

WARHAMMER: HORDES OF SHADOW, Playtest Draft List I

HORDES OF SHADOW ARMY SPECIAL RULES

The Highland Charge: *When the degenerate Highland clans serving the Dark Powers are driven to warfare (which is often), there is very little that can be done to sway them. As they hurl themselves towards their unnerved foe, they tear across the battlefield at an uncanny speed for mortal men. The Highlanders believe that the Chaos Gods themselves have a hand in granting them the speed with which they race to reach their target, and the savagery by which they fight. Other more civilised peoples believe it must be the wind catching in their kilts that is giving them the boost.*

All models with this special rule re-roll failed charge distances and gain the Hatred special rule on any turn that they declare a charge or pursue a fleeing enemy. This lasts for the duration of the turn.

Highland Rabble: *Once mighty warrior societies many families strong, who possessed powerful relics of finely-crafted Archbronze and lived by the principles of honour, gallantry and skill-at-arms, the tribes defeated and enslaved by Be'lakor have since degenerated into bloodthirsty, fractious family clans who do not hesitate to mutilate, ravage and butcher any who are not their own kith and kin. Ignorant of the sacred laws that the Truthsayers designed to keep their society orderly and that their ancestors upheld with dignity, the Highlanders are regularly prone to acts of primal aggression upon the battlefield, even toward those on their own side who do not share the simple ties of family.*

At the beginning of each turn, the Hordes of Shadow player must roll a D6 for each unit with this special rule. Any characters in the unit are treated as being part of the unit for this roll. On the roll of a 1, he must roll another dice and consult the table below:

D6 Rabble Result

1 Clan Rivalry! *"Those McDuffs over there think we're a load of yellow jessies, let's show them how real men fight!"* The unit immediately declares a charge against the closest friendly unit with this special rule within its front arc. The charged unit may only make the Hold charge reaction, as they are too surprised to do anything else. For the remainder of the turn, these two units are treated as if they are enemies, and must fight each other in close combat. If neither unit rolls a 1 followed by another 1 for their Rabble test in the next turn, they may move away from each other without any further incident.

2-4 Taunt. *"Yeh're all scrawny wee infants! Run away home to your mothers before ye get yerselves hurt!"* The unit does nothing for the duration of this turn as the Highlanders start throwing insults and displaying the unpleasant contents of their kilts at the enemy. However, it gains the Fear special rule for the duration of the next turn as the enemy recoil from such hideous sights and sounds.

5-6 Overenthusiastic Charge! *"Those weaklings cower before our might! Let's put them out of their misery! Chaaaarge!"* The unit immediately declares a charge against the closest enemy unit within its front arc. The enemy unit can only make the Hold charge reaction, as they are too surprised to do anything else.

Daemonic: All models with the Daemonic special rule have the Fear and Immune to Psychology special rules as described in the Warhammer rulebook. In addition, they are also subject to the following special rules:

Daemonic Attacks: A Daemon's attacks are magical. This includes any special, ranged or Stomp attacks they make.

Daemonic Aura: Daemonic Servants of Be'lakor enjoy the physical and mystical protection that fluctuates with the Winds of Magic. At the start of the game, Daemons of Be'lakor have a 5+ ward save.

Daemonic Instability: When a unit of Daemons loses a combat it must take a special kind of Break test called a Daemonic Instability test, instead of taking a normal Break test. To do this, use the following procedure:

1) Calculate combat result as normal and roll 2D6.

2) If the dice roll is a double 1 or double 6, something unexpected happens:

Double 1: Reality Blinks. All Wounds suffered by the unit this Close Combat phase are restored, and any models removed as casualties in this phase immediately return to play in their earlier positions. Wounds restored in this manner still count as having been inflicted for the purposes of combat results.

Double 6: Banished! Remove the unit from play as a casualty.

3) Now (assuming the unit has not been wiped out when resolving a double 6) apply the difference in combat results as a penalty to the Sidhe unit's Leadership. For every point by which the 2D6 roll exceeds this modified Leadership value, the unit suffers one additional Wound, with no saves of any kind allowed. Once all Wounds have been allocated, the penalty to the unit's Leadership is discounted. Note that Daemonic Instability tests do not benefit from Insane Courage. They can, however, be re-rolled if the battle standard is within 12", use the General's Inspiring Presence rule, and/or be tested on unmodified Leadership if the unit is Stubborn/Steadfast.

Daemon of Be'lakor: *Be'lakor has achieved what no other Daemon Prince has – created Greater and Lesser Daemons that mimic his own form rather than those of one of the four Chaos Gods. The Fachan and Sidhe have been bred by the Dark Master to inherit his own mastery of shadow and stealth, as well as his hatred of the Gods who have scorned him, their ironclad servants who have taken his place in their favour and the fools who oppose his dominion of the Misty Isle.*

Daemons of Be'lakor have the Hatred (Daemons of Chaos), Hatred (Warriors of Chaos) and Hatred (Albion) special rules, treat all difficult terrain as open terrain and any enemy unit shooting at them suffer a -1 penalty to their hit rolls.

UPGRADES

Highland Pikes: A unit equipped with Highland Pikes may make supporting attacks with two extra ranks than normal in close combat, so that in most circumstances it would attack with four ranks in total (the front rank and three supporting ranks), and units with the Cavalry, Monstrous Cavalry and Chariot special rules lose all bonuses they receive for charging a unit with Highland Pikes. However, this bonus only applies when the unit is attacking an enemy in the front ranks, and whenever the unit flees, the Hordes of Shadow player must roll a dice - on the roll of a 1-3, the unit drops its pikes and may not use them again for the rest of the battle. Additionally, models equipped with both Highland Pikes and shields may only use their shields against shooting attacks.

Highland Cabers: A unit equipped with Highland Cabers is treated as if it is armed with Great Weapons, though, once per game it may elect to throw their Cabers, in which case they have the following profile:

Range	Strength	Special Rules
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Caber Crush: When fired at a unit with more than one rank, for every 6 rolled when rolling to hit with Highland Cabers, the target suffers an additional D3 hits.

If a unit throws its Cabers in this way, they may not be used again for the rest of the game.

Tainted Archbronze Sword: The attacks of a model with a Tainted Archbronze Sword count as magical and have the Killing Blow special rule.

Tainted Archbronze Armour: A model wearing Tainted Archbronze Armour has a 5+ Armour Save and the Regeneration special rule.

Tainted Archbronze Shield: A model with a Tainted Archbronze Shield has a 5+ Parry Save and has a 4+ Ward Save against Flaming Attacks.

LORE OF DARKNESS

Lore Attribute: Entropic Blades - Whenever a spell from the Lore of Darkness is cast upon a friendly unit, that unit gains the Armour Piercing special rule until the start of the caster's next turn. If the unit already had the Armour Piercing special rule, the unit inflicts an additional -1 penalty on an enemy unit's armour save alongside that inflicted by the Armour Piercing rule and any penalties due to the unit's Strength.

Signature Spell: Horrifying Power (Cast on 8+): This is an **augment** spell that targets a single friendly unit of Sidhe, Fenbeasts, Corruption-Born or Bog Corpses within 12" of the caster. If it is a unit of Fenbeasts, the target unit regains a number of wounds equal to D3 plus the caster's Wizard Level, which may not increase the unit above its starting size. If it is a unit of Sidhe, the target unit regains a number of models equal to D3 plus the caster's Wizard Level, which may not increase the unit above its starting size. If it is a unit of Corruption-Born or Bog Corpses, the target unit regains a number of wounds' worth of models equivalent to D6 plus the caster's Wizard Level, which may increase the unit above its starting size.

1. Harbingers of Death (Cast on 6+): This is a **magic missile** with a range of 24". If successfully cast, it causes a number of Strength 3 hits equivalent to D6 plus the caster's Wizard Level. Once this damage has been resolved, roll a dice for each unit (friendly and enemy) within 6" of the target unit. On a 1-3 nothing happens, on a 4-6 the unit also suffers D6 Strength 3 hits.

2. Darkness of Battle (Cast on 7+): This is an **augment** spell that targets a single friendly unit within 16" of the caster. All enemy units shooting at this unit suffer an additional -1 penalty to their Hit rolls until your next Magic Phase. The caster may choose to cast an improved version of the spell that targets all friendly units within 16", in which case the casting roll is increased to 12+.

3. Curse of Frailty (Cast on 8+): This is a **hex** spell that targets an enemy unit within a range of the caster equivalent to 12" plus the caster's Wizard Level. This unit suffers a -1 penalty to their Toughness and Initiative characteristics (to a minimum of 1) until the caster's next Magic Phase. The caster may choose to cast an improved version of the spell which targets all enemy units within the specified range, in which case the casting roll is increased to 16+.

4. Voice of Doom (Cast on 10+): This is a **hex** spell with a range of 12". The target unit must immediately take a Terror test. If the unit was locked in combat and it fails the test, it automatically disengages and flees as if it had failed a Break test. The caster may choose to have this spell affect any enemy unit within 24". If he does so, the casting value is increased to 18+.

5. Gift of Mutation (Cast on 12+): This is an **augment** spell that targets a single friendly unit within 18" of the caster. The Hordes of Shadow player must roll a dice - the unit immediately receives the corresponding Mutation until the caster's next Magic Phase:

D6 Mutation

- 1 Slug Brains:** The unit has the Always Strikes Last special rule.
- 2 Razor Talons:** The unit has the Armour Piercing special rule.
- 3 Lashing Tentacles:** The unit has the Always Strikes First special rule.
- 4 Venomous Fangs:** The unit has the Poisoned Attacks special rule.
- 5 Healing Flesh:** The unit has the Regeneration (5+) special rule.
- 6 Decapitating Claws:** The unit has the Killing Blow special rule.

6. Children of Corruption (Cast on 18+): This is a **direct damage** spell that targets a single unengaged enemy unit within 18" of the caster. That unit suffers a number of Strength 3 hits equivalent to 2D6 plus the caster's Wizard Level. No armour saves are allowed against any wounds inflicted. Then, at any location 1" away from this unit and more than 1" away from any terrain piece or any other unit, you may place a new unit of Corruption-Born. The number of Corruption-Born in the unit is equivalent the number of casualties inflicted by the spell. Once created the unit cannot be dispelled, and does not award Victory Points if destroyed, but may not take any upgrades.

HORDES OF SHADOW ARMY LIST

The Hordes of Shadow army list follows the same guidelines for 'Choosing Your Army' as described in the Warhammer Rulebook.

ALIGNMENT: Forces of Destruction

LORDS

Be'Lakor, the Dark Master

Ternoash the Deceiver

McDeath, Tyrant of East Albion

Alfrithr the Red

Fachan, Greater Daemon of Be'lakor

Highland Warchief

Dark Emissary

HEROES

Wee Wullie of Brochmore

Raibert the Brutal

Een McWrecker, Laird of Dungal

Julach the Brutal, Laird of Clan McEwmann

Herald of Be'lakor

Highland Ringleader

Dark Apostle

CORE

Highlanders

Youngbloods

Dark Acolytes

Highland Cavalry

Chaos Warhound Packs

Bog Corpses

SPECIAL

Corruption-Born

Fenbeasts

Wicker Man

Sacrificial Altar

Sidhe

Norse Eastmen

Highland Gorelords

Chaos Spawn

RARE

Spasm Warriors

Half Giants

Greatwolf Elders

Sons of Entropy

Chaos Giant

Mutant Tyrant

HORDES OF SHADOW UNITS

LORDS

BE'LAKOR, THE DARK MASTER

Base Size: 100 x 100mm

	M	WS	BS	S	T	W	I	A	Ld
Be'lakor	8	9	3	6	6	6	8	5	10

Points: 500

Troop Type: Monster (Special Character, Fachan)

Equipment: The Blade of Shadows

Magic: Be'lakor is a Level 4 Wizard. He uses spells from the Lore of Darkness and the Lore of Shadow.

Special Rules: Daemonic, Fly, Large Target, Terror, Unbreakable

The Dark Master: All enemy units within 12" of Be'lakor suffer a -1 penalty to the Leadership characteristic on their profile. This penalty is cumulative with other modifiers. Additionally, all allied units within 12" of Be'lakor receive a +1 bonus to their Leadership characteristics, which is cumulative with other modifiers to a maximum of 10.

Prince of Shadow: Be'lakor has a 4+ ward save. Furthermore, attacks that target Be'lakor in the Shooting phase have a -2 To Hit modifier.

Lord of Torment: If one or more enemy units failed a Panic or Break test during the previous turn (after any re-rolls for special rules such as a Battle Standard Bearer's Hold Your Ground! rule), Be'lakor receives D3 additional power dice in the Magic phase. These bonus power dice do not count towards the maximum number of dice in the power pool, and only Be'lakor can make use of them. Any unused power dice are discarded at the end of the Magic phase as normal.

MAGIC ITEMS:

The Blade of Shadows: Magic Weapon. No armour saves are allowed against attacks made with the Blade of Shadows.

TERNOASH THE DECEIVER

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Ternoash	4	4	4	4	4	3	3	2	9

Points: 260

Troop Type: Infantry (Special Character, Dark Emissary)

Equipment: The Dagger of Gelenth, The Black Stone of Orounnos, The Dark Cauldron

Magic: Ternoash is a Level 4 Wizard. He uses spells from the Lore of Darkness. He always knows the *Children of Corruption* spell in addition to any other spells he generates.

Special Rules: Fear, The Highland Charge.

Seeker of Power: For every enemy Wizard that is slain during the battle, Ternoash automatically channels a single extra power dice at the beginning of your Magic Phase, though these may only be used by Ternoash himself to cast spells.

"Arise, my Corruption-Born!": All units of Corruption-Born within 12" of Ternoash have the Regeneration (5+) special rule. In addition, if Ternoash has joined a unit of Corruption-Born, that unit instead receives a 4+ Regeneration save for as long as Ternoash remains in the unit.

MAGIC ITEMS:

The Dagger of Gelenth: Magic Weapon. Ternoash has the Poisoned Attacks special rule, and his attacks automatically wound the target on any to Hit roll of 5 or 6, rather than just a 6.

The Black Stone of Orounnos: Talisman. Any enemy wizard within 12" of the Black Stone suffers a miscast on the roll of a double-1 as well as a double-6.

The Dark Cauldron: Enchanted Item. The Dark Cauldron adds 2 to every casting roll that Ternoash makes, and in every round of close combat, at the Initiative 0 step, it inflicts a Strength 4 hit with the Magical Attacks special rule upon every enemy model in base contact with Ternoash and any unit he has joined. However, if Ternoash suffers a miscast, any roll of 8 or more on the Miscast table must be re-rolled.

McDEATH, TYRANT OF EAST ALBION

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
McDeath	4	7	7	4	4	3	5	4	9

Points: 230

Troop Type: Infantry (Special Character, Highland Warchief)

Equipment: The Sword of Prophecy, Tainted Archbronze Armour, Tainted Archbronze Shield

Special Rules: Highland Nobility, The Highland Charge

Paranoid Usurper: No other friendly Hordes of Shadow character may be deployed or move within 6" of McDeath, or join the same unit as him (he tries his utmost to make sure his followers are always at arm's length!). However, while there are one or more friendly Hordes of Shadow characters alive on the battlefield, McDeath may re-roll all to Hit and to Wound rolls of 1 in close combat (McDeath aims to avoid showing any sign of weakness).

Neckbreaker's Guards: If McDeath is your General, you may take a single unit of Orc Big 'Uns lead by his Orc lieutenant Mogro Neckbreaker (who counts as an Orc Boss in all respects). This unit may be taken as part of your Core allowance, and is exactly as presented in *Warhammer: Orcs and Goblins*, except it does not have the Animosity special rule (McDeath has disciplined his guards to make sure they are as well-behaved as Orcs can be – he can't have his bodyguards breaking into a scrap just when he needs them most). If this unit is taken in the army, McDeath must join this unit.

MAGIC ITEMS:

The Sword of Prophecy: Magic Weapon. Tainted Archbronze Sword. The Sword of Prophecy gives McDeath +1 Strength and the Armour Piercing special rule. In addition, at the beginning of each of McDeath's turns, the Sword will utter an extract of a prophecy spoken to him by three witches that he met upon a gloomy plain, and the result will affect McDeath until the next turn. Roll a dice and consult the table below:

D6 Prophecy

- "Until Great Klinty's Wood, to high Ruissane Hill, shall come against him...":** If McDeath is within 12" of one or more Forests, he and his unit must take a Panic test.
- "Show his eyes and grieve his heart...":** McDeath suffers a -1 penalty to his Leadership.
- "Come like shadows, so depart...":** McDeath, and any unit he is with, treat all terrain other than dangerous terrain as open terrain.

- 4 "Be Bloody, Bold and Resolute!":** McDeath, and any unit he is with, receive the Frenzy special rule.
- 5 "Be lion-mettled, proud and take no care...":** McDeath, and any unit he is with, receive the Unbreakable special rule.
- 6 "No man of woman-born shall harm McDeath.":** McDeath receives a 3+ Ward Save against attacks made by models from any of the following armies: *Warhammer: Albion*, *Warhammer: Araby*, *Warhammer: Bretonnia*, *Warhammer: Cathay*, *Warhammer: The Empire*, *Warhammer: Estalia*, *Warhammer: Kingdoms of Ind*, *Warhammer: Kislev*, *Warhammer: Nippon*, *Warhammer: Norse*, *Warhammer: Tilea* or *Warhammer: Warriors of Chaos*.

Options:

May ride a Horse for +18 points

ALFRITHR THE RED

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Alfrithr	4	6	4	4	4	3	6	5	8

Points: 200

Troop Type: Infantry (Special Character, Highland Ringleader)

Equipment: Bloodscreamer, The Stolen Sword of Cradoc the Great, Heavy Armour

Special Rules: The Highland Charge

Queen of the Aeslings: If Alfrithr is your general, you may take Norse Eastmen as a Core Choice. In addition, Alfrithr must be deploy and remain in a unit of Norse Eastmen. This unit may be upgraded to be her Huscarls for +5 points per model. Alfrithr's Huscarls have +1 Strength, Initiative and Leadership, wear heavy armour instead of light armour, may take a Magic Standard worth up to 50 points, are Stubborn and have the Shieldwall special rule:

Shieldwall: In a turn in which they are charged, all models with this special rule receive a +1 bonus to any Parry save they are obliged to take.

MAGIC ITEMS:

Bloodscreamer: Magic Weapon. Bloodscreamer gives Alfrithr +2 Strength and the Frenzy special rule, and Alfrithr may never lose her Frenzy, even if she and any unit she is with loses a combat. In addition, all enemy units within 12" of Alfrithr suffer a –1 penalty to their Leadership, and Alfrithr's Huscarls receive the Frenzy special rule even in turns when they have not charged.

The Stolen Sword of Cradoc the Great: Magic Weapon. Alfrithr always starts the battle using Bloodscreamer, but if she ever loses it or if it is destroyed, she may use the Stolen Sword. The Stolen Sword gives Alfrithr +1 Initiative, +1 Attack and +1 Weapon Skill, and while she uses it she causes Fear in all units from *Warhammer: Albion*.

FACHAN

Base Size: 50 x 100mm

M	WS	BS	S	T	W	I	A	Ld
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May replace shield with a Tainted Archbronze Shield: +6 points

May take one of the following:

- Light Armour for +3 points
- Tainted Archbronze Armour for +15 points

May take the Blessing of Transformation: +60 points

If the Blessing of Transformation has not been taken, may be mounted upon one of the following:

- Horse for +18 points
- Greatwolf for +65 points
- Sacrificial Altar (replacing one of the crew) for +170 points

May take Magic Items up to a total of 100 points

DARK EMISSARY

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Dark Emissary	4	4	4	3	4	3	4	2	8

Points: 235

Troop Type: Infantry (Character)

Equipment: Hand Weapon

Magic: A Dark Emissary is a Level 3 Wizard. He uses spells from the Lore of Darkness, Lore of Shadow or Lore of Death.

Special Rules: The Highland Charge

Options:

May be upgraded to a Level 4 Wizard for +35 points

May take an additional hand weapon for +3 points

May be mounted on one of the following:

- Horse for +18 points
- Greatwolf for +65 points
- Sacrificial Altar (replacing one of the crew) for +170 points

May take Magic Items up to a total of 100 points

HEROES

WEE WULLIE OF BROCHMORE

Base Size: 20 x 20mm

M	WS	BS	S	T	W	I	A	Ld
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Wee Wullie	4	5	4	4	4	2	5	2	8
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Points: 90

Troop Type: Infantry (Special Character, Highland Ringleader)

Equipment: The Caber of Carn Boch, Light Armour.

Special Rules: The Highland Charge

Caber-tossing Champion of Staenmuir: Wee Wullie may re-roll failed to Hit Rolls when shooting with the Caber of Carn Boch. In addition, if he joins a unit of Highlanders or Highland Gorelords with Highland Cabers, that unit may re-roll all failed to Hit rolls in their shooting phase as they attempt to try and beat his record throws!

MAGIC ITEMS:

The Caber of Carn Boch: Magic Weapon. Highland Caber. The Caber of Carn Boch has an additional 8" range, and inflicts an additional D3 Strength 5 hits on the target enemy on the roll of a 5 or 6, rather than just 6. If, after it has been thrown, Wee Wullie's unit passes over the spot the target unit was at the time it was hit, Wee Wullie may pick it up and use it again during the game. In addition, in turns in which Wee Wullie has retrieved the Caber and has not yet thrown it, he may use it as a Great Weapon in close combat.

RAIBERT THE BRUTAL

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Raibert	4	6	0	5	5	3	6	4	9

Points: 160

Troop Type: Infantry (Special Character, Spasm Ringleader)

Equipment: Heavy Armour, Great Weapon, The Spider Pendant

Special Rules: Blessing of Transformation, The Highland Charge

Eternally Transformed: Raibert may not be your Army General, but may always use his Spasm profile (integrated into his normal profile).

Unholy Strength: Raibert ignores the Always Strikes Last special rule while wielding his Great Weapon, and may thus strike at his normal Initiative in combat.

MAGIC ITEMS:

The Spider Pendant: Talisman. Raibert has the Poisoned Attacks special rule. In addition, the first time Raibert's unit is defeated in close combat, he gains the Unbreakable special rule for the rest of the game.

EEN McWRECKER, LAIRD OF DUNGAL

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Een	4	4	4	4	4	2	5	2	7

Points: 150

Troop Type: Infantry (Special Character, Dark Apostle)

Equipment: The Claymore of McWrecker, The Coals of the Soul, Throwing Weapons

Magic: Een is a Level 2 Wizard. He uses spells from the Lore of Fire, Lore of Darkness or the Lore of Shadow.

Special Rules: The Highland Charge

Ruthless Profiteer: Any unit that Een joins which has the Highland Rabble special rule must roll on the Rabble table on a dice roll of a 1 or 2, but whenever Een and any unit he is with destroy any enemy unit or character with one or more magic items, the Hordes of Shadow player receives bonus Victory Points equal to the total value of the magic items possessed by the enemy unit or character at the end of the game.

MAGIC ITEMS:

The Claymore of McWrecker: Magic Weapon. In each combat phase, Een may choose to use the sword aggressively, in which case he gains +1 Attack and +1 Initiative, or defensively, whereupon he gains a 5+ Parry Save, even though he doesn't have a shield.

The Coals of the Soul: Arcane Item. Een may choose to toss up to three Coals into the air to aid his enchantments. For each coal tossed, you may add an additional 1 to every casting roll that Een makes. This is increased to 2 per coal if he is casting a spell from the Lore of Fire. However, once the casting dice for the spell have been rolled, for each coal tossed you must roll a dice – if any of these dice come up as a 1, Een burns himself on one of the hot coals and the spell is not cast this turn, even if it would have otherwise been cast with Irresistible Force.

JULACH THE CUNNING, LAIRD OF CLAN McEWMANN

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Julach	4	5	5	3	3	2	5	3	9
Fergus	4	6	3	4	4	2	4	3	7

Points: 240

Troop Type: Infantry (Special Character, Highland Ringleader)

Equipment: The McEwmann Mace, Tainted Archbronze Armour, Tainted Archbronze Shield

Special Rules: The Highland Charge

Quell Rivalry: Any unit that Julach joins doesn't need to roll on the Highland Rabble table. This is extended to all units with the Highland Rabble special rule in your army if Julach is your General.

Fergus: Julach is accompanied at all times by her loyal brother, Fergus. Fergus is equipped with a Great Weapon, wears light armour, carries a shield and has the Fear special rule in addition to those that Julach possesses. He must always remain within 3" of Julach. If Julach is killed, at the beginning of each of your turns Fergus must take a Leadership test. If he passes, he receives the Frenzy and Hatred special rules toward the enemy unit that killed her for the duration of the turn. The first time he fails this test, Fergus flees the battlefield in shame and is removed as a casualty.

MAGIC ITEMS:

The McEwmann Mace: Magic Weapon. Julach has the Always Strikes First special rule and receives +1 Strength.

HERALD OF BE'LAKOR

Base Size: 25 x 25mm

	M	WS	BS	S	T	W	I	A	Ld
Herald of Be'lakor	5	6	5	4	4	2	6	3	8

Points: 100

Troop Type: Infantry (Character)

Equipment: Hand weapon

Magic: A Herald of Be'lakor is a Level 1 Wizard. It uses spells from the Lore of Darkness and the Lore of Shadow.

Special Rules: Daemon of Be'lakor, Daemonic, Large Target, Terror

Options:

May be upgraded to a Level 2 Wizard for 35 points

May take Magic Items and Gifts of the Dark Master up to a total of 50 points

HIGHLAND RINGLEADER

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Highland Ringleader	4	5	4	4	4	2	5	3	8
Spasm Ringleader	4	6	0	5	5	2	6	4	9

Points: 70

Troop Type: Infantry (Character)

Equipment: Hand Weapon and Shield

Special Rules: Blessing of Transformation, The Highland Charge

Options:

May take one of the following:

- Additional Hand Weapon for +2 points
- Great Weapon for +6 points

May take one of the following:

- Sling for +2 points
- Crossbow for +3 points

May replace hand weapon with a Tainted Archbronze Sword: +3 points

May replace shield with a Tainted Archbronze Shield: +3 points

May take one of the following:

- Light Armour for +2 points
- Tainted Archbronze Armour for +8 points

May take the Blessing of Transformation: +30 points

If the Blessing of Transformation has not been taken, may be mounted upon one of the following:

- Horse for +9 points
- Greatwolf for +32 points
- Sacrificial Altar (replacing one of the crew) for +170 points

May take Magic Items up to a total of 50 points

DARK APOSTLE

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Dark Emissary	4	3	3	3	4	2	4	1	7

Points: 90

Troop Type: Infantry (Character)

Equipment: Hand Weapon

Magic: A Dark Apostle is a Level 1 Wizard. He uses spells from the Lore of Darkness, Lore of Shadow or Lore of Death.

Special Rules: The Highland Charge

Options:

May be upgraded to a Level 2 Wizard for +35 points

May take an additional hand weapon for +3 points

May be mounted on one of the following:

- Horse for +18 points
- Greatwolf for +65 points
- Sacrificial Altar (replacing one of the crew) for +170 points

May take Magic Items up to a total of 50 points

CORE

HIGHLANDERS - 5 points per model

Base Size: 20 x 20mm

M	WS	BS	S	T	W	I	A	Ld
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Highlander	4	3	3	3	3	1	4	1	6
Clannach	4	3	3	3	3	1	4	2	6

Troop Type: Infantry

Equipment: Hand Weapon and Shield

Unit Size: 10+

Special Rules: Highland Rabble, The Highland Charge

Options:

May swap their shields for one of the following:

- Highland Pikes for +2 points per model
- Highland Cabers for +2 points per model
- Great Weapons for +1 point per model
- Additional Hand Weapons for +1 point per model

One Highlander may be upgraded to a musician for +10 points

One Highlander may be upgraded to a standard bearer for +10 points

One Highlander may be upgraded to a Clannach for +10 points

YOUNGBLOODS - 4 points per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Youngblood	4	2	3	3	3	1	4	1	5
Shaothru	4	2	3	3	3	1	4	2	5

Troop Type: Infantry

Equipment: Hand Weapon and Javelins

Unit Size: 10+

Special Rules: Highland Rabble, The Highland Charge

Options:

May take one of the following:

- Slings for +1 point per model
- Crossbows for +2 points per model

The entire unit may take shields for +1 point per model

The entire unit may take the Skirmishers special rule for +1 point per model

One Youngblood may be upgraded to a musician for +10 points

One Youngblood may be upgraded to a standard bearer for +10 points

One Youngblood may be upgraded to a Shaothru for +10 points

CORVID ACOLYTES - 9 points per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Acolyte	4	3	3	3	3	1	4	1	8
Feannag	4	3	3	3	3	1	4	2	8

Troop Type: Infantry

Equipment: Hand Weapon

Unit Size: 5+

Special Rules: Highland Rabble, Skirmishers, The Highland Charge

Dark Rites: Enemy units with one or more units of Acolytes within 10" of them must re-roll passed Psychology tests and Break Tests. In addition, Corvid Acolytes can cast *The Enfeebling Foe* and *The Withering* from the Lore of Shadow as Bound spells with a Power Level equivalent to their normal casting value. For every 5 models in the unit after the first 5, the unit may add 1 to their casting rolls.

Options:

May take one of the following:

- Shields for +1 points per model
- Tainted Archbronze Shields for +3 points per model
- Spears for +1 point per model
- Additional Hand Weapons for +1 point per model

One Acolyte may be upgraded to a musician for +10 points

One Acolyte may be upgraded to a standard bearer for +10 points

One Acolyte may be upgraded to a Feannag for +10 points

HIGHLAND CAVALRY - 13 points per model
50mm

Base Size: 25 x

	M	WS	BS	S	T	W	I	A	Ld
Cavalryman	4	3	3	3	3	1	4	1	7
Marcach	4	3	3	3	3	1	4	2	7
Horse	8	3	0	3	3	1	3	1	5

Troop Type: Infantry

Equipment: Hand Weapon and Shield

Unit Size: 5+

Special Rules: Fast Cavalry, Highland Rabble, The Highland Charge

Options:

May take Spears for +1 point per model

May take Javelins for +1 point per model

One Cavalryman may be upgraded to a musician for +10 points

One Cavalryman may be upgraded to a standard bearer for +10 points

One Cavalryman may be upgraded to a Marcach for +10 points

CHAOS WARHOUND PACK - 7 points per Warhound, 5 points per handler

Base Size: 20 x 20mm (Highland Handlers only), 25 x 50mm (Chaos Warhounds only)

	M	WS	BS	S	T	W	I	A	Ld
Warhound	7	4	0	3	3	1	3	2	5
Highland Handler	4	3	3	3	3	1	4	1	6

Troop Type: Infantry

Equipment: Hand weapon/Snapping Jaws (Hand weapon)

Unit Size: 3+ Warhounds and 1+ Highland Handlers

Special Rules: Highland Rabble, the Highland Charge

Hunting Pack: Packs of Warhounds can be of any size as long as there are no more than 3 Warhounds for every Highland Handler in the unit. When deployed, the unit must be ordered such that the Warhounds are in the front ranks and the Handlers stand behind, either in a separate rank or in the rearmost rank of Warhounds if it numbers less than 5 models in size. If the unit suffers one or more hits from shooting attacks that require a roll to hit, roll a dice for every hit - on a 1-4 that shot hits a Warhound, while on a 5-6 the shot hits a Handler. If there are at least two complete ranks of 5 or more Warhounds in the unit, the Handlers cannot attack or be attacked in close combat, otherwise close combat hits are resolved as per shooting hits. While there is at least one Handler alive, the Warhounds use the Handlers' Leadership characteristic in place of their own, but have to move and march using the Handlers' Movement value.

Wild Hounds: If the last Highland Handler in a Warhound Pack is slain, the Warhounds receive the Frenzy special rule, which can never be lost, and can also march using their own Movement value. However, they can no longer use the Handlers' Leadership.

Upgrades:

Scalehide: Chaos Warhounds in the unit have the Scaly Skin (6+) special rule.

Mutant Poisons: Chaos Warhounds in the unit have the Poisoned Attacks special rule.

Options:

The Warhounds in the unit may take any of the following:

- Scalehide for 1 point per model
- Mutant Poisons for 1 point per model

BOG CORPSES - 3 points per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Bog Corpse	4	1	0	3	3	1	1	1	3
Everrotten	4	1	0	3	3	1	1	2	3

Troop Type: Infantry

Equipment: Grasping Hands (counts as a hand weapon)

Unit Size: 20+

Special Rules: Always Strikes Last, Fear, Swamp Strider, Unbreakable, Unstable.

Corrupted Undead: At least one Dark Emissary or Dark Apostle must be present in the Hordes of Shadow army to be able to take one or more units with this special rule. In addition, if the last Dark Emissary or Dark Apostle on the battlefield is slain, at the end of the phase in which this happened, and at the start of every friendly turn thereafter, all friendly Corrupted Undead units on the battlefield must take a Leadership test. If the test is failed, the unit immediately suffers a number of Wounds equal to the amount by which it failed the Leadership test, with no saves of any kind allowed. Units with this special rule count as Undead for the purposes of all spells, special rules and magic items that affect them (such as the *Exorcism* lore attribute of the Lore of Light).

Upgrades:

Sacrificed in Bloodmarsh: The unit gains the Frenzy special rule.

Leechloam: During any turn in which one or more spells from the Lore of Darkness are successfully cast within 12", the unit gains +1 Strength.

Lifebloom Silt: The unit gains the Regeneration special rule.

Fly-Infested Rotweed: Close combat attacks targeting the unit suffer a -1 penalty to Weapon Skill.

Options:

The entire unit may take one of the following:

- Sacrificed in Bloodmarsh for 2 points per model
- Leechloam for 2 points per model
- Lifebloom Silt for 3 points per model
- Fly-Infested Rotweed for 2 points per model

One Bog Corpse may be upgraded to an Everrotten for +10 points

SPECIAL

CORRUPTION-BORN - 5 points per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Corruption-Born	4	2	2	3	3	1	2	1	4

Cnaimhneach	4	2	2	3	3	1	2	2	4
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Troop Type: Infantry

Equipment: Hand Weapon and Shield

Unit Size: 10+

Special Rules: Corrupted Undead, Fear, Killing Blow, Unbreakable

Curse of Corruption: Whenever a unit of Corruption-Born inflicts a Killing Blow, you may immediately add 1 model to the Corruption-Born unit. This may take the unit above its starting size.

Options:

May take Spears or Bows for +1 point per model

May take Light Armour for +1 point per model

One Corruption-Born may be upgraded to a musician for +10 points

One Corruption-Born may be upgraded to a standard bearer for +10 points

One Corruption-Born may be upgraded to an Cnaimhneach for +10 points

FENBEASTS - 65 points per model

Base Size: 40 x 40mm

	M	WS	BS	S	T	W	I	A	Ld
Fenbeast	5	3	0	5	5	4	1	3	8

Troop Type: Monstrous Infantry

Equipment: Slimy Appendages (counts as a hand weapon)

Unit Size: 3+

Special Rules: Fear, Regeneration, Stupidity, Swamp Strider, Unbreakable, Unstable.

At the Emissaries' Decree: At least one Dark Emissary or Dark Apostle must be present in the Hordes of Shadow army to be able to take one or more units with this special rule.

Upgrades:

Born of Bloodmarsh: The unit gains the Frenzy special rule.

Leechloam: During any turn in which one or more spells from the Lore of Darkness are successfully cast within 12", the unit gains +1 Strength.

Lifebloom Silt: The unit has the Regeneration (3+) special rule.

Fly-Infested Rotweed: Attacks targeting the unit suffer a -1 penalty to Weapon Skill and Ballistic Skill.

Options:

The entire unit may take one of the following:

- Born of Bloodmarsh for 3 points per model
- Leechloam for 3 points per model

- Lifebloom Silt for 4 points per model
- Fly-Infested Rotweed for 4 points per model

WICKER MAN - 240 points

Base Size: 75 x 75mm

	M	WS	BS	S	T	W	I	A	Ld
Wicker Man	5	4	0	6	6	6	2	5	10

Troop Type: Monster

Equipment: Ensnaring Limbs (counts as a hand weapon)

Woad Paint: A Wicker Man has a 5+ Ward Save.

Special Rules: Flaming Attacks, Large Target, Magical Attacks, Scaly Skin (3+), Stubborn, Terror

Branch Whack: A Wicker Man can choose to make a special Branch Whack attack in place of making its normal close combat attacks. If a Wicker Man is making a Branch Whack, this must be declared before rolling to hit. To resolve a Branch Whack, nominate a single model in base contact with the Wicker Man. That model must pass an Initiative test or suffer D6 wounds with no armour saves allowed.

Screams of Pain: Any unit that attempts to take a Fear, Terror or break test against a Wicker Man must do so with an additional -1 penalty to their Leadership value.

SACRIFICIAL ALTAR - 170 points

Base Size: 50 x 100mm

	M	WS	BS	S	T	W	I	A	Ld
Sacrificial Altar	-	-	-	-	6	5	-	-	-
Corrupted Crew	4	4	0	3	3	1	1	2	8

Troop Type: Unique.

Crew: 3 Corrupted Crew

Equipment (Crew Only): Hand weapons

Special Rules: Large Target, The Highland Charge

Blood Sacrifice: At the beginning of every movement phase, the Hordes of Shadow player may elect to sacrifice up to four models in the rear rank of the unit pushing the altar. Each model sacrificed in this way is slain with no saves of any kind allowed, but allows the Hordes of Shadow player to roll a dice on the following table and give the unit pushing the altar the corresponding Dark Boon:

D6 Dark Boon

- 1 Supernatural Speed:** The unit adds 1 to its Movement.
- 2 Superior Aim:** The unit adds 1 to its Weapon Skill or Ballistic Skill.
- 3 Bestial Ferocity:** The unit adds 1 to its Strength.

- 4 Unnatural Fortitude:** The unit adds 1 to its Toughness.
- 5 Enhanced Reflexes:** The unit adds 1 to its Initiative.
- 6 Ensorcelled Fury:** The unit adds 1 to its Attacks characteristic.

Multiples of the same result are cumulative. Models sacrificed cannot be characters that have joined the unit, and at least one non-character model in the unit must remain alive after sacrifices are made.

Grim Shrine: The Sacrificial Altar has the Terror special rule, and grants the Terror special rule to the unit pushing it. If it is destroyed, the unit that was pushing it loses the Terror special rule.

Pushed into Battle: A maximum of one Sacrificial Altar can be deployed in any unit of Highlanders, Youngbloods, Highland Gorelords or Sons of Entropy. Place the Sacrificial Altar in the front rank of the unit, as centrally as possible. The unit the Sacrificial Altar has joined marches, charges and pursues normally so long as it has at least 10 models. For every model the unit drops below 10, the unit deducts 1" from its move. If the unit is reduced to six or less models, it cannot move. If the Sacrificial Altar passes over difficult or dangerous terrain, it suffers D6 Strength 5 hits. When shooting, an enemy unit equipped with missile weapons can choose to target either the unit pushing the Altar or the Altar itself as separate targets. If the unit pushing the Altar charges, the Altar inflicts D6 Strength 5 Impact Hits if the charge is successful.

SIDHE - 16 points per model

Base Size: 25 x 25mm

	M	WS	BS	S	T	W	I	A	Ld
Sidhe	4	5	4	3	3	1	5	1	9
Seelie	4	5	4	3	3	1	5	2	9

Troop Type: Infantry

Equipment: Two hand weapons and light armour

Unit Size: 10+

Special Rules: Ambushers, Daemons of Be'lakor, Daemonic, Fear, Immune to Psychology.

Servants of the Dark Master: Sidhe units may never be joined by any character other than Be'Lakor, the Dark Master, Ternoash the Deceiver or Heralds of Be'lakor.

Options:

One Sidhe may be upgraded to a musician for +10 points

One Sidhe may be upgraded to a standard bearer for +10 points

The standard bearer may take a Magic Standard worth up to 50 points

One Sidhe may be upgraded to a Seelie for +10 points

NORSE EASTMEN - 7 points per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Eastman	4	4	3	3	3	1	3	1	7

Jerg 4 4 3 3 3 1 3 2 7

Troop Type: Infantry

Equipment: Hand Weapon and Shield

Unit Size: 10+

Special Rules:

Counter-Charge: Norse Eastmen can declare to use Counter-Charge as a charge reaction if they are charged to the front by an enemy that is more than its Movement value away from this unit. Before the enemy unit rolls its charge distance, the Eastman unit must take a Leadership test. If failed, treat the charge reaction as a Hold. If passed, the unit moves D3" plus their Movement value forwards using the Random Movement special rule, but stopping within 1" of any enemy unit. The enemy unit then rolls their charge distance and attempts the charge as normal. If the charge is successful, then both units will count as charging in the ensuing combat phase.

Berserkergang: Whenever a unit of Norse Eastmen makes a successful charge (including Counter-Charge, Pursuit and Overrun), the unit is subject to Frenzy in the first round of close combat.

Options:

May take one of the following:

- Additional Hand Weapons for +1 point per model
- Great Weapons for +1 point per model

May take Light Armour for +1 point per model

May take Throwing Axes for +1 point per model

One Eastman may be upgraded to a musician for +10 points

One Eastman may be upgraded to a standard bearer for +10 points

One Eastman may be upgraded to a Jerg for +10 points

HIGHLAND GORELORDS - 11 points per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Gorelord	4	5	3	3	3	1	4	2	9
Caennard	4	5	3	3	3	1	4	3	9

Troop Type: Infantry

Equipment: Great Weapon and Light Armour

Unit Size: 10+

Special Rules: Stubborn, The Highland Charge

Options:

May take Shields for +1 points per model

May take Bows for +2 points per model

The unit may replace its Great Weapons with Highland Pikes or Highland Cabers for no extra cost

One Gorelord may be upgraded to a musician for +10 points

One Gorelord may be upgraded to a standard bearer for +10 points

The standard bearer may take a Magic Standard worth up to 25 points

One Gorelord may be upgraded to a Caennard for +10 points

CHAOS SPAWN – 50 points per model

Base Size: 40 x 40mm

	M	WS	BS	S	T	W	I	A	Ld
Chaos Spawn	2D6	3	0	4	5	3	2	D6+1	10

Troop Type: Monstrous Beast

Equipment: Numerous claws, talons and tentacles (Hand Weapon)

Special Rules: Fear, Random Attacks (D6 + 1), Random Movement (2D6), Unbreakable

RARE

SPASM WARRIORS - 14 points per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Spasm Warrior (Normal)	4	4	3	3	3	1	4	1	7
Spasm Warrior (Transformed)	4	5	0	4	4	1	5	2	8

Troop Type: Infantry

Equipment: Hand weapon and Shield

Unit Size: 5+

Special Rules: Highland Rabble, Skirmishers, The Highland Charge

Unholy Transformation: At the start of each round of combat, a unit with this special rule must take a Leadership test. If it is passed, the unit uses the Transformed profile for the duration of the round. If the test is failed and in all phases other than the combat phase, the unit must use the Normal profile.

Options:

The entire unit may exchange their shields for Great Weapons for +1 point per model

GREATWOLF ELDERS - 55 points per model

Base Size: 50 x 50mm

	M	WS	BS	S	T	W	I	A	Ld
Greatwolf Elder	4	5	3	4	3	1	4	2	9
Pack Alpha	4	5	3	4	3	1	4	3	9
Greatwolf	9	4	0	5	4	3	4	3	5

Troop Type: Monstrous Cavalry

Equipment: Hand weapon, Shield and Light armour

Unit Size: 3+

Special Rules: The Highland Charge

Options:

May replace Light armour with Heavy armour for +3 points per model, or Tainted Archbronze Armour for +6 points

May take Tainted Archbronze Swords for +2 points per model

May take Tainted Archbronze Shields for +2 points per model

One Wolf Hunter may be upgraded to a musician for +10 points

One Wolf Hunter may be upgraded to a standard bearer for +10 points

The standard bearer may take a Magic Standard worth up to 50 points

One Wolf Hunter may be upgraded to a Madadh-alliadh for +10 points

SONS OF THE MASTER - 18 points per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Son of The Master	4	5	3	4	4	1	5	2	10
Damned Champion	4	5	3	4	4	1	5	3	10

Troop Type: Infantry

Equipment: Tainted Archbronze Sword, Tainted Archbronze Armour and Tainted Archbronze Shield

Unit Size: 10+

Special Rules: Stubborn, The Highland Charge

Be'lakor's Chosen: Sons of The Master may re-roll all Wound rolls when fighting models from the Forces of Order in close combat.

Options:

One Son of The Master may be upgraded to a musician for +10 points

One Son of The Master may be upgraded to a standard bearer for +10 points

The standard bearer may take a Magic Standard worth up to 50 points

One Son of The Master may be upgraded to a Damned Champion for +10 points

HALF-GIANTS – 30 points per model

Base Size: 40 x 40mm

	M	WS	BS	S	T	W	I	A	Ld
Half-Giant	6	3	2	5	4	3	2	3	7

Monstrosity 6 3 2 5 4 3 2 4 7

Troop Type: Monstrous Infantry

Equipment: Club or stone (Hand weapon)

Unit Size: 3+

Special Rules: Fear, The Highland Charge

Options:

The unit may take one of the following:

- Tainted Archbronze Swords for +5 points per model
- Halberds for +2 points per model
- Additional Hand Weapons for +3 points per model

One Half Giant may be upgraded to a Monstrosity for +10 points

CHAOS GIANT - 175 points

Base Size: 50 x 75mm

M WS BS S T W I A Ld

Giant 6 3 0 6 6 6 3 Special 10

Troop Type: Monster

Equipment: Massive club (hand weapon)

Special Rules: Fall Over, Giant Special Attacks, Large Target, Stubborn, Terror

MUTANT TYRANT - 270 points

Base Size: 50 x 100mm

M WS BS S T W I A Ld

Mutant Tyrant 8 4 0 7 6 6 2 D6+2 10

Troop Type: Monster

Equipment: Claws and jaws (hand weapon)

Special Rules: Fly, Killing Blow, Impact Hits (D3), Large Target, Random Attacks (D6 +2), Scaly Skin (5+), Terror

BLIGHTED RELICS OF THE SHADOW CLANS

Claymore of Khorne

60 Points

The spirit of Khorne, the god of warfare and bloodshed, lies within this sword, for it possesses the god's own hunger for blood. It continually calls to its owner to wield it in hand and hack and hew until he can do so no more, and relishes the taste of every creature it bites into. The wielder of such a weapon must beware, for if any other turned the sword upon him, it would care not from whom the blood flows, only that it does.

Magic Weapon. The wielder of this weapon receives the Frenzy special rule, and whenever the wielder inflicts one or more wounds on an enemy unit during a combat phase, they gain an additional attack. These bonus attacks are lost if the wielder ever loses their Frenzy.

Shield of Nurgle

70 Points

This blighted shield, shaped in the image of a hideous fly, draws the attention of Grandfather Nurgle to the bearer. The corpulent god of disease, death and decay, Nurgle has a lot of pain and suffering to answer for, but he is also the most jovial of the Chaos Gods, and while his champion wields this shield, Nurgle will make sure that what does not kill him will make him stronger.

Magic Shield. As well as counting as a Tainted Archbronze Shield, the bearer of this shield adds 2 wounds to their profile, and gains the Regeneration special rule. In addition, whenever this model makes a successful armour, parry or Regeneration save, roll a dice. On a 4+ he may add 1 to one of his characteristics (except Wounds or Movement) for the rest of the battle, to a maximum of 10.

Charm of Slaanesh

50 Points

A pendant blessed by the Chaos God of seduction, passion and indulgence, this charm grants the wearer enhanced virility, appetite and charisma, as well as enhancing his reflexes and speed, but at the cost of his very soul, which joins the many others deep in the belly of Slaanesh to experience eternal pain and bliss at the same time.

Talisman. The wearer of this item receives a +2 bonus to his Weapon Skill, Initiative and Leadership characteristics, to a maximum of 10, but suffers from Stupidity.

Tzeentchian Trinket

50 Points

The Raven God, The Great Deceiver, The Changer of Ways – these names can barely describe the full extent of the nature of the god that is Tzeentch. Wielder of untold sorceries and capable even of manipulating time itself, this god is fickle and ever-shifting, yet nobody can deny the power imbued in this talisman. Whoever wields it may glimpse into the past, present and future, and is granted magical powers the likes of which he has never seen before, but trust in this charm too much, and the wearer will become just one of many others who has been duped into eternal service as the God of Magic's servant.

Arcane Item. The wearer of this item has their Wizard Level increased by 1 while it is in their possession, meaning they can choose one additional spell from their chosen Magic Lore. If their original Wizard Level was 4, this item allows them to increase their Wizard Level to 5. However, whenever the wielder suffers a miscast, subtract 2 from the roll on the miscast table. Additionally, if this item is destroyed, the wearer must immediately lose a Wizard Level and 1 randomly-determined spell.

The Helm of Maudrann

25 Points

Maudrann was a treacherous Albion noble who was one of the Chieftains of the Cornui Tribe, under the rulership of King Arturix, whom he betrayed in a great battle between the tribe and the first legions of Be'lakor. Maudrann was slain by the Overking during the final battle, but his helmet was collected by Ternoash the Deceiver, who watched and influenced his demise. He then lost it to the Laird of the Macnooie Clan as punishment for having an affair with his daughter, and it has been a treasured heirloom of these Highlanders ever since, a symbol of the Shadow Clans' victories over the Albion tribes.

Magic Armour. The wearer of this helmet may add 1 to his armour save, which can be combined with other armour. In addition, all weapons that wound the wearer must worsen the armour save penalty they inflict upon the wearer by 1, and the wearer causes Fear in all units from *Warhammer: Albion*.

The Spiral of Oblivion

20 points

A relic of the Dark Emissaries that is a twisted mockery of the Triskellion amulets worn by important nobles and Truthsayers of Albion, the Spiral has been imbued with all manner of forbidden magicks that cause the wearer's flesh to grow at an unnatural rate. This comes in useful in healing the wearer from a mortal blow, but should the wearer trust in the Spiral too heavily, its mutative powers will be their undoing.

Talisman. The wearer has the Regeneration (4+) special rule. However, if a 1 is rolled when the wearer attempts this Regeneration save, they are transformed into a Chaos Spawn for the rest of the game – the wearer must leave any unit he has joined and all magic items and special rules the user has will be lost.

The Cursed Grail

60 Points

This enchanted cup is made from a corrupted alloy that appears unearthly and feels ice cold to the touch. In the darkest ceremonies of the Shadow Clans, the blood of a newly-sacrificed victim is drunk to grant the imbiber visions of death, slaughter and ultimately glory in the name of the Dark Master, providing they were worthy of the Chalice's boon. Some Bretonnian Questing Knights have even visited Albion to search for this very chalice, believing it to be their own sacred drinking vessel. How wrong they were.

Enchanted Item. One use only. The bearer of the Cursed Grail may choose to drink from it at the beginning of any friendly turn. If they do so, the bearer must take a Leadership test. If passed, the bearer receives a +1 bonus to their Attacks, Initiative and Strength characteristics for the rest of the game. If the Leadership test is failed, the bearer instead suffers D3 wounds with no armour saves allowed.

The Head of Caedwalla

40 Points

Caedwalla was a wise Truthsayer, especially skilled in the art of healing wounds inflicted by the vile magicks of the Dark Master. A peaceful man, he was defenceless against the Highlanders who broke into his tribe's settlement and butchered him. Since then his head has been preserved in lime, not to inspire gloating and boasting of that victory many decades ago, but also because the magical residue of his soul can be coaxed from his cranium to empower the one who carries it. It is a cruel and twisted irony that, in death, he unwittingly aids the powers of darkness he endeavoured to banish in life.

Arcane Item. Once every Magic Phase, the bearer of Caedwalla's head may elect to use it to aid him in casting a spell (the Hordes of Shadow player must specify when the caster does so). Once the spell has been cast, the caster must choose to re-roll at least two of the dice used to make the casting attempt, whether the original attempt was successful or not. The owning player must declare how many dice they wish to re-roll before the re-roll is made. Note that the new total produced after this re-roll stands, whether the result is better or worse than the original.

Bagpipes of Glennooie

30 Points

Every true Highlander is filled with renewed resolve at the sound of the bagpipes. In particular this antiquated set, in the hands of a skilled piper, can inspire a mob of Highlanders into a frothing frenzy with just a single note.

Enchanted Item. One use only. The wielder of the Bagpipes may choose to play them at the beginning of any friendly turn. If they do so, all friendly units with the Highland Rabble special rule automatically count as having rolled a 5 or 6 on the Rabble table and also receive the Frenzy special rule for the duration of the turn.

Banner of the McArno Clan

40 Points

The sworn enemies of the McEwmann Clan, the McArnos – famed for their love of salty porage, their unusual talent for seafaring and their even more unusual penchant for having things called 'good sense' and 'tactics' - are masters of guerrilla warfare, their warriors skilled at lurking in wait for an unfortunate foe, until the key moment to strike presents itself. Any mob of Highlanders wielding one of their crude standards should hopefully be able to keep still for long enough to benefit from some of this expertise...

Magic Standard. The unit equipped with this standard, and any characters that join it, have the Ambushers special rule, and upon the turn it arrives upon the battlefield via the Ambushers special rule, it may declare a charge. However, Julach McEwmann and her brother Fergus may never join this unit.