

ONE PAGE RULES PRESENTS

ONE PAGE FANTASY



Introduction

Hello, and welcome to One Page Fantasy!

One Page Fantasy is a single-page ruleset played with Warhammer Fantasy miniatures that was designed to be fast to learn and simple to play.

Gameplay is focused around alternating phases and simple mechanics keeping combat between big armies fast and engaging for both players.

We recommend printing page 3 and 4 on a single sheet, and your army page onto another sheet. This way you will always have all rules, advanced rules and units at hand as you are learning the game and getting to know your army.

You can find various supplements to this ruleset and other one page rules at onepagerules.wordpress.com. You can find more awesome art at rosscarlisle.tumblr.com, and pixiv.net/member.php?id=3548223.

If you'd like to get news & updates you can follow us at facebook.com/onepagerules, reddit.com/r/onepagerules or twitter.com/OnePageRules.

If you wish to get involved in the game's development or have any questions you can head over to our forums at onepagerules.proboards.com, or write me an e-mail at onepageanon@gmail.com.

Thank you for playing and happy wargaming,
One Page Anon (Rules), Banananonymous (Cover) and Ross Carlisle (Logo)

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One Page Fantasy – Main Rulebook v2.11

by OnePageAnon (<http://onepagerules.wordpress.com/>)

General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

Units: Each unit consists of one or more models acting as a single entity. You can find unit profiles for each faction in their respective army page.

Quality Tests: Whenever you must take a Quality test roll one six-sided die trying to score the unit's Quality value or higher, which counts as a success.

Line of Sight: If you can draw a straight line from the attacker's front to the target without passing through any solid obstacle, then he has line of sight.

Before we begin...

Army Composition: Each player may take up to 750pts or 1500pts worth of units and upgrades in his army (you decide). Each army may only have one Hero unit and any combination of up to two Special units (Chariots, Monsters and Ordnance). All models in a unit must be placed in contact with each other, and in formations of 5 models per row for units of 5/10, and 3 models per row for units of 3/6.

Preparation: The game is played on a flat 6'x4' surface, with at least 5 pieces of terrain on it. The players roll-off, and the winner chooses on what side to deploy and places his army first within 12" of his table edge, then the opponent does the same.

Mission: After 4 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed or that are wavered. The player with the most points wins.

Playing the Game

The game is played in rounds, in which players alternate in activating units throughout several phases. The player that won deployment goes first during each phase on the first round, and in each new round the player that finished activating last in the previous round goes first during each phase.

Phases

During each phase the first player has to activate all of his units before play passes to the second player. Once all units have acted during a phase the game passes to the next phase, and this continues until all phases have been played. This is the phase order:

1. Movement Phase
2. Magic Phase
3. Shooting Phase
4. Melee Phase

Movement Phase

Units may use one of the following actions, which dictate how the unit moves and what it may or may not do in subsequent phases:

Action	Move	Notes
Hold	0"	May shoot.
Advance	4"	May shoot after moving.
March	8"	May not shoot.
Charge	12"	Move into base contact.

When using Hold actions the unit may pivot up to 180°, and when using Advance/March/Charge actions the unit may pivot once by up to 90° at any point. When using Advance/March actions the unit may move sideways or backward by up to half its move. Note that units may only move within 1" of other units when charging.

Shooting Phase

Units may shoot as long as they did not March, and they may not shoot into or out of melee. All models in a unit that are in range and have line of sight of an enemy unit may fire one weapon at it. The attacker takes one Quality test per Attack in the unit, and each success is a hit. The target then takes as many Quality tests as hits, and each success is a block. Every unblocked hit causes a wound. For every wound remove one model from the target unit (defender may remove them in any order, starting from the back row).

Melee Phase

Charging units move into contact and shuffle first to maximize contact, and then defenders do the same. Units may attack one enemy unit in their front with all models from the first two rows, using all their melee weapons. Charging in the side/rear grants double/triple attacks. This is resolved like shooting, however casualties are removed only after all units from both sides have attacked. Compare how many wounds each side caused and add +1 for every full rank each unit has after the first. The side that has the highest total is the winner (opponents must take a morale test). If either side is destroyed the other may pivot up to 180°, if not then charging units must move back by 1".

Morale

Whenever half of a unit's models are killed at once, or it loses melee, then it must take a morale test. The unit takes a Quality test and if failed the unit is Wavered (spends next round idle and strikes last). If the failed test was from melee and it is down to half of its original size it Routs (remove from play).

Terrain

Cover (forests, ruins, fences, etc.): Units with most models within or behind cover terrain count as Armored against shooting attacks.

Difficult Terrain (woods, mud, rivers, etc.): Units moving through difficult terrain may never move more than their Walk action distance.

Dangerous Terrain (quicksand, deadly vegetation, dark magic fields, etc.): Roll one die for every model that moves into or across dangerous terrain. The unit takes one automatic hit for each 1 you roll.

Elevation (cliffs, hills, ledges, etc.): Units charging from higher elevation/being charged from lower elevation strike first in the ensuing melee, and units taking shots from lower elevation count as in Cover.

Units Types

Infantry: Any unit that is not a Special unit counts as Infantry. You may deploy two copies of the same Infantry unit as one big unit, however upgrades that affect all models must be bought for both.

Heroes/Wizards: May be deployed as part of friendly Infantry units of same Quality.

Ordnance: May not use March/Charge actions, and may only fire when using Hold actions.

Monsters: Always have the Armored, Fear and Impact(D3) special rules.

Chariots: Always have the Armored and Impact(D6) special rules. Chariots move up to 8" when using Advance actions and up to 18" when using Charge actions (may not use March actions).

Weapons

Weapons with a range value provide attack dice to shooting, others to melee. Units without a melee weapon in their equipment always use light swords/claws. Weapons with "x" next to their Attack value count as having the Piercing special rule and all their wounds must be assigned to a single model.

Sword/Claws: No special rules.

Spear: Gets +1 Attack when charged in its front.

Halberd: Gets the Piercing rule.

Mace: Gets Piercing, Strikes Last and +2 Attacks.

Lance: Gets +2 Attacks when charging.

Name	Range	Attacks
Light	-	1
Medium	-	2
Heavy	-	3
Master	-	4
Force	-	5
Throwing Weapon	12"	1
Pistol	12"	1x
Shortbow	18"	1
Bow	24"	1
Rifle	24"	1x
Longbow	30"	1
Crossbow	30"	1x
Bolt Thrower	48"	6x
Cannon/Stone Thrower	48"	9

Common Upgrades

Sergeant: One model gets +1 melee attack.

Musician/Standard: Gets +1 for melee results.

Mounts: Units that are mounted use any equipment and special rules from their mount as if they were their own, and they add Tough values together.

Common Special Rules

Armored: Whenever this unit takes hits roll one die for each hit, on a 4+ it is ignored. This rule only applies if at least half of the models in a unit have it.

Fast: This unit moves +2" when using Advance, +4" when using March, and +6" when using Charge.

Fear: Enemy units without the Fear special rule must take a morale test before fighting melee with this unit. If failed they strike last for that melee.

Fearless: When taking morale tests roll one extra die and pick the highest result.

Flying: This unit may move through other units and obstacles, and it may ignore terrain effects.

Furious: This model has +1 Attack in melee when using Charge actions.

Hatred: This unit may re-roll failed melee attacks when using Charge actions.

Impact(X): When charging an enemy the target takes X automatic hits for each model with this rule, which are resolved before melee begins.

Indirect: This weapon may be fired at enemies that are not within line of sight, however targets not within line of sight count as being in Cover.

Nimble: This unit may pivot twice by up to 90° each when using Advance, March or Charge actions.

Piercing: This weapon either ignores Armored or enemies must re-roll successful blocks (pick one).

Poison: Whenever this weapon hits on a roll of 6 it causes one automatic wound. Note that these hits can't be ignored by the Armored special rule.

Rapid: This weapon may re-roll failed hits.

Regeneration: Whenever this unit takes Wounds roll one die for each, on a 4+ it is ignored.

Resistance: This unit has Regeneration for spells.

Scout: This unit is deployed after all other non-scout units have been deployed. You may place this unit anywhere on the table over 12" away from enemy units (if both players have Scout units roll-off to see who deploys first).

Scope: Models firing this weapon have Quality 2+.

Skirmisher: This unit may shoot after Marching and always counts as in Cover. In melee it does not get any bonus for full ranks or rear charges.

Strider: This unit treats difficult terrain as open terrain for the purpose of movement.

Strikes First/Last: When fighting in melee this unit's attacks are resolved before/after those of the opponent, including the removal of any casualties.

Tough(X): This model must accumulate X wounds before being removed as a casualty. If a unit with the special rule joins a unit without it you must either accumulate wounds until all models with this rule have been killed, or remove regular models as casualties before starting to accumulate wounds. Note that you must first accumulate wounds on a single model with this special rule until it is killed before you start accumulating them on another.

Vanguard: After all other non-vanguard units have been deployed this unit may immediately move by up to 12" (if both players have Vanguard units roll-off to see who starts moving first).

Wizard(X): Every round you receive D3+X power dice (max. 6 dice) to use for that round, where X is the number of Wizard levels in your army. Wizards may cast spells in the Magic phase, and they require no line of sight. You may try to cast any Spell once per round by rolling any number of power dice, trying to score a 4+. If you roll as many successes as the number in brackets you may resolve all effects. If a Wizard rolls two or more 6s it takes D3 wounds.

Advanced Rules

Advanced Wizardry

When using advanced wizardry every round both players receive power dice, regardless of if they have Wizards or not, and when an enemy Wizard tries to cast Spells you may try and dispel their effects. Declare any number of power dice you are using to dispel, and roll them at the same time as the casting unit, trying to score 4+. If you roll as many successes as your opponent, then the spell effects are not resolved.

Mysterious Forests

When using mysterious forests rules roll on the table whenever a unit enters a forest for the first time. The result is permanent and is applied on top of any other rules the forest has.

Result	Effect
1-2	None.
3	Units in this forest take D3 wounds when moving into/through it.
4	Units in this forest take D6 hits when moving into/through it.
5	Units in this forest get the Poison special rule.
6	Units in this forest get the Fear special rule.

Mysterious Waters

When using mysterious waters rules roll on the table whenever a unit enters a swamp/river for the first time. The result is permanent and is applied on top of any other rules the swamp/river has.

Result	Effect
1-2	None.
3	Units in these waters take D3 wounds when moving into/through them.
4	Units in these waters take D6 hits when moving into/through them.
5	Units in these waters get the Strikes First special rule.
6	Units in these waters get the Fearless special rule.

Solid Buildings

Solid buildings are terrain models that consist of one solid block which cannot be opened or reached into. Solid buildings have Quality 4+, and the Armored and the Tough special rule. Buildings may hold up to X Infantry models in them. Infantry units may enter by moving into contact with the building, and garrisoned units may use an Advance action to exit. If a unit is within a solid building when it is destroyed it takes D6 automatic hits, and any surviving models must be placed in base contact with the building before it is removed. Units may shoot into and out of any side of the building that has some sort of firing port (doors, windows, etc.), and they always count as shooting from the topmost firing port. Units may choose to fire at units inside a building, or at the building itself. When shooting at units inside a building the target counts as in Cover. Whenever a unit charges a building, only one unit inside the building is targeted (defender may choose which), and the attackers are moved into base contact with the building. Solid buildings can come in many shapes and materials, so we have provided some examples you can use as a guideline for your games:

Building	Capacity	Tough
Clay Hut	11	3
Wooden Shed	11	4
Brick House	16	5
Mansion	21	6
Castle Walls	16	7
Castle Keep	21	8

Missions

When using the following missions the table and armies are set up as described in the core rules. You can either choose any of these or play with a random objective by rolling one die on this table:

Result	Mission
1	Duel
2	Seize Ground
3	Treasure Hunt
4	Pillage
5	Breakthrough
6	Blood and Glory

1 – Duel: After 4 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed or that are wavered. The player with the most points wins.

2 – Seize Ground: After 4 rounds the game is over, and the battlefield is divided into four equal quarters. Compare the point value of all units in each quarter that are not wavered, and if one player has more points in one quarter than the other he counts as having seized it. The player with the most seized table quarters wins.

3 – Treasure Hunt: Before deploying armies place D3+2 treasure markers on the table. Roll-off to see who goes first, and then alternate in placing one treasure marker each at least 12" away from any table edge and from any other treasure marker.

After 4 rounds the game is over, and both players check if they have any units within 3" of a treasure marker that are not wavered, and if no enemy units are within 3" of that treasure marker it counts as seized. The player with the most seized treasure markers wins.

4 – Pillage: Before deploying armies place two relic markers on the table. Roll-off to see who goes first, and then place one relic marker within your deployment zone, at least 6" away from any table edge. Relic markers may only be attacked in melee, they have Quality 4+ and Tough(6). After 4 rounds the game is over, and if one player destroyed the enemy relic marker whilst keeping its own marker alive, then he wins.

5 – Breakthrough: Before deploying armies the players roll-off, and the winner counts as the attacker. After 4 rounds the game is over, and if an attacker's force bigger than the defender's (worked out by point cost) is within his deployment zone, then he wins. Else the defender wins. Note that wavered units do not count toward this percentage.

6 – Blood and Glory: Before deploying armies the players must count their fortitude points. For each standard in their army the players get 1 fortitude point, and for each hero in their army the players get 2 fortitude points. Whenever units providing fortitude are killed the player loses those points, and if a player is brought down to X fortitude points or less the game ends, and his opponent wins. The number of fortitude points X is based off the size of the game, and you can consult the table on the right to see its value. Note that if no player is brought down to X fortitude points or less by the end of round 4, then the game ends and the winner is determined following the Duel mission rules.

Multi-Player Games

The game can be played with more than two players by adjusting the rules a little, and these rules can also be used to play with armies consisting of allies from different factions. Essentially the game is still played with two opposing forces, however more than one player takes control of each force.

Army Composition: Split the amount of points the players are allowed to take evenly amongst players on the same side. Each side still follows the same restrictions across all players, meaning that in a 1500pts game with two players per side each player may take 750pts worth of units, but only one of them may take a Hero and they may only take up to two Special units between them.

Preparation: Players on the same side deploy units on the same table edge.

Mission: Points, objectives, table quarters, etc. are counted for each side, not for each player.

Playing the Game: Whenever one side has the turn both players may activate their units, and then activation passes to the other side.

Magic and Spells: Power dice are rolled per side and not per player, counting wizard levels across all players on the same side. Players then all use power dice from the same pool.

Playing Bigger Games

If you wish to play games that are bigger than described in the core rules you may use this table to determine what unit limits you must follow:

Points	Heroes	Special	Fortitude
750	0-1	0-2	2
1500	0-1	0-2	3
2250	0-2	0-3	4
3000	0-2	0-4	4
3750	0-2	0-5	5
4500	0-3	0-6	6
5250	0-3	0-7	6
6000	0-3	0-8	7

Note that the rules were not designed with such large games in mind, and as such your playtime might substantially increase.

Empire

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
General [1]	4+	Heavy Sword	Fearless, Hero, Hold the Line!, Tough(3)	A	55pts
Captain [1]	5+	Heavy Sword	Hero, Hold the Line!, Tough(3)	A	45pts
Warrior Priest [1]	5+	Medium Sword	Hero, Prayer, Resistance, Tough(3)	B	45pts
Witch Hunter [1]	5+	Pistol, Medium Sword	Accusation, Hero, Resistance, Tough(3)	-	30pts
Battle Wizard [1]	5+	Light Sword	Tough(3), Wizard(1)	C	50pts
Master Engineer [1]	5+	Light Sword	Ballistic Master, Tough(3)	D	100pts
State Troops [10]	5+	Light Swords	-	E, F	60pts
Flagellants [10]	5+	Heavy Swords	End is Nigh!, Fearless, Furious	-	130pts
Greatswords [10]	4+	Light Maces	Armored, Fearless	F	220pts
State Marksmen [5]	5+	Rifles	-	F, G	60pts
Archers [5]	5+	Bows	Nimble, Skirmisher	F, I	70pts
Pistoliers [5]	5+	Pistols, Medium Swords	Fast, Nimble	J	70pts
Knightly Orders [5]	4+	Light Lances	Armored, Fast, Nimble	F, H	90pts
Demigryph Knights [3]	4+	Heavy Lances	Armored, Fast, Fear, Impact(D3), Nimble	F	105pts
Helblaster Gun [1]	5+	Volley Gun (24", A3D6)	Ordnance, Tough(3)	-	40pts
Helstorm Battery [1]	5+	Helstorm Rockets (48", AD3*3)	Ordnance, Tough(3)	-	50pts
Great Cannon [1]	5+	Cannon	Ordnance, Tough(3)	-	70pts
Mortar [1]	5+	Stone Thrower (Indirect)	Ordnance, Tough(3)	-	90pts
Celestial Hurricanum [1]	4+	Storm of Shemtek (24", A2D6)	Chariot, Portents of Battle, Tough(6)	-	115pts
Luminark of Hysk [1]	4+	Bolt of Illumination (36", A6, Piercing)	Aura of Protection, Chariot, Tough(6)	-	185pts
Steam Tank [1]	4+	Cannon, Steam Gun (18", A6)	Chariot, Relentless, Tough(9)	-	215pts
Warhorse [1]	-	-	Fast, Nimble	-	-
Mechanical Steed [1]	-	-	Armored, Fast, Nimble	-	-
Imperial Pegasus [1]	-	Light Claws	Fast, Flying, Nimble, Tough(3)	-	-
War Altar of Sigmar [1]	-	-	Chariot, Portents of Battle, Tough(9)	-	-
Imperial Griffon [1]	-	Heavy Claws	Fast, Flying, Monster, Nimble, Tough(6)	-	-
Imperial Dragon [1]	-	Flame Breath (12", A6), Heavy Claws	Flying, Monster, Tough(9)	-	-

A | Replace Heavy Sword:

Master Sword	+5pts
Heavy Lance (Mounted Only)	+5pts
Heavy Mace	+15pts

Equip with one:

Pistol	+5pts
Rifle	+10pts
Longbow	+10pts
Shield (Armored)	+10pts

Mount on:

Warhorse	+5pts
Imperial Pegasus	+20pts
Imperial Griffon	+70pts
War Altar of Sigmar	+95pts
Imperial Dragon	+105pts

B | Replace Medium Sword:

Heavy Sword	+5pts
Medium Mace	+10pts

Equip with:

Shield (Armored)	+10pts
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Mount on:

Warhorse	+5pts
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C | Upgrade Wizard(1):

Wizard(2)	+25pts
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Mount on:

Warhorse	+5pts
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D | Equip with one:

Grenade Launching Blunderbuss (18", AD3)	+5pts
Rapid Pistol	+5pts
Rapid Rifle	+10pts
Pigeon Bomb	+10pts
Hochland Rifle (36", A3x, Scope)	+55pts

Mount on:

Warhorse	+5pts
Mechanical Steed	+10pts

E | Replace all Light Swords:

Light Spears	+10pts
Light Halberds	+10pts
Medium Swords	+20pts

F | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

G | Replace all Rifles:

Crossbows	+10pts
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Replace one Rifle with one:

Rapid Rifle	+5pts
Hochland Rifle (36", A3x, Scope)	+50pts

H | Replace all Light Lances:

Light Maces	+20pts
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Upgrade all models:

Reiksguard Training (Fearless)	+15pts
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I | Upgrade all models:

Huntsman Training (Scout)	+15pts
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J | Replace all Pistols:

Rapid Rifles	+30pts
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Replace one Pistol:

Grenade Launching Blunderbuss (18", AD3)	+5pts
Rapid Pistol	+5pts
Rapid Rifle	+10pts

Army Special Rules

Accusation: At the beginning of the game select one enemy unit. The witch hunter and his unit get the Hatred special rule when fighting against the selected unit in melee.

Aura of Protection: All friendly units within 6" get the Armored special rule.

Ballistic Master: All friendly ordnance units within 3" of this model have Quality 4+ when shooting.

End is Nigh! Whenever this unit fights in melee you may remove D3 models as casualties before combat begins. If you do the unit gets the Armored, Rapid and Piercing special rules for that melee.

Hold the Line! All friendly units within 6" get the Fearless special rule.

Pigeon Bomb: Once per game you may use a pigeon bomb instead of shooting. Nominate one enemy model and roll one die, on a 4+ the target takes D3 automatic hits.

Portents of Battle: All friendly units within 6" get the Rapid special rule.

Prayer: Whenever the warrior priest and his unit fight in melee roll one die, on a 4+ the unit gets the Rapid and Armored special rules.

Relentless: This unit may fire all of its weapons when using Hold actions, even at different targets.

Magic Spells

Spirit Leech (1): Target enemy model within 12" must take a morale test. If failed it immediately takes D3 wounds.

Shem's Burning Gaze (1): Target enemy unit within 24" takes D6 automatic hits.

Earth Blood (1): The Wizard and his unit get the Regeneration rule until the end of the round.

Wyssan's Wildform (2): Target friendly unit within 12" gets the Piercing and Armored special rules until the end of the round.

Iceshard Blizzard (3): Target enemy unit within 24" must re-roll successful shooting attacks and morale tests until the end of the round.

Mystifying Miasma (3): Target enemy unit within 48" has Quality 6+ when shooting or fighting melee (you decide) until the end of the round.

Orcs

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Black Orc Boss [1]	4+	Heavily Armed	Fearless, Furious, Hero, Tough(3), Waagh!	A	60pts
Savage Orc Boss [1]	5+	Heavy Sword	Frenzy, Hero, Tough(3), Waagh!	A	40pts
Orc Boss [1]	5+	Heavy Sword	Furious, Hero, Tough(3), Waagh!	A	35pts
Savage Orc Shaman [1]	5+	Light Sword	Frenzy, Tough(3), Wizard(1)	B	50pts
Orc Shaman [1]	5+	Light Sword	Furious, Tough(3), Wizard(1)	B	45pts
Orc Boyz [10]	5+	Light Swords	Furious	C, E	70pts
Savage Boyz [10]	5+	Light Swords	Frenzy	C, D, E	80pts
Black Orcs [10]	4+	Heavily Armed	Fearless, Furious	C	205pts
Orc Arrer Boyz [5]	5+	Bows	Furious	C	55pts
Savage Arrer Boyz [5]	5+	Bows	Frenzy	C, D	60pts
Orc Boar Boyz [5]	5+	Light Swords	Fast, Nimble, Tusker Charge	C, F	55pts
Savage Boar Boyz [5]	5+	Light Swords	Fast, Frenzy, Nimble, Tusker Charge	C, F	65pts
Trolls [3]	5+	Heavy Swords	Armored, Fear, Regeneration, Impact(D3), Tough(3)	-	125pts
River Trolls [3]	5+	Heavy Swords	Armored, Fear, Regeneration, Strider, Impact(D3), Tough(3)	-	130pts
Stone Trolls [3]	5+	Heavy Swords	Armored, Fear, Regeneration, Resistance, Impact(D3), Tough(3)	-	140pts
Orc Boar Chariot [1]	5+	Heavy Lance	Chariot, Tough(6), Tusker Charge	-	60pts
Giant [1]	4+	Giant Attack	Fall Over, Monster, Tough(6)	-	125pts
War Boar [1]	-	-	Fast, Nimble, Tusker Charge	-	-
Boar Chariot [1]	-	-	Chariot, Tough(6), Tusker Charge	-	-
Wyvern [1]	-	Force Claws (Poison)	Flying, Monster, Tough(9)	-	-

A | Replace Heavy Sword:

Master Sword	+5pts
Heavy Lance (Mounted Only)	+5pts
Heavy Mace	+10pts

Mount on:

War Boar	+5pts
Boar Chariot	+65pts
Wyvern	+110pts

B | Upgrade Wizard(1):

Wizard(2)	+15pts
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Mount on:

War Boar	+5pts
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C | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

D | Equip with:

Big Stabba (Impact(D3))	+10pts
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E | Replace all Light Swords:

Light Spears	+10pts
Medium Swords	+20pts

F | Replace all Light Swords:

Light Lances	+20pts
Medium Swords	+20pts

Greenskins

When using this army you may take any units with their respective upgrades from the Goblins army

Army Special Rules

Fall Over: When the giant is killed all units within 3" take D6 automatic hits as if from shooting.

Frenzy: Models from this unit have +D3 Attacks in melee when using Charge actions.

Giant Attack: When fighting in melee this unit may choose to use either light maces or heavy swords, and the Black Orc Boss may choose to use either a heavy mace or a force sword.

Heavily Armed: When fighting in melee this unit may choose to use either light maces or heavy swords, and the Black Orc Boss may choose to use either a heavy mace or a force sword.

Tusker Charge: This model has +2 Attacks in melee when using Charge actions.

Waagh!: Once per game you may declare Waagh! during your turn. Until the end of the round all friendly Infantry units get +1 when calculating melee results, and the hero's unit gets +D3 when calculating melee results.

Magic Spells

Fists of Gork (1): The wizard gets +3 Attacks and the Armored rule until the end of the round.

Gaze of Mork (1): Target enemy unit within 4D6" takes D6 automatic hits.

Hand of Gork (1): Target friendly unit within 24" may be placed anywhere within 3D6" of its current position.

Brain Bursta (1): Target enemy model within 18" takes D6 automatic hits.

'Eadbutt (1): Target enemy wizard within 4D6" takes D3 automatic wounds.

'Ere we go! (2): The wizard, his unit and all friendly units within 2D6" get Rapid melee weapons until the end of the round.

Goblins

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Night Goblin Boss [1]	6+	Heavy Sword	Hatred, Hero, Tough(3)	A	10pts
Goblin Boss [1]	6+	Heavy Sword	Hero, Tough(3)	A	5pts
Night Goblin Shaman [1]	6+	Light Sword	Hatred, Tough(3), Wizard(1)	B	45pts
Goblin Shaman [1]	6+	Light Sword	Tough(3), Wizard(1)	B	40pts
Goblins [10]	6+	Light Swords	-	C, G	30pts
Night Goblins [10]	6+	Light Swords	Hatred	C, D	35pts
Squig Herd [10]	5+	Medium Claws	Hatred, Herder, Fearless	-	110pts
Goblin Archers [5]	6+	Shortbows	-	C	25pts
Wolf Riders [5]	6+	Light Swords	Fast, Nimble	C, H	30pts
Squig Hoppers [5]	6+	Medium Swords	Boingy, Fearless, Hatred, Nimble	-	40pts
Spider Riders [5]	6+	Light Swords (Poison)	Fast, Nimble, Strider	C, I	50pts
Snotlings [3]	6+	Exploding Spores (12", A6), Master Swords	Tough(6)	-	50pts
Mangler Squigs [1]	5+	-	Fearless, Out of Control, Tough(3)	-	110pts
Spear Chukka [1]	5+	Bolt Thrower	Ordinance, Tough(3)	-	60pts
Rock Lobber [1]	5+	Stone Thrower (Indirect)	Ordinance, Tough(3)	-	90pts
Doom Diver Catapult [1]	5+	Rapid Bolt Thrower (Indirect)	Ordinance, Tough(3)	-	115pts
Pump Wagon [1]	6+	Exploding Spores (12", A6), Master Claws	Chariot, Pump, Tough(6)	F	55pts
Wolf Chariots [3]	6+	3x Shortbows, Master Lances	Chariot, Tough(6)	-	160pts
Arachnarok Spider [1]	4+	2x Master Lances, Force Claws (Poison)	Fast, Fearless, Monster, Strider, Tough(6)	E	120pts
Giant Wolf [1]	-	-	Fast, Nimble	-	-
Giant Spider [1]	-	Light Claws (Poison)	Fast, Nimble, Strider	-	-
Gigantic Spider [1]	-	Heavy Claws (Poison)	Fast, Fear, Impact(D3), Nimble, Strider, Tough(3)	-	-
Great Cave Squig [1]	-	Heavy Claws	Boingy, Fearless, Nimble, Tough(3)	-	-
Wolf Chariot [1]	-	-	Chariot, Tough(9)	-	-

A | Replace Heavy Sword:

Master Sword	+5pts
Heavy Mace	+5pts
Heavy Lance (Mounted Only)	+5pts

Equip with:

Shortbow	+5pts
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Mount on:

Giant Wolf	+5pts
Great Cave Squig	+10pts
Giant Spider	+10pts
Gigantic Spider	+30pts
Wolf Chariot	+65pts

B | Upgrade Wizard(1):

Wizard(2)	+20pts
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Mount on:

Giant Wolf	+5pts
Wolf Chariot	+65pts

C | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

D | Take up to three:

Fanatic	+10pts
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Equip all models with:

Nets	+10pts
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E | Equip with:

Bolt Thrower	+90pts
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F | Upgrade with any:

Scythed Wheels (Impact(+1))	+5pts
Giant Exploding Spores (Impact hits count as Piercing the first time this unit charges)	+10pts
Out-Rigga (2D6" when using pump)	+10pts
Flappas (Ignores difficult and dangerous terrain)	+10pts
Spiky Roller (+3 Impact hits)	+15pts

G | Replace all Light Swords:

Light Spears	+5pts
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H | Replace all Light Swords:

Light Lances	+5pts
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Equip all models with:

Shortbows	+10pts
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I | Equip all models with:

Shortbows	+10pts
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Greenskins

When using this army you may take any units with their respective upgrades from the Orcs army

Army Special Rules

Boingy: This unit moves 3D6" when using Advance, March or Charge actions, and if you roll an 18 for its movement the unit counts as having Impact(1) until the end of the round.

Fanatic: Place a goblin fanatic model next to this unit as long as it is alive. Once per game you may remove the goblin fanatic model and deal D6 automatic hits to one enemy unit within 6".

Herder: Place a night goblin herder model next to this unit as long as it is alive. Once per game you may remove the night goblin herder model and deal D6 automatic hits to all units within 6", however this unit is then removed as a casualty.

Nets: Enemy units must re-roll successful melee attacks against this unit.

Out of Control: This unit may only use Advance actions and moves 3D6". The unit may pass through enemy units, and deals 2D6 automatic hits when doing so. Enemy units may not Charge this unit, but instead may move onto or through it, taking 3D6 automatic hits and removing it as a casualty.

Pump: Whenever this unit moves you may add D6" to its move, however if you roll a 1 the unit takes D3 automatic hits.

Magic Spells

Night Shroud (1): The wizard and his unit count as being in Cover until the end of the round.

Itchy Nuisance (1): Target enemy unit within 24" reduces all movement by D6" (to a minimum of 1) until the end of the round.

Sneaky Stabbin' (1): Target friendly unit within 12" gets Piercing melee until the end of the round.

Gork'Il Fix It (2): Target enemy unit within 24" must re-roll all hit and block rolls of 6 until the end of the round.

Vindicative Glare (2): Target enemy unit within 24" takes 2D6 automatic hits.

Spider-God's Gift (3): Target friendly unit within 12" gets Poison attacks until the end of the round.

High Elves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Prince [1]	4+	Master Sword (Strikes First)	Hero, Martial Prowess, Tough(3)	A	30pts
Mage [1]	4+	Light Sword (Strikes First)	Blessing, Martial Prowess, Tough(3), Wizard(1)	B	80pts
Spearmen [10]	4+	Light Spears (Strikes First)	Martial Prowess	C	155pts
Phoenix Guard [10]	3+	Light Halberds (Strikes First)	Armored, Fear, Martial Prowess	C	275pts
White Lions [10]	4+	Axes (A3 in Melee, Piercing)	Armored, Fearless, Martial Prowess, Strider	C	310pts
Swordmasters [10]	4+	Greatswords (A5 in Melee, Piercing)	Armored, Deflect, Martial Prowess	C	375pts
Lothorn Sea Guard [5]	4+	Bows, Light Spears (Strikes First)	Martial Prowess	C	135pts
Archers [5]	4+	Longbows, Light Swords (Strikes First)	Martial Prowess	C	145pts
Shadow Warriors [5]	4+	Longbows, Light Swords (Strikes First)	Hatred, Martial Prowess, Scout, Skirmisher	-	180pts
Sisters of Avelorn [5]	3+	Rapid Bows, Light Swords (Strikes First)	Martial Prowess	-	190pts
Ellyrian Reavers [5]	4+	Light Swords (Strikes First)	Fast, Martial Prowess, Nimble	C, F	85pts
Silver Helms [5]	4+	Light Lances (Strikes First)	Armored, Fast, Martial Prowess, Nimble	C	115pts
Dragon Princes [5]	3+	Medium Lances (Strikes First)	Armored, Fast, Martial Prowess, Nimble	C	170pts
Great Eagles [3]	3+	Medium Claws	Fast, Fear, Flying, Impact(D3), Tough(3)	D	115pts
Bolt Thrower [1]	4+	Rapid Bolt Thrower	Ordinance, Tough(3)	-	125pts
Lion Chariot [1]	4+	2x Axes (A3 in Melee, Piercing)	Chariot, Fear, Fearless, Tough(3)	-	70pts
Lothorn Skycutter [1]	4+	3x Bows, Master Lance (Strikes First)	Chariot, Flying, Tough(3)	E	80pts
Tiranoc Chariots [3]	4+	2x Longbows, Medium Lances (Strikes First)	Chariot, Tough(3)	-	195pts
Flamespyre Phoenix [1]	3+	Heavy Claws	Fast, Flying, Monster, Phoenix, Tough(6), Wake of Fire	-	135pts
Frostheart Phoenix [1]	3+	Master Claws	Blizzard Aura, Fast, Flying, Monster, Tough(9)	-	145pts
Elven Steed [1]	-	-	Fast, Nimble	-	-
Great Eagle [1]	-	Light Claws	Fast, Flying, Nimble, Tough(3)	-	-
Tiranoc Chariot [1]	-	Longbow, Light Lance (Strikes First)	Chariot, Tough(3)	-	-
Griffon [1]	-	Heavy Claws	Fast, Flying, Monster, Nimble, Tough(3)	-	-
Dragon of Ulthuan [1]	-	Flame Breath (12", A6), Force Claws	Fast, Flying, Monster, Tough(9)	-	-
Flamespyre Phoenix [1]	-	Heavy Claws	Fast, Flying, Monster, Phoenix, Tough(6), Wake of Fire	-	-
Frostheart Phoenix [1]	-	Master Claws	Blizzard Aura, Fast, Flying, Monster, Tough(9)	-	-

A | Replace Master Sword:

Master Spear (Strikes First)	+5pts
Master Lance (Strikes First, Mounted Only)	+5pts
Master Halberd (Strikes First)	+5pts
Greatsword (A5, Piercing)	+10pts

Equip with one:

Shield (Armored)	+10pts
Longbow	+15pts

Mount on:

Elven Steed	+5pts
Great Eagle	+20pts
Griffon	+55pts
Dragon of Ulthuan	+115pts
Flamespyre Phoenix	+130pts
Frostheart Phoenix	+140pts

B | Upgrade Wizard(1):

Wizard(2)	+20pts
Wizard(3)	+35pts

Mount on:

Elven Steed	+5pts
Great Eagle	+20pts
Tiranoc Chariot	+55pts
Dragon of Ulthuan	+115pts
Flamespyre Phoenix	+130pts
Frostheart Phoenix	+140pts

C | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

D | Upgrade all models with any:

Swiftsense (Strikes First)	+10pts
Shredding Talons (Piercing)	+15pts
Swooping Strike (Impact(+3))	+40pts

E | Equip with:

Eagle Bolt Thrower (24", A3x)	+25pts
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F | Replace all Light Swords:

Light Lances (Strikes First)	+20pts
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Equip all models with:

Bows	+60pts
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Army Special Rules

Blessing: When rolling to cast spells with this unit you may re-roll any die.

Blizzard Aura: Enemies fighting melee against this unit get the Strikes Last special rule.

Deflect: This unit may re-roll failed blocks against shooting attacks.

Martial Prowess: This model always has +1 Attack in melee and shooting.

Phoenix: Whenever this model would be killed roll one die, on a 5+ it is not killed and immediately restores D3+1 wounds instead.

Wake of Fire: Once per turn this unit may deal D6 hits to one enemy unit it passes over.

Magic Spells

Apotheosis (1): Target friendly model within 18" immediately removes one wound marker.

Walk Between Worlds (1): Target friendly unit within 24" moves straight by up to 10".

Tempest (2): Target enemy unit within 30" takes D6 automatic hits.

Soul Quench (2): Target enemy unit within 18" takes 2D6 automatic hits.

Hand of Glory (2): Target friendly unit within 18" gets Rapid shooting or melee attacks (you decide) until the end of the round.

Drain Magic (2): Target unit within 18" loses all spell effects with "until the end of the round".

Warriors of Chaos

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Chaos Lord [1]	3+	Force Sword	Hero, Tough(3)	A, B	35pts
Chaos Sorcerer [1]	3+	Heavy Sword	Hero, Tough(3), Wizard(1)	A, B	70pts
Daemon Prince [1]	2+	Force Claws	Fearless, Hero, Monster, Tough(3), Wizard(1)	A, D	115pts
Chaos Marauders [10]	4+	Light Swords	-	C, H, M	90pts
Chaos Warhounds [10]	4+	Light Claws	Fast	E	110pts
Chaos Warriors [10]	3+	Medium Swords	-	C, G, N	160pts
Forsaken [10]	4+	Medium Swords	Armored, Fearless, Furious, Mutations	M	195pts
Chosen [10]	3+	Medium Swords	Fearless	C, G, N	200pts
Marauder Horsemen [5]	4+	Light Swords	Fast, Nimble	C, I, M	60pts
Chaos Knights [5]	3+	Medium Swords	Armored, Fast, Fear, Nimble	C, J, N	80pts
Skullcrushers [3]	3+	Medium Swords	Armored, Fast, Fear, Furious, Nimble, Tough(3)	C, J	115pts
Varanguard [3]	3+	Heavy Swords	Armored, Fast, Nimble, Tough(3)	P	120pts
Hellstriders [5]	4+	Medium Lances (Poison)	Fast, Fear, Nimble	C	145pts
Chaos Orges [3]	4+	Heavy Swords	Fear, Impact(1), Tough(3)	C, L, M	80pts
Chaos Trolls [3]	4+	Heavy Swords	Fear, Regeneration, Tough(3)	-	95pts
Dragon Ogres [3]	3+	Heavy Swords	Fear, Resistance, Tough(3)	K	100pts
Skullreapers [5]	4+	Heavy Swords	Furious, Tough(3)	C, O	115pts
Putrid Blightknights [5]	3+	Bountiful Blades	Regeneration, Tough(3)	C	215pts
Chaos Chariot [1]	3+	Master Halberd	Chariot, Tough(3)	A	65pts
Gorebeast Chariot [1]	3+	Master Halberd	Chariot, Fear, Gorebeast Charge, Tough(3)	A	80pts
Chaos Warshrine [1]	3+	2x Force Sword	Chariot, Fear, Giver of Glory, Tough(6)	A	155pts
Chaos Spawn [1]	4+	Force Claws	Fast, Monster, Tough(3)	A	50pts
Khorgorath [1]	3+	Tentacles (6", A3), Force Claws	Monster, Tough(6)	-	65pts
Chimera [1]	3+	Force Claws	Fast, Flying, Monster, Tail Strike, Tough(3)	F	70pts
Slaughterbrute [1]	3+	Master Claws	Furious, Monster, Tough(6)	-	75pts
Dragon Shaggoth [1]	3+	Force Sword	Fearless, Monster, Resistance, Tough(6)	-	90pts
Chaos Giant [1]	4+	Giant Attack	Fall Over, Monster, Tough(6)	A	125pts
Hellcannon [1]	4+	Cannon (Indirect), Force Claws	Monster, Tough(9)	-	220pts
Mutalith Beast [1]	3+	Force Claws	Maelstrom, Monster, Regeneration, Tough(6)	-	230pts
Chaos Steed [1]	-	-	Fast, Nimble	-	-
Daemonic Mount [1]	-	Light Claws	Fear, Tough(3)	-	-
Disc of Tzeentch [1]	-	Medium Claws	Fear, Flying	-	-
Juggernaut of Khorne [1]	-	Medium Claws	Armored, Fast, Fear, Furious, Nimble, Tough(3)	-	-
Palanquin of Nurgle [1]	-	Force Claws	Fear, Tough(3)	-	-
Steed of Slaanesh [1]	-	Light Claws (Poison)	Fast, Fear, Nimble	-	-
Manticore [1]	-	Force Claws	Flying, Furious, Monster, Tough(3)	-	-
Chaos Dragon [1]	-	Flame Breath (18", A6), Force Claws	Flying, Monster, Tough(6)	-	-

A | Upgrade with one:

Slaanesh (Fearless)	+5pts
Khorne (Furious)	+5pts
Tzeentch (Resistance)	+10pts
Nurgle (Regeneration)	+20pts

B | Replace Heavy Sword/Force Sword:

Force Spear	+10pts
Force Lance (Mounted Only)	+10pts
Force Mace	+30pts

Equip with one:

Shield (Armored)	+10pts
Flesh Hound (+4 Melee Attacks)	+15pts

Mount on:

Chaos Steed	+5pts
Steed of Slaanesh	+15pts
Disc of Tzeentch	+15pts
Daemonic Mount	+20pts
Palanquin of Nurgle	+35pts
Juggernaut of Khorne	+45pts
Manticore	+70pts
Chaos Dragon	+105pts

C | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

D | Upgrade with:

Daemonic Flight (Flying)	+10pts
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Upgrade Wizard(1):

Wizard(2)	+25pts
Wizard(3)	+45pts

E | Upgrade all models with any:

Vanguard	+10pts
Poison	+30pts
Scaly Hides (Armored)	+30pts

F | Upgrade with any:

Regenerating Flesh (Regeneration)	+10pts
Venomous Ooze (Poison)	+15pts
Flame Breath (18", A6)	+25pts

G | Replace all Medium Swords:

Medium Halberds	+40pts
Medium Maces	+100pts

H | Replace all Light Swords:

Light Maces	+70pts
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I | Replace all Light Swords:

Light Lances	+15pts
Light Maces	+35pts

J | Replace all Medium Swords:

Medium Lances	+25pts
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K | Replace all Heavy Swords:

Heavy Halberds	+20pts
Heavy Maces	+60pts

L | Replace all Heavy Swords:

Heavy Maces	+45pts
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M | Upgrade all models with one:

Tzeentch (Resistance)	+15pts
Khorne (Furious)	+15pts
Slaanesh (Fearless)	+30pts
Nurgle (Regeneration)	+30pts

N | Upgrade all models with one:

Tzeentch (Resistance)	+15pts
Khorne (Furious)	+20pts
Nurgle (Regeneration)	+30pts
Slaanesh (Fearless)	+40pts

O | Replace Heavy Swords:

Master Swords	+15pts
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Upgrade all models with:

Wrathmongers (Impact(D3))	+45pts
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P | Replace all Heavy Swords:

Heavy Lances	+10pts
Force Swords	+25pts

Army Special Rules

Bountiful Blades: When fighting in melee this unit may choose to use light maces or master swords.

Fall Over: When the giant is killed all units within 3" take D6 automatic hits as if from shooting.

Giant Attack: When fighting in melee this unit deals 2D6 automatic hits with Piercing.

Giver of Glory: Once per game D3 friendly units within 12" may re-roll all failed hits and blocks until the end of the round.

Gorebeast Charge: This unit's Impact hits have the Piercing special rule.

Maelstrom: Once per round this unit may target one enemy unit within 18". The target takes as many automatic hits as models in it.

Mutations: Whenever this unit fights in melee roll one die. On a 1-3 the unit has the Strikes Last rule, on a 4-6 the unit has the Strikes First rule.

Tail Strike: Whenever this unit fights in melee it gets +D3 Attacks for that combat.

Magic Spells

Stream of Corruption (1): Target enemy unit within 12" takes 6 automatic hits.

Miasma of Pestilence (2): Target enemy unit within 18" must re-roll successful melee attacks until the end of the round.

Lash of Slaanesh (2): Target enemy unit within 24" takes D6 automatic hits with the Piercing rule.

Blue Fire of Tzeentch (2): Target unit within 24" takes D6*D3 automatic hits.

Acquiescence (2): Target enemy unit within 24" gets the Strikes Last special rule until the end of the round.

Pink Fire of Tzeentch (3): Target unit within 18" takes D6*D6 automatic hits.

Dwarfs

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Thane [1]	3+	Heavy Sword	Armored, Fearless, Furious, Hatred, Hero, Shieldwall, Slow, Tough(3)	A, F	50pts
Runemaster [1]	3+	Medium Sword	Duty, Fearless, Furious, Hatred, Hero, Slow, Tough(3)	L	35pts
Dragon Slayer [1]	4+	Slayer Axe	Deathblow, Fearless, Furious, Hatred, Hero, Slow, Tough(3)	F	40pts
Runesmith [1]	4+	Medium Sword	Armored, Fearless, Furious, Hatred, Hero, Resistance, Shieldwall, Slow, Tough(3)	A, F	40pts
Master Engineer [1]	4+	Medium Sword	Armored, Artillery Master, Fearless, Furious, Hatred, Hero, Slow, Tough(3)	A, F	120pts
Dwarf Warriors [10]	4+	Light Swords	Armored, Fearless, Furious, Hatred, Shieldwall, Slow	B, F, G, I	175pts
Longbeards [10]	3+	Light Swords	Fearless, Furious, Hatred, Shieldwall, Slow	B, F, G, I	195pts
Slayers [10]	4+	Slayer Axes	Deathblow, Fearless, Furious, Hatred, Slow	B, F, G	215pts
Ironbreakers [10]	3+	Light Swords	Armored, Fearless, Furious, Hatred, Shieldwall, Slow	B, F, G	230pts
Miners [10]	4+	Light Maces	Fearless, Furious, Hatred, Scout, Slow	B, C, F, G	230pts
Hammerers [10]	3+	Medium Maces	Fearless, Furious, Hatred, Shieldwall, Slow	B, F, G	260pts
Hearthguard [5]	3+	Light Swords	Fearless, Furious, Hatred, Slow	B, K	90pts
Thunderers [5]	4+	Rapid Rifles	Armored, Fearless, Furious, Hatred, Shieldwall, Slow	B, F, G, J	150pts
Rangers [5]	4+	Rapid Crossbows, Light Maces	Fearless, Furious, Hatred, Scout, Slow	B, F, G	190pts
Irondrakes [5]	3+	Drakeguns (18", A3), Light Swords	Armored, Fearless, Furious, Hatred, Slow	B, C, E, F, G	195pts
Gyrocopter [1]	4+	Flamethrower (12", A6), Dive Bomb	Armored, Fast, Fearless, Flying, Hatred, Tough(3)	D, H	75pts
Gyrobomber [1]	4+	Rapid Rifle, Dwarf Bombs	Armored, Fast, Fearless, Flying, Hatred, Tough(3)	H	130pts
Flame Cannon [1]	4+	Flame Cannon (18", A6)	Fearless, Ordnance, Slow, Tough(3)	H	35pts
Organ Gun [1]	4+	Organ Gun (30", A3D6)	Fearless, Ordnance, Slow, Tough(3)	H	85pts
Bolt Thrower [1]	4+	Bolt Thrower	Fearless, Ordnance, Slow, Tough(3)	H	95pts
Dwarf Cannon [1]	4+	Cannon	Fearless, Ordnance, Slow, Tough(3)	H	115pts
Grudge Thrower [1]	4+	Stone Thrower (Indirect)	Fearless, Ordnance, Slow, Tough(3)	H	140pts
Shieldbearers [1]	-	Master Sword	Tough(3)	-	-
Magmadroth [1]	-	Fyrestream (18", A6), Force Claws	Monster, Tough(6), Volcanic Blood	-	-

A | Replace Medium Sword/Heavy Sword:

Heavy Mace +20pts

Equip with one:

Rapid Pistol +10pts

Rapid Rifle +15pts

Rapid Crossbow +20pts

Mount on:

Shieldbearers +35pts

Shieldbearers +35pts

Shieldbearers +35pts

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Shieldbearers +35pts

Shieldbearers +35pts

D | Replace Flamethrower:

Brimstone Gun (18", A3, Piercing) +5pts

E | Replace one Drakegun:

Trollhammer Torpedo (24", AD6) +5pts

F | Equip one model with one:

Rune of Flight (Throwing Weapon) +5pts

Rune of Slaying (Piercing Melee) +10pts

Rune of Fortitude (Regeneration) +10pts

Rune of Smiting (+D6 Melee Attacks) +15pts

Rune of Gromril (Tough(+3)) +20pts

Rune of Adamant (Regeneration, Tough(+3)) +30pts

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Rune of Adamant (Regeneration, Tough(+3)) +30pts

J | Replace all Rapid Rifles:

Rapid Crossbows +15pts

Equip all models with:

Light Maces +35pts

K | Replace all Light Swords:

Medium Swords +15pts

Poleaxes (Light Swords (Poison)) +15pts

Equip all models with one:

Throwing Weapons +15pts

Magmapikes (18", A2, Piercing) +70pts

Upgrade all models:

Berzerkers (Duty) +5pts

L | Equip with one:

Throwing Weapon +5pts

Volcanic Staff +25pts

Wyrmslayer Javelin (12", A6x) +30pts

Forge Key +45pts

Replace Medium Sword:

Heavy Sword (Weapon Breaker) +10pts

Mount on:

Magmadroth +165pts

Army Special Rules

Artillery Master: All friendly ordnance units within 3" have Quality 3+ when shooting.

Deathblow: When a model with this rule is killed in melee its attacker takes one automatic hit.

Dive Bomb: Once per game this unit may deal 2D6 hits to one enemy unit it passes over.

Duty: Whenever this model takes a wound roll one die, on a 6+ the wound is ignored.

Dwarf Bombs: Once per turn this unit may deal 2D6 hits to one enemy unit it passes over.

Forge Key: Once per round pick one friendly unit within 12", and it may re-roll failed hits in Melee.

Shieldwall: This unit may re-roll failed blocks when being charged.

Slayer Axe: When fighting in melee this unit may choose to use either light maces or heavy swords, and the Dragon Slayer may choose to use either a heavy mace or a force sword.

Slow: This unit moves up to 3" when using Advance actions, up to 6" when using March actions and up to 9" when using Charge actions.

Volcanic Blood: Whenever this unit takes one or more wounds all enemy units within 3" take D3 automatic wounds.

Volcanic Staff: Once per round, when this unit is activated, you may target one piece of terrain within 18" of this model. All enemy units within 1" or inside of it must take a Dangerous Terrain test.

Weapon Breaker: If this model rolls a 6 when defending in Melee against a Hero or Monster unit, then the target must re-roll successful Melee hits for the rest of the game.

Skaven

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Warlord [1]	4+	Master Sword	Hero, Strength in Numbers, Tough(3)	A	25pts
Chieftain [1]	5+	Heavy Sword	Hero, Strength in Numbers, Tough(3)	A	15pts
Warlock Engineer [1]	4+	Light Halberd	Hero, Strength in Numbers, Tough(3)	B	20pts
Assassin [1]	3+	Heavy Sword (Poison, Strikes First)	Hero, Scout, Sneaky, Tough(3)	-	45pts
Plague Priest [1]	5+	Heavy Sword	Furious, Strength in Numbers, Tough(3), Wizard(1)	C	65pts
Skavenslaves [10]	6+	Light Swords	Expendable, Strength in Numbers	D, F	35pts
Giant Rats [10]	6+	Light Claws	Fast, Packmaster, Strength in Numbers	-	55pts
Clanrats [10]	5+	Light Swords	Strength in Numbers	D, E, H	70pts
Weapon Team [1]	5+	Doom Flayer (A2D6 in Melee)	Strength in Numbers	E	20pts
Plague Monks [10]	5+	Medium Swords	Furious, Strength in Numbers	D	100pts
Stormvermin [10]	4+	Light Halberds	Strength in Numbers	D, E	120pts
Censer Bearers [10]	5+	Plague Censers	Furious, Hatred, Strength in Numbers	-	240pts
Globadiers [5]	5+	Throwing Weapons (Poison)	Life is Cheap, Strength in Numbers	-	60pts
Night Runners [5]	5+	Throwing Weapons, Medium Swords	Fast, Strength in Numbers, Vanguard	-	70pts
Gutter Runners [5]	4+	Throwing Weapons, Medium Swords	Fast, Scout, Sneaky, Strength in Numbers	G	110pts
Rat Swarms [3]	6+	Force Claws	Fast, Tough(6)	-	40pts
Warlock Jezzails [3]	5+	Jezzails (36", A3x, Scope)	Armored	-	195pts
Rat Ogres [3]	4+	Heavy Claws	Fear, Furious, Impact(D3), Packmaster, Tough(3)	-	100pts
Stormfiends [3]	4+	Master Claws	Armored, Fear, Furious, Impact(D3), Tough(3)	I	135pts
Lightning Cannon [1]	5+	Cannon (Poison)	Ordnance, Tough(3)	-	100pts
Plagueclaw Catapult [1]	5+	Stone Thrower (Indirect, Poison)	Ordnance, Tough(3)	-	115pts
Doomwheel [1]	5+	Rolling Doom (A3D6 in Melee)	Chariot, Fear, Tough(9), Zzzzap!	-	120pts
Hell Pit Abomination [1]	4+	Flailing Attack	Monster, Regeneration, Tough(6)	-	135pts
Great Pox Rat [1]	-	Light Claws (Poison)	Fast	-	-
War-Litter [1]	-	Heavy Claws	Tough(3)	-	-
Ogre Bonebreaker [1]	-	Heavy Claws	Fear, Furious, Impact(D3), Tough(3)	-	-
Plague Furnace [1]	-	Noxious Fog, Wrecker	Chariot, Resistance, Tough(9)	-	-
Screaming Bell [1]	-	Screaming Bell	Chariot, Fear, Resistance, Tough(9)	-	-

A | Replace Heavy Sword/Master Sword:

Master Sword	+5pts
Master Halberd	+5pts
Master Mace	+25pts

Equip with any:

Tail Weapon (+1 Melee attack)	+5pts
Rat Hound (+1 Melee attack)	+5pts
Unctuous Lotions (Poison)	+15pts

Mount on:

Great Pox Rat	+10pts
War-Litter	+20pts
Ogre Bonebreaker	+30pts

B | Replace Light Halberd:

Heavy Halberd	+10pts
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Equip with one:

Pistol	+5pts
Rifle	+10pts

Upgrade with one:

Wizard(1)	+45pts
Wizard(2)	+65pts

C | Replace Heavy Sword:

Heavy Mace	+10pts
Plague Censer	+15pts

Upgrade Wizard(1):

Wizard(2)	+15pts
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Mount on:

Great Pox Rat	+5pts
Screaming Bell	+120pts
Plague Furnace	+160pts

D | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

E | Take one:

Weapons Team (Doom Flayer)	+20pts
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Replace Doom Flayer:

Warfire Thrower (18", A6)	+5pts
Ratling Gun (18", A2D6)	+10pts
Warp Grinder (Grinder)	+25pts
Poisoned Wind Mortar (24", A6, Indirect, Poison)	+35pts

F | Replace all Light Swords:

Light Spears	+5pts
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Equip all models with:

Slings (Throwing Weapons)	+10pts
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G | Equip all models with any:

Smoke Bombs (Once per game the unit counts as in Cover until the end of the round)	+5pts
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Snare Nets (Strikes First)	+10pts
Venomous Blades (Poison)	+30pts

H | Replace all Light Swords:

Light Spears	+10pts
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I | Equip any model with one:

Flayer Gauntlets (Impact(+D3))	+10pts
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Shock Gauntlets (Piercing Melee)	+10pts
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Grinderfists (Grinder)	+15pts
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Warfire Projectors (18", A6, Piercing)	+40pts
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Ratling Cannons (18", A3D6)	+45pts
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Windlaunchers (24", A9, Indirect, Poison)	+95pts
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Army Special Rules

Flailing Attack: When fighting in melee this unit deals 3D6 automatic hits.

Expendable: If this unit fails a morale test it is immediately removed as a casualty and all units within 3" take D3 automatic hits. Friendly units may shoot at enemies engaged in melee with this unit. Roll one die, on a 1-3 this unit is hit, on a 4-6 the enemy unit is hit.

Grinder: You may choose not to deploy this unit with your army, and instead keep it in reserve. After round 1 you may roll one die at the beginning of each round, and on a 4+ you may place the unit anywhere over 6" away from enemy units. Then roll one die, on a 1-2 the opponent may move the unit by up to 12" (must be in a valid position).

Life is Cheap: This unit may shoot at enemies engaged in melee with friendly units. Roll one die, on a 1-3 the friendly unit is hit, on a 4-6 the enemy unit is hit.

Noxious Fog: At the beginning of any melee, before any side strikes, all enemy units in base contact take D6 automatic hits with Poison.

Packmaster: Place a packmaster model next to this unit as long as it is alive. This unit has the Fearless special rule, however if it ever fails a morale test remove the packmaster model and the unit loses the Fearless special rule.

Plague Censer: This model counts as having a light mace, and at the beginning of any melee, before any side strikes, all enemy units in base contact with this model take one automatic hit.

Screaming Bell: Once per round, when this unit is activated, you may roll one die on this table:

Result	Effect
1	Nothing happens.
2	The unit moves D6" forward.
3	Roll one die per piece of terrain within 24", on a 5+ it is removed.
4	All enemy units within 24" take D6 automatic hits.
5	All friendly models within 24" get +1 attack until the end of the round
6	All friendly units within 24" may re-roll blocks until the end of the round.

Sneaky: You may choose not to deploy this unit with your army, and instead keep it in reserve. After round 1 you may roll one die at the beginning of each round, and on a 4+ you may place the unit on the table touching any table edge over 6" away from enemy units. If the unit has not arrived by the last round it arrives automatically.

Strength in Numbers: When taking morale tests roll +X dice and pick the highest result (X is the total number of full rows the unit has after the first).

Wrecker: This unit has 2D6 Melee attacks with Strikes Last, and a Flamethrower (18", A6).

Zzzzap! Once per round, after this unit moved, it must target the closest visible unit within 18" (friend or foe) and fire 3 shots with AD6x. Each shot is resolved individually, changing targets if one is destroyed before all shots have been fired.

Magic Spells

Pestilent Breath (1): Target enemy unit within 12" takes 3 automatic hits with Poison.

Skitterleap (1): Target friendly model within 12" may be placed anywhere on the table.

Bless with Filth (1): Target friendly unit within 12" gets Poison melee until the end of the round.

Wither (1): Target enemy unit within 12" must re-roll successful blocks until the end of the round.

Warp Lightning (2): Target enemy unit within 24" takes D3*3 automatic hits.

Howling Warpgale (2): Flying units may not fly and all enemy units must re-roll successful shooting attacks until the end of the round.

Lizardmen

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Slann Mage-Priest [1]	3+	Light Sword	Armored, Fearless, Hero, Tough(6), Wizard(3)	-	140pts
Scar-Veteran [1]	3+	Master Sword	Fearless, Hero, Predatory, Tough(3)	A	35pts
Skink Chief [1]	6+	Heavy Sword	Fearless, Hero, Strider, Tough(3)	B	10pts
Skink Priest [1]	6+	Light Sword	Arcane Vassal, Fearless, Strider, Tough(3), Wizard(1)	-	55pts
Saurus Warriors [10]	3+	Medium Swords	Fearless, Predatory	C, H	220pts
Temple Guard [10]	3+	Medium Halberds	Fearless, Guardian, Predatory	C	260pts
Skink Cohort [5]	6+	Throwing Weapons	Fearless, Strider	C	30pts
Skink Skirmishers [5]	6+	Throwing Weapons (Poison)	Fearless, Skirmisher, Strider	C	60pts
Chameleon Skinks [5]	5+	Throwing Weapons (Poison)	Chameleon, Fearless, Scout, Skirmisher, Strider	-	105pts
Cold One Riders [5]	3+	Heavy Swords	Fast, Fear, Fearless, Nimble, Predatory	C, I	160pts
Ripperdactyl Riders [3]	5+	Medium Lances	Fast, Fear, Fearless, Flying, Furious, Nimble, Toad Rage	-	65pts
Terradon Riders [3]	5+	Fireleech Bolas (6", A2)	Drop Rocks, Fast, Fearless, Flying, Nimble	D	65pts
Jungle Swarms [3]	5+	Master Swords (Poison)	Fearless, Strider, Tough(6)	-	110pts
Kroxigors [3]	3+	Heavy Maces	Armored, Fear, Fearless, Impact(D3), Predatory, Strider, Tough(3)	-	235pts
Razordon Pack [1]	3+	Shoot Barbs (18", AD6), Heavy Claws	Fear, Hunting Pack, Strider, Tough(3)	-	60pts
Salamander Pack [1]	3+	Spout Flames (12", A6), Heavy Claws	Fear, Hunting Pack, Strider, Tough(3)	-	65pts
Stegadon [1]	3+	Engine of the Gods, Force Claws	Fearless, Monster, Tough(6)	E	135pts
Bastiladon [1]	3+	Ark of Sotek (D6", A2D6, Poison), Force Claws (Strikes Last)	Bludgeon, Fearless, Monster, Tough(9)	F	140pts
Troglodon [1]	3+	Spit Venom (18", AD6, Poison), Heavy Claws (Poison)	Arcane Vassal, Fearless, Monster, Predatory, Roar, Strider, Tough(6)	-	140pts
Cold One [1]	-	Light Claws	Fast, Fear, Nimble	-	-
Terradon [1]	-	-	Drop Rocks, Fast, Flying, Nimble	-	-
Ripperdactyl [1]	-	Light Claws	Fast, Fear, Flying, Furious, Nimble, Toad Rage	-	-
Carnosaur [1]	-	Force Claws	Furious, Monster, Tough(6)	G	-

A | Replace Master Sword:

Force Sword	+5pts
Master Spear	+5pts
Master Halberd	+5pts
Master Lance (Mounted Only)	+5pts
Master Mace	+20pts

Equip with:

Shield (Armored)	+10pts
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Mount on:

Cold One	+10pts
Carnosaur	+90pts

B | Replace Heavy Sword:

Heavy Lance (Mounted Only)	+5pts
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Equip with one:

Throwing Weapon	+5pts
Throwing Weapon (Poison)	+10pts
Shield (Armored)	+10pts

Mount on:

Terradon	+10pts
Ripperdactyl	+15pts

C | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

D | Replace all Fireleech Bolas:

Throwing Weapons	Free
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E | Upgrade with any:

Unstoppable Stampede (Furious)	+5pts
Sharp Horns (Impact(+3))	+15pts

Replace Engine of the Gods:

Giant Blowpipe (18", A2D6, Poison)	+10pts
Bolt Thrower (Poison)	+85pts

F | Replace Ark of Sotek:

Solar Engine (24", A2D6, Piercing)	+50pts
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G | Upgrade with any:

Loping Stride (Strider)	+5pts
Blood Roar (Enemies must re-roll successful morale tests from Fear)	+10pts

H | Replace all Medium Swords:

Medium Spears	+25pts
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I | Replace all Heavy Swords:

Heavy Lances	+25pts
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Army Special Rules

Arcane Vassal: Whenever a friendly Wizard within 12" of this model casts a spell you may measure distances for that spell as if they were cast from this model's position instead and add 12" to its range.

Bludgeon: Once per round you may attack one enemy unit within 3" of this model's rear. The unit immediately takes 2D6 automatic hits.

Chameleon: This unit may re-roll failed blocks when defending against shooting attacks.

Drop Rocks: Once per game this model may deal D3 hits to one enemy unit it passes over.

Engine of the Gods: All friendly units within 6" count as having the Armored rule. Once per game, when this unit is activated, you may deal D6 automatic hits to all enemy units within 4D6".

Guardian: Enemy units targeting a Slann Mage-Priest within 3" of this unit for shooting must target this unit instead if it is within range and line of sight, and if the Slann Mage-Priest is targeted for a charge the enemy must charge this unit instead if it is within charge range.

Hunting Pack: Place three skink handler models next to this unit as long as it is alive. This unit has +1 Attack in Melee for every handler model, however whenever it takes a wound you must remove one skink handler model.

Predatory: Whenever this model rolls a 6 to hit with a melee attack you may immediately roll one more attack die. This rule does not apply to attack dice generated by this.

Roar: Once per game all friendly units within 12" with the Predatory special rule get extra attacks on rolls of 5+ instead of just on rolls of 6.

Toad Rage: At the beginning of the game select one enemy unit. All models in this unit get +D3 attacks and the Hatred special rule when fighting the target in melee.

Magic Spells

Arcane Unforgiving (2): Target enemy model within 24" takes D3 automatic wounds.

Apotheosis (2): Target friendly model within 18" immediately removes D3 wound markers and gets the Fear special rule until the end of the round.

Drain Magic (2): All units within 18" lose all spell effects with "until the end of the round".

Walk Between Worlds (2): Target friendly unit within 24" moves straight by up to 20".

Soul Quench (3): Target enemy unit within 18" takes 4D6 automatic hits.

Hand of Glory (3): Target friendly unit within 18" gets Rapid shooting and melee attacks until the end of the round.

Ogre Kingdoms

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Tyrant [1]	3+	Master Sword	Fear, Hero, Impact(1), Tough(6)	A, C	50pts
Bruiser [1]	4+	Master Sword	Fear, Hero, Impact(1), Tough(3)	A, C	30pts
Hunter[1]	4+	Ogre Pistol (12", AD3+1), Master Sword	Fear, Hero, Impact(1), Loner, Relentless, Tough(3)	B, C	40pts
Butcher [1]	4+	Heavy Sword	Fear, Impact(1), Immune, Tough(3), Wizard(1)	D	70pts
Firebelly [1]	4+	Flame Breath (12", A6), Heavy Sword	Fear, Impact(1), Tough(3), Wizard(1)	D	85pts
Gnoblar [10]	6+	Throwing Weapons	-	E, F	40pts
Ogres [6]	4+	Heavy Swords	Fear, Impact(1), Tough(3)	E, H	160pts
Maneaters [6]	3+	Master Swords	Experienced, Fear, Impact(1), Tough(3)	E, I	260pts
Leadbelchers [3]	4+	Belchguns (18", AD6+1), Heavy Swords	Fear, Impact(1), Tough(3)	E	140pts
Sabretusk Pack [3]	4+	Heavy Claws	Fast, Fear, Nimble, Tough(3), Vanguard	-	80pts
Mournfang Riders [3]	4+	Heavy Swords	Armored, Fast, Fear, Impact(D3), Nimble, Tough(3)	E, J	130pts
Yhetees [3]	3+	Heavy Claws	Fast, Fear, Frost Aura, Impact(D3), Strider, Tough(3)	-	170pts
Gorger [1]	4+	Master Claws	Ambush, Fear, Fearless, Furious, Impact(D3), Tough(6)	-	50pts
Scraplauncher [1]	5+	Stone Thrower (Indirect), Heavy Claws	Chariot, Fear, Tough(6)	-	160pts
Ironblaster [1]	4+	Titan Cannon (36", A12), Heavy Claws	Chariot, Fear, Tough(6)	-	175pts
Stonehorn [1]	4+	Chaintrap (12", A4), Force Claws	Furious, Monster, Tough(9), Trample	G	120pts
Giant [1]	4+	Giant Attack	Fall Over, Monster, Tough(6)	-	125pts
Thundertusk [1]	4+	Harpoon (Bolt Thrower), Chaintrap (12", A4), Force Claws	Fast, Frost Sphere, Monster, Numbing Chill, Relentless, Tough(9)	-	280pts
Stonehorn [1]	-	Force Claws	Furious, Monster, Tough(9), Trample	-	-

A | Replace Master Sword:

Force Sword	+5pts
Force Mace	+30pts

Equip with:

Ogre Pistol (12", AD3+1)	+10pts
Ironfist (Armored)	+20pts

B | Replace Master Sword:

Master Mace	+15pts
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Equip with any:

Ironfist (Armored)	+10pts
Blood Vulture (36", AD3)	+20pts
Harpoon (Bolt Thrower)	+90pts

Mount on:

Stonehorn	+115pts
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C | Upgrade with one:

Wallcrusher (Impact(+1))	+5pts
Giantbreaker (Rapid Melee)	+5pts
Longstrider (Fast)	+5pts
Brawlgut (Piercing Impact)	+10pts
Mountaineater (Tough(+3))	+10pts

D | Replace Heavy Sword:

Heavy Mace	+15pts
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Equip with:

Ironfist (Armored)	+10pts
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Upgrade Wizard(1):

Wizard(2)	+15pts
Wizard(3)	+35pts

E | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

F | Upgrade all models with:

Traps	+10pts
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G | Replace Chaintrap:

Harpoon (Bolt Thrower)	+80pts
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H | Replace all Heavy Swords:

Master Swords	+20pts
Heavy Maces	+90pts

I | Replace all Master Swords:

Force Swords	+25pts
Master Maces	+135pts

Equip all models with:

Ogre Pistols (12", AD3+1)	+70pts
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J | Replace all Heavy Swords:

Heavy Maces	+45pts
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Army Special Rules

Ambush: You may choose not to deploy this unit with your army, and instead keep it in reserve. After round 1 you may roll one die at the beginning of each round, and on a 4+ you may place the unit on the table touching any table edge over 6" away from enemy units. If the unit has not arrived by the last round it arrives automatically.

Experienced: At the beginning of the game you may declare all models in this unit to have one of the following special rules:

- Fearless
- Poison in Melee
- Scout
- Scoped when Shooting
- Strider
- Vanguard

Fall Over: When the giant is killed all units within 3" take D6 automatic hits as if from shooting.

Frost Aura: Enemies fighting melee against this unit get the Strikes Last special rule.

Frost Sphere: Once per round, when this unit is activated, all enemy units within 4D6" take D6 automatic hits.

Giant Attack: When fighting in melee this unit deals 2D6 automatic hits with Piercing.

Immune: This model is Immune to the Poison rule, and treats rolls of 6 as normal hits.

Loner: This hero may only be deployed as part of sebtusk packs.

Numbing Chill: All enemy units within 6" of this unit get the Strikes Last special rule.

Relentless: This unit may fire all of its weapons when using Hold actions, even at different targets.

Trample: This unit deals 2D6 automatic hits from Impact instead of D3 automatic hits.

Traps: Enemy units charging this unit count as having moved through dangerous terrain, and hits from this are resolved before melee begins.

Magic Spells

Braingobbler (1): Target enemy unit within 18" must immediately take a morale test.

Bullgorger (1): Target friendly unit within 12" gets the Rapid special rule until the end of the round.

Toothcracker (1): Target friendly unit within 12" gets the Armored rule until the end of the round.

Trollguts (1): Target friendly unit within 12" gets the Regeneration rule until the end of the round.

Bonecrusher (2): Target enemy unit within 18" takes 2D6 automatic hits.

The Maw (3): Target enemy unit within 18" takes D6 automatic hits that deal D6 wounds each.

Dark Elves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Dreadlord [1]	4+	Master Sword (Strikes First)	Hatred, Hero, Tough(3)	A	25pts
Shadowblade [1]	2+	Rapid Throwing Weapon (Poison), Force Sword (Strikes First, Poison)	Fearless, Hatred, Hero, Hidden, Tough(3)	-	95pts
Sorceress [1]	4+	Light Sword (Strikes First)	Blessing, Hatred, Tough(3), Wizard(1)	B	80pts
Bleakswords [10]	4+	Light Swords (Strikes First)	Hatred	C, F	115pts
Corsairs [10]	4+	Light Swords (Strikes First)	Armored, Hatred	C	145pts
Harpies [10]	4+	Medium Claws	Flying	-	150pts
Witch Elves [10]	4+	Medium Swords (Strikes First, Poison)	Furious, Hatred	C	240pts
Sisters of Slaughter [10]	3+	Medium Swords (Strikes First)	Dance of Death, Fearless, Hatred	C	270pts
Black Guard [10]	3+	Medium Halberds (Strikes First)	Fearless, Hatred	C	285pts
Darkshards [5]	4+	Rapid Crossbows, Light Swords (Strikes First)	Hatred	C, G	130pts
Shades [5]	3+	Rapid Crossbows, Light Swords (Strikes First)	Hatred, Scout, Skirmisher	C, H	200pts
Executioners [5]	3+	Draichs (A4 in Melee, Piercing, Deadly)	Fearless, Hatred	C	400pts
Dark Riders [5]	4+	Light Lances (Strikes First)	Fast, Hatred, Nimble	C	90pts
Cold One Knights [5]	3+	Light Lances (Strikes First)	Fast, Fear, Hatred, Nimble	C	120pts
Herald Riders [5]	4+	Rapid Crossbows, Light Lances (Strikes First)	Fast, Hatred, Nimble	C	165pts
Doomfire Warlocks [5]	4+	Medium Swords (Strikes First, Poison)	Armored, Cursed, Fast, Hatred, Nimble	-	210pts
Bloodwrack [1]	3+	Stare (12", A6), Heavy Claws (Strikes First)	Fast, Fear, Furious, Hatred, Tough(3)	-	65pts
Reaper Bolt Thrower [1]	4+	Rapid Bolt Thrower	Ordnance, Tough(3)	-	125pts
Scourgerunner Chariot [1]	4+	2x Rapid Crossbows, Master Lance (Strikes First)	Chariot, Hatred, Tough(3)	-	90pts
Cold One Chariot [1]	3+	2x Rapid Crossbows, Master Lance (Strikes First)	Chariot, Fear, Hatred, Tough(3)	-	110pts
Bloodwrack Shrine [1]	4+	Stare (12", A6), Heavy Claws (Strikes First), Medium Lance (Strikes First)	Agony, Chariot, Fear, Hatred, Resistance, Tough(6)	-	140pts
War Hydra [1]	3+	Hydra Heads	Monster, Regeneration, Tough(6)	D	100pts
Kharibdyss [1]	3+	Force Claws (Poison)	Feast of Bones, Monster, Tough(6)	-	115pts
Cold One [1]	-	-	Fast, Nimble	-	-
Dark Steed [1]	-	Light Claws	Fast, Nimble	-	-
Dark Pegasus [1]	-	Light Lance	Fast, Flying, Nimble, Tough(3)	-	-
Cauldron of Blood [1]	-	Master Sword (Strikes First, Poison)	Bloodshield, Chariot, Fear, Furious, Fury, Resistance, Strength, Tough(6)	-	-
Manticore [1]	-	Master Claws	Flying, Monster, Tough(6)	E	-
Black Dragon [1]	-	Poison Breath (12", A6, Poison), Force Claws	Flying, Monster, Tough(6)	-	-

A | Replace Master Sword:

Master Lance (Mounted Only)	+5pts
Master Halberd	+10pts
Force Mace	+20pts

Equip with one:

Rapid Pistol	+5pts
Sea Dragon Cloak (Armored)	+10pts
Rapid Crossbow	+15pts

Mount on:

Cold One	+5pts
Dark Steed	+10pts
Dark Pegasus	+20pts
Manticore	+70pts
Black Dragon	+110pts
Cauldron of Blood	+235pts

B | Upgrade Wizard(1):

Wizard(2)	+35pts
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Mount on:

Cold One	+5pts
Dark Steed	+10pts
Dark Pegasus	+20pts

C | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

D | Upgrade with any:

Flame Breath (12", A6)	+25pts
Spit Fire (18", A6)	+35pts

E | Upgrade with any:

Blind Rage (+D3 Melee attacks)	+5pts
Iron Hard Skin (Tough(+3))	+20pts

F | Replace all Light Swords:

Light Spears (Strikes First)	+20pts
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G | Equip all models with:

Shields (Armored)	+15pts
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H | Replace all Light Swords:

Medium Maces	+80pts
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Army Special Rules

Agony: Friendly units within 6" may re-roll failed morale tests, and enemy units within 6" must re-roll successful morale tests.

Blessing: When rolling to cast spells with this unit you may re-roll any die.

Bloodshield: Friendly units within 3" get the Armored special rule as long as this unit is alive.

Cursed: This unit counts as having the Wizard(2) special rule, however only one model may cast spells with it per round.

Dance of Death: This unit counts as Armored in melee and enemy units don't get any bonus for full ranks or rear charges against it.

Deadly: Whenever this weapon causes one or more wounds to an Infantry or Monster model it is immediately killed, even if it has the Tough rule.

Feast of Bones: Enemy units in contact with this model must re-roll successful morale tests, and if this model is fighting melee against a single model and all of its attacks hit, then the enemy model takes an additional 2D6 automatic hits.

Fury: Once per round, when this unit is activated, you may nominate one unit within 12". That unit gets the Furious rule until the end of the round.

Hidden: You may choose not to deploy this model at the start of the game, and instead declare that it is hidden within a friendly unit. At the beginning of any round you may select a friendly multi-model unit and place this model within 1" of it. If this model is not revealed by the end of the game it counts as a casualty.

Hydra Heads: This unit has 9-X melee attacks, where X is the amount of wound markers on it.

Strength: Friendly units within 6" get the Piercing special rule as long as this unit is alive.

Magic Spells

Shroud of Despair (1): All enemy units within 12" must re-roll successful morale tests until the end of the round.

Power of Darkness (1): The wizard and his unit get Rapid melee weapons until the end of the round.

Doombolt (2): Target enemy unit within 18" takes 2D6+3 automatic hits.

Bladewind (2): Target enemy unit within 24" must take as many Quality tests as models in it, and it takes one automatic hit for each failed test.

Chillwind (3): Target enemy unit within 24" takes D6 automatic hits and must re-roll successful shooting attacks until the end of the round.

Word of Pain (3): Target enemy unit within 24" must re-roll successful shooting and melee attacks until the end of the round.

Tomb Kings

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Tomb Prince [1]	4+	Heavy Sword	Curse, Hero, Nehekharan, Prince's Will, Tough(3)	A	115pts
Necrotect [1]	5+	Heavy Sword	Hero, Nehekharan, Tough(6), Wrath	-	25pts
Liche Priest [1]	5+	Light Sword	Nehekharan, Tough(3), Wizard(1)	B	50pts
Skeleton Warriors [10]	6+	Light Swords	Nehekharan	C, H	20pts
Tomb Guard [10]	5+	Light Swords	Nehekharan	C, I	50pts
Skeleton Archers [5]	6+	Bows	Asaph's Arrows, Nehekharan	C	25pts
Skeleton Horsemen [5]	5+	Light Lances	Asaph's Arrows, Fast, Nehekharan, Nimble, Vanguard	C, J	60pts
Carrions [3]	4+	Heavy Claws	Flying, Nehekharan, Tough(3)	-	70pts
Tomb Swarms [3]	6+	Master Claws (Poison)	Entombed, Nehekharan, Tough(6)	-	75pts
Ushabti [3]	4+	Master Swords	Armored, Asaph's Arrows, Nehekharan, Tough(3)	C, K	95pts
Necropolis Knights [3]	4+	Master Lances (Poison)	Armored, Fast, Nehekharan, Nimble, Tough(3)	C	125pts
Sepulchral Stalkers [3]	4+	Medium Lances	Armored, Entombed, Fast, Gaze, Nehekharan, Nimble, Tough(3)	-	145pts
Tomb Scorpion [1]	3+	Master Claws (Poison)	Armored, Entombed, Nehekharan, Resistance, Tough(3)	-	60pts
Skull Catapult [1]	5+	Stone Thrower (Indirect)	Nehekharan, Ordnance, Screaming Skulls, Tough(3)	G	120pts
Casket of Souls [1]	3+	Light of Death, Master Mace	Covenant, Nehekharan, Ordnance, Tough(6), Unleashed	-	190pts
Skeleton Chariots [3]	5+	2x Bows, Master Lance	Asaph's Arrows, Chariot, Nehekharan, Tough(3)	C	160pts
Necrolith Colossus [1]	3+	Master Sword	Asaph's Arrows, Monster, Nehekharan, Tough(6), Unstoppable	E	75pts
Hierotitan [1]	3+	Master Sword	Covenant, Monster, Nehekharan, Tough(6)	L	100pts
Warsphinx [1]	3+	2x Force Claws	Monster, Nehekharan, Tough(9)	D	115pts
Necrosphinx [1]	3+	Master Claws	Decapitation, Flying, Monster, Nehekharan, Tough(9)	F	155pts
Skeletal Steed [1]	-	-	Fast, Nimble	-	-
Skeleton Chariot [1]	-	-	Chariot, Tough(3)	-	-
Warsphinx [1]	-	2x Force Claws	Monster, Tough(9)	D	-

A | Replace Heavy Sword:

Heavy Spear	+5pts
Master Lance (Mounted Only)	+5pts
Heavy Mace	+15pts

Equip with one:

Shield (Armored)	+10pts
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Mount on:

Skeletal Steed	+5pts
Skeleton Chariot	+45pts
Warsphinx	+110pts

B | Upgrade Wizard(1):

Wizard(2)	+25pts
Wizard(3)	+50pts

Mount on:

Skeletal Steed	+5pts
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C | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

D | Upgrade with any:

Fiery Roar (12", A6)	+25pts
Envenomed Sting (Poison Melee)	+25pts

E | Equip with one:

Longbow	+15pts
Bow of Deserts (48", A1, Piercing)	+30pts

F | Upgrade with:

Envenomed Sting (Poison Melee)	+10pts
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G | Upgrade with:

Skulls of the Foe	+30pts
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H | Replace all Light Swords:

Light Spears	+10pts
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I | Replace all Light Swords:

Light Halberds	+10pts
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J | Equip all models with:

Bows	+25pts
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K | Replace all Master Swords:

Light Swords and Longbows (Poison)	+10pts
Heavy Maces	+45pts

L | Upgrade with:

Magical Icons (Wizard(1))	+40pts
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Army Special Rules

Asaph's Arrows: This unit ignores all shooting modifiers (Cover, Spells, etc.).

Covenant: As long as this unit is alive you get +D3 power dice every round, even if they exceed the max. value of power dice you are allowed to have.

Curse: If this unit is killed, then the enemy that killed it immediately takes D6 automatic hits.

Decapitation: Whenever this weapon causes one or more wounds to an Infantry or Monster model it is immediately killed, even if it has the Tough rule.

Entombed: You may choose not to deploy this unit with your army, and instead keep it in reserve. After round 1 you may roll one die at the beginning of each round, and on a 4+ you may place the unit anywhere over 6" away from enemy units. Then roll one die, on a 1-2 the opponent may move the unit by up to 12" (must be in a valid position).

Gaze: Once per round, when this unit is activated, you may target one enemy unit within 12". That unit takes XD6 automatic hits, where X is the number of models in this unit.

Light of Death: Once per round, when this unit is activated, you may target one enemy unit within 48". That unit must take a morale test, and if failed it immediately takes D3 automatic wounds. Then you may roll one die, and on a 4+ you may target another enemy unit within 6" of the target that was not already targeted. This continues until the roll is failed or there are no more viable targets.

Nehekharan: This unit may never use March actions and has the Fear special rule. Whenever this unit loses melee it does not take a morale test, but instead takes as many wounds as the difference it lost melee by. If at the start of a round there are no friendly models with the Wizard rule on the table, then this unit must take a morale test. If failed it takes D3 automatic wounds.

Prince's Will: This hero may be deployed as part of friendly Infantry unit of Quality 6+ or Quality 5+, and that unit counts as having Quality 4+ as long as the hero is alive.

Screaming Skulls: Whenever this unit causes hits from shooting attacks its target must take a morale test regardless of casualties.

Skulls of the Foe: Enemy units must re-roll successful morale test caused by this unit's Screaming Skulls special rule.

Unleashed: If this unit is killed you must roll one die for each unit (friend or foe) within 12", and on a 1-3 that unit takes D6 automatic hits.

Unstoppable: Whenever this unit causes one or more wounds it may immediately strike as many extra attacks as wounds it caused. This rule also applies to the newly generated attacks.

Wrath: As long as this hero is alive he and his unit count as having the Hatred special rule.

Magic Spells

Usirian's Vengeance (1): Target enemy unit within 18" must take a Dangerous terrain test.

Neru's Protection (1): Target friendly unit within 12" gets the Armored special rule until the end of the round.

Ptra's Smiting (1): All models in target friendly unit within 12" get +1 Attack in Melee until the end of the round.

Usekhp's Desiccation (2): Target enemy unit within 12" must re-roll successful hits and blocks until the end of the round.

Sakhmet's Skullstorm (3): Target enemy unit anywhere on the table takes D6 automatic hits.

Djaf's Blades (3): Target friendly unit within 12" gets the Decapitation special rule in Melee until the end of the round.

Vampire Counts

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Vampire Lord [1]	4+	Master Sword	Hero, Hunger, Tough(3), Vampire, Wizard(1)	A	75pts
Wight King [1]	6+	Master Sword	Armored, Hero, Tough(3), Undead	B	15pts
Banshee [1]	5+	Shriek, Light Claws	Ethereal, Hero, Tough(3), Undead	-	30pts
Wraith [1]	5+	Heavy Mace, Chill Grasp	Ethereal, Hero, Tough(3), Undead	-	35pts
Necromancer [1]	4+	Light Sword	Tough(3), Undead, Wizard(1)	C	60pts
Zombies [10]	6+	Light Claws (Strikes Last)	Undead	D	30pts
Skeleton Warriors [10]	6+	Light Swords	Undead	D, H	30pts
Crypt Ghouls [10]	6+	Medium Claws (Poison)	Undead	-	100pts
Grave Guard [10]	4+	Light Swords	Armored, Undead	D, I	120pts
Wraiths [5]	5+	Heavy Maces, Chill Grasp	Ethereal, Tough(3), Undead	-	165pts
Dire Wolves [5]	5+	Light Claws	Fast, Furious, Nimble, Undead, Vanguard	-	55pts
Black Knights [5]	4+	Light Swords	Armored, Fast, Nimble, Strider, Undead	D, J	80pts
Blood Knights [5]	3+	Medium Lances	Armored, Fast, Furious, Nimble, Vampire	D	150pts
Hexwraiths [5]	5+	Light Maces	Ethereal, Fast, Nimble, Soulstrider, Undead	-	155pts
Fell Bats [3]	5+	Medium Claws	Flying, Tough(3), Undead	-	45pts
Bat Swarms [3]	6+	Master Claws (Strikes First)	Flying, Tough(6), Undead	-	45pts
Vargheists [3]	4+	Heavy Claws	Flying, Furious, Vampire, Tough(3)	-	80pts
Spirit Hosts [3]	5+	Master Swords	Ethereal, Tough(6), Undead	-	95pts
Crypt Horrors [3]	4+	Heavy Claws (Poison)	Regeneration, Tough(3), Undead	-	115pts
Morghast [1]	3+	Force Sword	Armored, Flying, Impact(D3), Undead, Tough(3)	-	55pts
Corpse Cart [1]	5+	Restless Dead (A2D6 in Melee)	Chariot, Tough(6), Undead, Vigor	F	85pts
Black Coach [1]	4+	Heavy Mace, Chill Grasp	Chariot, Evocation, Tough(9), Vampire	-	105pts
Mortis Engine [1]	4+	Shriek, Spirit Horde (A3D6 in Melee)	Chariot, Regeneration, Reliquary, Strider, Tough(6), Undead	-	140pts
Varghulf [1]	3+	Force Claws	Fast, Hatred, Monster, Regeneration, Tough(3), Vampire	-	70pts
Terrorgheist [1]	3+	Shriek, Master Claws	Flying, Monster, Tough(6), Undead	E	80pts
Nightmare [1]	-	-	Fast, Nimble	-	-
Skeletal Steed [1]	-	-	Fast, Nimble, Strider	-	-
Hellsteed [1]	-	-	Fast, Flying, Nimble	-	-
Abyssal Terror [1]	-	Heavy Claws	Flying, Tough(3)	G	-
Terrorgheist [1]	-	Shriek, Master Claws	Flying, Monster, Tough(6)	E	-
Zombie Dragon [1]	-	Flame Breath (12", A6), Force Claws	Flying, Monster, Swarm of Flies, Tough(6)	-	-
Corpse Cart [1]	-	Restless Dead (A2D6 in Melee)	Chariot, Tough(6), Vigor	F	-
Coven Throne [1]	-	Spirit Horde (A4D6 in Melee)	Battle of Wills, Chariot, Strider, Tough(9)	-	-

A | Replace Master Sword:

Force Sword	+5pts
Master Lance (Mounted Only)	+5pts
Master Mace	+15pts

Equip with one:

Shield (Armored)	+10pts
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Upgrade Wizard(1):

Wizard(2)	+20pts
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Mount on:

Nightmare	+5pts
Hellsteed	+10pts
Abyssal Terror	+20pts
Terrorgheist	+80pts
Zombie Dragon	+135pts
Coven Throne	+140pts

B | Replace Master Sword:

Force Sword	+5pts
Master Lance (Mounted Only)	+5pts

Mount on:

Skeletal Steed	+5pts
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C | Upgrade Wizard(1):

Wizard(2)	+20pts
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Mount on:

Nightmare	+5pts
Corpse Cart	+105pts

D | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

E | Upgrade with any:

Infested (If killed all enemy units in base contact take 2D6 hits)	+10pts
Rancid Maw (Poison Melee)	+10pts

F | Upgrade with any:

Balefire (Enemy Wizards within 24" must re-roll successful casting dice)	+15pts
Unholy Lodestone (When a friendly wizard within 6" successfully casts Nehek's Invocation you may re-roll one die to determine restoration)	+15pts

G | Upgrade with any:

Sword-Claws (Rapid Melee)	+10pts
Poisonous Tail (Poison Melee)	+10pts

H | Replace all Light Swords:

Light Spears	+5pts
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I | Replace all Light Swords:

Light Maces	+70pts
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J | Replace all Light Swords:

Light Lances	+15pts
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Army Special Rules

Battle of Wills: Whenever this model is in melee, before combat begins, this unit and all enemy units in base contact with it must take a morale test. If this model succeeds and the enemy fails, then the enemy must re-roll all successful hits in melee until the end of the round.

Chill Grasp: This model may replace all of its melee attacks for a single chill grasp attack. If it hits the target takes one automatic wound.

Ethereal: This unit ignores all wounds caused by non-spell attacks. Note that melee wounds are still counted to see who won melee, and that the unit still takes wounds from the Undead special rule.

Evocation: At the beginning of each round roll one die and consult the following table:

Result	Effect
1-2	The unit gets the Rapid rule.
3-4	The unit gets the Resistance rule.
5-6	This unit gets the Flying rule.

Hunger: Whenever this unit kills one or more enemy models in melee roll one die after the melee has been resolved. On a 6 you may remove one wound marker from its Tough count.

Reliquary: At the beginning of the round, when this unit is activated, all enemy units within 2D6" take D6 automatic hits.

Shriek: At the beginning of the round, when this unit is activated, you may target one enemy model within 12". The model has to take a morale test, and if failed it takes one automatic wound.

Soulstrider: This unit may move through other units as if they were not there, and whenever it moves through enemy unit the target takes D3 automatic hits.

Swarm of Flies: Enemy units in melee with this model must re-roll successful hits.

Undead: This unit may only March if within 12" of a friendly hero and has the Fear special rule.

Whenever this unit loses melee it does not take a morale test, but instead takes as many wounds as the difference it lost melee by. If at the start of a round there are no friendly models with the Wizard rule on the table, then this unit must take a morale test. If failed it takes D3 automatic wounds.

Vampire: This model has the Undead special rule, however it may always March and does not take damage when there are no friendly Wizards in play.

Vigor: Whenever a friendly spell is successfully cast on this unit, this model and all friendly models with the Undead/Vampire rule within 6" get the Strikes First rule until the end of this round.

Magic Spells

Nehek's Invocation (1): This spell targets all friendly Zombie, Skeleton Warrior, Crypt Ghoul, Grave Guard and friendly units with the Tough rule within 6". Zombie units restore 3D6 killed models, Skeleton Warriors restore 2D6, Crypt Ghouls restore D6 and Grave Guard D3. Units with the Tough rule restore D3 wounds.

Raise Dead (1): Place a unit for 2D6+3 Zombies anywhere within 18".

Macabre Danse (1): Target friendly unit within 12" gets the Rapid special rule in Melee until the end of the round.

Hellish Vigor (1): Target friendly unit within 12" gets the Piercing special rule in Melee until the end of the round.

Curse of Years (2): Target enemy unit within 18" rolls as many dice as models in it. For every result of 1 the unit takes one automatic wound.

Nagash's Gaze (3): Target enemy unit within 48" takes 2D6 automatic hits.

Brettonnia

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Brettonnian Lord [1]	4+	Master Sword	Armored, Fast, Fearless, Furious, Hero, Nimble, Tough(3)	A	40pts
Paladin [1]	5+	Heavy Sword	Armored, Fast, Fearless, Furious, Hero, Nimble, Tough(3)	B	30pts
Prophetess of the Lady [1]	5+	Light Sword	Hero, Resistance, Tough(3), Wizard(3)	C	100pts
Damsel of the Lady [1]	5+	Light Sword	Resistance, Tough(3), Wizard(1)	D	55pts
Men-at-Arms [10]	6+	Light Spears	Peasant's Duty	E, G	40pts
Peasant Bowmen [5]	6+	Longbows	Adequate Shot, Peasant's Duty	E, F	45pts
Grail Reliquae [1+12]	6+	Master Sword, Light Swords	Armored, Fearless, Grail Reliquae, Hatred	-	140pts
Mounted Yeomen [5]	5+	Bows, Light Lances	Fast, Nimble, Peasant's Duty	E	80pts
Knights of the Realm [6]	5+	Light Lances	Armored, Fast, Fearless, Lance Formation, Nimble	E	110pts
Knights Errant [6]	5+	Light Lances	Armored, Fast, Fearless, Hatred, Lance Formation, Nimble	E	115pts
Grail Knights [6]	4+	Medium Lances	Armored, Fast, Fearless, Lance Formation, Nimble	E	160pts
Questing Knights [6]	4+	Light Maces	Armored, Fast, Fearless, Lance Formation, Nimble	E	170pts
Pegasus Knights [3]	4+	Medium Lances	Armored, Fast, Fearless, Flying, Nimble, Tough(3)	E	115pts
Field Trebuchet [1]	5+	Stone Thrower (Indirect)	Fixed, Ordnance, Peasant's Duty, Tough(3)	-	80pts
Brettonnian Warhorse [1]	-	-	Fast, Nimble	-	-
Royal Pegasus [1]	-	Light Claws	Fast, Flying, Nimble, Tough(3)	-	-
Hippogryph [1]	-	Master Claws	Fast, Flying, Monster, Tough(3)	-	-

A | Replace Master Sword:

Master Lance	+5pts
Master Mace	+15pts

Mount on:

Royal Pegasus	+25pts
Hippogryph	+55pts

B | Replace Heavy Sword:

Heavy Lance	+5pts
Heavy Mace	+10pts

Mount on:

Royal Pegasus	+20pts
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C | Mount on:

Brettonnian Warhorse	+5pts
Royal Pegasus	+20pts

D | Upgrade Wizard(1):

Wizard(2)	+25pts
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Mount on:

Brettonnian Warhorse	+5pts
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E | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

F | Upgrade with one:

Defensive Stakes	+5pts
Skimisher	+15pts

G | Replace all Light Spears:

Light Halberds	+5pts
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The Blessing of the Lady

When using this army you may choose to forfeit the first round in order for your troops to pray and gain the Blessing of the Lady. If you decide to do so your units may not use any actions during the first round (however they may still strike back if engaged in close combat), and all units in your army may re-roll results of 1 when blocking for the rest of the game.

Army Special Rules

Adequate Shot: This unit shoots at Quality 5+.

Defensive Stakes: Place a model of defensive stakes in front of this unit when it is deployed, and if it ever moves the stakes are removed. Whenever a unit charges this unit in its front facing (moving into contact with the stakes), that unit does not get any bonus from charging special rules (such as Furious, Hatred, Impact, etc.).

Fixed: This unit may never move, but it may pivot.

Grail Reliquae: This unit is deployed in a special formation by placing a Reliquae model in the center, with two columns of 3 Men-at-Arms models on each side. The Reliquae model counts as having a Master Sword, whilst the Men-at-Arms have Light Swords. When removing models you must first remove the Men-at-Arms until only the Reliquae remains, which counts as having the Tough(6) special rule. This unit always gets +2 when calculating melee results.

Lance Formation: This model has +2 Attacks in melee when using Charge actions.

Peasant's Duty: This unit has the Fearless special rules as long as it is within 6" of another friendly unit with the Fearless special rule.

Magic Spells

Spirit Leech (1): Target enemy model within 12" must take a morale test. If failed it immediately takes D3 wounds.

Shem's Burning Gaze (1): Target enemy unit within 24" takes D6 automatic hits.

Earth Blood (1): The Wizard and his unit get the Regeneration rule until the end of the round.

Wyssan's Wildform (2): Target friendly unit within 12" gets the Piercing and Armored special rules until the end of the round.

Iceshard Blizzard (3): Target enemy unit within 24" must re-roll successful shooting attacks and morale tests until the end of the round.

Mystifying Miasma (3): Target enemy unit within 48" has Quality 6+ when shooting or fighting melee (you decide) until the end of the round.

Beastmen

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Wargor [1]	4+	Heavy Sword	Hatred, Hero, Tough(3)	A	25pts
Gorebull [1]	4+	Master Sword	Fear, Furious, Hero, Impact(D3), Tough(3)	B	35pts
Bray-Shaman [1]	4+	Light Sword	Furious, Hatred, Tough(3), Wizard(1)	C	55pts
Ungor Herd [10]	5+	Light Swords	Ambush, Hatred	D, G	100pts
Harpies [10]	5+	Medium Claws	Flying	F	110pts
Gor Herd [10]	4+	Light Swords	Ambush, Hatred	D	135pts
Bestigor Herd [10]	4+	Light Maces	Armored, Despoiler, Hatred	D	215pts
Ungor Raiders [5]	5+	Shortbows	Ambush, Hatred, Skirmisher	D	80pts
Warhounds [5]	5+	Light Claws	Fast, Nimble	E	45pts
Centigors [5]	4+	Medium Lances	Drunkard, Fast, Hatred, Nimble	D, H	115pts
Razorgor Herd [5]	4+	Master Claws	Fast, Fear, Furious, Nimble	-	120pts
Minotaurs [3]	4+	Heavy Swords	Fear, Furious, Impact(1), Tough(3)	D, I	85pts
Tuskgor Chariot [1]	4+	Heavy Lance	Chariot, Hatred, Tough(3)	-	55pts
Razorgot Chariot [1]	4+	Force Lance	Chariot, Fear, Furious, Hatred, Tough(6)	-	75pts
Chaos Spawn [1]	4+	Tentacles (AD6+1 in Melee)	Fearless, Monster, Tough(3)	-	50pts
Ghorgon [1]	3+	Force Claws	Fearless, Furious, Monster, Swallow, Tough(6)	-	100pts
Giant [1]	4+	Giant Attack	Fall Over, Monster, Tough(6)	-	125pts
Jabberslythe [1]	3+	Slythey Tongue (12", AD3), Master Claws (Poison)	Bile-Blood, Flying, Madness, Monster, Tough(6)	-	135pts
Cygor [1]	4+	Throw Rock (24", A2D6+3), Force Claws	Ghostsight, Monster, Resistance, Souleater, Tough(6)	-	145pts
Tuskgor Chariot [1]	-	Light Claws	Chariot, Tough(3)	-	-
Razorgor Chariot [1]	-	Master Claws	Chariot, Fear, Furious, Tough(6)	-	-

A | Replace Heavy Sword:

Master Sword	+5pts
Heavy Mace	+15pts

Equip with:

Heavy Armor (Armored)	+10pts
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Mount on:

Tuskgor Chariot	+40pts
Razorgor Chariot	+80pts

B | Replace Master Sword:

Force Sword	+5pts
Master Mace	+15pts

Equip with:

Heavy Armor (Armored)	+10pts
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C | Replace Light Sword:

Medium Sword	+5pts
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Upgrade Wizard(1):

Wizard(2)	+15pts
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Mount on:

Tuskgor Chariot	+40pts
Razorgor Chariot	+80pts

D | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

E | Upgrade with:

Poison	+15pts
Scaly Skin (Armored)	+15pts

F | Upgrade with:

Scout	+30pts
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G | Replace all Light Swords:

Light Spears	+10pts
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H | Replace all Medium Lances:

Medium Maces	+25pts
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Equip all models with:

Throwing Weapons	+15pts
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I | Replace all Heavy Swords:

Heavy Maces	+40pts
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Army Special Rules

Ambush: You may choose not to deploy this unit with your army, and instead keep it in reserve. After round 1 you may roll one die at the beginning of each round, and on a 4+ you may place the unit on the table touching any table edge over 6" away from enemy units. If the unit has not arrived by the last round it arrives automatically.

Bile-Blood: Whenever this unit takes a wound in melee, its attacker takes D2 automatic hits.

Despoiler: Whenever this unit destroys an enemy unit in melee that had a Battle Standard place a standard marker next to this unit. The unit gets +X when calculating melee results, where X is the amount of standard markers next to it.

Drunkard: At the beginning of the game roll one die on the following table, and all models in this unit get one of the following special rules:

Result	Effect
1-2	Sober for Once (Strikes First)
3-4	Hungover (Rapid Melee)
5-6	Totally Drunk (Fearless)

Fall Over: When the giant is killed all units within 3" take D6 automatic hits as if from shooting.

Ghostsight: This unit may re-roll failed hits when attacking units with the Wizard, Nehekharan, Undead, Vampire or Ethereal special rules.

Giant Attack: When fighting in melee this unit deals 2D6 automatic hits with Piercing.

Madness: Once per round, when this unit is activated, all enemy units within 12" must take a morale test. If failed they take D3 wounds.

Souleater: Whenever an enemy wizard within 24" of this unit wants to cast a spell, it must take a morale test. If failed the wizard may not cast any spells for the round.

Swallow: This model may replace all of its melee attacks for a single attack. If it hits the target takes one automatic wound, and you may remove D3 wound markers from this unit's Tough count.

Magic Spells

Bestial Surge (1): All friendly units within 6" move D6+1" toward the nearest enemy unit.

Mantle of Ghorok (1): The wizard or target friendly model within 6" gets +2D6 Attacks in Melee until the end of the round.

Devolve (1): All enemy units within 12" must take a morale test. If failed they take D3 wounds.

Bray-Scream (1): The wizard or target friendly model within 12" may attack with Roar (12", A6).

Viletide (2): Target enemy unit within 24" takes D6+D3 automatic hits.

Traitor-Kin (2): This spell targets all enemy units within 12" that are on a Mount, have the Chariot rule, or have both the Fast and Nimble special rules. Units on a Mount and units that have the Chariot rule take D3 automatic hits per model. Units with both the Fast and Nimble special rules take 1 automatic hit per model.

Wood Elves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Glade Captain [1]	4+	Longbow, Heavy Sword (Strikes First)	Arrow of Kurnous, Hero, Stalker, Strider, Tough(3)	A	45pts
Spellsinger [1]	4+	Light Sword (Strikes First)	Blessing, Hero, Stalker, Strider, Tough(3), Wizard(1)	B	70pts
Branchwraith [1]	4+	Heavy Claws	Blessing, Fear, Fearless, Hatred, Hero, Strider, Tough(3), Wizard(1)	-	80pts
Waystalker [1]	3+	Longbow (Scope), Medium Sword (Strikes First)	Hawk-eyed, Hero, Scout, Stalker, Strider, Tough(3)	-	50pts
Shadowdancer [1]	3+	Heavy Sword (Strikes First)	Blessing, Fearless, Hero, Stalker, Strider, Tattoos, Tough(3)	C	50pts
Treeman Ancient [1]	3+	Heavy Claws, Tree Whack	Blessing, Monster, Hero, Strider, Tough(6), Wizard(2)	F, G	145pts
Eternal Guard [10]	4+	Light Spears (Strikes First)	Fearless, Stalker, Strider	E	175pts
Dryads [10]	4+	Medium Claws	Fear, Fearless, Hatred, Strider	-	185pts
Wildwood Rangers [10]	4+	Glaives (A3 in Melee, Piercing)	Fearless, Guardian, Stalker, Strider	E	265pts
Wardancers [10]	3+	Light Spears (Strikes First)	Dancer, Fearless, Stalker, Strider, Tattoos	E, H	300pts
Glade Guard [5]	4+	Longbows, Light Swords (Strikes First)	Stalker, Strider	D, E	120pts
Deepwood Scouts [5]	4+	Longbows, Light Swords (Strikes First)	Scout, Skirmisher, Stalker, Strider	D, E	150pts
Waywatchers [5]	4+	Longbows, Medium Swords (Strikes First)	Hawk-eyed, Scout, Skirmisher, Stalker, Strider	-	185pts
Glade Riders [5]	4+	Longbows, Light Lances (Strikes First)	Ambush, Fast, Nimble, Strider	D, E	140pts
Wild Riders [5]	3+	Light Lances (Strikes First)	Fast, Fear, Furious, Nimble, Strider, Tattoos	E	145pts
Sisters of the Thorn [5]	4+	Throwing Weapons (Poison), Light Swords (Strikes First, Poison)	Armored, Deepwood Coven, Fast, Nimble, Strider	E	195pts
Great Eagles [3]	3+	Medium Claws	Fast, Fear, Flying, Impact(D3), Tough(3)	-	115pts
Tree Kin [3]	3+	Heavy Claws	Armored, Fear, Fearless, Strider, Tough(3)	-	130pts
Warhawk Riders [3]	4+	Longbows, Heavy Lances (Strikes First)	Fast, Fear, Flying, Furious, Impact(D3), Nimble, Tough(3)	-	160pts
Treeman [1]	3+	Force Claws, Tree Whack	Monster, Strider, Tough(6)	G	80pts
Elven Steed [1]	-	-	Fast, Nimble	-	-
Great Eagle [1]	-	Medium Claws	Flying, Fearless, Tough(3)	-	-
Great Stag [1]	-	Medium Claws	Fast, Fear, Impact(D3), Nimble, Tough(3)	-	-
Unicorn [1]	-	Medium Lance	Fast, Fear, Nimble, Resistance, Tough(3)	-	-
Forest Dragon [1]	-	Flame Breath (12", A6), Force Claws	Fearless, Flying, Monster, Tough(9)	-	-

A | Replace Heavy Sword:

Heavy Spear	+5pts
Master Sword	+10pts
Heavy Mace	+10pts

Mount on:

Elven Steed	+5pts
Great Eagle	+20pts
Great Stag	+30pts
Forest Dragon	+115pts

B | Equip with:

Longbow	+10pts
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Upgrade Wizard(1):

Wizard(2)	+30pts
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Mount on:

Elven Steed	+5pts
Great Eagle	+20pts
Unicorn	+35pts

C | Upgrade with:

Wizard(1)	+50pts
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D | Upgrade all Longbows with one:

Trueflight Arrows (Ignores Cover)	+10pts
Skyfire Shot (Rapid)	+15pts
Arcane Bodkins (Ignores Armor)	+15pts
Hagbane Tips (Poison)	+15pts
Swiftshiver Shards (Piercing)	+30pts

E | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

F | Upgrade Wizard(2):

Wizard(3)	+25pts
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G | Upgrade with:

Strangleroots (12", AD6+1)	+20pts
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H | Replace all Light Spears:

Medium Swords (Strikes First)	+25pts
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Woodland Ambush

When using this army you may deploy additional forests which count as Difficult Terrain and Cover within 24" of your table edge. You may either deploy one forest up to 10"x10" in size, or two forests up to 5"x10" in size each.

Army Special Rules

Ambush: You may choose not to deploy this unit with your army, and instead keep it in reserve. After round 1 you may roll one die at the beginning of each round, and on a 4+ you may place the unit on the table touching any table edge over 6" away from enemy units. If the unit has not arrived by the last round it arrives automatically.

Arrow of Kurnous: After both armies have been deployed but before the first turn begins, if an enemy hero is within 36" and line of sight of this model it immediately takes an automatic hit.

Blessing: When rolling to cast spells with this unit you may re-roll any die as long as it is in a forest.

Dancer: Whenever this unit fights in close combat you must choose one Dance, and all models in the unit gain its benefits:

- Whirling Death (Rapid)
- Storm of Blades (+1 Attack)
- Shadow's Coil (Armored)
- Woven Mist (+1 when calculating results)

Deepwood Coven: This unit counts as having the Wizard(2) special rule, however only one model may cast spells with it per round.

Guardian: This model has +1 Attack in Melee when fighting against units with the Fear special rule.

Hawk-eyed: Whenever this unit shoots you must choose one Technique, and all models in the unit gain its benefits:

- Fast Shot (+1 Attack)
- Aimed Shot (Rapid)

Stalker: This model always has +1 Attack in melee and shooting as long as it is in a forest.

Tattoos: This model may re-roll failed blocks.

Tree Whack: This model may replace all of its melee attacks for a single attack that targets a single model in base contact and deals D6 automatic hits.

Magic Spells

Apotheosis (1): Target friendly model within 18" immediately removes one wound marker.

Shroud of Despair (1): All enemy units within 12" must re-roll successful morale tests until the end of the round.

Tempest (2): Target enemy unit within 30" takes D6 automatic hits.

Drain Magic (2): Target unit within 18" loses all spell effects with "until the end of the round".

Bladewind (2): Target enemy unit within 24" must take as many Quality tests as models in it, and it takes one automatic hit for each failed test.

Word of Pain (3): Target enemy unit within 24" must re-roll successful shooting and melee attacks until the end of the round.

Daemons of Chaos

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Bloodthriester [1]	2+	2x Force Claws	Flying, Hero, Monster, Resistance, Tough(6)	-	130pts
Lord of Change [1]	2+	Force Claws	Flying, Hero, Monster, Tough(6), Wizard(2)	-	145pts
Great Unclean One [1]	2+	Force Claws (Poison)	Hero, Monster, Tough(6), Wizard(1)	-	145pts
Keeper of Secrets [1]	2+	Force Claws	Fast, Hero, Monster, Tough(6), Wizard(1)	-	130pts
Daemon Prince [1]	2+	Force Claws	Fearless, Hero, Monster, Tough(3), Wizard(1)	D, G	110pts
Herald of Khorne [1]	3+	Master Sword	Fear, Fearless, Furious, Hero, Resistance, Tough(3)	A	45pts
Herald of Tzeentch [1]	5+	Medium Sword	Fear, Fearless, Hero, Tough(3), Wizard(1)	B	55pts
Herald of Nurgle [1]	4+	Heavy Sword (Poison)	Fear, Fearless, Hero, Stench, Tough(3)	E	35pts
Herald of Slaanesh [1]	4+	Master Sword (Poison)	Fear, Fearless, Hero, Tough(3)	F	40pts
Pink Horrors [10]	5+	Light Claws	Fear, Fearless, Horrors	C, H	95pts
Plaguebearers [10]	4+	Light Swords (Poison)	Fear, Fearless, Stench	C	175pts
Daemonettes [10]	4+	Medium Claws (Poison)	Fear, Fearless	C	225pts
Bloodletters [10]	3+	Medium Swords	Fear, Fearless, Furious, Resistance	C	245pts
Chaos Furies [10]	5+	Light Claws	Fear, Fearless, Flying	D	115pts
Seekers [10]	4+	Medium Swords (Poison)	Fast, Fear, Fearless, Nimble	C	255pts
Flesh Hounds [5]	4+	Medium Claws	Fast, Fear, Fearless, Furious, Nimble, Resistance, Tough(3)	-	155pts
Screamers [5]	4+	Heavy Claws, Slashing Attack	Fast, Fear, Fearless, Flying, Nimble, Tough(3)	-	200pts
Nurglings [3]	5+	Master Claws	Fear, Fearless, Scout, Stench, Tough(3)	-	70pts
Flamers [3]	4+	Flamers (12", A6), Medium Claws	Fear, Fearless, Skirmisher, Tough(3)	-	130pts
Fiends [3]	4+	Heavy Claws (Strikes First, Poison)	Fast, Fear, Fearless, Nimble	-	110pts
Plague Drones [3]	4+	Master Swords (Poison)	Fear, Fearless, Flying, Stench, Tough(3)	C	140pts
Nurgle Beasts [3]	4+	Rotten Attacks (AD6+1 in Melee, Poison)	Fear, Fearless, Regeneration, Stench, Tough(3)	-	170pts
Bloodcrushers [3]	3+	Force Swords	Armored, Fear, Fearless, Furious, Resistance, Tough(3)	C	175pts
Seeker Chariot [1]	4+	Master Claws (Poison)	Chariot, Fear, Tough(3)	-	55pts
Burning Chariot [1]	4+	Flamer (12", A6), Master Swords	Chariot, Fear, Flying, Tough(3)	-	75pts
Hellflayer [1]	4+	2x Force Claws (Poison)	Chariot, Fear, Soulscent, Tough(3)	-	110pts
Exalted Chariot [1]	4+	2x Force Claws (Poison)	Chariot, Fear, Tough(6)	-	125pts
Skull Cannon [1]	3+	Skullcannon (48", A12), Heavy Claws	Chariot, Fear, Furious, Gorefeast, Tough(6)	-	275pts
Soul Grinder [1]	3+	Flamer (12", A6), Master Claws	Monster, Tough(6)	D	95pts
Juggernaut of Khorne [1]	-	Heavy Claws	Armored, Tough(3)	-	-
Disc of Tzeentch [1]	-	Heavy Claws	Flying	-	-
Palanquin of Nurgle [1]	-	Force Claws	Tough(3)	-	-
Steed of Slaanesh [1]	-	-	Fast, Nimble	-	-
Blood Throne [1]	-	Heavy Claws	Chariot, Endless Totem, Gorefeast, Tough(3)	-	-
Seeker Chariot [1]	-	Medium Claws (Poison)	Chariot, Tough(3)	-	-
Exalted Chariot [1]	-	Force Claws (Poison)	Chariot, Tough(6)	-	-
Burning Chariot [1]	-	Flamer (12", A6), Medium Swords	Chariot, Flying, Tough(3)	-	-

A | Equip with one:

Locus of Abjuration (The heralds units gets the Resistance rule)	+25pts
Locus of Wrath (The herald and his unit get the Hatred rule)	+30pts
Locus of Fury (The herald and his unit get the Rapid rule)	+35pts

Mount on:

Juggernaut of Khorne	+45pts
Blood Throne	+110pts

B | Equip with one:

Locus of Conjunction (The herald's spell attacks get the Piercing rule)	+10pts
Locus of Transmogrification (If the herald joins a unit with Horrors it may place 2 markers instead of 1)	+15pts
Locus of Change (When the herald and his unit are in Melee they get the Poison rule on a 4+)	+25pts

Upgrade Wizard(1):

Wizard(2)	+15pts
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Mount on:

Disc of Tzeentch	+10pts
Burning Chariot	+60pts

C | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

D | Upgrade with one:

Khorne (Furious)	+10pts
Nurgle (Stench)	+15pts
Slaanesh (Poison)	+30pts
Tzeentch (Regeneration)	+30pts

E | Equip with one:

Locus of Virulence (The herald and his unit get the Rapid rule)	+20pts
Locus of Fecundity (The herald and his unit get the Regeneration rule)	+55pts
Locus of Contagion (The herald and his unit deal wounds from Poison on 5+ instead of only 6)	+55pts

Upgrade with:

Wizard(1)	+40pts
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Mount on:

Palanquin of Nurgle	+25pts
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F | Equip with one:

Locus of Grace (The herald and his unit get the Strider rule)	+15pts
Locus of Swiftiness (The herald and his unit get the Strikes First rule)	+100pts
Locus of Beguilement (Enemies get the Strikes Last rule when fighting against the herald and his unit)	+100pts

Upgrade with:

Wizard(1)	+40pts
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Mount on:

Steed of Slaanesh	+5pts
Seeker Chariot	+70pts
Exalted Chariot	+95pts

G | Upgrade with:

Daemonic Flight (Flying)	+10pts
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Upgrade Wizard(1):

Wizard(2)	+15pts
Wizard(3)	+30pts

H | Upgrade one model with:

Wizard(1)	+40pts
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Army Special Rules

Endless Totem: All friendly units within 6" receive the benefits of this unit's Locus upgrades.

Gorefeast: Whenever this unit inflicts wounds from Impact hits, roll one die for each wound. On a 4+ remove one wound from this unit's Tough count.

Horrors: Every time this unit takes wounds in melee place a marker next to it, and if it is not destroyed then the enemy it fought takes as many hits as markers (before seeing who won), and all markers are removed.

Slashing Attack: Once per round this unit may deal D6 hits to one enemy unit it passes over.

Soulscent: Whenever this unit inflicts wounds from Impact hits, it gets as many extra attacks in melee as wounds inflicted.

Stench: Enemy units must re-roll all successful melee hits against this unit.

Magic Spells

Acquiescence (1): Target enemy unit within 24" must move D6" away from target friendly unit.

Pink Fire of Tzeentch (1): The wizard may attack with Flames (12", A6).

Tzeentch's Treason (1): Target enemy unit within 24" must re-roll successful morale test until the end of the round.

Putrefying Blades (1): Target friendly unit within 12" gets Poison Melee until the end of the round.

Pestilent Miasma (2): Target enemy unit within 18" gets Strikes Last until the end of the round.

Slaanesh's Lash (2): Target enemy unit within 24" takes D6 automatic hits with Piercing.

Stormcast Eternals

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Celestant Prime [1]	3+	Cometstrike Sceptre, Medium Mace	Fearless, Flying, Hammerstrike, Hero, Tough(9)	-	145pts
Lord Celestant [1]	3+	Master Sword	Fearless, Furious, Hero, Tough(6)	A	50pts
Lord Relictor [1]	3+	Master Mace	Fearless, Hero, Stormcaller, Tough(6)	-	90pts
Lord Castellant [1]	3+	Heavy Halberd	Fearless, Hero, Tough(6), Warding Lantern	B	90pts
Knight Heraldor [1]	3+	Master Sword	Fearless, Hero, Thunderblast, Tough(6)	-	75pts
Knight Vexillor [1]	3+	Pennant of the Stormbringer, Master Mace	Fearless, Hero, Tough(6)	C	85pts
Knight Azyros [1]	3+	Master Sword	Celestial Beacon, Fearless, Flying, Hero, Tough(6)	-	60pts
Knight Venator [1]	3+	Realmhunter's Bow (30", A3), Heavy Sword	Fearless, Flying, Hero, Tough(6)	D	75pts
Liberators [3]	3+	Medium Swords	Fearless, Tough(3)	E, G	85pts
Decimators [3]	3+	Heavy Swords	Fearless, Grim Harvester, Tough(3)	E, H	110pts
Protectors [3]	3+	Heavy Halberds	Fearless, Stormshield, Tough(3)	E, H	130pts
Retributors [3]	3+	Medium Maces (Poison)	Fearless, Tough(3)	E, J	170pts
Gryph Hounds [3]	3+	Heavy Claws	Fast, Tough(3), Warning Cry	-	100pts
Judicators [3]	3+	Bows	Fearless, Tough(3)	E, F	95pts
Prosecutors [3]	3+	Stormcall Javelins (18", A1, Piercing)	Fearless, Flying, Tough(3)	E, I	110pts
Dracoth [1]	-	Storm Breath (12", A6), Heavy Claws	Monster, Tough(3)	-	-

A | Replace Master Sword:

Heavy Mace +15pts

Take any:

Warcloak (18", AD6) +20pts

Medium Mace +25pts

Mount on:

Dracoth +90pts

B | Take one:

Gryph Hound +40pts

C | Replace Pennant of the Stormbringer:

Meteoric Standard +5pts

D | Take one:

Star Eagle (30", A3, Poison) +40pts

E | Upgrade with:

Sergeant +5pts

Upgrade all models with:

Hammerstrike +10pts

F | Replace all Bows:

Boltstorm Crossbows (12", A2) Free

Replace one Bow:

Thunderbolt Crossbow (18", AD6x) +20pts

Shockbolt Bow (24", AD6) +20pts

G | Replace all Medium Swords:

Heavy Swords +10pts

Medium Maces +50pts

Heavy Maces +65pts

Replace one Medium Sword:

Force Sword +10pts

Force Mace +35pts

H | Replace up to two Heavy Halberds/ Heavy Swords:

Force Mace +30pts

I | Replace all Light Swords:

Light Maces +40pts

Medium Maces +60pts

Replace all Stormcall Javelins:

Celestial Hammers (18", A2) +10pts

Replace one Stormcall Javelin:

Stormsurge Trident (18", A3x) +15pts

J | Replace up to two Medium Maces:

Force Mace (Poison) +25pts

Army Special Rules

Celestial Beacon: Friendly unit may that Hammerstrike within 6" of this unit don't scatter.

Cometstrike Sceptre: Once per round, when this unit is activated, you may pick any point on the table and all enemy units within D6" take D3 automatic wounds.

Grim Harvest: Enemy units within 6" must re-roll successful morale tests.

Hammerstrike: You may choose not to deploy this unit with your army, and instead keep it in reserve. After round 1 you may roll one die at the beginning of each round, and on a 4+ you may place the unit anywhere over 6" away from enemy units. Then roll one die, on a 1-2 the opponent may move the unit by up to 12" (must be in a valid position).

Meteoric Standard: Once per game, when this unit is activated, you may pick a point on the table within 24" of this unit. All enemy units within 2D6" of that point take D3 automatic wounds.

Pennant of the Stormbringer: Once per game, when this unit is activated, you may pick one friendly unit, and that unit may immediately hammerstrike onto the table. Roll one die for each enemy unit within 18" of it, on a 4+ it takes D3 automatic wounds.

Stormcaller: Once per round, when this unit is activated, pick either one enemy unit or one friendly unit within 12" and roll one die. On a 3+ the unit either takes D3 automatic wounds, or you may remove D3 wound tokens from it.

Stormshield: This unit may re-roll failed blocks against shooting attacks.

Thunderblast: Once per round, when this unit is activated, pick one piece of terrain within 18". All enemy units inside or within 3" of that piece of terrain take D3 automatic wounds.

Warding Lantern: Once per round, when this unit is activated, pick either one enemy unit or one friendly unit within 12". That unit either takes D3 automatic wounds, or the unit counts as having the Armored rule until the end of the round.

Warning Cry: Whenever an enemy unit is set up (Ambush, Sneaky, etc.) within 18" of this unit all friendly units within 12" may immediately shoot at it.