enemy on the table after the setup is complete. All DISPOSSESED models can re-roll failed wounds against that unit.

Runelords learn how to forge the Legendary Rune of the Stonemaster – units with this rune are immune to battleshock.

Auric Runefathers gain the Ur-Gold Crown of Fiery Dominion – the crown grants the player's axe a sheen of molten fire, which drips off of the blade. The Weapon Breaker ability triggers on the result of a 3+ instead of a 4+. Additionally the weapon's rend is increased by +1 and any wound-rolls of a 6 deal an additional MORTAL WOUND.

Failure – failing to hold the line here results in the loss of a sizeable portion of the player's force until this scenario has been completed. Before every game, the player randomly selects a unit in his force and rolls a D6 for that unit (just one). If the player rolls a 1-3, that unit may not be fielded in the game.

Ground on Walls of Stone (****) – You have secured an item behind the walls of one of your fortresses when a rival has arrived to lay siege to you and claim the item for themselves.

Suggested Armies: Any

Setup and Victory Conditions: This scenario is based off of the Storm the Walls scenario found in the first campaign book. The player's host should be half of the points of the rival force.

The battlefield takes place atop a rocky bluff that overlooks a ruin-strewn plain. A tower and set of wall sections should exist against the defender's area, which occupies the 2'x4' short table edge.

Victory: A Hold Lord may take the Mithril Crown of Kar Buldor – he gains the High King Command Ability – All Dispossesed units within 8" of the player gain an additional melee attack with each of their weapons

Rune Lords learn to forge the Legendary Rune of Fire. The unit with this rune gains Rend -3 on one of their melee weapons.

Auric Runefathers recover a Magmadroth and may ride it into battle. Use the Magmadroth stats and abilities from the Runefather on Magmadroth warscroll, increasing the player's wounds by +6 and carrying over the Magmadroth's melee attack profile (the player uses his own weapon profiles)

Failure: Failure to recover this item demoralizes the army. All Dispossessed models are at -1 Bravery until this scenario has been overcome.

Sudden Assault! (****) – The dwarf army has traveled deep into enemy territory seeking out a treasure of their ancient past. They have discovered the location of the item but have been assaulted by enemies that have appeared seemingly out of nowhere.

This scenario is based off of the Sudden Assault battle plan in the first campaign book.

Setup & Victory – The dwarf player territory is 36" in from the short table edge, and the rival player's territory is the opposing 2x4 tiles (with a 12" buffer zone in between)

This game lasts six rounds and is scored off of victory points.

Victory – Hold Lords gain the legendary Axe of Grimnir (M) 3x 4+/4+ -2 3

Rune Lords learn how to forge the Legendary Rune of the Heart – the unit that has this rune heals D3 wounds at the beginning of their HERO phase, which can bring back dead models to the maximum size fielded. Once a unit or individual model is totally destroyed, it can no longer be healed or brought back by this rune.

Auric Runefathers gain a molton suit of Ur-Gold armor that blazes with the flames of vengeance. The armor grants the wearer a 3+ save and additionally any successful save of a 6 rolled by the player becomes a MORTAL WOUND to whomever caused the hit to land.

Seraphon Quests

The seraphon are sworn to thwart Chaos in all of its guises, and these quests are undertaken by the mightiest heroes to further that aim. These quests are pulled from the Seraphon army book and are based on the three Battleplans within. A summary is given here as well as the rewards, but refer to those plans if you have access to the book.

Ancient Portals (****) – An ancient gate opening to the Seraphon's capital city realm has been found. By possessing this gate, further expansions may also link to the same realm!

Suggested Armies: Any

Setup and Victory Conditions: You have discovered an ancient gate to the realm leading to your capital city! It is currently being held by an enemy army!

Set up the table however you like and roll for deployment zones. The opposing player places a Gate in his deployment zone.

Victory: Gaining this gate enables the player to always choose the realm that their capital city is in when choosing new territories.

Ambush At the Cursed Temple (****) – This scenario is based on the Battleplan in the Seraphon book with the same name. One of your ancient temples is being pilfered for objects of great value and forbidden knowledge. Ancient spirits that have been woven into the fabric of the temple itself have guarded it for aeons, but you sense that this time direct intervention is needed. The spirits, however, will see you as much as a threat as your enemy…

Setup & Victory: The table is a vast chamber deep within a cursed temple strewn with crumbling structures. The high ceiling is shrouded in darkness with only thin shafts of moonlight illuminating the arrayed forces.

Place a terrain feature in the center of the table along a long table edge. This is the player's territory and their deployment zone is 18" from this point in all directions. The invading player's territory is the entire 2' x 6' opposing half of the table.

The opposing player has first turn.

Victory – if the opposing player gets a HERO within 1" of the special terrain feature in their hero phase they roll a dice adding 1 for each HERO within 1". On the roll of a 7+, one of those heroes claims the prize! It cannot move in the following movement phase. If the hero that claims the prize is not within 6" of a seraphon model at the end of any of the opposing player's turn then it slips away into darkness and the game ends.

If the prize has not been claimed by the end of the fifth round, the seraphon player is victorious.

Oldblood Warlords who are victorious in this scenario may ride the Dread Saurian into battle! The Dread Saurian's warscroll can be found from Forge World. The player foregoes his wounds and replaces them with the Dread Saurians (16). He may use his save if it is better.

Sunblood Warriors are gifted with the Blood of the Ancients – a deep red ruby set in gold. This amulet drives saurus into a rage, and any saurus unit within 12" of the player becomes frenzied and must charge if they are in range. Frenzied Saurus gain an additional melee attack with each of their weapons.

Slaan Starmasters are imbued with power, and their Azure Lightning attack now does 2D6 attacks.

Purge the Filth (****) – the player has discovered a plot by one of their rivals to raise an army through means that fill them with rage. This plot must be stopped without delay! This scenario utilizes the Purge the Corruption Battleplan from the Seraphon book.

Opposing Armies: Any, though Nurgle or Pestilence preferred

The Seraphon player is attempting to destroy the spawning pits.

Opposing player determines who takes first turn.

Birthed Anew: From second round on, roll a dice in each of the opposing player's HERO phases for each non ruptured spawning pit. On a 5+ a new unit emerges from the pit. This should be a slain unit that was already killed up to this point, but if none exists it can be a new unit of minimum size found on Azyr Comp. The opposing player sets it up so that all of the models are within 3" of the pit it came from and not within 3" of an enemy. Any models not able to be set up like this are slain as they emerge from the pit. These units cannot move in the movement phase on the turn they rise.

Victory – After six rounds if three spawning pits are ruptured, the seraphon player wins.

Saurus Oldbloods gain the Sunblade (M) 3x 4+/3+ -2 D3 - against undead or chaos daemons does 3 damage - (R) 18" 2x 4+/3+ -2 D3 - against undead or chaos daemons does 3 damage.

Saurus Sunbloods gain the Paired Hammers of Ancient Wrath – (M) 6x 4+/4+ -2 3 – chaos daemons that take damage from this weapon save as if the rend were -3. These paired hammers are wielded in both hands of the player.

Slaans are augmented by the concentration of celestial magic. The slaan is able to keep the forms of his creations fighting, even after they have suffered damage. In the player's HERO phase, each Seraphon model within 10" of the player may heal D3 wounds.

The Tables Turned (****) – Based on the scenario of the same name in the Seraphon book, your rivals have been busy razing lands and enslaving their people. When you notice a force marching upon them to make them pay for their crimes, you realize that your foe outnumber them significantly. You prepare a force for war and set them out toward the battle in a blaze of starlight, hoping to arrive before your new allies are slain wholesale.

Setup and Victory – the battle takes place on the edge of a tyrant's island fortress in the middle of a churning sea. The Tyrant has 30 points. The underdog player has 10 points. The seraphon player has 20 points. This scenario is designed for three players. The underdog can be any army that would make sense for the seraphon to ally with.

The underdog sets up their entire force in their territory. The tyrant follows suit by deploying his whole army in his territory but more than 9" from the underdog. The underdog army may share command abilities and spells with the seraphon and vice versa as if they were one army.

The tyrant takes the first turn.

Victory – At the end of the sixth round if at least one model from the tyrant's army is still alive, the tyrant survives and is the winner. Otherwise the seraphon player is the winner.

Oldbloods gain the Amulet of the Gods – any chaos daemon model in base contact with the player takes a MORTAL WOUND on the roll of a 4+ at the beginning of every combat phase.

Sunbloods gain the Salted Tears of the Old Ones – this divine silvered gem is crusted with the tears of the Old Ones. Once every HERO phase, the player may either heal a wound, or the salty tear may be used to prevent an enemy HERO within 12" from being able to restore wounds.

The player may also choose to consume the tear, which removes the item from play for the rest of that battle. This will heal the player D6 wounds.

Slaan's physical form transforms and becomes immune to all but the most devastating attacks. Player no longer has a wounds characteristic. In the battleshock phase of each turn roll a dice and add number of wounds that player has suffered. If the result is higher than his Bravery, he is killed. Otherwise any wounds he has suffered are healed. If an ability or rule would cause him to be slain outright, he is not. Instead he suffers D6 mortal wounds.

Orruk Quests

Wyvern's Lair (****) – the player ventures into the isolated mountains to slay a wyvern. Based on the Lair of the Beast Advent Battleplan.
Suggested Armies: Any

Setup and Victory Conditions: A monstrous wyvern is located in their lair in the middle of the table. Players deploy in opposing corners of the table up to 18" in from the corner point itself. Players alternately deploy units within this deployment zone.

The monstrous wyvern is located in the very center of the table. Use the Orc Warboss on Wyvern stats for the wyvern, only disregard the rider and his abilities.

Victory: Orc Warlords may ride a Wyvern into combat. He gains +6 wounds and adds the wyvern abilities from the warscroll Orc Warboss on Wyvern to his profile.

Black Orc Boss Player's Elite Guard may re-roll to-hit rolls and save rolls as they have proven their mettle against a deadly opponent, and are now even more impressive in combat.

Goblin shamans have come here to distill the venom from the wyvern's tail to produce a powerful elixir. Player gains the Bubbly Wazzot Potion - drank at the beginning of the player's HERO phase. One use only. ON the roll of a 1, the Wazzot potion combusts inside of the player's gut and flames erupt from every orifice of the shaman. Any unit within 6" of the player takes D3 mortal wounds. The shaman also takes D3 mortal wounds. Otherwise, the player heals D3+3 wounds.

Defeat: the player loses a wound permanently.

Dat Ting is Ours! (****) – A rival force has bloodied itself against the walls of an enemy, but has secured an item and claimed victory. Da idiots. Now that they are bloody, the boys can take their thing for the boss!

Suggested Armies: Any

Setup and Victory Conditions: This scenario is based off of the Storm the Walls scenario found in the first campaign book. The rival's host should be half of the points of the player's force.

The battlefield takes place atop a rocky bluff that overlooks a ruin-strewn plain. A tower and set of wall sections should exist against the defender's area, which occupies the 2'x4' short table edge.

Victory: Orc Warlords recover Clampjaw's Shiny Metal Skin - 3+ save and at the beginning of player's HERO phase heals 1 wound on the roll of a 6

Black Orc Boss Player's recover Da Greenest Choppin Choppa (M) 4x 4+/3+ -2 3 - on rolls to wound of 6, the damage inflicted by this weapon are MORTAL WOUNDS. This weapon is double handed.

Goblin Shaman's recover the Robes of the Prophet - grants a 4+ save, even against Mortal Wounds, which can not be modified by rending, and +1 wound.

Failure: Failure to recover this item demoralizes the army. All Orruk models are at -1 Bravery until this scenario has been overcome.

Trial of Champions

You have been called to a place of battle where you will face off against three other rivals to determine who will lead the epic WAAAGH and claim the realms for their own!

This scenario utilizes the Trial of Champions Advent scenario and features a four way battle. If you do not have four players, adjust to what you can accommodate.

Victory:

Orc Warlords recover the Crown of Sorcery - allows the player to cast and unbind one spell a turn. Allows them to know Arcane Bolt, Mystic Shield, and Life Drain - cast on a 5 - an enemy unit within 24" is targeted. Roll two dice. If the total is greater than the unit's Bravery, they suffer D3 mortal wounds. If it is double or more the unit's bravery, it suffers D6 mortal wounds.

Black Orc Boss's gain Dread Armour of Powah - 2+ save and ignores rending values of -1 - character's movement falls to 4"

Goblin Shamans find the Princely Rug of Flying - shaman's movement improves to 12" and FLIES. Additionally the player may opt to drop a jar of Splodin Goodness - a homemade explosive. The player may drop one of these on any unit that they fly over. The player chooses the unit and then rolls a D6. On the roll of a 1, the jar explodes on him, doing a mortal wound to himself. On the roll of a 2-3 the jar misses its target. On the roll of a 4+ the jar hits, wounding on a 3+ and doing D6 damage.

WAAAAGH!!!! (****) – The great WAAAAAGH has been unleashed. This scenario can only be undertaken if all of the three before it have been successfully completed. This scenario uses the core rules and is a 30 point battle.

The game lasts for a total of six turns and is scored via victory points. Both generals are worth +10 victory points.

Victory: Orc warlords gain Boss's Badge - all ORRUK units within 18" gain +1 BRAVERY, and all enemy units within 18" lose -1 BRAVERY

Black Orcs swell with the power of the waaagh! Player becomes more deadly the more damage he takes. At the beginning of a combat phase, evaluate the current damage on the player. If the player has taken 1-2 wounds, nothing happens. If the player has taken 3-4 wounds then he may re-roll all rolls to hit and to wound of 1. If the player has taken 5-6 wounds then his rend value goes up by -1. If the player has taken 7 or more wounds, then roll a D3. That amount is added to all damage inflicted by the player for his melee attacks.

Goblin Shamans find the Mittkins Mutable Uh Oh - this wand has several random effects. The player may use it once in the HERO phase before casting any spells. He rolls 2D6, picks a target unit or model and consults the below:

D6	Result
2	The wand feeds back, doing D3 mortal wounds to the player. Additionally the player may not attempt to cast any spells this turn
3	Butterflies stream from the caster's mouth. Casting attempts are resolved at a -1 penalty this phase.
4	The unit is struck by colorful lights. They must roll 2d6 and the result must equal or be less than the unit's Bravery. Failure means the unit is stuck there dumbfounded and can do nothing until the next phase (even if in combat)
5	The unit gains an additional melee attack until the beginning of the player's next hero phase
6	The unit is slowed and loses D3" to their movement until the beginning of the player's next hero phase
7	The unit is immune to Battleshock until the beginning of the player's next hero phase
8	The unit is surrounded by a globe of green energy, effectively counting as a mystic shield which lasts until the beginning of the player's next hero phase
9	The unit within 12" of the player is moved 3D6". The player decides the direction as he flicks the wand.
10	A green bolt of energy flashes out, doing D6 mortal wounds to the unit
11	A green aura surrounds the unit, and fallen warriors are restored to life. The unit may replace up to D6 wounds of casualties that it has taken. Extra wounds are lost
12	The player is immediately healed of all wounds. Additionally he may choose an effect to apply to the target unit.

Ogor Quests

When Ogors go on quest they are actually going on a hunt to consume creatures and gain their abilities.

Ogor players may choose either the Lair of the Beast advent quest or the Kill the Beast battleplan found in the Ghal Maraz campaign book. When choosing a lair be aware that players are not normally counted for points when balancing the forces (meaning a Shaggoth that is 5 points would be 4 shaggoths to hit 20 points, and 20 points of friendly forces would not count for the player either which could tip the scenario too far so add monsters as you feel is best to make the scenario more balanced)

The beasts and the abilities that can be gained are listed here. Players may choose up to four items that they may consume.

Target	Benefits
Lair of Trolls	After consuming the troll flesh, the player gains the ability to regenerate. Regeneration. During the player's HERO phase they recover D3 wounds.
Lair of Spawns	The player recovers the Hellheart from one of the spawn that was once a powerful chaos mage. Once a game the player may consume this. Doing so causes all enemy wizards within D6x5" to suffer an immediate miscast. Any enemy wizard affected is at -1 to cast on their next HERO phase.
Lair of the Shaggoths	The player recovers an obsidian great club known as the Siegebreaker. This monstrous weapon's profile is (M) 2x 4+/4+ -2 3 and to-wound rolls of a 6 inflict mortal wounds instead of normal damage. Additionally, the player may opt to just make one swing against a building or part of a fortress. The player will do D6 damage to the building with no normal save allowed for the building.
Lair of the Chimera	The player recovers the armor known as the Gutmaw. Provides a 4+ armor save. Additionally any enemy unit within 8" of him suffers a -2 penalty to their battleshock, and for every wound that the player inflicts against an enemy HERO they regain a wound that they lost (cannot be used to go over starting wounds)
Lair of a Greater Demon	The player recovers the Grut Sickle. In the HERO phase the player may inflict a MORTAL WOUND on any friendly model within 3". Doing so allows him to add +2 to his casting rolls for that HERO phase. After using this item, roll 2D6. On the roll of a double 1 the unit that has this sickle used on them turns on the player and kills him outright.
Lair of the Rhinox	The player consumes the heart of the Rhinox and gains an additional +1 to their save score. Additionally, the player ignores rending values of -1 or -2.

APPENDIX C
SIEGE BATTLES

The walls of a fortress can provide safe haven for those within. Assaulting a fortress requires a good deal of men, for taking the walls is never an easy task and many lives will be lost undertaking the assault.

These rules were written to provide a more historical-based set of siege rules as opposed to what was given by the Chaos Dreadhold book. The rules listed here override some of the rules given for the terrain pieces within that book, and where a change has been made it shall be noted, otherwise you can feel free to use the other pieces of the terrain scrolls in that book.

As a siege heavily favors a defender, the point values for a siege game should give the attacker more points than the defender by a ratio of roughly 2:1 if the entire defending force is located behind the walls of the fortress.

The type of fortress present on the table will depend on the level of the stronghold on the tile.

A level one stronghold consists of a gate and a couple of stout towers, typically located in the corner of the table where the towers and gate can be connected and provide a small safe haven for the objective behind walls. Some of the defending army may be located outside of the gates for this reason as there is no room to accommodate an entire army behind the walls.

A level two stronghold has an entire wall section and several towers connecting it, with an empty courtyard in the middle and a gate section (or two if you wish) providing access to the courtyard.

A level three stronghold has a strong fortified bastion behind the walls and large artillery on the walls.

The layout of the castle is up to the defender ultimately. He may make it take up as much or as little space as he wishes, though the attacking force always has a deployment zone of two full realm of battle tiles.

Siege Battleplan (All Out Assault)

During a siege, the defending force will always set up their entire force first. Their forces may be deployed within the walls or 3" outside of the walls on the other side of the gate. They may also deploy units within the keeps and towers and along the battlements of the walls.

The attacker then deploys their army in their deployment territory. The attacking army should have 24" from the fortress gate to their forces and little terrain will be placed unless specifically desired by the defender (the point of a fortress also being able to see the enemy approach and not giving them much cover if they assault the fortress walls, and a lot of space is required for that)

The Objective & Victory

After both sides have set up their forces, the defender may set up a single objective anywhere inside the fortress that he wishes, to include inside of a keep. Indeed, in a level-three stronghold, the well-fortified keep will house the objective, whereas in a level one or two fortress the objective will be behind walls or along a battlement.

If at any time the enemy commander, his lieutenant (opposing player chooses one of his heroes to be a lieutenant), or any of their UNITS ends the Battleshock phase within ½" of the objective, and there are no friendly defending MODELS within ½" of the objective, then the attacking army wins the siege.

The battle goes until either the enemy claims the objective, or all units are destroyed and the enemy commander and his lieutenant are slain.

Sieges & Summoning

Enemy wizards may never summon troops within the walls of a fortress if they are outside of the walls as the walls will typically be warded against such things.

The following rule section amends the Chaos Dreadhold battletome and either extends or replaces certain rules as given below.

Not every battle will take place using a Chaos Stronghold, and as Games Workshop releases new fortress rules, this section will be errata'd.

There are four main components of siege terrain: The Gate, Towers, Wall Sections, and Inner Bastions or Keeps.

Towers

Also known as "Skull Keeps". Towers have 15 wounds, a save of 1+, and are impervious to weapons that do not have at least a rending value of -2.

Rule Edit: Garrisoned units receive a hard cover bonus of +2 against ranged attacks instead of the normal +1 cover. Against melee attacks, the unit receives a +1 cover bonus.

Capacity: Towers can house 10 infantry-sized models, or 5 ogre-sized models per level of the tower. Towers cannot contain models that have the MONSTER keyword. Warmachines can garrison a building but must be set on top of the tower's battlements.

Access Points: Towers require access points to enter and exit from. Units do not just evaporate into a tower and evaporate out of one. It is possible to block a unit within a tower by having models surround its access points.

Attacking a Tower: Enemy units can launch an attack against a tower simply by charging the tower in the combat phase. Up to ten models per side may fight in the melee phase.

Destroying a Tower: Towers that are destroyed should be replaced with a rubble pile. Any unit(s) within the tower when it is destroyed must have a D6 rolled per model within. On the roll of a 4+, the model suffers a MORTAL WOUND. If it survives it may be placed up to 3" away from the rubble pile so long as it is also 3" away from an enemy unit. Models that cannot do so are destroyed. Tower rubble is impassable terrain.

Keeps

Also known as "Overlord Bastions". Keeps hold the same rules as Towers, with the exception that they have 20 wounds and the capacity increases to 20 models per level.

In melee combat, up to 20 models may participate per side.

Gates

Also known as "Malefic Gates". Gates are often the weakest point on a fortress and thus usually the focal point of any attack.

Gates have 10 wounds, a 1+ save, and are impervious to attacks that do not have a rend value of -2 or greater.

Man the Gates!, Arcane Blast are both ignored for siege battles.

Opening and Closing the Gate

The side that controls the fortress may open or close the gate in their HERO phase. The opposing side must find another way into the fortress, usually accomplished by battering the gate down through force or sorcery (or both).

Fortress Walls

Walls make up a good portion of a fortress's defenses. The battlements provide cover for troops on top, and are difficult to control without powerful siege equipment.

Walls have 12 wounds and are impervious to weapons that do not have a rend value of -2 or greater.

Battlements – Models that are on the battlements are afforded a +1 cover bonus against ranged attacks. Models that control a wall section fighting in melee against a model that is assailing the wall also receives this cover bonus until they no longer control the wall.

Destroying Battlements – When a wall section is brought to six wounds remaining, the bonuses for Battlements is lost as the piece of scenery is now too damaged to provide that benefit.

Assaulting a Wall – An all-out assault on a wall section is deadly business. All units can scale the wall and attack it either through grappling hooks or ladders by simply declaring a charge against the wall section and rolling high enough to reach the wall. However, fighting from a ladder against an opponent trying to kill you who is safe atop a battlement makes things a bit more difficult.

Defenders on a wall section receive a +1 cover save. Additionally, attackers are at -2 to hit (a 6 always hits) until they have successfully taken the wall.

The side that inflicts more damage during a melee phase is declared the winner and controls the wall section.

Note: flying models that attack a wall do not suffer the above penalties when attacking defenders atop a wall or battlement.

Damaging a Wall – Like towers, wall sections can be destroyed. Once a wall is destroyed, all models on that section suffer a MORTAL WOUND on the roll of a 4+ and the wall section should be replaced with a pile of rubble that now counts as Dangerous Terrain. Models moving over it must roll a D6, and on a 1 they suffer a MORTAL WOUND.

Wall and Wall Section – A wall section is an individual piece of scenery. Multiple wall sections compose a wall. The entire wall is defined as the point between one tower and another. Taking a wall means taking the wall sections that make up that wall.

Scenario Siege Points

Before a game begins, each side will be given Siege Points which can be spent on upgrades for their forces or for the fortress itself. The initial number of Siege Points given to each side is equal to the level of the stronghold.

Defender Siege Points (1 Siege Point for one item, unless otherwise noted)

- Reinforced Gate – gives +D3 wounds to a gate section
- Rocks – may be bought for an entire wall – increases the Wall of Death roll from a 1 to a 1-2 as the defenders drop large boulders down on the climbing attackers (refer to the Wall Section rules in Chaos Dreadhold for Wall of Death)
- Boiling Oil – bought for a gate section. During the HERO phase may be dumped. Any units within 3" of the gate suffer D6 MORTAL WOUNDS.
- Artillery – defender may place a faction-based artillery piece on top of a tower

Attacker Siege Points (1 Siege Point for one item, unless otherwise noted)

- Log Ram – given to a unit – in the melee phase does D6 MORTAL WOUNDS to a gate section.
- Battering Ram – given to a unit – the unit cannot run and must have at least five models to push the battering ram. In the melee phase does D6 MORTAL WOUNDS to a gate section. Its roof provides cover for the unit pushing it and offers a 4+ special save against MORTAL WOUNDS.
- Mantlets – given to a unit – the unit may deploy 2D6" closer to the fortress and while behind the mantlet it provides cover. Mantlets may be pushed forward on wheels. The unit cannot run.
- Siege Tower – given to a unit – unit deploys 2D6" closer to the fortress and the unit may not run – requires at least ten models remaining in the unit to push – has 8 wounds and a 4+ save. Provides cover for the unit pushing it. Siege Towers that are in contact with the walls allow the unit within to ignore the penalty for assaulting walls (the defender receiving a cover bonus, and the defender being -2 to hit). Units inside of a siege tower that is destroyed suffer the same fate as being inside a tower that is destroyed.

Fighting in a Siege

A siege was not a quick affair, though in the interests of time this ruleset provides a structure to resolve the actions of a siege fairly quickly but also leaves open the possibility for players to explore playing out the entire siege from front to back.

When a siege is begun on a fortress or on a city with walls, the attacker sets the pace of the siege while the defenders wait behind their walls. The attacker can instantly start with the All Out Assault scenario, as given at the beginning of this appendix.

However, sometimes patience is the better plan, and to simulate this the Attacker may opt to wait and perform other actions which can benefit them. The Defender may also perform actions if the final assault is not ordered, and such the siege moves from phase to phase until time runs out and the attacker orders the final assault.

Time is not infinite however, and the attacker has a limited number of turns to order the final assault. To represent this, at the beginning of every Siege Turn, roll a D6. On the roll of a 6, the Final Assault must be declared. Add +1 to this roll for every turn that has passed up to that point in the siege.

Beginning the Siege

The attacking player rolls a D6 to start the siege. ON the roll of a 1-3, the defenders have spotted the attackers from a distance and send forth messengers to call for help. Play out Scenario 1 – Send for Help! If the defenders win this, they may subtract one from the Siege Turn dice to determine if time has run out. Additionally they may choose to Bring Reinforcements as an option.

If the attacking player rolls a 4-6 then they have caught the defenders off guard. Play Scenario 2 – A Forlorn Hope.

Siege Turns

A siege turn is nothing more than a decision that the attacker or defender may make. The attacker decides if they are performing the final assault or not, and the defender chooses an option as well if the attacker is waiting.

Each option is laid out in detail below, and for brevity you may choose to roll on a chart to determine its outcome, OR you can choose to fight it out in a Battleplan if you have the time to do so.

Besieged Player's Options

If the attacker decides to not call for the final assault then the besieged player may pick one of the following options below.

Send For Help

You may elect to send messengers for help to summon allies to help lift the siege. To do this, a messenger must break through enemy lines.

Play out Siege Battleplan 1: Messenger. If the Messenger breaks through then the morale of the besieged troops is elevated and they receive a +1 to their Bravery during any further scenarios. If successful, the Besieged Player will then be allowed to play out the battleplan Bring Reinforcements.

Alternatively the Besieged Player may roll a D6, and on a 4+ this scenario will be considered to have been successful.

Counter-Bombardment

You elect to open fire with your archers and with the artillery on your fortress. Choose either archers or artillery bombardment option (artillery bombardment is only available for level-three strongholds)

Bowfire – In the final assault scenario one unit (not a warmachine) in the besieging army suffers 2D6 hits which wound on a 4+ with a rend of -1.

Artillery – Roll 6D6. For every 6 that is rolled, the enemy loses a point from his army in the Final Assault. Duardin and Chaos Duardin need to score a 5+.

Sally Out

You open your gates and send forth a small elite force out to attack a vital part of the besieging force's army. You may target the opponent's *War Machines, Siege Equipment, or Ammunition and Supplies.* From there play out Siege Battleplan 7 – Sally Out.

Alternatively, you may roll a D6 and on the roll of a 4+ this mission is declared a success. If you succeed then one of the following things happens depending on what you were attacking:

Heavy War Machines – The besieging army can no longer use the Bombardment option.

Siege Equipment – The besieging player loses D3 Siege Points, to a minimum of zero.

Ammunition and Supplies – The besieging player pays double points for his *Warmachines* in the final assault representing the difficulty in finding replacement machines and ammunition!

Bring Reinforcements

If *Send For Help* scenario was successful, the Besieged Player may opt to play out this scenario, Battleplan 4 – Reinforcements. For each unit breaking through, the Besieged Player may add D3 points to their force for the Final Assault, to a maximum of 5D3 points. These points may be used on any unit within the faction of the player.

Alternatively, the player may roll D6 and subtract 1 from the result to determine the results of this Battleplan.

Construct Siege Equipment

You can choose to construct more Siege Points in preparation of the Final Assault. Doing this adds an additional Siege Point to the total you may spend in the Final Assault.

Repair Defenses

This option allows you to repair any breaches in the defenses that may have occurred up to this point. You may completely repair a tower, wall, or gate before the beginning of the Final Assault. All damage is completely repaired. Duardin or Chaos Duardin can repair two items if this result is chosen if they roll a 4+.

Besieging Player's Options

As noted above, before the Besieging player chooses an option, they must roll a D6. If the result is a 6, they must call for the Final Assault. Add +1 to the roll for every siege-turn that has been completed up to this point.

The player may also choose to call the Final Assault regardless. Calling the Final Assault will set the final scenario in motion. Otherwise, the player may choose from one of the options below.

Bombardment

You bombard the enemy's stronghold with your siege artillery to weaken or bring it down before a final assault. In the Final Assault scenario every wall section and tower of the castle (but not the gate) suffers D3 MORTAL WOUNDS. Duardin and Chaos Duardin roll D3 + 1 MORTAL WOUNDS.

Undermine

This is a dangerous scenario but one which if you are successful can bring an entire wall crashing down! Play Siege Battleplan 8 – Undermine. If you are victorious then one entire wall in the Final Assault will suffer 2D6 MORTAL WOUNDS (Duardin and Chaos Duardin may re-roll this result). The besieging player chooses the wall, but may not choose the wall where the Gate is located.

Alternately roll a D6, and on the result of a 5+ the scenario is determined to be successful.

Starve Out

In this scenario, you will attempt to intercept supplies and starve the defending force out. Play Siege Scenario 6 – Starve Out. Alternately you may roll a D6 and on a 4+ the scenario is determined to be successful.

If you are victorious then the besieged player loses D3 models from every unit (not heroes, warmachines, or monsters) in his force during the Final Assault. Duardin or Chaos Duardin lose D3 – 1 models, and Ogors lose D6 models.

Test the Defense

You throw a part of your forces against a weak point in the fortress or some outlying building. If you do this, play Siege Scenario 3 – Test the Defenses. Alternatively, the scenario is successful if you roll a 5+. If you are victorious then the gates of the stronghold will be destroyed before the start of the Final Assault.

Infiltrate

You send forth spies and infiltrators within the stronghold to destroy supplies and storage rooms. If you do this, play out Siege Scenario 5 – Infiltrate. Alternatively on the roll of a 4+ this scenario is considered successful.

If victorious, then the defender pays double siege points for any of their equipment in the Final Assault.

Construct Siege Equipment

You construct more Siege equipment, adding an additional Siege Point to your total for the Final Assault.

Results

Taking a fortress is not without consequences. The structure itself will have sustained damage and will lose a level of effectiveness regardless of who wins and will need to be upgraded via Build Points to bring it back to full effectiveness.

Thus a level-two stronghold involved in a siege will be knocked down to a level-one stronghold after the siege is completed.

A level-one stronghold will remain a level-one stronghold however.

APPENDIX D
BATTLEPLANS

Designer Note: If a side does not have enough points to fill out the battleplan, deploy what points the side has

Siege Scenario 1 – Send for Help!

This scenario is an encounter between messengers riding off to summon aid and their escort who have been dispatched by the defenders of the fortress, and they are facing the vanguard of the besieging force who are determined to prevent them from getting word out.

The messenger's goal is to cross the table and leave by the opposing edge. If a messenger manages to do this, the defending player is declared the victor. The besieger's goal is to prevent any messengers from escaping off the table.

The outcome of this battleplan decides whether or not reinforcements arrive to help the defending side in a later part of the siege.

Terrain and the Battlefield

Set up the battlefield however you and your opponent wish. The exception to this is that there may be no impassable terrain features placed at all.

Forces

The forces are small, composed of few models. The two forces are created with 10 Azyr Points each.

Besieging player may field one hero of no greater than 3 points, up to one flyer or flying unit, up to two units that are mounted, and up to three infantry units.

The besieged player fields one hero (the messenger) of no greater than 3 points. He may field an additional messenger which is pulled from one of the units as is a standard trooper model. He may field up to two extra decoy messengers that are also standard trooper models. The remainder of the force has no restriction.

Special Battleplan Rules
No special deployment rules may be used in this battleplan.

Deployment
The besieged force deploys first and the besieged player chooses the center of one table edge as his entry point. A 12" wide area in the center of the opposite edge will be his exit point. The messengers and escort are deployed together within 12" of their entry point. The besiegers deploy next, and can be deployed anywhere on the table that is more than 12" from the messengers and their escorts.

First Turn?
The besieged player goes first.

Scenario Duration
The game lasts until one messenger makes it off of the exit point or all messengers are slain.

Quick Results
If no time is had to play out this scenario then the besieging player rolls a D6. On the roll of a 4+ he has stopped the messengers. Otherwise, the messengers succeed in their mission and escape off of the table.

Siege Scenario 2 – Forlorn Hope

This scenario is an encounter between a scouting patrol and the enemy invaders clashing! While most fortresses are situated in areas where they get a commanding view of the surrounding areas, there will obviously be blind spots in the terrain, and any good commander will have constant scouting forces moving about the area searching out those areas to prevent an unseen attack.

The scouting patrol in this scenario acts as a forlorn hope to delay the besieging army for a few hours while the garrison can be alerted and preparations made for the impending siege.

Objectives

The patrol's objective is to delay the enemy vanguard while a courier rushes back to the stronghold to give warning of the impending attack. The besieging force's objective is to drive off or smash through this patrol.

The Battlefield

The besieged player sets up the terrain and then chooses a key feature of the battlefield. This is the place chosen to hold at all costs. The key feature must be placed in the center of the battlefield.

No terrain feature may be within 8" of this key feature. No impassable terrain may be used.

Forces

The scenario is designed for small armies of up to 15 Azyr Points per side. Each side may field one hero of no greater than 3 points.

Battleplan Special Rules

Only the besieged player may use any special deployment rules. Additionally, all of the besieged force is immune to Battleshock for this game.

Deployment

The besieged player deploys first within his own zone, which is 12" from the center of the table and 12" from the side edges. One unit MUST be deployed within 6" of the key feature. The besieging player deploys on the opposite end of the table 12" from the center and 12" from the side edges.

First Turn?
The besiegers go first.

Scenario Duration and Victory
The scenario lasts only four turns. The besieged must hold the key position for four turns to win. This is the length of time it takes for their courier to get back to the stronghold.

At this point the besieged side's patrol must fall back or be destroyed.

If a unit from the besieged force is within 6" of the key feature at the end of the fourth turn, the besieged side wins, otherwise the game ends in a victory for the besieging side.

If the besieged side is victorious, the defenders lose 5 points from their forces as they were caught outside of the gates and destroyed.

Quick Results
If no time is had to play out this scenario then the besieging player rolls a D6. On the roll of a 4+ he has destroyed the enemy patrol. Otherwise, the courier makes it back to the stronghold.

Siege Scenario 3 – Testing the Defenses

The besieging army is looking to maximize their advantage by surrounding the enemy as soon as possible. This takes some time, and in the meantime an aggressive commander may wish to find a weak spot in the fortresses defenses by launching a small assault while scouts monitor the walls and structures for weak points, be it from years of neglect or perhaps a gate lying open letting in people.

The besiegers attempt to attack these weak points quickly before the defenders can patch up their defenses!

Even if the fortress itself has no weaknesses, an initial foray against the defenders will test their heart. This scenario is an encounter between the garrison of the stronghold and an advance party of the besiegers.

Objectives

The defending player's objective is to hold out for as long as they can, inflicting as many casualties as they can. The attacker's objective is to destroy the gate of the stronghold or wipe out the garrison.

The Battlefield

The battlefield has the entirety of the fortress deployed. No terrain should be set up within 24" of the walls. The besieged player may set up the castle however he wishes, but the configuration should remain the same throughout the campaign.

Forces

The besieged player may buy up to 10 Azyr Points worth of troops. He may have one hero and starts this scenario with 1 Siege Point that he may spend on defenses.

The attacking player has 20 Azyr Points worth of troops. He may field one hero, up to one war machine, and as many units as he wishes. He may spend up to 1 Siege Point on siege equipment for this scenario.

Deployment

The defending player deploys first within his own deployment zone which is anywhere within his walls or within 3" outside of his walls. The attacking player may deploy anywhere more than 24" from the castle. Only the defending player may use special deployment rules allowed by their units.

First Turn?
The defending force has the first turn.

Scenario Duration and Victory
The game lasts for five turns. After this, the attacking player falls back and reviews the data that he has pulled while organizing the main siege line's construction.

If the attackers break the fortress gate or wipe out all of the defenders then the game ends with the attackers winning. If the gate is still standing at the end of the fifth turn and there are any defending troops left to defend it, then the besieged force is victorious.

Quick Results
The attacker may roll a D6 and on the roll of a 5+ his forces are victorious.

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Siege Scenario 4 – Reinforcements

If the defending player was successfully in sending a messenger for help, then this scenario recreates the battle between the force that was sent to reinforce the stronghold and the besiegers battle lines. Note that this scenario can only occur one time during a siege.

Objectives

The objective of the relief force is to break through the enemy battle lines to the sieged stronghold to bring in badly needed soldiers and supplies.

The objective the attacking force is to prevent these troops from getting through their lines to reinforce the enemy.

The Battlefield

This battle takes place somewhere in the countryside near the fortress. Set up the table in any agreeable fashion to reflect an area near the main fortress but not with the fortress on the table.

Forces

The besieging player has 20 Azyr Points for this battle. There are no restrictions except that laid down by the campaign guidelines for forces.

The besieged player has 30 Azyr Points for this battle. The force is designed to be fast and not stationary. You must include at least one unit of mounted troops. Additionally, the only war machines that can be taken are those that are able to move quickly with a move characteristic of at least 5" or more. Stationary war machines such as cannons, stone throwers, mortars, bolt throwers, repeating bolt throwers, etc, may **not** be fielded.

Deployment

Use a standard deployment setup for this game.

Who has First Turn?

The besiegers have first turn, well-informed as they were of the approaching enemy.

Duration and Victory

The battle lasts for six turns. Any UNITS that the besieged player can get off the opposing table edge counts for D3 points of reinforcements during the final battle.

Quick Results

The defender rolls 6D6. Any roll of a 6 represents D3 points added.

Siege Scenario 5 – Infiltrate

The attacking commander decides to send his spies into the walls of the enemy stronghold to scope out any information, bring back data on the well-being of the enemy, sabotage the defenses by burning buildings, spread false rumors and despair, poison the water supply, or even open the gates to let in the invading army!
These agents can enter a fortress in a number of ways, from climbing through the sewers or climbing over the walls at night. The defenders must stop spies infiltrating their defenses in any way that they can.

This battleplan is between the enemy agents that have managed to get inside and the guards who are guarding rations and supply stores.

Objectives

The agent's objective is to sabotage the food and ammunition and supply stores. They do this by torching the warehouse and are hoping to escape in the confusion.

The guards' task is to guard the warehouse and stop enemy agents from setting fire to their supplies.

The Battlefield

This battle takes place on a 4x4 section with as many buildings as you can get on the table. One table edge should be walls. Buildings should be at least 3" apart from each other. The besieged side then declares which of the larger buildings will be the warehouse.

Forces

Neither side may choose any models with more than 1 wound on their profile. The attacking side chooses six rank and file members to act as Agents. All six of these agents are equipped with flaming torches and explosives.

The defender may field twelve sentries. These are rank and file members as well.

Deployment

The defender deploys his sentries first anywhere on the table. The spies are deployed on top of the walls. If they are deployed on the same wall as sentries they are considered to start the game locked in hand to hand combat.

Who has First Turn?
The agents have the first turn.

Duration and Victory
The scenario lasts until all of the spies are dead, or the warehouse is ablaze. If the warehouse is set on fire, the besiegers win. If the agents are all slain, the defenders win.

Special Rules
Night Visibility – the action takes place at night and the maximum range of all missile weapons is 12".

If a spy makes it into contact with the warehouse, roll a D6 during their next HERO phase. On the roll of a 5+ the building catches on fire and the game is over. This roll is made once per HERO phase so long as enemy spies are touching the building and not engaged with the sentries in melee combat. For every additional spy touching the building add +1 to the roll.

Quick Results
The attacking player rolls a D6. On the roll of a 4+ they succeed in setting fire to the warehouse.

Siege Scenario 6 – Starve Out

This scenario is an encounter between a supply column determined to break through enemy siege lines to resupply the stronghold.

Often the bloodless way of resolving a siege is to simply let the defenders starve behind their walls. The enemy lines surrounding the fortress are thin at points and it is one of these thin areas where the supply column will be striking.

Objectives

The besieged force leading the supply caravan's goal is to make sure that the wagon gets safely through the enemy roadblock.

The besieger's objective is to prevent the wagon from getting across the table and leaving by his table edge. If the supply wagon leaves the table then the supplies have broken through the roadblock and reach the stronghold.

The Battlefield

This battle takes place near a country lane near the stronghold which leads to a secret gateway into the stronghold. This gateway was overlooked by the attackers who do not know the area well. There are open fields on either side of the road which could be used by the wagon as a last resort, but the going will be much slower.

Forces

The besieging force may take up to 10 Azyr points, which includes any hero up to 3 points. The besieged player also has 10 Azyr points, which may include a hero of up to 3 points. Additionally they include a Wagon with a movement value of 8" on the road and D6" + 2 off the road. The wagon has five wounds and a 4+ save.

Deployment

The besiegers deploy first within their deployment zone which is 12" from the center of the table and 12" from the side edges. At least one unit must be placed so that it is blocking the road. The besieged player then deploys, no closer than 24" to the unit blocking the road.

Who has First Turn?
The besieging force has seen the wagon approaching so may go first.

Duration and Victory
The game lasts until the wagon exits the table via the besieging player's table edge, or all of the escorts are slain. If the wagon gets off the table then the besieged player wins. Otherwise the besieger wins.

Quick Results
The besieged player rolls a D6. On the result of a 4+ the wagon makes it off the table.

Siege Scenario 7 – Sally Out

This scenario recreates a sudden attack by the defenders as they open up their gates and send forth an elite attack force against a vital target of the besieger's force to weaken their pressure against the stronghold.

These forces sallying forth will often be the most courageous and powerful of the troops within the stronghold, and will often (but not always) be heavy mounted cavalry, as they require speed to achieve their objective, and speed to get back to the stronghold alive!

Objectives

The objective of the besieged force is to destroy the enemy's siege engines or supplies.

The besieger must prevent the destruction of their siege engines and supplies and defeat the sallying force!

The Battlefield

The battle takes place with the castle and its surroundings, to include the trenches and camps of the besieger. The besieger should set up the table as he will always set up his table when the castle is present, in whatever configuration that he wishes (but should remain constant throughout the siege). There should be no terrain within 24" of the castle.

Forces

Both players choose a 20 Azyr-Point force. Any warmachines that the besieged player takes must be placed atop a tower on the fortress. The besieged player should also have at least one unit of mounted troops.

Deployment

The besieging player sets up first in his deployment zone, which is the opposing end of the fortress at least 30" from the gate. He then places an objective marker representing his supplies, war machines, a siege tower, etc at the edge of his deployment zone 30" from the gate. This is the objective of the sallying force. This objective does not move during the game.

The besieged player then deploys his entire force inside of the castle and the gates are opened.

Who has First Turn?
The besieged force goes first.

Duration and Victory
The scenario lasts for five turns. The objective must be destroyed before the end of the last turn. To destroy the objective, the besieged player must move a unit of at least three models into base contact with the objective. For each melee phase that the besieged force stays in base contact with the target they roll a dice in the Battleshock phase. On the roll of a 4+ they succeed in destroying it. One dice for each unit is rolled.

If the objective is destroyed, the besieged win. Otherwise the besiegers win.

Quick Results
The besieged player rolls a D6. On the result of a 4+ the objective is destroyed.

Siege Scenario 8 – Undermine

This scenario is an encounter between besieging sappers that have dug under the ground in an attempt to undermine the fortress walls, and shock troops who have broken through by means of a counter-mine.

Objectives

The besieged force must defeat the enemy sappers and capture the mine so that it can be blocked off. The besieger's vanguard must defeat the counter mining attack and complete the mining operation!

The Battlefield

This battle is around and underneath a tower which has been subjected to the besieger's undermining. A field of about 3'x3' or so is needed. The terrain is nothing more than boulders scattered out which count as impassable terrain that the mining teams must go around.

Forces

Both players choose a force of 10 Azyr Points. The besieging player chooses a hero and up to three warscrolls of infantry, which cannot contain any command elements.

The besieged player chooses a hero and up to three units of infantry as well, which also cannot contain any command elements.

Deployment

The besiegers deploy first on their own side of the table within 12". The besieged deploy next anywhere they wish so long as they are not within 12" of the enemy.

Who has First Turn?

The besieged force goes first, taking the miners by surprise.

Duration and Victory

The scenario lasts four turns. If the besiegers win, the mining continues and the wall collapses. Calculate victory points as dictated in the Azyr Comp.

Quick Results

The besieged player rolls a D6. On the result of a 4+ the mining is stopped.

Scenario 9 – Into the Underdark

This scenario takes place underground and utilizes tight and confined quarters as well as very low visibility between the forces engaged. All of these must be taken into account as the forces move into the darkness to engage each other.

Objectives

Both sides have one objective – hold more objectives than the other player! Place a primary objective in the center of the table and five ancillary objectives anywhere on the table not closer than 9" from each other and not closer than 9" from a table edge.

The primary objective is worth 3 victory points, and each ancillary objective is worth 1 victory point.

A player is considered to hold the objective if a unit is within 3" of the objective and no enemy unit is within 3" of the objective.

The Battlefield

The battlefield represents a large underground cavern. Most caverns would only hold things like rivers, lakes, stones, and boulders to represent the walls, however any fantastic location could conceivably hold underground forests, strongholds, towers, etc.

The game takes place in darkness, and enemy units outside of 12" receive a +1 bonus to saving throws against ranged attacks.

Forces

Both players field an equivalent number of points. For quests, this will typically be 20 Azyr-Points.

Deployment

Generate deployment terrain per the core rules. Players roll off to determine who goes first.

Who has First Turn?

Players roll off as normal to determine who has first turn.

Duration and Victory

The scenario lasts a random number of turns. At the end of Turn 5 roll a D6. On the roll of a 5+ the game ends. If the game continues, then on the end of Turn 6 the game ends on a 4+, etc.

Scenario 10 – Into the Fire – Dungeon Battles

The underdark is a vast place, and within it are ancient dungeons and strongholds which can often hold objects of great power. This scenario creates one such dungeon and with it the primordial power of the ancients flowing through the very walls.

Objectives

Both sides have one objective – slay as many of the enemy as possible. This scenario takes place inside a dungeon, and the enemy is not the only adversary that may lurk …

This scenario utilizes victory points to determine a winner (refer to Azyr Comp rules)

The Battlefield

The battlefield represents a dungeon that sits on a roughly 4' x 4' area. Players build up walls to represent the interior of the dungeon, and there should be doorways, halls, and many choke points.

At the center of the dungeon lies an item of power, resting on the intersection of a ley-line. This item is worth an additional 10 victory points to whomever has it at game's end.

Forces
Both players field an equivalent number of points. For quests, this will typically be 20 Azyr-Points. Be warned, much of the dungeon won't be able to accommodate large monsters or cavalry! Choose your forces wisely!

Deployment
The dungeon should have an access point for each player. No forces start on the table at the beginning of the game, but will come through this access point during the MOVEMENT phase.

Who has First Turn?
Players roll off as normal to determine who has first turn.

Duration and Victory
The game lasts until one side withdraws or are wiped out.

Dungeon Rules
Dungeons are dark and dangerous places, where the enemy is not always your enemy but the dungeon itself!

To represent the dark, dreary catacombs and halls, all models receive a +1 save against ranged attacks.

Doors – Doors may be open or closed. A closed door needs to be moved in contact with. It costs a unit half of their movement to open a door. If it takes more than half the distance to get to the door, the unit must wait until the following turn to open the door.

Encounter Points – Each player receives 2D6 encounter points at the beginning of the game. Players may spend encounter points at the beginning of their opponent's HERO phase before their opponent does anything. Players may spend as many encounter points as they like on any terrain feature in the dungeon, but may only spend one encounter point per terrain feature per turn.

After spending an encounter point, the player rolls a 2D6 and consults the following chart, which affects a piece of terrain and any unit or model within 6" of it.

2D6	Encounter
2	**A weapon rack –** The opponent discovers a weapon rack that has an ancient duardin artefact hanging from it. One model in the unit may wield this artefact and receives a +1 bonus to hit and to wound for the rest of the game…
3	**Curse –** A cursed idol leers menacingly at the unit. The unit must roll 2D6 and subtract their Bravery score. The result is how many models break off and run for the exit!
4	**Poison Spore Cloud –** Someone sets off a trap, and poisonous spores fill the corridor! The unit suffers D6 MORTAL WOUNDS.
5	**Swarm of Insects –** Thick shelled beetles pour out of holes in the wall, stinging and biting your men! The creatures inflict 2D6 hits that wound on a 5+ and inflict a MORTAL WOUND for damage as they get under armor plates and prevent any protection from their stings.
6-8	**Echoes in the Dark –** You can hear some scratching or banging around off somewhere in the dungeon. You're not really sure what it is, but for right now nothing happens.
9	**Enemy Encounter –** You encounter an enemy unit within the halls! This should be a core unit, freely chosen and numbering 10 models or so for 1 wound creatures. Examples: skeletons, skaven clan warriors, blood letters, etc. This enemy unit is deployed at the encounter point and may charge on the turn that they appear.
10-11	**Quicksand! –** Part of the floor is disguised to look like normal but is in fact quicksand. Every model in the unit must make a save. Those that succeed are removed as casualties.
12	**Lightning Trap –** A bolt of lightning slams into the unit. Roll a D6 for every model in the unit. On the roll of a 5+ that model suffers a MORTAL WOUND.

Claiming the Artefact – Only a hero may claim the artefact. If the hero is slain, the artefact is dropped and another hero can pick it up. Heroes in possession of this artefact may make an additional D3 attacks in the melee phase as they are possessed with great power!

APPENDIX E
WARSCROLLS

BAALOR THE SHADOW LORD

MOVE	WOUNDS	SAVE	BRAVERY
5"	5	4+	10

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shadowblade	1"	4	3+	3+	-1	D3

DESCRIPTION

Baalor is a single model. He is armed with a Shadowblade.

ABILITIES

Shadows and Tricks - Baalor is made of mist and shadows. He may take his save even against MORTAL WOUNDS.

Fear of the Dark - any units that take damage from the Shadowblade count their Battleshock modifier as double while Baalor is still present on the table.

KEYWORDS DEATH, MALIGNANT, NIGHTHAUNT, HERO, BAALOR

CLOCKWORK PROTECTOR

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steam Cannon	*	1	4+	2+	-2	D6
Steam Gun	8"	2D6	4+	*	–	1

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crushing Backhand	2"	6	4+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Steam Cannon	Steam Gun
0-2	2D6"	30"	2+
3-4	2D6"	24"	3+
5-7	D6"	18"	4+
8-9	D6"	12"	5+
10+	D6"	6"	6+

DESCRIPTION

A Clockwork Protector is a single model. It fights with its crushing backhand swipes and has a hull-mounted gun that fires scalding hot steam into the enemy ranks, as well as a cannon mounted on one of the arms that fires cannonshot.

ABILITIES

Steel Behemoth - After the Clockwork Protector completes a charge, choose an enemy within 3" of it. That unit suffers D3 mortal wounds.

Human Ingenuity - Engineers may attempt to repair the Clockwork Protector in their HERO phase. Any engineer in base contact heals 1 wound on the Protector on the roll of a 4+.

There She Blows! - When a Clockwork Protector suffers its final wound, roll a D6. Any models within that number in inches suffers a mortal wound on the roll of a 4+ (roll for each)

KEYWORDS ORDER, HUMAN, FREE PEOPLE, WAR MACHINE, CLOCKWORK PROTECTOR

DAEMONSHARD

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lava Cannon	*	1	4+	2+	-2	D6*

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

DAMAGE TABLE

Wounds Suffered	Move	Save	Lava Cannon	Obsidian Sword
0-2	2D6"	2+	18"	6
3-4	2D6"	3+	16"	5
5-7	D6"	4+	14"	4
8-9	D6"	5+	12"	3
10+	D6"	6+	10"	2

DESCRIPTION

A Daemonshard is a hellish construct composed of a single model. It is armed with a devastating Lava Cannon and wields a daemonically infused Obsidian Sword.

ABILITIES

Lava Cannon - Lava inflicts Mortal Wounds

Hellish Resilience - Daemonshards have a special 5+ save against Mortal Wounds. This save never degrades like its physical saves do.

Obsidian Sword - The weapon of a Daemonshard was forged in the very hells themselves. Imbued with such potent sorcery, the Daemonshard may re-roll any To-Wound rolls of 1. Additionally, if the Daemonshard rolls a 6 to wound, it does 3 Damage.

Of the Earth - Once per game, the Daemon-Shard may attempt to tap into the earth and heal its damage. To do so it must be in contact with a hill or mountain terrain feature. On the roll of a 4+ it may heal D3 wounds.

KEYWORDS CHAOS, LEGION OF AZGORH, MONSTER, DAEMONSHARD

ENHANCED GREAT UNCLEAN ONE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Bile	7"	D6	3+	✹	-2	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Plague Flail	2"	3	3+	✹	-1	2
Massive Bilesword	2"	✹	4+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Noxious Bile	Plague Flail	Massive Bilesword
0-2	2+	2+	3
3-4	3+	3+	3
5-6	3+	3+	2
7-8	4+	4+	2
9+	5+	4+	1

DESCRIPTION

A Great Unclean One is a single model. It carries a large Plague Flail and a Massive Bilesword, and can vomit forth streams of Noxious Bile.

ABILITIES

Blubber and Bile: Roll a dice each time a Great Unclean One suffers a wound or mortal wound. If the result is 5 or more, the blow is lost amid the beast's numerous rolls of flesh, and the wound is ignored. If the result is 6 and it is the combat phase, the attacker's unit suffers a mortal wound as it is covered in spurting bile.

Corpulent Mass: A Great Unclean One heals D3 wounds in each of your hero phases.

COMMAND ABILITY

Grandfather's Joy: If a Great Unclean One uses this ability, then whenever you roll a 7 for a **Nurgle Daemon** unit in your next charge phase you can shout 'seven' in mirthful tones. If you do, that unit can make 1 extra attack with each of its melee weapons in the following combat phase.

MAGIC

A Great Unclean One is a wizard. It can cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Plague Wind spells.

PLAGUE WIND

The Great Unclean One summons a whirlwind of maggots and filth, basking in its feculence for a moment before sending it forth. Plague Wind has a casting value of 7. If successfully cast, pick an enemy model within 14" and draw a straight line between it and the caster. That unit, and every other unit that this line passes over each suffer D3 mortal wounds. **Nurgle** units are instead invigorated by the Plague Wind; if it passes over them one model in the unit heals D3 wounds.

Summon Daemons: Chaos Wizards know the Summon Great Unclean One spell, in addition to any others they know.

SUMMON GREAT UNCLEAN ONE

Summon Great Unclean One has a casting value of 9. If successfully cast, you can set up a Great Unclean One within 14" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS CHAOS, DAEMON, NURGLE, MONSTER, HERO, WIZARD, GREAT UNCLEAN ONE

GARROBAUL THE LEVIATHAN

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shadow Breath	9"	✸	3+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Razor-sharp Fangs	2"	✸	4+	3+	-1	D3
Clawed Limbs	1"	2	3+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Breath	Razor Sharp Fangs
0-2	8"	6	6
3-5	7"	5	5
6-7	6"	4	4
8-9	5"	3	3
10+	4"	2	2

DESCRIPTION

Garrobaul the Leviathan is a massive single model made of wisps of shadow and nightmare. He can breathe forth the stuff of horror and attacks with a mouth full of dagger-like teeth and swipes with his clawed arms.

ABILITIES

Shadow Breath - if a unit suffers any damage to this attack, then they may not run during their next turn, and successful charges must be re-rolled.

Corruption - casting spells within proximity of Garrobaul is dangerous as his essence weeps into the realms of magic, causing the powers to be quite volatile. Any wizard within 12" of Garrobaul miscasts on the roll of any doubles.

KEYWORDS MONSTER, GARROBAUL THE LEVIATHAN

LAVA DRAGON

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dragon Claws	2"	*	4+	3+	-1	2
Fearsome Jaws	3"	3	4+	*	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Jaws	Claws
0-3	14"	2+	6
4-6	12"	3+	5
7-9	10"	3+	4
10-12	8"	4+	3
13+	6"	4+	2

DESCRIPTION

The Lava Dragon of the Fire Planes is a horrifying creature made up of molten rock and spewing forth lava to slay its enemies. It rends apart its foes with its claws and tears apart its victims with jaws that are set with glowing hot fangs.

ABILITIES

Fly - Lava Dragons can fly

Lava Breath - In the shooting phase the dragon may pick an enemy unit that is within 6" of it. For every model within 6" roll a D6. On the roll of a 4+ that model suffers a mortal wound.

Death From Above - any unit that the dragon flies over suffers a Mortal Wound on the roll of a 4+ as the creature picks up one of the models and tosses it.

KEYWORDS DRAGON, MONSTER, LAVA DRAGON

DRAGON PRINCES ON SUNDRAKES

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drake Lance and Sword	1"	2	3+	4+	-	1
Sundrake Jaws	1"	3	3+	3+	-	1

DESCRIPTION

A unit of Dragon Princes of Caledor has 3 or more models. They wield Drake Lances and Swords and carry Drake Shields.

Their steeds are Sundrakes, that attack with their jaws.

DRAKEMASTER

The leader of this unit is a Drakemaster. A Drakemaster makes 3 attacks rather than 2 with his Drake Lance and Sword.

Fly

The unit can fly.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of another **Highborn** unit from your army that includes a Standard Bearer.

HORNBLOWER

Models in this unit may be Hornblowers. You can re-roll any dice rolls of 1 when determining how far this unit can run or charge if it includes any Hornblowers.

ABILITIES

Lance Charge: Add 1 to the wound rolls and Damage of this unit's Drake Lances and Swords if it charged in the same turn.

Drake Shield: You can re-roll save rolls of 1 for a unit with Drake Shields. You can instead re-roll failed save rolls of 1 or 2 for this unit in the shooting phase.

Arrogant Pride: This unit does not need to take a battleshock test if any **Highborn** models from your army have fled this turn.

KEYWORDS ORDER, AELF, HIGHBORN, DRAGON PRINCES OF CALEDOR

APPENDIX F
MULTIPLAYER GAMES

Multiplayer games will be held during the chapter-finales, and to accommodate those we examine what should go into the game here.

Appendix F updates the Triumph and Treachery rules for Age of Sigmar. All rules changes here modify the rules within that ruleset. Anything not mentioned in this Appendix does not change the original rules.

Game Phases (Magic Phase) – there are no dice to be given out in Age of Sigmar.

Mercenaries – These rules are not in place

Victory Token Values
Brass Coins go from 50 points to 1 pt.
Silver Coins are worth three brass coins, or 3 pts.
Gold coins are worth five brass coins, or 5 pts.
Gold Ingots are worth thirty brass coins or 30 pts.

Scenario 1 – The Centre Ground
The Centre Ground is worth 2 brass coins per turn.

Scenario 2 – Battle for the Artefact
The artefact is worth two gold coins.

Scenario 3 – Right of Conquest
Each objective is worth 2 brass coins.

Card Updates
The deck of cards that are used in Triumph and Treachery require an update to work with Age of Sigmar. These are given in the chart below

Card	Changes
Alliance	Change alignment to faction
Ambush Fire	No changes
Ancient Enmity	No changes
Bad Luck Sir!	No changes
Better Part of Valor	Play during the Battleshock phase. The player rolls 2D6 instead of 1D6 and takes the combined total.
Bribe	No changes
Caltrops	No changes
Clandestine Aid	Played at the end of combat. You may select one side to add +1 to their Battleshock roll.
Cunning Ruse	Change to: the unit may pile in and attack twice
Dirty Trick	Change to: Battleshock phase, add 1 to the Battleshock roll of the side of your choice.
Don't Listen to Him!	change Leadership test to Battleshock and change Leadership to Bravery
Duplicitous Mage	No changes
Forgery	Change to: Play at the beginning of a Player's Movement Phase on a unit that player controls. The unit may not retreat.
Gas Bomb	The unit is at -3 Bravery for this combat phase
Hidden Trap	Change March to Run
Inspire Fury	Change +1 Strength to +1 to Wound
Look Behind You!	Change Armour Saves to Saves
Masterstroke	No changes
Misdirection	No changes
Null Stone	Subtracts D3 from all casting rolls made during that phase
Oil Slick	No changes
Paranoia	No changes
Retribution	No changes
Riches	Play in the Close Combat phase when a unit is making its battleshock check. Halve the number of models removed for that unit.
Sabotage	No changes
Scratching Powder	The unit that is shooting fires at a -1 penalty
Secret Agenda	No changes
Secret Information	Change to: +1 to hit
Secret Raid	No changes
Sorcerous Aid	Change to: Play if a wizard fails to cast a spell that p hase. The spell is successful, but the wizard suffers a miscast
Surprise Attack	Movement bonus counts for running and charging as well
Traitor in the Ranks	Change Steadfast or Horde rules to Inspiring Presence Command Ability or any Ability that makes the unit immune to Battleshock
Trickster's Ring	No changes
Underdog	No changes

APPENDIX G
TERRAIN AND TABLES

One of the most exciting parts of participating in tabletop miniatures are the fantastic tables that you get to fight on! Themed tables make for great hobby projects, and can look absolutely fantastic in play.

For this campaign, this appendix gives some basic guidelines to setting up your tables as well as some charts to generate tables from should you wish to use them.

Regardless of what method that you decide to use, remember that the point of setting up the table is to create a battleground that is interesting to fight on, looks good, but does not severely advantage or disadvantage a player unless the scenario calls for that.

Terrain can also make for an equalizer. If one side has a significant deficit in points compared to the other, and the battle is taking place in one of their realms, it is not unreasonable for the defending player to set up the terrain.

Method 1 – Gamemaster or Third Party
If you choose method 1, a gamemaster or neutral third party will set up the table before the battle. The players will then unpack their armies and select sides and deploy.

Method 2 – Setup By Mutual Agreement
If you choose this method of setting up the table, you and your opponent will set up the table in whatever way you find agreeable. Remember to keep the table thematic, reflective of the realm that you are fighting in, and engaging.

Method 3 – Setup By Random Generation
If you choose this method of setting up the table, you and your opponent will randomly generate the terrain and place it.

Number of Terrain

For every 2x2 tile on the table, each tile will have D3-1 pieces of terrain. Players take it in turn to roll a D3 for each tile. The player that has the least number of points in the game can re-roll his result, should he decide to.

Terrain Generation

Once the number of terrain pieces are generated, its time to generate the terrain! If you are playing on a table that has terrain pieces built onto it, such as the Realm of Battle table with hills, or a table with a river cut into it, then those count as some of the terrain pieces without needing to roll to generate them.

2D6	Terrain
2	Special
3	Lake or Marshland
4	Structure
5	Rivers
6	Hills
7	Forests
8	Hills or Forests (player decides)
9	Walls and Obstacles
10	Village
11	Special
12	Special

Mysterious Terrain or Just Normal

Not every terrain feature on the table needs to be mysterious. In fact, most terrain on the table is simply that – a structure or trees or river without any special properties. For any non-special terrain piece generated roll a D6. On the roll of a 6+, the terrain has special properties to it and you can roll what it is from the *Age of Sigmar* rules. On the roll of a 1-5, it functions as listed below.

Lake or Marshland

Lakes and marsh are terrain features that can impede armies. Some may be impassable, others slippery, and still others deadly!

All lakes and marshland defaults to being dangerous ground. Every model that moves through the terrain takes a mortal wound on a 1.

Mounted models, monsters, and chariots that enter this terrain feature take a mortal wound on a 1 or a 2.

Roll a D6 for the lake or marsh to determine its exact type unless you generated an *Age of Sigmar* special mysterious result instead.

D6	Lake or Marshland
1	Deep lake or marsh – the feature is impassable
2-3	Nothing extraordinary
4	Jade Mere – this pool is infused with magic from the Jade Kingdoms. Any unit that has the majority of its models within the Mere gain a special regeneration roll for any wounds that it suffers. After all saves have been failed, the models may ignore the wound on the roll of a 5+.
5	Quicksand! Models that fail a dangerous terrain check within quicksand are removed as a casualty regardless of how many wounds that they have.
6	Mist-Wreathed Swamp – any unit that has a majority of its models within the swamp are at -1 to hit with shooting. However at the end of the movement phase, on the roll of a 1-3, the unit suffers D6 mortal wounds as a Fimir lurking in the mist claims victims.

Rivers

Rivers make great natural boundaries because they are difficult for armies to cross. Some rivers are impassable, though that should only be reserved for special scenarios.

All rivers should have at least one bridge or crossing. These areas are treated as open terrain.

Models crossing a river may not run and any charge rolls made must be made with 3D6, with the highest roll dropped.

Models within a river fighting in melee do so with a -1 penalty to hit.

Roll a D6 for the river to determine its type unless you generated an *Age of Sigmar* special mysterious result instead.

D6	River
1-3	Nothing extraordinary
4	Raging Torrent – the river is counted as Dangerous Terrain
5	River of Blood – a unit that moves or charges through this river will cause any enemy unit that it is engaged with that turn in melee to suffer +1 to any Battleshock rolls that they make
6	Boiling Flood – this terrain is counted as Dangerous Terrain that is failed on the roll of a 1-2

Hills

Hills are fairly common on the battlefield. Elevated positions, troops that are on hills can see over other models below them and help them draw line of sight to targets easier.

Models that start on top of a hill and charge down at an enemy receive a +1 to hit bonus for that melee phase. Models that are engaged with an enemy that they are higher than (example: a unit of warriors standing on a hill fighting another unit of warriors on the ground) also receive a +1 to hit bonus so long as they are fighting from higher ground. This is treated on a model-by-model basis.

Roll a D6 for the hill to determine its type unless you generated an *Age of Sigmar* special mysterious result instead.

D6	Hill
1-4	Nothing extraordinary
5	Anvil of Vaul – any model within 6" to this hill have a +1 to hit and +1 to wound bonus
6	Scree Slope – models charging or running through this terrain must make a Dangerous Terrain test, suffering a MORTAL WOUND on the roll of a 1.

Forests

Forests lie on every plane and come in all kinds of shapes and descriptions. Essentially they are an area piece of terrain with trees that provide a unit that has the majority of its models within the forest a cover save of +1.

Additionally, forests block line of sight through them. This means that models on one side of a forest cannot

see through the forest and anything that lies beyond it. This does not apply if a model is within the forest looking out, and thus make excellent places of hiding for missile troops!

Models that elect to run or charge through a forest must make a Dangerous Terrain roll, and on any results of a 1 the model suffers a MORTAL WOUND. Mounted troops fail this roll on a 1 or a 2.

Roll a D6 for the forest to determine its type unless you generated an *Age of Sigmar* special mysterious result instead.

D6	Forest
1-4	Nothing extraordinary
5	Venom Thicket – models moving through this forest must take a Dangerous Terrain check regardless of if they did not run or charge.
6	Wildwood – at the end of a movement phase roll a D6 for all models within this forest. On the result of a 5+ that model suffers a MORTAL WOUND

Walls & Obstacles

Use the Walls & Obstacles terrain warscroll for the rules for these.

Additionally any mounted unit or chariot unit that runs or charges over an obstacle must make a Dangerous Terrain check, with any result of a 1 resulting in a MORTAL WOUND.

Structures

Structures can take the form of buildings or they can be monuments or anything else you can think of that are built. These are always generated from the table below.

D6	Structure
1	**Blood Altar –** Any units within 6" of this gain an additional melee attack in melee phase with all of their melee weapon profiles.
2	**Arcane Ruin –** Wizards within 6" of an arcane ruin may roll 3 dice when casting spells or unbinding, choosing to discard whichever they choose.
3	**Bane Stone –** Units within 6" of a Bane Stone receive a +1 bonus to wound in the melee phase.
4	**Charnel Pit –** Any unit within 6" of a Charnel Pit suffers a -1 penalty to their Bravery. Units from the Death Faction instead gain a +1 bonus to their saves.
5	**Magic Circle –** Units within 6" of a Magic Circle may always attempt to unbind any spells cast on them, regardless of whether they have a wizard or not.
6	**Sinister Statue –** At the start of every player's HERO phase roll a D6 for every unit within 6". On the roll of a 1-3 beams blaze out and the unit suffers D3 MORTAL WOUNDS

Village

A village is composed of D3+1 buildings. The player may also place up to 12" of fences and obstacles touching the village.

Buildings can hold a unit of up to 10 models. Buildings cannot hold warmachines or monsters.

Units within a building receive a save bonus of +1.

Units within a building can be assaulted the same as a unit defending a keep or a tower (refer to the siege section).

Buildings have 6 wounds and a save of 2+ and are immune to weapons that have no rending value. Players wishing to attack the building instead of a unit within the building simply state that they are attacking the building.

For every building within the village, roll a D6 unless you generated an *Age of Sigmar* special mysterious result instead.

D6	Building
1-3	**Normal Dwelling –** There is nothing special about this house, barn, temple, hut, or whatever else you have available to you.
4	**Chapel –** this chapel can take many forms, from a sigmarite chapel of Azyr to a Garden of Nurgle, to a Monument to GorkaMorka. Any unit within 6" of the chapel receives a special 6+ save against MORTAL WOUNDS.
5	**Haunted Mansion –** At the beginning of every HERO phase, any unit within 6" of the haunted mansion receives D6 hits doing a MORTAL WOUND on a 6+ and to represent the spectral attacks of the ghosts residing within the mansion.
6	**Wizard's Tower –** any wizard within 3" of this structure may cast an additional spell than normal during his HERO phase.

Special

Special terrain is any other piece of terrain on the Scenery Warscroll or in your possession that is not listed on the table. This can be a Realm Gate, or a Garden of Morr, or a Sylvaneth Wood. The player may choose from what is available and place it. The most important part is that the terrain selected should make sense for the territory.

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