

ONE PAGE RULES PRESENTS

ONE PAGE FANTASY



Introduction

One Page Fantasy is a single-page miniature wargame set in the Warhammer Fantasy universe. Gameplay is focused around simple combat mechanics that keep combat between big armies fast and engaging.

All you need to play are some WHFB miniatures, a flat 6'x4' playing area, a measuring tape in inches and a couple of six-sided dice. The game can also be played with miniatures from other manufacturers.

Find more free games at onepagerules.wordpress.com, and more awesome art at pixiv.net/member.php?id=3548223.

If you'd like to get news & updates you can follow us here:

- Facebook: facebook.com/onepagerules
- Reddit: reddit.com/r/onepagerules
- Twitter: twitter.com/OnePageRules

If you wish to get involved in development or have any questions feel free to contact us:

- Forum: onepagerules.proboards.com
- E-Mail: onepageanon@gmail.com

Thank you for playing and happy wargaming!

One Page Anon (Rules), Banananonymous (Cover)

Index

1. *Cover*
2. *Introduction & Index*
3. *Rules*
4. *Advanced Rules*
5. *Empire*
6. *Orcs*
7. *Goblins*
8. *High Elves*
9. *Warriors of Chaos*
10. *Dwarfs*
11. *Skaven*
12. *Lizardmen*
13. *Ogre Kingdoms*
14. *Dark Elves*
15. *Tomb Kings*
16. *Vampire Counts*
17. *Brettonia*
18. *Beastmen*
19. *Wood Elves*
20. *Daemons of Chaos*

One Page Fantasy – Main Rulebook v3.2.0

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. Have fun!

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 worth of units and upgrades in his army. Each army may only have one Hero unit.

Unit Formations: All models in a unit must be placed in base 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 table edge to deploy first, then players alternate in placing one unit each within 12" of their edge.

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 the movement phase the first player has to move all of his units before play passes to the other player. In each subsequent phase the players alternate in attacking with one unit each until all units have attacked. 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	6"	May shoot.
March	12"	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 to an enemy unit may fire at it. Models may fire all their weapons when using Hold actions, and only one when using Advance actions. Shooting models take one Quality test per Attack, 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 the enemy and shuffle first to maximize contact, and then defenders do the same. All charging models from the two front rows may attack one enemy unit using all their melee weapons, which is resolved like shooting. Then any remaining defenders may strike back in the same way. Once both sides have attacked compare how many wounds each unit caused, and add +1 for every full rank each unit has after the first. Units charging in the flank/rear add +1/+2 to the total. If one side has a lower total then it 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 a unit takes a wound which brings it down to half or less of its total size/tough, then it must take a morale test. The unit takes a Quality test and if failed it is Wavered (gets Unwieldy and may only pivot until the end of the next round). If the failed test was from Melee and the unit is down to half or less of its total size/tough, then it Routs (remove from play).

Terrain

Cover (forests, ruins, fences, etc.): Units with most models within or behind cover terrain ignore shooting hits on 5+ (doesn't stack with Armored).

Difficult Terrain (woods, mud, rivers, etc.): Units moving through difficult terrain can't move more than 6" at a time, regardless of action.

Dangerous Terrain (quicksand, deadly vegetation, lava, etc.): Roll one die for every model that moves across dangerous terrain or activates in it. The model takes one automatic wound if you roll a 1.

Elevation (cliffs, hills, ledges, etc.): Units charging onto higher elevation get Unwieldy, 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 and have the Nimble special rule (not when Mounted).

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

Weapons

Weapons with a range value provide attack dice to shooting, others to melee. Units without a melee weapon count as using Light Swords/Claws.

Sword/Claws: No special rules.

Spear: Gets +1 Attack when charged.

Halberd: Counts as Piercing.

Mace: Counts as Piercing and Poison.

Lance: Counts as having Impact(1).

Name	Range	Attacks
Light	-	1
Medium	-	2
Heavy	-	3
Master	-	4
Force	-	5
Throwing Weapon	12"	1
Pistol	12"	1p
Shortbow	18"	1
Fire Thrower	18"	6
Bow	24"	1
Rifle	24"	1p
Longbow	30"	1
Crossbow	30"	1p
Stone Thrower	48"	3p
Cannon	48"	D3+3p
Bolt Thrower	48"	3x

p = Weapon counts as having the Piercing rule.

x = Weapon counts as having the Piercing rule and all wounds must be assigned to a single model.

Common Upgrades

Sergeant: One model gets +1 melee attack.

Musician/Standard: Adds +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.

Deadly: Whenever this weapon hits an enemy model on a roll of 6 it takes D3+1 automatic wounds. Note that these hits can't be ignored by the Armored special rule.

Fast: This unit moves +3" when using Advance actions and +6" when using March/Charge actions.

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

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

Fiery Breath: Once per game this unit may deal 2D6 automatic hits in Melee or to an enemy unit within 12" in the Shooting phase.

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.

Impact(X): This unit deals X automatic hits for each model with this special rule in the two front rows when charging.

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 ignores the Armored special rule. If a unit without Armored is hit then it must re-roll successful blocks instead.

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 5+ it is ignored.

Resistance: This unit ignores Spell effects on 4+.

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).

Sniper: Models firing this weapon always hit on 2+ and ignore cover. The attacker may pick which model from the target unit is hit.

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

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.

Unwieldy: This weapon must re-roll hits.

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 all players get D6 power dice to use for that round. Wizards may cast Spells at any point before attacking, and they require no line of sight. You may try to cast any Spell once per round by rolling any number of power dice and adding +X to the result. If you roll the same number or higher than the one in brackets you may resolve all effects. If a Wizard rolls two or more 6s it immediately takes D3 automatic wounds.

Advanced Rules

Advanced Wizardry

When an enemy Wizard tries to cast a Spell you may try to dispel it. Both players declare the number of power dice they are using, and then roll at the same time. If you have a Wizard in your army then you may add +X to the result, however then if you roll two or more 6s it immediately takes D3 automatic wounds. If you roll a higher number than the casting Wizard, then the spell's 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 charging into these waters get the Unwieldy 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 may hold up to X Infantry models in them, and Infantry units may enter by moving into contact with the building, whilst garrisoned units may use an Advance action to exit. Units may shoot into and out of any side of the building that has some sort of firing port (doors, windows, etc.), and always count as shooting from the topmost firing port. When shooting at units inside a building the target counts as in Cover. Whenever a unit charges a building, only one unit inside of it 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:

Building	Capacity
Wooden Sheds	6
Brick Houses	11
Mansions	21
Castle Walls	11
Castle Keeps	21

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	Sabotage
5	Breakthrough
6	King of the Hill

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: Before deploying armies place D3+2 objective markers on the table. Roll-off to see who goes first, and then alternate in placing one marker each at least 12" away from any table edge and from any other marker. After 4 rounds the game is over, and both players check if they have any units within 3" of an objective marker that are not wavered, and if no enemy units are within 3" of that marker it counts as seized. The player with the most seized objective markers wins.

3 – Treasure Hunt: Before deploying armies place 3 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. If a unit moves into contact with the marker it picks it up, and if it is destroyed the marker is dropped on the spot. Units holding markers may move off any table edge, removing the unit and the marker. After 4 rounds the game is over, and both players sum how many treasure markers they are holding or they moved off the table. The player with the most treasure markers wins.

4 – Sabotage: 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. If a unit that is not wavered is within 3" of an enemy relic marker, and no enemy units are within 3" of that marker, then it is destroyed. After 4 rounds the game is over, and if one of the players destroyed the enemy relic marker whilst keeping his own marker intact, then he wins.

5 – Breakthrough: After 4 rounds the game ends, and both players sum the point value of all units that they have in the opponent's deployment zone that are not wavered. The player with most points within the opponent's deployment zone wins.

6 – King of the Hill: After 4 rounds the game ends, and both players sum the point value of all units that they have within 12" of the table center that are not wavered. The player with most points within the table center wins.

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 750pts game with two players per side each player may take 375pts worth of units, but only one of them may take a Hero unit.

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

Mission: Points, objectives, deployment zones, etc. are counted for each side, not for each player.

Playing the Game: During the movement phase players from the same side all move their units. During the other phases only one of the players per side may activate a single unit, 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
750	0-1
1500	0-2
2250	0-3
3000	0-4
3750	0-5
4500	0-6
5250	0-7
6000	0-8

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	Hero, Hold the Line!, Tough(3)	A	60pts
Captain [1]	5+	Heavy Sword	Hero, Hold the Line!, Tough(3)	A	50pts
Warrior Priest [1]	5+	Medium Sword	Fury, Hero, Prayer, Resistance, Tough(3)	B	70pts
Witch Hunter [1]	5+	Pistol, Medium Sword	Accusation, Hero, Resistance, Tough(3)	J	35pts
Battle Wizard [1]	5+	Light Sword	Tough(3), Wizard(1)	C	35pts
Master Engineer [1]	5+	Light Sword	Ballistic Master, Tough(3)	D	80pts
State Troops [10]	5+	Light Swords	-	E, F	60pts
Flagellants [10]	5+	Light Maces	End is Nigh!, Fearless, Furious	-	130pts
Greatswords [10]	4+	Light Maces	Armored, Fearless	F	195pts
State Marksmen [5]	5+	Bows	-	F, G	50pts
Pistoliers [5]	5+	Pistol Braces (12", A2), Medium Swords	Fast, Nimble	F, H	75pts
Knightly Orders [5]	4+	Light Lances	Armored, Nimble	F, I	85pts
Demigryph Knights [3]	4+	Light Halberds, Heavy Claws (Piercing)	Armored, Fear, Nimble, Impact(1), Tough(3)	F, K	160pts
Celestial Hurricanum [1]	4+	Storm (24", A3p), Medium Claws	Armored, Fast, Impact(D6), Portents, Tough(6)	-	100pts
Luminark of Hysh [1]	4+	Bolt (36", A3x), Medium Claws	Armored, Fast, Impact(D6), Protection, Tough(6)	-	105pts
Steam Tank [1]	4+	Steam Cannon (36", AD3+3p), FieryBreath	Armored, Fast, Impact(D6), Tough(9)	-	175pts
Great Cannon [1]	5+	Cannon	Armored, Ordnance, Tough(3)	-	85pts
Helstorm Battery [1]	5+	Rocket Battery (48", AD3*3p, Indirect)	Armored, Ordnance, Tough(3)	-	115pts
Helblaster Gun [1]	5+	Volley Gun (24", A18p)	Armored, Ordnance, Tough(3)	-	130pts
Mortar [1]	5+	Mortar (48", A9p, Indirect)	Armored, Ordnance, Tough(3)	-	160pts
Warhorse [1]	-	Light Claws	Fast, Nimble	-	-
Mechanical Steed [1]	-	Light Claws	Armored, Nimble, Impact(D3)	-	-
Imperial Pegasus [1]	-	Medium Claws	Flying, Nimble, Impact(1), Tough(3)	L	-
War Altar of Sigmar [1]	-	Medium Claws	Armored, Fast, Holy Fervour, Impact(D6), Tough(6)	-	-
Imperial Griffon [1]	-	Master Claws (Piercing)	Armored, Fear, Flying, Impact(D6), Tough(6)	M	-
Imperial Dragon [1]	-	Fiery Breath, Force Claws (Piercing)	Armored, Fear, Flying, Impact(D6), Tough(6)	-	-

A | Replace Heavy Sword:

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

Equip with one:

Pistol	+5pts
Heavy Armor (Armored)	+10pts
Rifle	+10pts
Longbow	+15pts

Mount on:

Warhorse	+10pts
Imperial Pegasus	+30pts
War Altar of Sigmar	+100pts
Imperial Griffon	+100pts
Imperial Dragon	+115pts

B | Replace Medium Sword:

Heavy Sword	+5pts
Medium Mace	+10pts

Equip with:

Heavy Armor (Armored)	+10pts
-----------------------	--------

Mount on:

Warhorse	+5pts
----------	-------

C | Upgrade Wizard(1):

Wizard(2)	+5pts
-----------	-------

Mount on:

Warhorse	+5pts
----------	-------

D | Equip with one:

Blunderbuss (18", A1p)	+5pts
Repeater Pistol (12", A3p)	+10pts
Pigeon Bomb (24", AD3p)	+10pts
Repeater Handgun (24", A3p)	+20pts
Hochland Rifle (36", A1p, Sniper)	+45pts

Mount on:

Warhorse	+5pts
Mechanical Steed	+20pts

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 Bows:

Rifles	+10pts
Crossbows	+20pts

Replace one Bow with one:

Repeater Handgun (24", A3p)	+15pts
Hochland Rifle (36", A1p, Sniper)	+40pts

Upgrade all models:

Huntsman Training (Scout)	+10pts
---------------------------	--------

H | Replace all Pistol Braces:

Repeater Handguns (24", A3p)	+70pts
------------------------------	--------

Replace one Pistol Brace:

Blunderbuss (18", A1p)	Free
Repeater Handgun (24", A3p)	+15pts

I | Replace all Light Lances:

Light Maces	+10pts
-------------	--------

Upgrade all models:

Reiksguard Training (Fearless)	+15pts
--------------------------------	--------

J | Replace Medium Sword:

Medium Mace	+10pts
-------------	--------

K | Replace all Light Halberds:

Light Lances	+5pts
--------------	-------

L | Upgrade with any:

Iron Hooves (Piercing Impact hits)	+5pts
Swift as the Wind (+3" when using Advance and +6" when using March/Charge)	+5pts

M | Upgrade with any:

Bloodroar (Enemies must re-roll successful morale tests from Fear)	+5pts
Two Heads (+1A in Melee)	+5pts

Army Special Rules

Accusation: At the beginning of the game select one enemy model. The witch hunter may always target that model directly even if it is part of a unit, and it has the Rapid and Deadly rules against it.

Ballistic Master: Each round one Ordnance unit within 3" may shoot at Quality 4+.

End is Nigh!: Whenever this unit fights in melee you may sacrifice D3 models before combat begins. If you do then this unit gets the Armored and Rapid special rules for that combat.

Fury: The hero and his unit get the Furious rule.

Hold the Line!: The hero and his unit get the Fearless special rule.

Holy Fervour: All friendly units within 6" get the Furious special rule.

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

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

Protection: All friendly units within 6" may ignore Wounds of 6+.

Magic Spells

Spirit Leech (6+): Target enemy model within 12" must take a morale test. If failed it immediately takes D3 wounds.

Fireball (7+): Target enemy unit within 24" takes D6 automatic hits.

Earth Blood (8+): The wizard and his unit get the Regeneration rule until the end of the round.

Plague of Rust (10+): Target enemy unit within 24" must re-roll blocks until the end of the round.

Wyssan's Wildform (10+): Target friendly unit within 12" gets the Piercing and Armored rules until the end of the round.

Mystifying Miasma (13+): Target enemy unit within 48" must re-roll successful hits in Melee or Shooting until the end of the round (pick one).

Orcs

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Black Orc Boss [1]	4+	Heavily Armed	Fearless, Hero, Tough(3), Waaagh!	A	105pts
Savage Orc Boss [1]	5+	Heavy Sword	Furious, Hero, Tough(3), Waaagh!	A	85pts
Orc Boss [1]	5+	Heavy Sword	Hero, Tough(3), Waaagh!	A	80pts
Savage Orc Shaman [1]	5+	Light Sword	Furious, Tough(3), Wizard(1)	B	30pts
Orc Shaman [1]	5+	Light Sword	Tough(3), Wizard(1)	B	25pts
Orc Boyz [10]	5+	Light Swords	-	C, E	60pts
Savage Boyz [10]	5+	Light Swords	Furious	C, D, E	70pts
Black Orcs [10]	4+	Heavily Armed	Fearless	C	165pts
Orc Arrer Boyz [5]	5+	Bows	-	C	50pts
Savage Arrer Boyz [5]	5+	Bows	Furious	C, D	60pts
Orc Boar Boyz [5]	5+	Light Swords	Fast, Nimble, Tusker Charge	C, F	50pts
Savage Boar Boyz [5]	5+	Light Swords	Fast, Furious, Nimble, Tusker Charge	C, F	55pts
Trolls [3]	4+	Heavy Swords, Troll Vomit	Fear, Impact(1), Regeneration, Tough(3)	-	125pts
River Trolls [3]	4+	Heavy Swords, Troll Vomit	Fear, Impact(1), Regeneration, Strider, Tough(3)	-	130pts
Stone Trolls [3]	4+	Heavy Swords, Troll Vomit	Fear, Impact(1), Regeneration, Resistance, Tough(3)	-	140pts
Giant [1]	4+	Giant Attack	Armored, Fall Over, Fear, Fearless, Impact(D6), Tough(6)	-	100pts
Orc Boar Chariot [1]	5+	Medium Spear, Medium Claws	Armored, Fast, Impact(D6), Tough(3), Tusker Charge	-	45pts
War Boar [1]	-	Light Claws	Fast, Nimble, Tusker Charge	-	-
Boar Chariot [1]	-	Medium Claws	Armored, Fast, Impact(D6), Tough(3), Tusker Charge	-	-
Wyvern [1]	-	Heavy Claws (Poison)	Armored, Fear, Flying, Impact(D6), Tough(6)	-	-

A | Replace Heavy Sword:

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

Mount on:

War Boar	+10pts
Boar Chariot	+55pts
Wyvern	+95pts

B | Upgrade Wizard(1):

Wizard(2)	+5pts
-----------	-------

Mount on:

War Boar	+5pts
----------	-------

C | Upgrade with:

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

D | Equip with:

Big Stabba (Impact(D3))	+5pts
-------------------------	-------

E | Replace all Light Swords:

Light Spears	+10pts
Medium Swords	+20pts

F | Replace all Light Swords:

Light Spears	+5pts
Medium Swords	+10pts

Army Special Rules

Fall Over: When the giant is killed all units within 3" take D6p automatic hits.

Giant Attack: When fighting in melee this unit deals D6p automatic hits.

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

Troll Vomit: This model may replace all of its melee attacks for a single troll vomit attack. This attack hits automatically and has Piercing.

Tusker Charge: This unit gets Piercing in Melee when using Charge actions.

Waaagh!: Once per game when the hero charges you may declare a Waaagh!. 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

Brain Bursta (5+): Target enemy model within 18" takes one automatic hit.

Fists of Gork (5+): The wizard gets +3 Attacks and the Piercing rule until the end of the round.

'Eadbutt (5+): Target enemy wizard within 4D6" takes D3 automatic hits.

Gaze of Mork (6+): Target enemy unit within 4D6" takes D6 automatic hits.

'Ere we go! (11+): The wizard, his unit and all friendly units within 2D6" get Rapid in Melee until the end of the round.

Hand of Gork (13+): Target friendly unit within 24" may be placed anywhere within 3D6" of its current position.

Goblins

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Night Goblin Boss [1]	6+	Heavy Sword	Deranged, Hero, Tough(3)	A	15pts
Goblin Boss [1]	6+	Heavy Sword	Hero, Tough(3)	A	10pts
Night Goblin Shaman [1]	6+	Light Sword	Deranged, Tough(3), Wizard(1)	B	40pts
Goblin Shaman [1]	6+	Light Sword	Tough(3), Wizard(1)	B	35pts
Goblins [10]	6+	Light Swords	-	C, G	30pts
Night Goblins [10]	6+	Light Swords	Deranged	C, D	35pts
Snotlings [3]	6+	Force Swords, Explodin' Spores	Tough(6)	-	80pts
Squig Herd [10]	5+	Medium Claws	Deranged, Fearless, Wild	-	110pts
Goblin Archers [5]	6+	Shortbows	-	C, G, H	25pts
Night Goblin Archers [5]	6+	Shortbows	Deranged	C, D	30pts
Wolf Riders [5]	6+	Light Swords	Fast, Nimble	C, H, I	25pts
Squig Hoppers [5]	6+	Medium Swords	Boingy, Deranged, Fearless, Nimble	-	40pts
Spider Riders [5]	6+	Light Spears (Poison)	Fast, Nimble, Strider	C, I	45pts
Mangler Squigs [1]	5+	Out of Control	Fearless, Tough(3)	-	110pts
Arachnarok Spider [1]	4+	Fangs (A8 in Melee, Poison), Venom Surge, Master Spear, 4x Shortbows	Armored, Fear, Fearless, Impact(D6), Strider, Tough(9)	E	185pts
Pump Wagon [1]	6+	Force Sword, Explodin' Spores	Armored, Impact(2D6), Pump, Tough(3)	F	55pts
Wolf Chariots [3]	6+	3x Shortbows, Force Spears	Armored, Fast, Impact(D6), Tough(3)	-	120pts
Spear Chukka [1]	5+	Bolt Thrower	Armored, Ordnance, Tough(3)	-	55pts
Rock Lobber [1]	5+	Stone Thrower (Indirect)	Armored, Ordnance, Tough(3)	-	70pts
Doom Diver Catapult [1]	5+	Doom Diver (48", AD6p, Indirect)	Armored, Ordnance, Tough(3)	-	75pts
Giant Wolf [1]	-	Light Claws	Fast, Nimble	-	-
Giant Spider [1]	-	Light Claws (Poison)	Fast, Nimble, Strider	-	-
Great Cave Squig [1]	-	Heavy Claws	Boingy, Fearless, Impact(1), Nimble, Tough(3)	-	-
Gigantic Spider [1]	-	Heavy Claws (Poison)	Fast, Fear, Impact(1), Nimble, Strider, Tough(3)	-	-
Wolf Chariot [1]	-	Medium Claws	Armored, Fast, Impact(D6), Tough(3)	-	-

A | Replace Heavy Sword:

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

Equip with:

Shortbow	+5pts
----------	-------

Mount on:

Giant Wolf	+5pts
Giant Spider	+5pts
Great Cave Squig	+15pts
Gigantic Spider	+25pts
Wolf Chariot	+40pts

B | Upgrade Wizard(1):

Wizard(2)	+5pts
-----------	-------

Mount on:

Giant Wolf	+5pts
Wolf Chariot	+40pts

C | Upgrade with:

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

D | Take up to three:

Fanatic	+5pts
---------	-------

Equip all models with any:

Nets	+15pts
------	--------

Replace all Light Swords:

Light Spears	+5pts
--------------	-------

E | Equip with:

Stone Thrower (Indirect, Sticky)	+85pts
----------------------------------	--------

F | Upgrade with any:

Out-Rigga (+D6" movement)	+5pts
Flappas (Strider)	+5pts
Giant Explodin' Spores (Impact(+D6) once per game)	+5pts
Spiky Roller (Piercing Impact hits)	+10pts

G | Take up to three:

Nasty Skulkers	+5pts
----------------	-------

H | Replace all Light Swords:

Light Spears	+5pts
--------------	-------

I | Equip all models with:

Shortbows	+10pts
-----------	--------

Army Special Rules

Boingy: This unit always moves 3D6", and if you roll an 18 for its movement the unit counts as having Impact(1) until the end of the round.

Deranged: This unit may re-roll failed hits in Melee when using Charge actions.

Explodin' Spores: This model may throw a spore at one enemy unit within 12" during the shooting phase, which deals one automatic hit with Piercing.

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 D6p automatic hits to one enemy unit within 6".

Nasty Skulkers: Place a nasty skulker model next to this unit as long as it is alive. Once per game you may remove the nasty skulker model and deal one automatic hit with the Deadly special rule to one enemy unit in base contact.

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 2D6p automatic hits when doing so. Enemy units may not Charge this unit, but instead may move through it, taking 3D6p hits and removing it as a casualty.

Pump: This unit always moves 2D6". You may add +D6" to this movement, however if you roll a 1, then it takes D3 automatic wounds.

Sticky: If a unit is hit by this weapon it gets the Unwieldy rule until the end of the next round.

Venom Surge: Whenever this unit fights in Melee nominate one of its attacks to be a venom surge attack. That attack has the Deadly special rule.

Wild: If this unit fails a morale test all units within 2D6" take D6 automatic hits and this unit is removed as a casualty.

Magic Spells

Night Shroud (7+): The wizard and his unit count as being in Cover until the end of the round.

Sneaky Stabbin' (7+): Target friendly unit within 12" gets Piercing melee until the end of the round.

Spider-God's Gift (7+): Target friendly unit within 12" gets Poison attacks until the end of the round.

Itchy Nuisance (8+): Target enemy unit within 24" reduces all movement by D6" (to a minimum of 1) until the end of the round.

Gork'Il Fix It (9+): Target enemy unit within 24" must re-roll all successful hits and blocks of 6 until the end of the round.

Vindicative Glare (10+): Target enemy unit within 24" takes 2D6 automatic hits.

High Elves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Prince [1]	4+	Master Sword	Hero, Prowess, Tough(3)	A	35pts
Mage [1]	4+	Light Sword	Blessing, Prowess, Tough(3), Wizard(1)	B	45pts
Spearmen [10]	4+	Light Spears	Prowess	C	120pts
Phoenix Guard [10]	3+	Light Halberds	Armored, Fear, Prowess	C	225pts
White Lions [10]	3+	Light Maces	Deflect, Fearless, Prowess, Strider	C	265pts
Swordmasters [10]	3+	Medium Maces	Deflect, Prowess	C	310pts
Lothorn Sea Guard [5]	4+	Bows, Light Spears	Prowess	C	100pts
Archers [5]	4+	Longbows	Prowess	C	100pts
Sisters of Avelorn [5]	3+	Bows (Piercing)	Prowess	-	140pts
Shadow Warriors [5]	3+	Longbows	Prowess, Scout	-	150pts
Ellyrian Reavers [5]	4+	Light Spears	Fast, Prowess, Nimble	C, F	85pts
Silver Helms [5]	4+	Light Lances	Armored, Prowess, Nimble	C	90pts
Dragon Princes [5]	3+	Medium Lances	Armored, Prowess, Nimble	C	130pts
Great Eagles [3]	3+	Medium Claws	Flying, Impact(1), Nimble, Tough(3)	D	125pts
Frostheart Phoenix [1]	3+	Master Claws	Armored, Blizzard Aura, Flying, Impact(D6), Tough(6)	-	110pts
Flamespyre Phoenix [1]	3+	Heavy Claws	Armored, Fear, Flying, Impact(D6), Phoenix, Tough(6), Wake of Fire	-	165pts
Lion Chariot [1]	4+	Medium Mace, Master Claws	Armored, Fast, Fear, Fearless, Impact(D6), Prowess, Tough(3)	-	90pts
Lothorn Skycutter [1]	4+	3x Bows, Heavy Spear, Medium Claws	Armored, Fast, Flying, Impact(D6), Prowess, Tough(3)	E	90pts
Tiranoc Chariots [3]	4+	2x Longbows, Medium Spear, Medium Claws	Armored, Fast, Impact(D6), Prowess, Tough(3)	-	235pts
Bolt Thrower [1]	4+	Rapid Bolt Thrower	Armored, Prowess, Ordnance, Tough(3)	-	105pts
Elven Steed [1]	-	Light Claws	Fast, Nimble	-	-
Great Eagle [1]	-	Medium Claws	Flying, Impact(1), Nimble, Tough(3)	G	-
Tiranoc Chariot [1]	-	Medium Claws	Armored, Fast, Impact(D6), Tough(3)	-	-
Griffon [1]	-	Master Claws	Armored, Fear, Flying, Impact(D6), Nimble, Tough(3)	H	-
Dragon of Ulthuan [1]	-	Fiery Breath, Force Claws (Piercing)	Armored, Fear, Flying, Impact(D6), Nimble, Tough(6)	-	-
Frostheart Phoenix [1]	-	Master Claws	Armored, Blizzard Aura, Fear, Flying, Impact(D6), Tough(6)	-	-
Flamespyre Phoenix [1]	-	Heavy Claws	Armored, Fear, Flying, Impact(D6), Phoenix, Tough(6), Wake of Fire	-	-

A | Replace Master Sword:

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

Equip with one:

Longbow	+10pts
Heavy Armor (Armored)	+10pts

Mount on:

Elven Steed	+10pts
Great Eagle	+35pts
Griffon	+70pts
Frostheart Phoenix	+110pts
Dragon of Ulthuan	+120pts
Flamespyre Phoenix	+160pts

B | Upgrade Wizard(1):

Wizard(2)	+10pts
Wizard(3)	+20pts

Mount on:

Elven Steed	+10pts
Great Eagle	+35pts
Tiranoc Chariot	+60pts
Dragon of Ulthuan	+120pts

C | Upgrade with:

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

D | Upgrade all models with any:

Swiftsense (Rapid)	+5pts
Shredding Talons (Piercing)	+10pts

E | Equip with:

Eagle Bolt Thrower (24", A3x)	+30pts
-------------------------------	--------

F | Replace all Light Spears:

Bows and Light Swords	+30pts
-----------------------	--------

Equip all models with:

Bows	+40pts
------	--------

G | Upgrade with any:

Swiftsense (Rapid)	+5pts
Shredding Talons (Piercing)	+5pts

H | Upgrade with any:

Swooping Strike (Furious)	+5pts
Swiftsense (Rapid)	+5pts

Army Special Rules

Blessing: The wizard may re-roll one die when casting spells.

Blizzard Aura: Enemies fighting in melee against this unit get the Unwieldy special rule.

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

Prowess: This model may re-roll any failed hits, and if it has Rapid it may re-roll twice.

Phoenix: Whenever this model would be killed roll one die, on a 5+ it is not killed and immediately restores D3+2 wounds instead.

Wake of Fire: This unit may deal D6+4 hits to one enemy unit it passed over each round.

Magic Spells

Apotheosis (6+): Target friendly model within 18" immediately removes one wound marker.

Soul Quench (9+): Target enemy unit within 18" takes 2D6 automatic hits.

Drain Magic (9+): Target unit within 18" loses all spell effects with "until the end of the round".

Hand of Glory (9+): Target friendly unit within 18" gets Rapid shooting or melee attacks until the end of the round (pick one).

Tempest (11+): Target enemy unit within 30" takes D6+3 automatic hits.

Walk Between Worlds (13+): Target friendly unit within 24" may move by up to 10".

Warriors of Chaos

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Chaos Lord [1]	3+	Master Sword	Armored, Hero, Tough(3)	A, B	50pts
Chaos Sorcerer [1]	3+	Medium Sword	Armored, Hero, Tough(3), Wizard(1)	A, B	65pts
Daemon Prince [1]	2+	Force Sword (Piercing)	Armored, Fear, Fearless, Impact(D6), Tough(6)	A, D	140pts
Chaos Marauders [10]	4+	Light Swords	-	C, H, M	90pts
Chaos Warriors [10]	3+	Medium Swords	Armored	C, G, N	190pts
Chosen [10]	3+	Medium Swords	Armored, Fearless	C, G, N	230pts
Forsaken [10]	3+	Freakish Limbs (AD3 in Melee)	Armored, Fearless, Furious, Mutations	N	280pts
Chaos Warhounds [5]	4+	Light Claws	Fast, Nimble	E	70pts
Marauder Horsemen [5]	4+	Light Swords	Fast, Nimble	C, J, M	70pts
Hellstriders [5]	4+	Light Spears (Piercing, Poison)	Fast, Fear, Nimble	C	115pts
Chaos Knights [5]	3+	Medium Swords	Armored, Fear, Nimble	C, I, N	125pts
Skullcrushers [3]	3+	Medium Swords, Heavy Claws	Armored, Fear, Impact(1), Nimble, Tough(3)	C, I	185pts
Chaos Ogres [3]	4+	Heavy Swords	Fear, Impact(D3), Tough(3)	C, L, M	110pts
Chaos Trolls [3]	4+	Heavy Swords, Troll Vomit	Fear, Impact(1), Regeneration, Tough(3)	Q	125pts
Skullreapers [3]	3+	Master Swords	Furious, Tough(3)	C, O	125pts
Putrid Blightknights [3]	3+	Bountiful Blades	Armored, Regeneration, Tough(3)	C	155pts
Dragon Ogres [3]	3+	Heavy Swords	Fear, Impact(1), Resistance, Tough(3)	K	145pts
Slaughterbrute [1]	3+	Master Claws (Piercing)	Armored, Fear, Impact(D6), Tough(3)	R	70pts
Chaos Spawn [1]	4+	Mutated Limbs (AD6+1 in Melee)	Armored, Fear, Impact(1), Tough(6)	A	75pts
Chimera [1]	3+	Jaws and Tail (AD3+6 in Melee)	Armored, Fear, Flying, Impact(D6), Tough(3)	F	85pts
Dragon Shaggoth [1]	3+	Master Sword	Fear, Impact(D6), Resistance, Tough(6)	S	90pts
Giant [1]	4+	Giant Attack	Armored, Fall Over, Fear, Fearless, Impact(D6), Tough(6)	A	100pts
Mutalith Beast [1]	3+	Maelstrom, Maw (AD6+2 in Melee)	Armored, Fear, Impact(D6), Regeneration, Tough(6)	-	150pts
Chaos Chariot [1]	3+	Master Halberds Medium Claws	Armored, Fast, Impact(D6), Tough(3)	A	80pts
Gorebeast Chariot [1]	3+	Master Halberd, Heavy Claws	Armored, Fast, Fear, Gorebeast, Impact(D6), Tough(6)	A	150pts
Chaos Warshrine [1]	3+	Shrine Bearers (AD6+4 in Melee)	Armored, Fear, Giver of Glory, Tough(6)	A	190pts
Hellcannon [1]	3+	StoneThrower(Indirect), ForceClaws	Armored, Fear, Fearless, Impact(D6), Tough(6)	-	195pts
Chaos Steed [1]	-	Light Claws	Fast, Nimble	-	-
Steed of Slaanesh [1]	-	Light Claws (Piercing, Poison)	Fast, Fear, Nimble	-	-
Disc of Tzeentch [1]	-	Heavy Claws	Fast, Fear, Flying, Nimble	-	-
Daemonic Mount [1]	-	Medium Claws	Fear, Nimble, Impact(1), Tough(3)	-	-
Juggernaut of Khorne [1]	-	Heavy Claws	Fear, Impact(1), Nimble, Tough(3)	-	-
Palanquin of Nurgle [1]	-	Force Claws	Fear, Impact(1), Nimble, Tough(3)	-	-
Manticore [1]	-	Master Claws (Poison)	Fear, Flying, Impact(D6), Regeneration, Tough(3)	P	-
Chaos Dragon [1]	-	Fiery Breath, Force Claws (Piercing)	Fear, Flying, Impact(D6), Tough(6)	-	-

A | Upgrade with one:

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

B | Replace Master Sword:

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

Upgrade Wizard(1):

Wizard(2)	
-----------	--

Mount on:

Chaos Steed	+10pts
Steed of Slaanesh	+20pts
Disc of Tzeentch	+25pts
Daemonic Mount	+50pts
Juggernaut of Khorne	+55pts
Palanquin of Nurgle	+60pts
Manticore	+100pts
Chaos Dragon	+125pts

C | Upgrade with:

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

D | Upgrade with:

Flying	+5pts
--------	-------

Upgrade with one:

Wizard(1)	+25pts
Wizard(2)	+30pts
Wizard(3)	+40pts

E | Upgrade all models with any:

Vanguard	+10pts
Poison	+15pts
Scaly Hides (Armored)	+15pts

F | Upgrade with any:

Fiery Breath	+10pts
Regenerating Flesh (Regeneration)	+10pts
Venomous Ooze (Poison)	+25pts

G | Replace all Medium Swords:

Heavy Swords	+40pts
Medium Halberds	+40pts
Medium Maces	+100pts

H | Replace all Light Swords:

Light Maces	+45pts
-------------	--------

I | Replace all Medium Swords:

Medium Lances	+10pts
---------------	--------

J | Replace all Light Swords:

Light Spears	+10pts
Light Maces	+25pts

Upgrade all models with:

Throwing Weapons	+15pts
------------------	--------

K | Replace all Heavy Swords:

Master Swords	+10pts
Heavy Halberds	+20pts
Heavy Maces	+45pts

L | Replace all Heavy Swords:

Master Swords	+10pts
Heavy Maces	+15pts

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 | Upgrade all models with:

Wrathmongers (Impact(D3))	+20pts
---------------------------	--------

P | Upgrade with any:

Iron Hard Skin (Re-roll blocks)	+20pts
Venom Tail (Deadly)	+25pts

Q | Replace all Heavy Swords:

Master Swords	+10pts
---------------	--------

R | Upgrade with:

Extra Claws (+2A in Melee)	+10pts
----------------------------	--------

S | Replace Master Sword:

Force Sword	+5pts
Master Mace	+20pts

Army Special Rules

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

Fall Over: When the giant is killed all units within 3" take D6p automatic hits.

Giant Attack: When fighting in melee this unit deals D6p automatic hits.

Giver of Glory: When this unit is activated select D3 friendly units within 12". They may re-roll failed hits or blocks until the end of the round (pick one).

Gorebeast: This unit's Impact hits get Deadly.

Maelstrom: When this unit is activated target enemy unit within 18" takes D3p hits.

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

Troll Vomit: This model may replace all of its melee attacks for a single troll vomit attack. This attack hits automatically and has Piercing.

Magic Spells

Acquiescence (6+): Target enemy unit within 24" gets the Unwieldy rule until the end of the round.

Pink Fire (7+): Target enemy unit within 18" takes D6 automatic hits.

Corruption (7+): Target enemy unit within 12" takes D6p automatic hits.

Lash (9+): Target enemy unit within 24" takes D6p automatic hits.

Pestilence (9+): Target enemy unit within 18" must re-roll hits until the end of the round.

Treason (10+): Target enemy unit within 24" must re-roll morale tests until the end of the round.

Dwarfs

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Lord [1]	3+	Medium Sword	Armored, Fearless, Furious, Hero, Shieldwall, Slow,Tough(3)	A, F	45pts
Thane [1]	4+	Medium Sword	Armored, Fearless, Furious, Hero, Shieldwall, Slow,Tough(3)	A, F	35pts
Dragon Slayer [1]	4+	Heavy Sword (Deadly)	Deathblow, Fearless, Furious, Hero, Slow, Tough(3)	F	55pts
Runesmith [1]	4+	Medium Sword (Piercing)	Armored, Fearless, Furious, Hero, Shieldwall, Slow,Tough(3)	A, F, M	40pts
Master Engineer [1]	4+	Medium Sword	Armored, Artillery Master, Entrenchment, Fearless, Furious, Hero, Resistance, Slow, Tough(3)	A, F	90pts
Dwarf Warriors [10]	4+	Light Swords	Fearless, Furious, Shieldwall, Slow	B, I	115pts
Longbeards [10]	3+	Light Swords	Fearless, Furious, Shieldwall, Slow	B, G, I	150pts
Miners [10]	4+	Light Maces	Fearless, Furious, Scout, Slow	B, K	180pts
Ironbreakers [10]	3+	Light Swords	Armored, Fearless, Furious, Shieldwall, Slow	B, C, G	180pts
Slayers [10]	4+	Light Swords (Deadly)	Deathblow, Fearless, Furious, Slow	B, F, G	205pts
Hammerers [10]	3+	Medium Maces	Fearless, Furious, Shieldwall, Slow	B, F, G	290pts
Thunderers [5]	4+	Rapid Rifles	Fearless, Furious, Shieldwall, Slow	B, J	120pts
Irondrakes [5]	3+	Drakeguns (18", A1p, Rapid)	Armored, Fearless, Furious, Slow	B, C, E, G	140pts
Rangers [5]	4+	Rapid Crossbows, Light Maces	Fearless, Furious, Scout, Slow	B, L	165pts
Gyrocopter [1]	4+	Steam Gun (12", A6p),Medium Sword	Armored, Dive Bomb, Fearless, Flying, Furious, Tough(3)	D	80pts
Glyrobomber [1]	4+	Clattergun (24", A4p), Medium Sword	Armored, Bombing Run, Fearless, Flying, Furious, Tough(3)	-	160pts
Flame Cannon [1]	4+	Fire Thrower	Armored, Fearless, Ordnance, Slow, Tough(3)	H	50pts
Bolt Thrower [1]	4+	Bolt Thrower	Armored, Fearless, Ordnance, Slow, Tough(3)	H	75pts
Grudge Thrower [1]	4+	Stone Thrower (Indirect)	Armored, Fearless, Ordnance, Slow, Tough(3)	H	100pts
Dwarf Cannon [1]	4+	Cannon	Armored, Fearless, Ordnance, Slow, Tough(3)	H	120pts
Organ Gun [1]	4+	Organ Gun (30", A12p)	Armored, Fearless, Ordnance, Slow, Tough(3)	H	165pts
Oathstone [1]	-	-	Oathstone	-	-
Shieldbearers [1]	-	Medium Swords	Tough(3)	-	-

A | Replace Medium Sword:

Heavy Sword	+5pts
Medium Mace	+10pts

Equip with one:

Rapid Pistol	+10pts
Rapid Rifle	+15pts
Rapid Crossbow	+20pts

Mount on:

Shieldbearers	+40pts
Oathstone	+50pts

B | Upgrade with:

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

C | Equip one model with:

Cinderblast Bomb(6", A3p, Indirect)	+10pts
-------------------------------------	--------

D | Replace Steam Gun:

Brimstone Gun (18", AD3p, Rapid)	Free
----------------------------------	------

Upgrade with:

Vanguard	+5pts
----------	-------

E | Replace one Drakegun:

Trollhammer Torpedo (24", A3x)	+20pts
--------------------------------	--------

F | Equip one model with one:

Rune of Slaying (Piercing in Melee)	+5pts
Rune of Flight (12", A1, Sniper)	+10pts
Rune of Fortitude (Regeneration)	+10pts
Rune of Adamant (Ignore Piercing)	+20pts
Rune of Smiting (Deadly in Melee)	+20pts
Rune of Gromril (Tough(+3))	+35pts

G | Equip one model with one:

Rune of Battle (Get +1 for melee results)	+10pts
Rune of Slowness (Enemies charging move -D6")	+25pts
Rune of Sanctuary (Resistance)	+25pts

H | Equip with one:

Rune of Disguise (Always counts as being in Cover)	+5pts
Rune of Immolation (If an enemy kills this unit in Melee it takes 2D6 automatic hits)	+10pts
Rune of Accuracy (Rapid)	+45pts

I | Replace all Light Swords:

Light Maces	+50pts
-------------	--------

J | Replace all Rapid Rifles:

Rapid Crossbows	+15pts
-----------------	--------

Replace all Light Swords:

Light Maces	+25pts
-------------	--------

K | Equip one model with any:

Steam Drill (Deadly)	+10pts
Blasting Charges (6", A6p)	+15pts

L | Equip all models with:

Throwing Weapons	+15pts
------------------	--------

M | Upgrade with any:

Natural Resistance	+20pts
Forgefire	+25pts

Army Special Rules

Artillery Master: Each round one Ordnance unit within 3" may shoot at Quality 3+.

Bombing Run: This unit may deal 9p hits to one enemy unit it passed over each round.

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

Dive Bomb: Once per game his unit may deal 6p hits to one enemy unit it passed over.

Entrenchment: Declare one friendly Ordnance unit as entrenched during deployment. The unit counts as being in Cover as long as it is entrenched. If the unit moves it loses its entrenchment.

Forgefire: The hero's unit gets the Piercing rule.

Natural Resistance: As long as this hero is alive you may add +2 to the result of your dispel rolls.

Oathstone: When taking morale tests this unit rolls one extra die and picks the highest result.

Shieldwall: This unit may ignore wounds on a 6+ when being charged.

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

Skaven

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Warlord [1]	4+	Heavy Sword	Hero, Strength in Numbers, Tough(3)	A	30pts
Chieftain [1]	5+	Heavy Sword	Hero, Strength in Numbers, Tough(3)	A	20pts
Warlock Engineer [1]	5+	Light Halberd	Hero, Strength in Numbers, Tough(3)	B	15pts
Assassin [1]	3+	Throwing Weapon, Master Sword (Poison)	Hero, Scout, Sneaky, Tough(3)	-	60pts
Plague Priest [1]	5+	Heavy Sword	Furious, Strength in Numbers, Tough(3), Wizard(1)	C	45pts
Vermin Lord [1]	2+	Force Sword (Piercing)	Armored, Fear, Impact(D6), Tough(6), Wizard(3)	-	170pts
Giant Rats [10]	6+	Light Claws	Fast, Strength in Numbers	-	45pts
Skavenslaves [10]	6+	Light Swords	Cornered Rats, Strength in Numbers	D, F	45pts
Clanrats [10]	5+	Light Swords	Strength in Numbers	D, E, H	70pts
Weapon Team [1]	5+	Ratling Gun (18", AD6p)	Strength in Numbers	E	25pts
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+	Light Maces (Noxious)	Furious, Strength in Numbers	-	150pts
Globadiers [5]	5+	Throwing Weapons (Poison)	Strength in Numbers	-	60pts
Night Runners [5]	5+	Throwing Weapons, Medium Swords	Strength in Numbers, Vanguard	-	60pts
Gutter Runners [5]	4+	Throwing Weapons, Medium Swords	Scout, Sneaky, Strength in Numbers	G	100pts
Rat Swarms [3]	6+	Force Claws	Tough(6)	-	50pts
Rat Ogres [3]	4+	Heavy Claws	Fear, Furious, Impact(1), Packmaster, Tough(3)	-	105pts
Stormfiends [3]	4+	Master Claws	Armored, Fear, Furious, Impact(1), Tough(3)	I	140pts
Warplock Jezzails [3]	5+	Jezzails (36", A1p, Sniper)	Armored	-	160pts
Hell Pit Abomination [1]	4+	Flailing Fists (A3D6p in Melee)	Armored, Fear, Fearless, Impact(D6), Regeneration, Too Horrible to Die, Tough(6)	-	145pts
Doomwheel [1]	5+	Zzzzap! (18", AD6x), Crew (A2D6 in Melee)	Armored, Fast, Fear, Impact(D6), Tough(6)	-	85pts
Lightning Cannon [1]	5+	Cannon (Poison)	Armored, Ordnance, Tough(3)	-	100pts
Plagueclaw Catapult [1]	5+	Catapult (48", A9, Indirect, Poison)	Armored, Ordnance, Tough(3)	-	140pts
Great Pox Rat [1]	-	Medium Claws (Poison)	Fast, Nimble	-	-
War-Litter [1]	-	Master Sword	Tough(3)	-	-
Ogre Bonebreaker [1]	-	Force Claws	Armored, Fear, Furious, Impact(1), Tough(3)	-	-
Screaming Bell [1]	-	Bell, Heavy Claws	Armored, Fear, Impact(D6), Resistance, Tough(6)	-	-
Plague Furnace [1]	-	Fumes (12", A6, Poison), Noxious Wrecker	Armored, Impact(D6), Tough(6)	-	-

A | Replace Heavy Sword:

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

Equip with any:

Tail Weapon (+1 Melee attack)	+5pts
Rat Hound (+1 Melee attack)	+5pts
Unctuous Lotions (Poison)	+10pts

Mount on:

Great Pox Rat	+15pts
War-Litter	+30pts
Ogre Bonebreaker	+60pts

B | Replace Light Halberd:

Medium Halberd	+5pts
----------------	-------

Equip with one:

Pistol	+5pts
Rifle	+10pts

Upgrade with one:

Wizard(1)	+25pts
Wizard(2)	+35pts

C | Replace Heavy Sword:

Master Sword	+5pts
Heavy Halberd	+5pts
Heavy Mace (Noxious)	+20pts

Upgrade Wizard(1):

Wizard(2)	+5pts
-----------	-------

Mount on:

Great Pox Rat	+15pts
Screaming Bell	+125pts
Plague Furnace	+185pts

D | Upgrade with:

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

E | Take one:

Weapons Team (Ratling Gun)	+25pts
----------------------------	--------

Replace Ratling Gun:

Poisoned Wind Mortar (24", A3, Indirect, Poison)	+10pts
Warpfire Thrower (18", A6p)	+10pts
Warp Grinder (Grinder)	+30pts
Doom Player	+45pts

F | Replace all Light Swords:

Light Spears	+5pts
--------------	-------

Equip all models with:

Throwing Weapons	+10pts
------------------	--------

G | Equip all models with any:

Smoke Bombs (Unit always counts as in Cover)	+10pts
Snare Nets (Enemies get Unwieldy in Melee)	+15pts
Venomous Blades (Poison)	+30pts

H | Replace all Light Swords:

Light Spears	+10pts
--------------	--------

I | Equip any model with one:

Flayer Gauntlets (Impact(+D3))	+5pts
Shock Gauntlets (Piercing Melee)	+5pts
Grinderfists (Grinder)	+15pts
Warpfire Projectors (Fire Thrower)	+20pts
Windlaunchers (24", A3p, Indirect, Poison)	+45pts
Ratling Cannons (18", A3D6p)	+70pts

Army Special Rules

Bell: Whenever this unit is activated, you may roll one die on this table:

Result	Effect
1	Nothing happens.
2	This unit must move D6".
3	All friendly units within 24" get Fearless until the end of the round.
4	All enemy units within 24" take D3 automatic hits.
5	All friendly models within 24" get +1 attack until the end of the round
6	All enemy units within 4D6" take as many hits as models they have.

Cornered Rats: If this unit loses in Melee, then this unit is removed as a casualty and all units within D6" take D3+4 automatic hits.

Doom Player: This weapon deals 6p automatic hits in Melee and the equipped model gets the Armored and Impact(D3) special rules.

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). On the last round the unit arrives automatically.

Noxious: This unit deal D3 wounds from Poison instead of just 1 wound.

Noxious Wrecker: This unit deals 3D6 automatic hits in Melee with the Poison special rule.

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.

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: As long as this unit is within 6" of a friendly unit when taking morale tests it rolls one extra die and picks the highest result.

Too Horrible to Die: Whenever this model would be killed roll one die, on a 6+ it is not killed and immediately restores D6 wounds instead.

Magic Spells

Skitterleap (6+): Target friendly model within 12" may be placed anywhere on the table.

Pestilent Breath (7+): Target enemy unit within 12" takes D6 automatic hits with Poison.

Warp Lightning (7+): Target enemy unit within 24" takes D6 automatic hits.

Bless with Filth (7+): Target friendly unit within 12" gets Poison melee until the end of the round.

Wither (7+): Target enemy unit within 12" must re-roll blocks until the end of the round.

Death Frenzy (10+): Target friendly unit within 18" gets +2A in Melee 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)	-	105pts
Scar-Veteran [1]	4+	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)	-	40pts
Saurus Warriors [10]	4+	Medium Swords	Fearless, Predatory	C, H	170pts
Temple Guard [10]	3+	Medium Halberds	Fearless, Predatory	C	260pts
Skinks [5]	6+	Throwing Weapons (Poison)	Fearless, Strider	C, J	45pts
Chameleon Skinks [5]	5+	Blowpipes (12", A2, Poison)	Chameleon, Fearless, Scout, Strider	-	115pts
Cold One Riders [5]	4+	Medium Swords, Light Claws	Fast, Fear, Fearless, Nimble, Predatory	C, I	145pts
Terradon Riders [3]	5+	Fireleech Bolas (6", A1)	Drop Rocks, Fear, Fearless, Flying, Impact(1), Nimble, Tough(3)	D	85pts
Ripperdactyl Riders [3]	5+	Light Spears, Light Claws (Piercing, Deadly)	Fear, Flying, Furious, Impact(1), Nimble, Toad Rage, Tough(3)	-	120pts
Kroxigors [3]	4+	Heavy Maces	Armored, Fear, Fearless, Impact(1), Predatory, Strider, Tough(3)	-	190pts
Jungle Swarms [3]	5+	Force Claws (Poison)	Fearless, Strider, Tough(6)	-	155pts
Razordon Pack [1]	4+	Shoot Barbs(18", AD6), Medium Claws	Fear, Fearless, Handlers, Impact(1), Strider, Tough(3)	-	55pts
Salamander Pack [1]	4+	Fire Thrower, Medium Claws	Fear, Fearless, Handlers, Impact(1), Strider, Tough(3)	-	60pts
Stegadon [1]	4+	Master Claws, Medium Sword, 2x Throwing Weapon (Poison)	Armored, Fear, Fearless, Impact(D6), Tough(6)	E	100pts
Troglodon [1]	4+	Spit Venom (18", AD3, Poison), Heavy Claws (Poison)	Arcane Vassal, Fear, Fearless, Predatory, Roar, Strider, Tough(6)	-	120pts
Bastiladon [1]	4+	Heavy Claws, Medium Sword, 2x Throwing Weapon (Poison)	Armored, Bludgeon, Fear, Fearless, Impact(D6) Tough(9)	F	135pts
Cold One [1]	-	Medium Claws	Fast, Nimble	-	-
Terradon [1]	-	Light Claws	Drop Rocks, Fear, Flying, Impact(1), Nimble, Tough(3)	-	-
Ripperdactyl [1]	-	Medium Claws (Piercing, Deadly)	Fear, Flying,, Furious, Impact(1), Nimble, Toad Rage, Tough(3)	-	-
Carnosaur [1]	-	Master Claws (Piercing)	Armored, Fear, Furious, Impact(D6), Tough(6)	G	-

A | Replace Master Sword:

Force Sword	+5pts
Master Spear	+5pts
Master Halberd	+5pts
Master Mace	+20pts

Equip with:

Heavy Armor (Armored)	+10pts
-----------------------	--------

Mount on:

Cold One	+15pts
Carnosaur	+100pts

B | Replace Heavy Sword:

Heavy Spear	+5pts
Master Sword	+5pts

Equip with one:

Throwing Weapon (Poison)	+5pts
Blowpipe (12", A2, Poison)	+10pts
Shield (Armored)	+10pts

Mount on:

Terradon	+15pts
Ripperdactyl	+35pts

C | Upgrade with:

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

D | Replace all Fireleech Bolas:

Throwing Weapons	+5pts
------------------	-------

E | Upgrade with any:

Unstoppable Stampede (Furious)	+5pts
Sharp Horns (Impact(+3))	+10pts

Take one:

Giant Bow (36", A3x, Poison)	+35pts
Engine of the Gods	+35pts
Giant Blowpipe (18", A2D6, Poison)	+55pts

F | Take one:

Ark of Sotek (D6", A2D6, Spawn)	+30pts
Solar Engine	+125pts

G | Upgrade with any:

Loping Stride (Fast)	+5pts
Blood Roar (Enemies re-roll morale from Fear)	+5pts

H | Replace all Medium Swords:

Medium Spears	+15pts
---------------	--------

I | Replace all Medium Swords:

Medium Spears	+10pts
---------------	--------

J | Upgrade all models:

Lustrian Venom (Poison in Melee)	+15pts
----------------------------------	--------

Replace all Throwing Weapons:

Blowpipes (12", A2, Poison)	+20pts
-----------------------------	--------

Army Special Rules

Arcane Vassal: Friendly Slann Mage-Priests within 24" of this model may cast spells from its position.

Bludgeon: Whenever this unit fights in Melee nominate one of its attacks to be a bludgeon attack. That attack has the Piercing and Deadly rules.

Chameleon: Enemy units must re-roll successful hits from shooting against this unit.

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

Engine of the Gods: All friendly units within 6" may ignore wounds on a 6+. When this unit is activated you may deal D6 automatic hits to all enemy units within 4D6".

Handlers: 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: All friendly units within 12" with Predatory get extra attacks on rolls of 5+.

Solar Engine: All friendly units within 6" get the Rapid special rule. When this unit is activated you may deal D6+3 hits to one enemy unit within 24".

Spawn: This weapon may also be fired whilst in Melee. After shooting target a friendly Jungle Swarm unit within 6" and roll one die. On a 4+ you may add one Jungle Swarm model to it.

Toad Rage: At the beginning of the game place a toad marker next to one enemy unit. All models in this unit get +D3 attacks and may re-roll failed hits when fighting units with toad markers.

Magic Spells

Apotheosis (6+): Target friendly model within 18" immediately removes one wound marker.

Soul Quench (9+): Target enemy unit within 18" takes 2D6 automatic hits.

Drain Magic (9+): Target unit within 18" loses all spell effects with "until the end of the round".

Hand of Glory (9+): Target friendly unit within 18" gets Rapid shooting or melee attacks until the end of the round (pick one).

Tempest (11+): Target enemy unit within 30" takes D6+3 automatic hits.

Walk Between Worlds (13+): Target friendly unit within 24" may move by up to 10".

Ogre Kingdoms

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Tyrant [1]	3+	Master Sword	Fear, Hero, Impact(D3), Tough(6)	A, C	75pts
Bruiser [1]	4+	Master Sword	Fear, Hero, Impact(D3), Tough(3)	A, C	40pts
Hunter[1]	4+	Great Spear (12", A1p), Master Sword	Fear, Hero, Impact(D3), Loner, Tough(3)	B, C	45pts
Butcher [1]	4+	Heavy Sword	Fear, Impact(D3), Immune, Tough(3), Wizard(1)	D	70pts
Firebelly [1]	4+	Fiery Breath, Heavy Sword	Fear, Impact(D3), Tough(3), Wizard(1)	D	75pts
Gnoblar [10]	6+	Throwing Weapons	-	E, F	40pts
Ogres [6]	4+	Heavy Swords	Fear, Impact(D3), Tough(3)	E, H	215pts
Maneaters [6]	3+	Master Swords	Experienced, Fear, Impact(D3), Tough(3)	E, I	330pts
Leadbelchers [3]	4+	Belchguns (24", AD6p), Heavy Swords	Fear, Impact(D3), Tough(3)	E	205pts
Sabretusks [3]	4+	Heavy Claws	Fast, Fear, Nimble, Tough(3), Vanguard	-	110pts
Mournfangs [3]	4+	Heavy Swords, Master Claws	Fear, Impact(D3), Nimble, Tough(6)	E, J	205pts
Yhetees [3]	4+	Heavy Claws	Fear, Frost Aura, Impact(1), Tough(3)	-	115pts
Gorger [1]	4+	Master Claws (Deadly)	Armored, Ambush, Fear, Fearless, Furious, Impact(1), Tough(3)	-	90pts
Giant [1]	4+	Giant Attack	Armored, Fall Over, Fearless, Impact(D6), Tough(6)	-	100pts
Stonehorn [1]	4+	Chaintrap (12", A1, Deadly), Heavy Sword, Force Claws (Piercing)	Armored, Fear, Furious, Impact(D6), Tough(6), Trample	G	115pts
Thundertusk [1]	4+	Frost Sphere (24", A3p, Indirect), Frost Sword, Force Claws (Piercing)	Armored, Fear, Impact(D6), Numbing Chill, Tough(6)	K	155pts
Scraplauncher [1]	5+	Stone Thrower (Indirect, Deadly), Force Sword, Heavy Claws	Armored, Fast, Fear, Impact(D6), Tough(6)	-	145pts
Ironblaster [1]	4+	Titan Cannon (36", AD3+3p), Heavy Sword, Heavy Claws	Armored, Fast, Fear, Impact(D6), Tough(6)	-	155pts
Stonehorn [1]	-	Force Claws (Piercing)	Armored, Furious, Impact(+3), Tough(6), Trample	-	-

A | Replace Master Sword:

Force Sword	+5pts
Master Mace	+20pts

Equip with:

Ogre Pistol (24", A1p)	+10pts
Ironfist (Armored)	+20pts

B | Replace Master Sword:

Force Sword	+5pts
Master Mace	+20pts

Equip with any:

Ironfist (Armored)	+10pts
Vulture (36", A1, Ignores Cover)	+10pts
Harpoon Launcher (36", A1p)	+15pts

Mount on:

Stonehorn	+95pts
-----------	--------

C | Upgrade with one:

Longstrider (Fast)	+5pts
Wallcrusher (Impact(+1))	+5pts
Brawlgut (Piercing Impact)	+5pts
Giantbreaker (Piercing Melee)	+10pts
Mountaineater (Tough(+3))	+25pts

D | Replace Heavy Sword:

Master Sword	+5pts
Heavy Mace	+15pts

Equip with:

Ironfist (Armored)	+10pts
--------------------	--------

Upgrade Wizard(1):

Wizard(2)	+5pts
Wizard(3)	+10pts

E | Upgrade with:

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

F | Upgrade all models with:

Traps	+45pts
-------	--------

G | Replace Chaintrap:

Harpoon Launcher (36", A1p)	Free
-----------------------------	------

H | Replace all Heavy Swords:

Master Swords	+20pts
Heavy Maces	+80pts

I | Replace any Master Sword:

Force Sword	+5pts
Master Mace	+20pts

Equip any model with:

Ogre Pistol (24", A1p)	+10pts
------------------------	--------

J | Replace all Heavy Swords:

Heavy Maces	+40pts
-------------	--------

K | Upgrade with any:

Chaintrap (12", A1, Deadly)	+10pts
Harpoon Launcher (36", A1p)	+15pts

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
- Strider
- Fast
- Vanguard

Fall Over: When the giant is killed all units within 3" take D6p automatic hits.

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

Giant Attack: When fighting in melee this unit deals D6p automatic hits.

Immune: This model ignores the Poison rule.

Loner: This hero may only be deployed as part of a Sebretusk Pack unit.

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

Trample: This model may replace all of its melee attacks for a single trample attack when charging. This attack deals 3D3 automatic hits.

Traps: Enemy units charging this unit count as having moved through dangerous terrain.

Magic Spells

Braingobbler (6+): Target enemy unit within 18" must immediately take a morale test.

Bullgorger (7+): Target friendly unit within 12" gets Piercing rule until the end of the round.

Toothcracker (7+): Target friendly unit within 12" gets the Armored rule until the end of the round.

Trollguts (7+): Target friendly unit within 12" gets the Regeneration rule until the end of the round.

Spinemarrow (7+): Target friendly unit within 12" gets the Fearless special rule.

Bonecrusher (11+): Target enemy unit within 18" takes 2D6p automatic hits.

Dark Elves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Dreadlord [1]	4+	Master Sword	Hatred, Hero, Tough(3)	A	35pts
Sorceress [1]	4+	Light Sword	Blessing, Hatred, Tough(3), Wizard(1)	B	50pts
Shadowblade [1]	3+	Throwing Weapon (Poison), Master Sword (Piercing, Deadly)	Hatred, Hero, Hidden, Tough(3)	-	110pts
Bleakswords [10]	4+	Light Swords	Hatred	C, F	100pts
Harpies [10]	4+	Medium Claws	Flying	-	150pts
Corsairs [10]	4+	Medium Swords	Armored, Hatred	C, I	170pts
Sisters of Slaughter [10]	3+	Medium Swords	Dance of Death, Hatred	C	195pts
Witch Elves [10]	4+	Medium Swords (Poison)	Furious, Hatred	C	215pts
Executioners [10]	3+	Light Maces (Deadly)	Hatred	C	245pts
Black Guard [10]	3+	Medium Halberds	Fearless, Hatred	C	270pts
Darkshards [5]	4+	Rapid Crossbows	Hatred	C, G	145pts
Shades [5]	3+	Rapid Crossbows	Hatred, Scout	C, H	200pts
Dark Riders [5]	4+	Light Spears	Fast, Hatred, Nimble	C, J	85pts
Cold One Knights [5]	3+	Light Lances, Light Claws	Fast, Fear, Hatred, Nimble	C	155pts
Doomfire Warlocks [5]	3+	Medium Swords (Poison)	Armored, Cursed, Fast, Hatred, Nimble	-	200pts
War Hydra [1]	3+	Hydra Heads	Armored, Fear, Impact(D6), Regeneration, Tough(6)	D	125pts
Kharibdyss [1]	3+	Force Claws (Poison)	Armored, Fear, Feast of Bones, Impact(D6), Tough(6)	-	165pts
Bloodwrack Medusa [1]	3+	Stare (12", A4, Deadly), Heavy Claws	Fear, Furious, Deadly Gaze, Hatred, Impact(1), Tough(3)	-	165pts
Cold One Chariot [1]	3+	2x Rapid Crossbows, Medium Spear, Master Claws	Armored, Fast, Fear, Hatred, Impact(D6), Tough(3)	-	130pts
Scourgerunner Chariot [1]	4+	Harpoon (24", A3x, Barbed), 2x Rapid Crossbows, Medium Spear, Medium Claws	Armored, Fast, Hatred, Impact(D6), Tough(3)	-	145pts
Bloodwrack Shrine [1]	3+	Stare (12", A4, Deadly), Heavy Claws, Medium Spear	Agony, Armored, Deadly Gaze, Fear, Hatred, Impact(D6), Tough(6)	-	320pts
Reaper Bolt Thrower [1]	4+	Rapid Bolt Thrower	Armored, Hatred, Ordnance, Tough(3)	-	105pts
Dark Steed [1]	-	Light Claws	Fast, Nimble	-	-
Cold One [1]	-	Medium Claws	Fast, Fear, Nimble	-	-
Dark Pegasus [1]	-	Medium Claws	Flying, Nimble, Impact(1), Tough(3)	-	-
Manticore [1]	-	Master Claws (Deadly)	Armored, Fear, Flying, Impact(D6), Tough(3)	E	-
Black Dragon [1]	-	Fiery Breath, Force Claws (Piercing)	Armored, Fear, Flying, Impact(D6), Tough(6)	-	-
Cauldron of Blood [1]	-	Master Sword (Poison)	Armored, Fast, Fear, Fury, Impact(D6), Resistance, Strength, Tough(6)	-	-

A | Replace Master Sword:

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

Equip with one:

Sea Dragon Cloak (Armored)	+10pts
Rapid Pistol	+10pts
Rapid Crossbow	+20pts

Mount on:

Cold One	+15pts
Dark Steed	+10pts
Dark Pegasus	+35pts
Manticore	+105pts
Black Dragon	+120pts
Cauldron of Blood	+210pts

B | Upgrade Wizard(1):

Wizard(2)	+10pts
-----------	--------

Mount on:

Cold One	+15pts
Dark Steed	+10pts
Dark Pegasus	+35pts

C | Upgrade with:

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

D | Upgrade with any:

Fiery Breath	+10pts
Spit Fire (12", AD6)	+20pts

E | Upgrade with any:

Blind Rage (+D3 Melee attacks)	+25pts
Iron Hard Skin (Tough(+3))	+25pts

F | Replace all Light Swords:

Light Spears	+20pts
--------------	--------

G | Equip all models with:

Shields (Armored)	+15pts
-------------------	--------

H | Replace all Light Swords:

Medium Swords	+5pts
Light Maces	+30pts

I | Replace all Medium Swords:

Rapid Pistols and Light Swords	+20pts
--------------------------------	--------

J | Equip all models with:

Rapid Crossbows	+95pts
-----------------	--------

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.

Barbed: If this weapon deals one or more wounds to a model roll a die, on 4+ it takes another wound.

Blessing: The wizard may re-roll one die when casting spells.

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 having the Armored rule in Melee.

Deadly Gaze: Whenever this unit fights in Melee it deals D6p automatic hits with Deadly.

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 D6p automatic hits.

Fury: When this unit is activated select one friendly unit within 12". All models in that unit get +1A in Melee until the end of the round.

Hatred: This model may re-roll any failed hits, and if it has Rapid it may re-roll twice.

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 3" 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

Power of Darkness (8+): The wizard and his unit get Rapid in Melee until the end of the round.

Doombolt (9+): Target enemy unit within 18" takes 2D6 automatic hits.

Shroud of Despair (10+): All enemy units within 12" must re-roll successful morale tests until the end of the round.

Bladewind (10+): Target enemy unit within 24" must take as many Quality tests as models, and it takes one automatic hit for each failed test.

Chillwind (10+): Target enemy unit within 24" takes D6 hits and must re-roll successful shooting attacks until the end of the round.

Word of Pain (13+): 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, Tough(3), Undead	A	35pts
Necrotect [1]	5+	Heavy Sword	Hero, Stone Shaper, Tough(3), Undead, Wrath	-	75pts
Liche Priest [1]	5+	Light Sword	Tough(3), Undead, Wizard(1)	B	40pts
Skeleton Warriors [10]	6+	Light Swords	Undead	C, H	40pts
Tomb Guard [10]	5+	Light Swords	Undead	C, I	80pts
Skeleton Archers [5]	6+	Bows	Asaph's Arrows, Undead	C	35pts
Skeleton Horsemen [5]	5+	Light Spears	Fast, Nimble, Undead, Vanguard	C	65pts
Horse Archers [5]	5+	Bows	Asaph's Arrows, Fast, Nimble, Scout, Undead	C	90pts
Tomb Swarms [3]	6+	Force Claws (Poison)	Entombed, Tough(6), Undead	-	100pts
Carrions [3]	4+	Heavy Claws	Fast, Flying, Nimble, Tough(3), Undead	-	115pts
Ushabti [3]	3+	Heavy Swords	Impact(1), Tough(3), Undead	C, K	130pts
Sepulchral Stalkers [3]	4+	Medium Halberds	Entombed, Gaze, Impact(1), Nimble, Tough(3), Undead	-	165pts
Necropolis Knights [3]	3+	Medium Spears (Deadly), Heavy Claws (Poison)	Armored, Impact(1), Nimble, Tough(3), Undead	C, J	275pts
Tomb Scorpion [1]	3+	Master Claws (Deadly)	Armored, Entombed, Impact(1), Resistance, Tough(3), Undead	-	100pts
Necrolith Colossus [1]	4+	Master Sword (Piercing)	Armored, Impact(D6), Tough(6), Undead, Unstoppable	E	90pts
Hierotitan [1]	4+	Icon of Ptra (24", AD6*2), Heavy Sword (Piercing)	Armored, Impact(D6), Spirit Conduit, Tough(6), Undead	-	140pts
Warsphinx [1]	3+	Master Spear (Deadly), Master Claws	Armored, Impact(D6), Thundercrush, Tough(6), Undead	D	150pts
Necrosphinx [1]	3+	Force Claws (Deadly)	Armored, Flying, Impact(D6), Tough(6), Undead	F	150pts
Skeleton Chariots [3]	5+	2x Bows, Master Spears, Medium Claws	Armored, Asaph's Arrows, Fast, Impact(D6), Tough(3)	C	170pts
Skull Catapult [1]	5+	Stone Thrower (Indirect)	Armored, Ordnance, Screaming Skulls, Tough(3), Undead	G	85pts
Casket of Souls [1]	4+	Medium Sword, Master Mace (Deadly)	Armored, Covenant, Light of Death, Ordnance, Tough(6), Unleashed, Undead	-	285pts
Skeletal Steed [1]	-	Light Claws	Fast, Nimble	-	-
Skeleton Chariot [1]	-	Medium Claws	Armored, Fast, Impact(D6), Tough(3)	-	-
Warsphinx [1]	-	Master Claws	Armored, Impact(D6), Thundercrush, Tough(6)	D	-

A | Replace Heavy Sword:

Heavy Spear	+5pts
Heavy Mace	+15pts

Equip with one:

Heavy Armor (Armored)	+10pts
-----------------------	--------

Upgrade with:

Prince's Will	+120pts
---------------	---------

Mount on:

Skeletal Steed	+10pts
Skeleton Chariot	+55pts
Warsphinx	+85pts

B | Upgrade Wizard(1):

Wizard(2)	+10pts
Wizard(3)	+20pts

Mount on:

Skeletal Steed	+5pts
----------------	-------

C | Upgrade with:

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

D | Upgrade with any:

Fiery Breath	+10pts
Claw attacks get Poison	+10pts

E | Replace Master Sword:

Force Sword	+5pts
Force Mace	+20pts

Equip with:

Bolt Thrower (Asaph's Arrows)	+55pts
-------------------------------	--------

F | Upgrade with:

Envenomed Sting (Poison Melee)	+10pts
--------------------------------	--------

G | Upgrade with:

Skulls of the Foe	+10pts
-------------------	--------

H | Replace all Light Swords:

Light Spears	+5pts
--------------	-------

I | Replace all Light Swords:

Light Halberds	+15pts
----------------	--------

Upgrade with:

Cursed Blades (Deadly)	+90pts
------------------------	--------

J | Upgrade all models with:

Entombed	+10pts
----------	--------

K | Replace all Heavy Swords:

Master Swords	+10pts
Heavy Maces	+45pts

Equip all models with:

Great Bows	+55pts
------------	--------

(30", A1p, Asaph's Arrows)

Army Special Rules

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

Coventant: As long as this unit is alive you get +D3 power dice each round.

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

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). On the last round the unit arrives automatically.

Gaze: When this model is activated target enemy unit within 6" takes 6 automatic hits.

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.

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.

Spirit Conduit: All friendly wizards within 12" get +D3 to their casting results.

Stone Shaper: All friendly units within 12" may ignore wounds on a 6+.

Thundercrush: This model may replace all of its claw attacks for a single thundercrush attack. This attack deals D3p automatic hits.

Undead: This unit 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.

Unleashed: If this unit is killed roll one die for every unit within 12". On a 4+ it takes D6p 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: The hero and his unit count as having the Furious special rule.

Magic Spells

Neru's Protection (7+): Target friendly unit within 12" gets Armored until the end of the round.

Ptra's Smiting (7+): All models in target unit within 12" get +1A in Melee until the end of the round.

Usirian's Vengeance (9+): Target enemy unit within 18" must take a Dangerous terrain test.

Sakhmet's Skullstorm (10+): Target enemy unit anywhere on the table takes D6 automatic hits.

Usekhp's Desiccation (10+): Target enemy unit within 12" must re-roll successful hits and blocks until the end of the round.

Djaf's Blades (13+): Target friendly unit within 12" gets Deadly 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), Undead, Wizard(1)	A	65pts
Wight King [1]	6+	Heavy Sword (Deadly)	Hero, Tough(3), Undead	B	35pts
Banshee [1]	5+	Shriek, Light Claws	Ethereal, Hero, Tough(3), Undead	-	45pts
Wraith [1]	5+	Grasp, Heavy Mace	Ethereal, Hero, Tough(3), Undead	-	45pts
Necromancer [1]	5+	Light Sword	Tough(3), Undead, Wizard(1)	C	45pts
Zombies [10]	6+	Light Claws (Unwieldy)	Undead	D	35pts
Skeleton Warriors [10]	6+	Light Swords	Undead	D, H	40pts
Crypt Ghouls [10]	5+	Medium Claws (Poison)	Undead	-	160pts
Grave Guard [10]	4+	Light Swords (Deadly)	Undead	D, I	210pts
Wraiths [5]	5+	Grasp, Heavy Maces	Ethereal, Tough(3), Undead	-	220pts
Dire Wolves [5]	5+	Light Claws	Fast, Nimble, Undead, Vanguard	-	60pts
Hexwraiths [5]	5+	Light Maces	Ethereal, Fast, Nimble, Soulstrider, Undead	-	135pts
Black Knights [5]	4+	Light Swords (Deadly)	Ethereal, Fast, Nimble, Undead	D, J	150pts
Blood Knights [5]	3+	Medium Lances	Armored, Furious, Nimble, Undead	D	150pts
Fell Bats [3]	5+	Medium Claws	Fast, Flying, Nimble, Tough(3), Undead	-	70pts
Bat Swarms [3]	6+	Force Claws	Cloud of Horror, Strider, Tough(6), Undead	-	100pts
Vargheists [3]	3+	Heavy Claws	Flying, Furious, Impact(1), Tough(3), Undead	-	145pts
Spirit Hosts [3]	5+	Master Swords	Ethereal, Tough(6), Undead	-	175pts
Crypt Horrors [3]	4+	Heavy Claws (Poison)	Armored, Impact(1), Regeneration, Tough(3), Undead	-	180pts
Morghast [1]	3+	Force Sword	Armored, Flying, Impact(D3), Undead, Tough(3)	-	65pts
Varghulf [1]	3+	Force Claws	Armored, Furious, Impact(D6), Regeneration, Tough(3), Undead	-	80pts
Terrorgheist [1]	4+	Shriek, Master Claws	Armored, Flying, Impact(D6), Tough(6), Undead	E	100pts
Black Coach [1]	4+	Heavy Mace, Medium Claws	Armored, Evocation of Death, Fast, Impact(D6), Tough(3), Undead	-	75pts
Corpse Cart [1]	5+	Restless Dead (A2D6 in Melee)	Armored, Fast, Impact(D6), Regeneration, Tough(3), Undead, Vigor	F	105pts
Mortis Engine [1]	4+	Shriek, Grasp, Heavy Claws, Spirit Horde (A2D6 in Melee)	Armored, Ethereal, Fast, Impact(D6), Regeneration, Reliquary, Tough(6), Undead	K	190pts
Nightmare [1]	-	Light Claws	Fast, Nimble	-	-
Skeletal Steed [1]	-	Light Claws	Ethereal, Fast, Nimble	-	-
Hellsteed [1]	-	Light Claws	Fast, Flying, Nimble	-	-
Abyssal Terror [1]	-	Heavy Claws	Armored, Flying, Impact(D6), Tough(3)	G	-
Coven Throne [1]	-	Spirit Horde (A2D6 in Melee)	Armored, Fast, Impact(D6), Tough(6)	-	-
Terrorgheist [1]	-	Shriek, Master Claws	Armored, Flying, Impact(D6), Tough(6)	E	-
Zombie Dragon [1]	-	Fiery Breath, Force Claws (Piercing)	Armored, Flying, Impact(D6), Tough(6)	-	-
Corpse Cart [1]	-	Restless Dead (A2D6 in Melee)	Armored, Fast, Impact(D6), Regeneration, Tough(3), Vigor	F	-

A Replace Master Sword:	
Force Sword	+5pts
Master Lance (Mounted Only)	+5pts
Master Mace	+20pts

Equip with:	
Heavy Armor (Armored)	+10pts

Upgrade Wizard(1):	
Wizard(2)	+5pts

Mount on:	
Nightmare	+10pts
Hellsteed	+10pts
Abyssal Terror	+60pts
Coven Throne	+100pts
Terrorgheist	+105pts
Zombie Dragon	+110pts

B Replace Heavy Sword:	
Heavy Mace (Deadly)	+5pts
Heavy Lance (Deadly, Mounted Only)	+5pts
Master Sword (Deadly)	+10pts

Equip with:	
Heavy Armor (Armored)	+10pts

Mount on:	
Skeletal Steed	+15pts

C Upgrade Wizard(1):	
Wizard(2)	+5pts

Mount on:	
Nightmare	+5pts
Corpse Cart	+120pts

D Upgrade with:	
Sergeant	+5pts
Musician	+10pts
Standard	+10pts

E Upgrade with any:	
Infested	+10pts
Rancid Maw (Poison Melee)	+10pts

F Upgrade with any:	
Unholy Lodestone	+10pts
Balefire	+40pts

G Upgrade with any:	
Sword-Claws (Piercing Melee)	+5pts
Poisonous Tail (Poison Melee)	+10pts

H Replace all Light Swords:	
Light Spears	+5pts

I Replace all Light Swords:	
Light Maces (Deadly)	+15pts

J Replace all Light Swords:	
Light Lances (Deadly)	+15pts

K Upgrade with:	
Blasphemous Tome	+40pts

Army Special Rules

Balefire: Enemy wizards within 24" get -1 to their spell casting results.

Blasphemous Tome: Friendly wizards within 12" get +2 to their spell casting results.

Cloud of Horror: Enemy units in base contact with this unit get the Unwieldy special rule.

Ethereal: This unit may ignore wounds from non-spell attacks on a 3+. Note that it still takes wounds from the Undead rule normally.

Evocation of Death: At the beginning of each round roll one die and consult this 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.

Grasp: This model may replace all of its claw attacks for a single grasp attack. If the attack hits the target takes one automatic wound. Note that this can't be ignored by the Armored rule.

Hunger: Whenever this unit kills one or more enemy models in melee roll one die. On 6 you may remove one wound marker from this model.

Infested: When this unit is killed all units in base contact take 2D6 automatic hits.

Reliquary: Whenever this unit is activated all enemy units within 2D6" take D3 automatic hits and all friendly units within 2D6" may ignore wounds on 6+ until the end of the round.

Shriek: When this unit is activated, target enemy unit within 12" must take a morale test. I failed it takes D3 automatic wounds.

Soulstrider: This model may move through other units and obstacles, and if it does the unit it moved through takes one automatic hit.

Unholy Lodestone: Friendly wizards within 6" that cast Nehek's Invocation may re-roll one die to determine restoration.

Undead: This unit 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 in melee by.

Vigor: All friendly units within 6" get the Rapid rule.

Magic Spells

Raise Dead (7+): Place a unit for 2D6+3 Zombies anywhere within 18".

Nehek's Invocation (7+): This spell targets all friendly units within 6". Zombie units restore 3D6 models, Skeleton Warriors restore 2D6, Crypt Ghouls restore D6 and Grave Guard D3. Units with the Tough rule restore D3 wounds.

Macabre Danse (7+): Target friendly unit within 12" gets Rapid until the end of the round.

Hellish Vigor (7+): Target friendly unit within 12" gets Piercing until the end of the round.

Curse of Years (9+): Target enemy unit within 18" must take a Dangerous Terrain test.

Nagash's Gaze (10+): Target enemy unit within 24" takes 2D6 automatic hits.

Brettonnia

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Brettonnian Lord [1]	3+	Master Sword	Armored, Fast, Fearless, Hero, Nimble, Tough(3)	A	60pts
Paladin [1]	5+	Heavy Sword	Armored, Fast, Fearless, Hero, Nimble, Tough(3)	B	30pts
Prophetess of the Lady [1]	5+	Light Sword	Hero, Resistance, Tough(3), Wizard(3)	C	55pts
Damsel of the Lady [1]	5+	Light Sword	Resistance, Tough(3), Wizard(1)	D	40pts
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+	Grail Reliquae	Armored, Fearless, Furious	-	125pts
Mounted Yeomen [5]	5+	Bows, Light Spears	Fast, Nimble, Peasant's Duty	E	75pts
Knights Errant [6]	5+	Light Lances	Armored, Fast, Fearless, Lance Formation, Nimble	E	115pts
Knights of the Realm [6]	4+	Light Lances	Armored, Fast, Fearless, Lance Formation, Nimble	E	155pts
Questing Knights [6]	3+	Light Maces	Armored, Fast, Fearless, Lance Formation, Nimble	E	200pts
Grail Knights [6]	3+	Medium Lances	Armored, Fast, Fearless, Lance Formation, Nimble	E	210pts
Pegasus Knights [3]	4+	Light Lances, Light Claws	Armored, Fast, Fearless, Flying, Nimble, Tough(3)	E	140pts
Field Trebuchet [1]	5+	Stone Thrower (Indirect)	Armored, Fixed, Ordnance, Peasant's Duty, Tough(3)	-	60pts
Brettonnian Warhorse [1]	-	Light Claws	Fast, Nimble	-	-
Royal Pegasus [1]	-	Medium Claws	Flying, Impact(1), Tough(3)	-	-
Hippogryph [1]	-	Master Claws	Fear, Flying, Impact(D6), Tough(3)	-	-

A | Replace Master Sword:

Master Lance	+5pts
Master Mace	+20pts

Mount on:

Royal Pegasus	+50pts
Hippogryph	+70pts

B | Replace Heavy Sword:

Heavy Lance	+5pts
Heavy Mace	+10pts

Mount on:

Royal Pegasus	+30pts
---------------	--------

C | Mount on:

Brettonnian Warhorse	+5pts
Royal Pegasus	+30pts

D | Upgrade Wizard(1):

Wizard(2)	+10pts
-----------	--------

Mount on:

Brettonnian Warhorse	+5pts
----------------------	-------

E | Upgrade with:

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

F | Upgrade with:

Defensive Stakes	+25pts
------------------	--------

G | Replace all Light Spears:

Light Halberds	Free
----------------	------

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: When this unit is deployed place a model of defensive stakes in front of it, and if the unit ever moves it is removed. Whenever this unit is charged in its front all attacking models must take a dangerous terrain test.

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 Impact(1).

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

Fireball (7+): Target enemy unit within 24" takes D6 automatic hits.

Earth Blood (8+): The wizard and his unit get the Regeneration rule until the end of the round.

Plague of Rust (10+): Target enemy unit within 24" must re-roll blocks until the end of the round.

Wyssan's Wildform (10+): Target friendly unit within 12" gets the Piercing and Armored rules until the end of the round.

Mystifying Miasma (13+): Target enemy unit within 48" must re-roll successful hits in Melee or Shooting until the end of the round (pick one).

Beastmen

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Wargor [1]	4+	Heavy Sword	Hatred, Hero, Tough(3)	A	30pts
Gorebull [1]	3+	Master Sword	Fear, Furious, Hero, Impact(D3), Tough(3)	B	50pts
Bray-Shaman [1]	5+	Light Sword	Hatred, Tough(3), Wizard(1)	C	30pts
Ungor Herd [10]	5+	Light Swords	Ambush, Hatred	D, G	90pts
Harpies [10]	5+	Medium Claws	Flying	F	100pts
Gor Herd [10]	4+	Light Swords	Ambush, Hatred	D, J	130pts
Bestigor Herd [10]	3+	Light Maces	Hatred	D	185pts
Ungor Raiders [5]	5+	Shortbows	Ambush, Hatred	D	70pts
Warhounds [5]	4+	Light Claws	Fast, Nimble	E	70pts
Centigors [5]	3+	Medium Spears	Drunkard, Fast, Hatred, Nimble	D, H	150pts
Razorgor Herd [5]	4+	Master Claws	Armored, Fast, Fear, Nimble, Thunderous Charge, Tough(3)	-	250pts
Minotaurs [3]	3+	Heavy Swords	Fear, Furious, Impact(1), Tough(3)	D, I	135pts
Chaos Pawn [1]	4+	Tentacles (AD6+1 in Melee)	Armored, Fear, Fearless, Impact(D6), Tough(3)	-	55pts
Giant [1]	4+	Giant Attack	Armored, Fall Over, Fearless, Impact(D6), Tough(6)	-	100pts
Ghorgon [1]	3+	Force Claws (Piercing)	Armored, Fear, Fearless, Furious, Impact(D6), Swallow, Tough(6)	-	160pts
Jabberslythe [1]	3+	Slythey Tongue (12", A1p), Master Claws (Poison)	Armored, Bile-Blood, Fear, Fearless, Flying, Impact(D6), Madness, Tough(6)	-	170pts
Cygor [1]	3+	Stone Thrower (Indirect, Unwieldy), Force Claws (Piercing, Unwieldy)	Armored, Fear, Fearless, Ghostsight, Impact(D6), Resistance, Souleater, Tough(6)	-	200pts
Tuskgor Chariot [1]	4+	Medium Spear, Medium Claws	Armored, Fast, Hatred, Impact(D6), Tough(3)	K	60pts
Razorgot Chariot [1]	4+	Medium Spear, Master Claws	Armored, Fast, Fear, Hatred, Impact(D6), Thunderous Charge, Tough(6)	K	100pts
Tuskgor Chariot [1]	-	Medium Claws	Armored, Fast, Impact(D6), Tough(3)	-	-
Razorgor Chariot [1]	-	Master Claws	Armored, Fast, Fear, Impact(D6), Thunderous Charge, Tough(6)	-	-

A | Replace Heavy Sword:

Master Sword	+5pts
Heavy Mace	+15pts
Equip with:	
Heavy Armor (Armored)	+10pts
Mount on:	
Tuskgor Chariot	+60pts
Razorgor Chariot	+100pts

B | Replace Master Sword:

Force Sword	+5pts
Master Mace	+20pts
Equip with:	
Heavy Armor (Armored)	+10pts

C | Replace Light Sword:

Medium Sword	+5pts
Upgrade Wizard(1):	
Wizard(2)	+5pts
Mount on:	
Tuskgor Chariot	+50pts
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	+20pts
-------	--------

G | Replace all Light Swords:

Light Spears	+15pts
--------------	--------

H | Replace all Medium Spears:

Medium Maces	+30pts
Equip all models with:	
Throwing Weapons	+25pts

I | Replace all Heavy Swords:

Master Swords	+10pts
Heavy Maces	+45pts

J | Replace all Light Swords:

Medium Swords	+40pts
---------------	--------

K | Replace Medium Spear:

Medium Mace	+5pts
-------------	-------

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 one automatic hit.

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 (Rapid Melee)
3-4	Hungover (+1A when Charging)
5-6	Totally Drunk (Fearless)

Fall Over: When the giant is killed all units within 3" take D6p automatic hits.

Ghostsight: This unit may re-roll failed hits when attacking units with the Wizard special rule.

Giant Attack: When fighting in melee this unit deals D6p automatic hits.

Hatred: This model may re-roll any failed hits, and if it has Rapid it may re-roll twice.

Madness: 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 swallow attack. Roll one die, on a 4+ the target takes D3+1 wounds which must be applied to a single model. If a model is killed this way this model immediately restores D3 wounds.

Thunderous Charge: This unit gets Piercing in Melee when using Charge actions.

Magic Spells

Mantle of Ghorok (5+): Target friendly model within 6" gets +D6 Attacks in Melee until the end of the round.

Bestial Surge (7+): All friendly units within 6" move D6+1" toward the nearest enemy unit.

Devolve (7+): All enemy units within 12" must take a morale test. If failed they take D3 wounds.

Bray-Scream (7+): Target friendly model within 12" may immediately make a Fiery Breath attack.

Viletide (10+): Target enemy unit within 24" takes 2D6 automatic hits.

Traitor-Kin (13+): All enemy units within 12" take as many hits as models in them. Models with Tough take as many hits as their Tough value.

Wood Elves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Glade Captain [1]	4+	Longbow, Heavy Sword	Arrow of Kurnous, Hero, Stalker, Strider, Tough(3)	A	50pts
Spellsinger [1]	4+	Light Sword	Blessing, Hero, Stalker, Strider, Tough(3), Wizard(1)	B	50pts
Branchwraith [1]	4+	Heavy Claws	Blessing, Fear, Furious, Hero, Strider, Tough(3), Wizard(1)	-	55pts
Waystalker [1]	4+	Longbow (Sniper), Medium Sword	Hawk-eyed, Hero, Scout, Stalker, Strider, Tough(3)	-	70pts
Shadowdancer [1]	3+	Master Sword	Dancer, Fearless, Hero, Stalker, Strider, Tough(3)	C	55pts
Treeman Ancient [1]	3+	Tree Whack, Heavy Claws	Armored, Blessing, Fear, Fearless, Impact(D6), Strider, Tough(6), Wizard(2)	F, G	145pts
Dryads [10]	4+	Medium Claws	Fear, Furious, Strider	-	180pts
Eternal Guard [10]	3+	Light Spears	Fearless, Stalker, Strider	E	215pts
Wardancers [10]	3+	Light Spears	Dancer, Fearless, Stalker, Strider	E, H	255pts
Wildwood Rangers [10]	3+	Light Maces	Fearless, Guardian, Stalker, Strider	E	265pts
Glade Guard [5]	4+	Longbows, Light Swords	Stalker, Strider	D, E	110pts
Deepwood Scouts [5]	4+	Longbows, Light Swords	Scout, Stalker, Strider	D, E	125pts
Waywatchers [5]	4+	Longbows, Medium Swords	Hawk-eyed, Scout, Stalker, Strider	-	195pts
Wild Riders [5]	3+	Light Spears	Fast, Fear, Furious, Nimble, Stalker, Strider	E	150pts
Glade Riders [5]	4+	Longbows, Light Spears	Ambush, Fast, Nimble, Stalker, Strider	D, E	155pts
Sisters of the Thorn [5]	4+	Throwing Weapons (Poison), Light Swords (Poison)	Armored, Deepwood Coven, Fast, Nimble, Stalker, Strider	E	175pts
Great Eagles [3]	3+	Medium Claws	Flying, Nimble, Impact(1), Tough(3)	-	125pts
Tree Kin [3]	3+	Heavy Claws	Armored, Fear, Fearless, Impact(1), Strider, Tough(3)	-	175pts
Warhawk Riders [3]	4+	Longbows, Light Spears, Medium Claws (Piercing)	Fast, Flying, Furious, Impact(1), Nimble, Predator's Descent, Stalker, Tough(3)	-	200pts
Treeman [1]	3+	Tree Whack, Force Claws	Armored, Fear, Fearless, Impact(D6), Strider, Tough(6)	G	120pts
Elven Steed [1]	-	Light Claws	Fast, Nimble	-	-
Great Eagle [1]	-	Medium Claws	Flying, Impact(1), Nimble, Tough(3)	-	-
Great Stag [1]	-	Medium Claws	Fast, Fear, Impact(D3), Nimble, Tough(3)	-	-
Unicorn [1]	-	Medium Claws	Fast, Fear, Impact(1), Impale, Nimble, Resistance, Tough(3)	-	-
Forest Dragon [1]	-	Fiery Breath, Force Claws (Piercing)	Armored, Fear, Flying, Impact(D6), Tough(6)	-	-

A | Replace Heavy Sword:

Master Sword	+5pts
Heavy Spear	+5pts
Heavy Mace	+15pts

Mount on:

Elven Steed	+10pts
Great Eagle	+35pts
Great Stag	+40pts
Forest Dragon	+120pts

B | Equip with:

Longbow	+10pts
---------	--------

Upgrade Wizard(1):

Wizard(2)	+10pts
-----------	--------

Mount on:

Elven Steed	+10pts
Great Eagle	+35pts
Unicorn	+50pts

C | Upgrade with:

Wizard(1), Blessing	+25pts
---------------------	--------

D | Upgrade all Longbows with one:

Trueflight Arrows (Ignores Cover)	+5pts
Skyfire Shot (Rapid)	+15pts
Hagbane Tips (Poison)	+15pts
Arcane Bodkins (Piercing)	+25pts
Swiftshiver Shards (+1 Attack)	+50pts

E | Upgrade with:

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

F | Upgrade Wizard(2):

Wizard(3)	+10pts
-----------	--------

G | Upgrade with:

Strangleroots (12", AD6+1)	+20pts
----------------------------	--------

H | Replace all Light Spears:

Medium Swords	+25pts
---------------	--------

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 takes one automatic hit with Piercing.

Blessing: The wizard may re-roll two dice when casting spells 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 (Piercing)
- 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 (Piercing)

Impale: This unit gets Piercing in Melee when using Charge actions.

Predator's Descent: This unit gets Deadly claw attacks when using Charge actions.

Stalker: This model may re-roll any failed hits twice as long as it is in a forest, and if it has Rapid it may re-roll three times.

Tree Whack: This model may replace all of its claw attacks for a single tree whack attack. Roll one die, on 4+ target model takes D6 automatic wounds.

Note that this can't be ignored by the Armored rule.

Magic Spells

Apotheosis (6+): Target friendly model within 18" immediately removes one wound marker.

Drain Magic (9+): Target unit within 18" loses all spell effects with "until the end of the round".

Shroud of Despair (10+): All enemy units within 12" must re-roll successful morale tests until the end of the round.

Bladewind (10+): Target enemy unit within 24" must take as many Quality tests as models, and it takes one automatic hit for each failed test.

Tempest (11+): Target enemy unit within 30" takes D6+3 automatic hits.

Word of Pain (13+): 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+	Force Claws (Piercing)	Armored, Fear, Furious, Flying, Hero, Impact(D6), Resistance, Tough(6)	-	150pts
Lord of Change [1]	2+	Force Claws (Piercing)	Armored, Fear, Flying, Hero, Impact(D6), Regeneration, Tough(6), Wizard(2)	-	175pts
Unclean One [1]	2+	Force Claws (Piercing, Poison)	Armored, Fear, Hero, Impact(D6), Stench, Tough(6), Wizard(1)	-	190pts
Keeper of Secrets [1]	2+	Force Claws (Piercing)	Armored, Fear, Hero, Impact(D6), Tough(6), Wizard(2)	-	165pts
Daemon Prince [1]	2+	Force Claws (Piercing)	Armored, Fear, Hero, Impact(D6), Tough(6)	D, H	130pts
Herald of Khorne [1]	3+	Heavy Sword	Fear, Fearless, Furious, Hero, Resistance, Tough(3)	A	50pts
Herald of Tzeentch [1]	5+	Medium Sword	Fear, Fearless, Hero, Regeneration, Tough(3), Wizard(1)	B	50pts
Herald of Nurgle [1]	4+	Heavy Sword (Poison)	Fear, Fearless, Hero, Stench, Tough(3)	E	50pts
Herald of Slaanesh [1]	4+	Master Sword (Piercing)	Fear, Fearless, Hero, Tough(3)	F	40pts
Pink Horrors [10]	5+	Light Claws	Fear, Fearless, Horrors, Regeneration	C, G	140pts
Plaguebearers [10]	4+	Light Swords (Poison)	Fear, Fearless, Stench	C	210pts
Daemonettes [10]	4+	Medium Claws (Piercing)	Fear, Fearless	C	210pts
Bloodletters [10]	3+	Light Swords	Fear, Fearless, Furious, Resistance	C	235pts
Chaos Furies [10]	4+	Light Claws	Fear, Fearless, Flying	H	180pts
Seekers [5]	4+	Medium Swords (Piercing, Poison)	Fast, Fear, Fearless, Nimble	C	160pts
Screamers [5]	4+	Heavy Claws, Slashing Attack	Fast, Fear, Fearless, Flying, Nimble, Tough(3)	-	235pts
Flesh Hounds [5]	3+	Medium Claws	Fast, Fear, Fearless, Furious, Nimble, Resistance, Tough(3)	-	265pts
Nurglings [3]	5+	Master Claws	Fear, Fearless, Scout, Stench, Tough(3)	-	105pts
Plague Drones [3]	4+	Light Sword (Poison), Heavy Claws	Fear, Fearless, Impact(1), Nimble, Strider, Tough(3)	C, I	135pts
Flamers [3]	4+	Flamers (18", AD6), Medium Claws	Fear, Fearless, Regeneration, Tough(3)	-	150pts
Fiends [3]	3+	Heavy Claws (Piercing)	Fast, Fear, Fearless, Impact(1), Nimble, Tough(3)	-	175pts
Nurgle Beasts [3]	4+	Rotten Attack (AD6+1 in Melee, Poison)	Armored, Fear, Fearless, Impact(1), Nimble, Regeneration, Stench, Tough(3)	-	235pts
Bloodcrushers [3]	3+	Light Swords, Heavy Claws	Armored, Fear, Fearless, Furious, Impact(1), Nimble, Resistance, Tough(3)	C	205pts
Soul Grinder [1]	4+	Master Claws (Piercing, Caught)	Armored, Fear, Fearless, Impact(D6), Tough(6)	H, J	95pts
Seeker Chariot [1]	4+	Master Claws (Piercing), Medium Claws (Piercing, Poison)	Armored, Fast, Fear, Impact(D6), Tough(3)	-	75pts
Burning Chariot [1]	3+	Fire Thrower, Blazing Fire (A9 in Melee)	Armored, Fast, Fear, Impact(D6), Regeneration, Tough(3)	-	120pts
Skull Cannon [1]	3+	Cannon, Force Claws (Piercing)	Armored, Fast, Fear, Furious, Impact(D6), Tough(3)	-	205pts
Steed [1]	-	Light Claws (Piercing, Poison)	Fast, Nimble	-	-
Disc [1]	-	Heavy Claws	Fast, Flying, Nimble	-	-
Palanquin [1]	-	Force Claws	Impact(1), Nimble, Tough(3)	-	-
Juggernaut [1]	-	Heavy Claws	Armored, Impact(1), Nimble, Tough(3)	-	-
Seeker Chariot [1]	-	Medium Claws (Piercing, Poison)	Armored, Fast, Impact(D6), Tough(3)	-	-
Blood Throne [1]	-	Force Claws (Piercing)	Armored, Fast, Impact(D6), Tough(3)	-	-

A | Equip with one:

Locus of Abjuration (The hero and his unit may ignore spells on 3+ from Resistance)	+10pts
Locus of Wrath (The hero and his unit get the Impact(1) special rule)	+50pts
Locus of Fury (The hero and his unit get +1A in Melee when charging)	+115pts

Mount on:

Juggernaut	+60pts
Blood Throne	+85pts

B | Equip with one:

Locus of Conjunction (The hero's Spell attacks all get the Piercing special rule)	+10pts
Locus of Transmogrification (The hero and his unit place D3 markers for the Horrors rule)	+15pts
Locus of Change (The hero and his unit get the Piercing special rule)	+15pts

Upgrade Wizard(1):

Wizard(2)	+5pts
-----------	-------

Mount on:

Disc	+10pts
Seeker Chariot	+55pts

C | Upgrade with:

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

D | Upgrade with:

Daemonic Flight (Flying)	+5pts
Wizard(1)	+25pts
Wizard(2)	+30pts
Wizard(3)	+40pts

E | Equip with one:

Locus of Contagion (The hero and his unit deal one automatic hit on hit rolls of 6)	+20pts
Locus of Virulence (The hero and his unit deal wounds from Poison on 5+)	+55pts
Locus of Fecundity (The hero and his unit get the Regeneration special rule)	+55pts

Upgrade with:

Wizard(1)	+25pts
-----------	--------

Mount on:

Palanquin	+40pts
-----------	--------

F | Equip with one:

Locus of Grace (The hero and his unit get the Strider special rule)	+25pts
Locus of Beguilement (Enemies get the Unwieldy special rule again the hero and his unit)	+45pts
Locus of Swiftness (The hero and his unit get the Rapid special rule)	+50pts

Upgrade with:

Wizard(1)	+25pts
-----------	--------

Mount on:

Steed	+10pts
Seeker Chariot	+65pts

G | Upgrade one model with:

Wizard(1)	+25pts
-----------	--------

H | Upgrade with one:

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

I | Upgrade all models with one:

Death's Heads (12", A1, Poison)	+20pts
Plague Proboscis (Poison claws)	+25pts
Venom Sting (Deadly claws)	+80pts

J | Upgrade with one:

Baleful Torrent (Fire Thrower)	+20pts
Warp Gaze (Bolt Thrower)	+45pts
Phlegm Bombard (Stone Thrower)	+55pts
Harvester Cannon (Cannon)	+90pts

Army Special Rules

Caught: When fighting in Melee roll one die, on 4+ all attacks hit automatically.

Horrors: If this model is killed in Melee place a marker next to the unit that killed it. Once both sides have attacked the target takes as many hits as markers, and all markers are removed.

Slashing Attack: This model may deal one hit to one enemy unit it passed over each round.

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

Magic Spells

Acquiescence (6+): Target enemy unit within 24" gets the Unwieldy rule until the end of the round.

Pink Fire (7+): Target enemy unit within 18" takes D6 automatic hits.

Corruption (7+): Target enemy unit within 12" takes D6p automatic hits.

Lash (9+): Target enemy unit within 24" takes D6p automatic hits rule.

Pestilence (9+): Target enemy unit within 18" must re-roll hits until the end of the round.

Treason (10+): Target enemy unit within 24" must re-roll morale tests until the end of the round.