

ONE PAGE RULES PRESENTS

ONE PAGE SKIRMISH



Introduction

Hello, and welcome to One Page Skirmish!

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

Gameplay is focused around individual models and moving through the environment, with features such as leaping onto enemies from roofs or pushing them into deadly terrain making for an action packed skirmish.

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

You can find various supplements to this ruleset and other one page rules at onepagerules.wordpress.com. You can find more awesome art at mariagriloportfolio.dunked.com, thanebobo.deviantart.com and rosscarlisle.tumblr.com.

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

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

Thank you for playing and happy wargaming,
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One Page Skirmish – Main Rulebook v1.11

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

General Principles

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

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

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

Line of Sight: If you can draw a straight line from the attacker 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 150pts or 300pts worth of units and upgrades in his army (you decide). Each army may only have one Hero unit and one Special unit.

Preparation: The game is played on a flat 4'x4' surface, with at least 15 pieces of terrain on it. The players roll-off, and the winner chooses on what side to deploy and places his army first within 12" of his table edge, then the opponent does the same.

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

Playing the Game

The game is played in rounds, in which players alternate in activating a single unit each until all units have been activated. The player that won deployment goes first on the first round, and in each new round the player that finished activating first in the previous round goes first.

Activation

The player declares which unit he wishes to activate, and it may do one of the following:

Action	Move	Notes
Hold	0"	May shoot.
Advance	6"	May shoot after moving.
March	12"	May not shoot.
Charge	12"	Move into base contact.

Moving

Units may move and turn in any direction regardless of the models facing, and they may only move within 1" of other units if charging. All members of a unit must remain within 1" of at least one other member and within 6" of all other members.

Shooting

All models in a unit that are in range and have line of sight of an enemy unit may fire one weapon at it. The attacker takes one Quality test per Attack in the unit, and each success is a hit. The target then takes as many Quality tests as hits, and each success is a block. Every unblocked hit causes a wound. All non-melee weapons with multiple Attacks may target a single unit or split Attacks as evenly as possible among all enemy units within 3" of a single model (defender chooses how).

Melee

Assaulting models move into contact or as close as possible to enemy models, and then the defenders do the same by moving 3". All models within 2" of an enemy may attack with all their melee weapons, and assaulting models get +1 Attack each. This is resolved like shooting, however wounds are only resolved after everyone has attacked. If either unit is destroyed the other may move up to 3", if not then charging models must move back by 1".

Morale

If at the beginning of a round an army is down to half of its original size, then it must take a morale test. Pick one models that is not stunned and take a Quality test with it. If the test is failed all stunned models are immediately killed and the rest Routed (remove from play). If there are only stunned models left the test is failed automatically.

Wounds

Roll one die for each wound a model has taken, pick the lowest result and consult this table:

Result	Effect
1-2	Killed (Remove model as a casualty)
3-4	Pushed (Model is moved up to 2" by the attacker and is stunned)
5-6	Stunned (Model counts as activated and is placed on its side to indicate its status)

Stunned models must spend their next activation idle to stop being stunned (stand model back up). Stunned models that take hits from shooting or that are attacked in a subsequent melee are immediately killed and can't strike back.

Groups and Wounds: When a unit with more than one model takes wounds you must distribute them as evenly as possible among all members (defender chooses how), and roll for each model individually. If the majority of models in a unit is stunned then the entire unit counts as activated. Unless the entire unit is stunned recovering models from groups may move at up to half speed (otherwise remain idle).

Terrain

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

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

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

Elevation (cliffs, roofs, ledges, etc.): Units assaulting from higher elevation/being assaulted from lower elevation strike first in the ensuing melee, and units taking shots from lower elevation count as in Cover. If a model is pushed and any part of its base goes over the edge of a piece of elevation at least 2" tall the model falls. The model takes X+1 automatic hits, where X is one hit for every full 3" it fell.

Units Types

Infantry: Any unit that is not a Special unit counts as Infantry.

Heroes: As long as this unit is alive and not stunned you may re-roll failed Rout tests.

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

Weapons

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

Sword/Claws: No special rules.

Spears: Gets +1 Attack when charged.

Halberd: Gets the Piercing rule.

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

Lance: Gets +2 Attacks when charging.

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

Common Upgrades

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.

Special Rules

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

Fast: This unit moves +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 strike last for that melee.

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

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

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

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

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

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

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

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

Rapid: This weapon may re-roll failed hits.

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

Resistance: This unit has Regeneration for spells.

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

Scope: Models firing this weapon have Quality 2+.

Skirmisher: This unit may shoot after Marching and always counts as in Cover. In melee it does not get a bonus for charging.

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

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

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

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

Wizard(X): Every round you receive D3+X power dice (max. 4 dice) to use for that round, where X is the number of Wizard levels in your army. 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, trying to score a 4+. If you roll as many successes as the number in brackets you may resolve all effects. If a Wizard rolls two or more 6s it takes D3 wound.

Advanced Rules

Advanced Wizardry

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

Mysterious Terrain

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

Result	Effect
1-2	None.
3	Units in this terrain take 1 automatic wound when moving into/through it.
4	Units in this terrain take D3 automatic hits when moving into/through it.
5	Units in this terrain get the Rapid special rule.
6	Units in this terrain get the Fear special rule.

Mysterious Objectives

When using mysterious objectives rules roll on the table whenever a unit moves within 3" of an objective marker for the first time. The result is permanent as long as the marker is alive.

Result	Effect
1-2	None.
3	Units within 3" of the marker count as being in Dangerous terrain.
4	Units within 3" of the marker count as being in Difficult terrain.
5	Units within 3" of the marker get the Strikes First special rule.
6	Units within 3" of the marker get the Armored special rule.

Dropping, Jumping and Leaping

Dropping, Jumping and Leaping are advanced techniques that can be used to widen the array of movement and attack options your models have.

Dropping: Models may drop off steep elevation up to 6" high instead of climbing down, allowing them to move faster. The model must take X+1 tests at Quality 3+, where X is one Quality test for every full 3" the model is dropping down. If the model passes all tests you may place it at the bottom of the steep elevation, and it may continue its move without counting the height dropped toward it. If the model fails one or more tests it takes as many automatic hits as tests it failed.

Jumping: Models may cross gaps up to 1" wide as if they were solid ground, however they must jump to cross gaps up to 6" wide. The model must take X+1 tests at Quality 3+, where X is one Quality test for every full 3" the model is jumping across. If the model passes all tests you may move it across as if it was moving on solid ground. If the model fails one or more tests it falls and takes X+1 automatic hits, where X is one hit for every full 3" it falls.

Leaping: Models may leap off steep elevation up to 6" high onto enemies within 2" of the bottom border of the terrain in order to perform a leaping attack. The model must take X+1 tests at Quality 3+, where X is one Quality test for every full 3" the model is leaping down. If the model passes all tests you may place it in contact with the target and the attacker deals as many automatic hits as tests it passed, which are resolved before combat begins. If the model fails one or more tests it takes as many automatic hits as tests it failed.

Advanced Wounds/Pushing

Whenever an enemy model rolls a "push" result on the wound table, you may move it up to 2" into a model from another unit or into a piece of terrain, and the model immediately takes one automatic hit (treat further "push" results as "stunned" instead).

Missions

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

Result	Mission
1	Duel
2	Seize Ground
3	Treasure Hunt
4	Pillage
5	Breakthrough
6	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 stunned. The player with the most points wins.

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

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

4 – Pillage: Before deploying armies place as many relic markers on the table as players. Roll-off to see who goes first, and then place one relic marker within your deployment zone, at least 6" away from any table edge. Relic markers may only be attacked in melee, they have Quality 4+ and Tough(3). After 4 rounds the game is over, and if one player destroyed an enemy relic marker whilst keeping its own marker alive, then he wins.

5 – Breakthrough: Before deploying armies the players roll-off, and the winner counts as the defender. After 4 rounds the game is over, and if an opposing player's force bigger than the defender's (worked out by point cost, stunned units don't count) is within his deployment zone, then he wins. Else the defender wins.

6 – King of the Hill: Before deploying armies place an idol marker at the center of the table. After 4 rounds the game is over, and both players check if they have any units within 3" of the idol marker that are not stunned, and if no enemy units are within 3" of the idol marker it counts as seized. The player that seized the idol wins.

Multi-Player Games

The game can be played with more than two players by adjusting the rules a little.

Roll-offs: Whenever having to roll-off all players take part of the roll and are ordered from highest result to lowest. Any ties must continue rolling off until there is a clear ranking between the players.

Preparation: The table edge must be divided equally by the number of players, so that the deployment zones don't overlap. The players roll-off, and then alternate in choosing where they deploy and place their army within 6" of their table edge, going from highest ranking player to lowest.

Playing the Game: The player that won deployment goes first on the first round, and the rest roll-off to determine in what order they activate. In each new round the player that finished activating first in the previous round goes first, and the rest roll-off to determine in what order they activate.

Playing Bigger Games

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

Points	Heroes	Special
150	0-1	0-1
300	0-1	0-1
450	0-2	0-2
600	0-2	0-2
750	0-2	0-2
900	0-3	0-3
1050	0-3	0-3
1200	0-3	0-3

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

Empire

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
General [1]	4+	Heavy Sword	Fearless, Hero, Hold the Line!, Tough(3)	A	35pts
Captain [1]	5+	Heavy Sword	Hero, Hold the Line!, Tough(3)	A	25pts
Warrior Priest [1]	5+	Medium Sword	Hero, Prayer, Resistance, Tough(3)	B	30pts
Witch Hunter [1]	5+	Pistol, Medium Sword	Accusation, Hero, Resistance, Tough(3)	-	25pts
Battle Wizard [1]	5+	Light Sword	Tough(3), Wizard(1)	C	30pts
Master Engineer [1]	5+	Light Sword	Tough(3)	D	10pts
State Troops [3]	5+	Light Swords	-	E	20pts
Flagellants [3]	5+	Heavy Swords	End is Nigh!, Fearless, Furious	-	40pts
Greatsword [1]	4+	Light Mace	Armored, Fearless	-	45pts
State Marksman [1]	5+	Rifle	-	G	10pts
Archer [1]	5+	Bow	Skirmisher	I	15pts
Pistolier [1]	5+	Pistol, Medium Sword	Fast	F	15pts
Knightly Order [1]	4+	Light Lance	Armored, Fast	H	20pts
Demigryph Knight [1]	4+	Heavy Lance	Armored, Fast, Fear, Impact(D3)	-	35pts
Warhorse [1]	-	-	Fast	-	-
Mechanical Steed [1]	-	-	Armored, Fast	-	-
Imperial Pegasus [1]	-	Light Claws	Fast, Flying, Tough(3)	-	-
Imperial Griffon [1]	-	Heavy Claws	Fast, Flying, Special, Tough(6)	-	-
Imperial Dragon [1]	-	Flame Breath (12", A6), Heavy Claws	Flying, Special, Tough(9)	-	-

A | Replace Heavy Sword:

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

Equip with one:

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

Mount on:

Warhorse	+5pts
Imperial Pegasus	+20pts
Imperial Griffon	+70pts
Imperial Dragon	+105pts

B | Replace Medium Sword:

Heavy Sword	+5pts
Medium Mace	+10pts

Equip with:

Shield (Armored)	+10pts
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Mount on:

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

Wizard(2)	+15pts
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Mount on:

Warhorse	+5pts
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D | Equip with one:

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

Mount on:

Warhorse	+5pts
Mechanical Steed	+10pts

E | Replace all Light Swords:

Light Spears	+5pts
Light Halberds	+5pts
Medium Swords	+10pts

F | Replace Pistol:

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

G | Replace Rifle:

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

H | Replace Light Lance:

Light Mace	+5pts
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Upgrade with:

Reiksguard Training (Fearless)	+5pts
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I | Upgrade with:

Huntsman Training (Scout)	+5pts
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Army Special Rules

Accusation: At the beginning of the game select one enemy unit. The witch hunter gets Hatred when fighting against the selected unit in melee.

End is Nigh!: Whenever this unit fights in melee you may remove one model as a casualty before combat begins. If you do the unit gets the Armored, Rapid and Piercing special rules for that melee.

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

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

Prayer: Whenever the warrior priest and all friendly units within 3" fight in melee roll one die, on a 4+ the unit gets the Rapid and Armored special rules for that melee.

Magic Spells

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

Shem's Burning Gaze (1): Target enemy unit within 24" takes D3 automatic hits.

Earth Blood (1): The Wizard and all friendly units within 3" get the Regeneration rule until the end of the round.

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

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

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

Orcs

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Black Orc Boss [1]	4+	Heavily Armed	Fearless, Furious, Hero, Tough(3), Waagh!	A	65pts
Savage Orc Boss [1]	5+	Heavy Sword	Frenzy, Hero, Tough(3), Waagh!	A	40pts
Orc Boss [1]	5+	Heavy Sword	Furious, Hero, Tough(3), Waagh!	A	35pts
Savage Orc Shaman [1]	5+	Light Sword	Frenzy, Tough(3), Wizard(1)	B	40pts
Orc Shaman [1]	5+	Light Sword	Furious, Tough(3), Wizard(1)	B	35pts
Orc Boyz [3]	5+	Light Swords	Furious	E	20pts
Savage Boyz [3]	5+	Light Swords	Frenzy	D, E	25pts
Black Orc [1]	4+	Heavily Armed	Fearless, Furious	-	20pts
Orc Arrer Boyz [3]	5+	Bows	Furious	-	35pts
Savage Arrer Boyz [3]	5+	Bows	Frenzy	D	40pts
Orc Boar Boyz [3]	5+	Light Swords	Fast, Tusker Charge	C	35pts
Savage Boar Boyz [3]	5+	Light Swords	Fast, Frenzy, Tusker Charge	C	40pts
Troll [1]	5+	Heavy Sword	Armored, Fear, Regeneration, Impact(D3), Tough(3)	-	40pts
River Troll [1]	5+	Heavy Sword	Armored, Fear, Regeneration, Strider, Impact(D3), Tough(3)	-	45pts
Stone Troll [1]	5+	Heavy Sword	Armored, Fear, Regeneration, Resistance, Impact(D3), Tough(3)	-	45pts
Giant [1]	4+	Giant Attack	Fall Over, Special, Tough(6)	-	125pts
War Boar [1]	-	-	Fast, Tusker Charge	-	-
Wyvern [1]	-	Force Claws (Poison)	Flying, Special, Tough(9)	-	-

A | Replace Heavy Sword:

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

Mount on:

War Boar	+5pts
Wyvern	+110pts

B | Upgrade Wizard(1):

Wizard(2)	+10pts
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Mount on:

War Boar	+5pts
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C | Replace all Light Swords:

Light Lances	+5pts
Medium Swords	+5pts

D | Equip with:

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

Light Spears	+5pts
Medium Swords	+10pts

Greenskins

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

Army Special Rules

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

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

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

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

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

Waagh!: Once per game you may declare Waagh! during your turn. Until the end of the round all friendly Infantry units get +1 Attack in melee, and the hero gets +D3 Attacks in melee.

Magic Spells

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

Gaze of Mork (1): Target enemy unit within 4D6" takes D3 automatic hits.

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

Brain Bursta (1): Target enemy model within 18" takes D3 automatic hits.

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

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

Goblins

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Night Goblin Boss [1]	6+	Heavy Sword	Hatred, Hero, Tough(3)	A	15pts
Goblin Boss [1]	6+	Heavy Sword	Hero, Tough(3)	A	10pts
Night Goblin Shaman [1]	6+	Light Sword	Hatred, Tough(3), Wizard(1)	B	25pts
Goblin Shaman [1]	6+	Light Sword	Tough(3), Wizard(1)	B	20pts
Goblins [5]	6+	Light Swords	-	G	15pts
Night Goblins [5]	6+	Light Swords	Hatred	D	20pts
Squig Herd [3]	5+	Medium Claws	Hatred, Herder, Fearless	-	35pts
Goblin Archers [3]	6+	Shortbows	-	-	15pts
Wolf Riders [3]	6+	Light Swords	Fast	F	20pts
Squig Hoppers [3]	6+	Medium Swords	Boingy, Fearless, Hatred	-	25pts
Spider Riders [3]	6+	Light Swords (Poison)	Fast, Strider	C	30pts
Snotlings [1]	6+	Exploding Spores (12", A6), Master Swords	Tough(6)	-	15pts
Mangler Squigs [1]	5+	-	Fearless, Out of Control, Tough(3)	-	75pts
Arachnarok Spider [1]	4+	2x Master Lances, Force Claws (Poison)	Fast, Fearless, Special, Strider, Tough(6)	E	120pts
Giant Wolf [1]	-	-	Fast	-	-
Giant Spider [1]	-	Light Claws (Poison)	Fast, Strider	-	-
Gigantic Spider [1]	-	Heavy Claws (Poison)	Fast, Fear, Impact(D3), Strider, Tough(3)	-	-
Great Cave Squig [1]	-	Heavy Claws	Boingy, Fearless, Tough(3)	-	-

A | Replace Heavy Sword:

Master Sword +5pts

Heavy Mace

Heavy Lance (Mounted Only) +5pts

Equip with:

Shortbow +5pts

Mount on:

Giant Wolf +5pts

Great Cave Squig +10pts

Giant Spider +10pts

Gigantic Spider +30pts

B | Upgrade Wizard(1):

Wizard(2) +15pts

Mount on:

Giant Wolf +5pts

C | Equip all models with:

Shortbows +5pts

D | Take one:

Fanatic +5pts

Equip all models with:

Nets +5pts

E | Equip with:

Bolt Thrower +90pts

F | Replace all Light Swords:

Light Lances +5pts

Equip all models with:

Shortbows +5pts

G | Replace all Light Swords:

Light Spears +5pts

Greenskins

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

Army Special Rules

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

Fanatic: Place a goblin fanatic model next to this unit as long as it is alive. Once per game you may remove the goblin fanatic model and deal D3 automatic hits to one enemy unit within 6".

Herder: Place a night goblin herder model next to this unit as long as it is alive. Once per game you may remove the night goblin herder model and deal D3 automatic hits to all units within 6", however this unit is then removed as a casualty.

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

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

Magic Spells

Night Shroud (1): The wizard and all friendly units within 3" count as being in Cover until the end of the round.

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

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

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

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

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

High Elves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Prince [1]	4+	Master Sword (Strikes First)	Hero, Martial Prowess, Tough(3)	A	35pts
Mage [1]	4+	Light Sword (Strikes First)	Blessing, Martial Prowess, Tough(3), Wizard(1)	B	50pts
Spearman [1]	4+	Light Spear (Strikes First)	Martial Prowess	-	15pts
Phoenix Guard [1]	3+	Light Halberd (Strikes First)	Armored, Fear, Martial Prowess	-	30pts
White Lion [1]	4+	Axe (A3 in Melee, Piercing)	Armored, Fearless, Martial Prowess, Strider	-	30pts
Swordmaster [1]	4+	Greatsword (A5 in Melee, Piercing)	Armored, Deflect, Martial Prowess	-	40pts
Lothorn Sea Guard [1]	4+	Bow, Light Spear (Strikes First)	Martial Prowess	-	25pts
Archer [1]	4+	Longbow, Light Sword (Strikes First)	Martial Prowess	-	30pts
Shadow Warrior [1]	4+	Longbow, Light Sword (Strikes First)	Hatred, Martial Prowess, Scout, Skirmisher	-	35pts
Sister of Avelorn [1]	3+	Rapid Bow, Light Sword (Strikes First)	Martial Prowess	-	40pts
Ellyrian Reaver [1]	4+	Light Sword (Strikes First)	Fast, Martial Prowess	C	15pts
Silver Helm [1]	4+	Light Lance (Strikes First)	Armored, Fast, Martial Prowess	-	25pts
Dragon Prince [1]	3+	Medium Lance (Strikes First)	Armored, Fast, Martial Prowess	-	35pts
Great Eagle [1]	3+	Medium Claws	Fast, Fear, Flying, Impact(D3), Tough(3)	D	40pts
Flamespyre Phoenix [1]	3+	Heavy Claws	Fast, Flying, Phoenix, Special, Tough(6), Wake of Fire	-	105pts
Frostheart Phoenix [1]	3+	Master Claws	Blizzard Aura, Fast, Flying, Special, Tough(9)	-	105pts
Elven Steed [1]	-	-	Fast	-	-
Great Eagle [1]	-	Light Claws	Fast, Flying, Special, Tough(3)	-	-
Griffon [1]	-	Heavy Claws	Fast, Flying, Special, Tough(3)	-	-
Dragon of Ulthuan [1]	-	Flame Breath (12", A6), Force Claws	Fast, Flying, Special, Tough(9)	-	-
Flamespyre Phoenix [1]	-	Heavy Claws	Fast, Flying, Phoenix, Special, Tough(6), Wake of Fire	-	-
Frostheart Phoenix [1]	-	Master Claws	Blizzard Aura, Fast, Flying, Special, Tough(9)	-	-

A | Replace Master Sword:

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

Equip with one:

Shield (Armored)	+10pts
Longbow	+15pts

Mount on:

Elven Steed	+5pts
Great Eagle	+20pts
Griffon	+55pts
Frostheart Phoenix	+90pts
Flamespyre Phoenix	+105pts
Dragon of Ulthuan	+115pts

B | Upgrade Wizard(1):

Wizard(2)	+20pts
Wizard(3)	+40pts

Mount on:

Elven Steed	+5pts
Great Eagle	+20pts
Frostheart Phoenix	+90pts
Flamespyre Phoenix	+105pts
Dragon of Ulthuan	+115pts

C | Replace Light Sword:

Light Lance (Strikes First)	+5pts
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Equip with:

Bow	+10pts
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D | Upgrade with any:

Swiftsense (Strikes First)	+5pts
Shredding Talons (Piercing)	+5pts
Swooping Strike (Impact(+3))	+15pts

Army Special Rules

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

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

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

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

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

Wake of Fire: Once per turn this unit may deal D3 hits to one enemy unit it passes over.

Magic Spells

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

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

Tempest (2): Target enemy unit within 30" takes D3 automatic hits.

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

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

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

Warriors of Chaos

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Chaos Lord [1]	3+	Force Sword	Hero, Tough(3)	A, B	40pts
Chaos Sorcerer [1]	3+	Heavy Sword	Hero, Tough(3), Wizard(1)	A, B	55pts
Daemon Prince [1]	2+	Force Claws	Fearless, Hero, Special, Tough(3), Wizard(1)	A, D	100pts
Chaos Marauders [3]	4+	Light Swords	-	H, M	25pts
Chaos Warhounds [3]	4+	Light Claws	Fast	E	35pts
Chaos Warrior [1]	3+	Medium Sword	-	C, G	15pts
Forsaken [1]	4+	Medium Sword	Armored, Fearless, Furious, Mutations	M	20pts
Chosen [1]	3+	Medium Sword	Fearless	C, G	20pts
Marauder Horsemen [3]	4+	Light Swords	Fast	I, M	35pts
Chaos Knight [1]	3+	Medium Sword	Armored, Fast, Fear	C, J	25pts
Skullcrusher [1]	3+	Medium Sword	Armored, Fast, Fear, Furious, Tough(3)	J	40pts
Varanguard [1]	3+	Heavy Sword	Armored, Fast, Tough(3)	O	40pts
Hellstrider [1]	4+	Medium Lance (Poison)	Fast, Fear	-	30pts
Chaos Orge [1]	4+	Heavy Sword	Fear, Impact(1), Tough(3)	L, M	25pts
Chaos Troll [1]	4+	Heavy Sword	Fear, Regeneration, Tough(3)	-	30pts
Dragon Ogre [1]	3+	Heavy Sword	Fear, Resistance, Tough(3)	K	35pts
Skullreaper [1]	4+	Heavy Sword	Furious, Tough(3)	N	25pts
Putrid Blightknight [1]	3+	Bountiful Blades	Regeneration, Tough(3)	-	45pts
Chaos Spawn [1]	4+	Force Claws	Fast, Special, Tough(3)	A	50pts
Khorgorath [1]	3+	Tentacles (6", A3), Force Claws	Monster, Tough(6)	-	65pts
Chimera [1]	3+	Force Claws	Fast, Flying, Special, Tail Strike, Tough(3)	F	70pts
Slaughterbrute [1]	3+	Master Claws	Furious, Special, Tough(6)	-	75pts
Dragon Shaggoth [1]	3+	Force Sword	Fearless, Resistance, Special, Tough(6)	-	90pts
Chaos Giant [1]	4+	Giant Attack	Fall Over, Special, Tough(6)	A	125pts
Mutalith Beast [1]	3+	Force Claws	Maelstrom, Regeneration, Special, Tough(6)	-	125pts
Chaos Steed [1]	-	-	Fast	-	-
Daemonic Mount [1]	-	Light Claws	Fear, Tough(3)	-	-
Disc of Tzeentch [1]	-	Medium Claws	Fear, Flying	-	-
Juggernaut of Khorne [1]	-	Medium Claws	Armored, Fast, Fear, Furious, Tough(3)	-	-
Palanquin of Nurgle [1]	-	Force Claws	Fear, Tough(3)	-	-
Steed of Slaanesh [1]	-	Light Claws (Poison)	Fast, Fear	-	-
Manticore [1]	-	Force Claws	Flying, Furious, Special, Tough(3)	-	-
Chaos Dragon [1]	-	Flame Breath (18", A6), Force Claws	Flying, Special, Tough(6)	-	-

A | Upgrade with one:

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

B | Replace Heavy Sword/Force Sword:

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

Equip with one:

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

Mount on:

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

C | Upgrade all models with one:

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

D | Upgrade with:

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

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

E | Upgrade all models with any:

Vanguard	+5pts
Poison	+10pts
Scaly Hides (Armored)	+10pts

F | Upgrade with any:

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

G | Replace Medium Sword:

Medium Halberd	+5pts
Medium Mace	+10pts

H | Replace all Light Swords:

Light Maces	+20pts
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I | Replace all Light Swords:

Light Lances	+10pts
Light Maces	+20pts

J | Replace Medium Sword:

Medium Lance	+5pts
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K | Replace Heavy Sword:

Heavy Halberd	+5pts
Heavy Mace	+20pts

L | Replace Heavy Sword:

Heavy Mace	+15pts
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M | Upgrade all models with one:

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

N | Replace Heavy Sword:

Master Sword	+5pts
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Upgrade with:

Wrathmonger (Impact(D3))	+10pts
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O | Replace Heavy Sword:

Heavy Lance	+5pts
Force Sword	+10pts

Army Special Rules

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

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

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

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

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

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

Magic Spells

Stream of Corruption (1): Target enemy unit within 12" takes 3 automatic hits.

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

Lash of Slaanesh (2): Target enemy unit within 24" takes D3 automatic hits with the Piercing rule.

Blue Fire of Tzeentch (2): Target unit within 24" takes D3*D2 automatic hits.

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

Pink Fire of Tzeentch (3): Target unit within 18" takes D3*D3 automatic hits.

Dwarfs

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Thane [1]	3+	Heavy Sword	Armored, Fearless, Furious, Hatred, Hero, Shieldwall, Slow, Tough(3)	A, F	55pts
Runemaster [1]	3+	Medium Sword	Duty, Fearless, Furious, Hatred, Hero, Slow, Tough(3)	K	40pts
Dragon Slayer [1]	4+	Slayer Axe	Deathblow, Fearless, Furious, Hatred, Hero, Slow, Tough(3)	F	45pts
Runesmith [1]	4+	Medium Sword	Armored, Fearless, Furious, Hatred, Hero, Resistance, Shieldwall, Slow, Tough(3)	A, F	45pts
Master Engineer [1]	4+	Medium Sword	Armored, Fearless, Furious, Hatred, Hero, Slow, Tough(3)	A, F	35pts
Dwarf Warrior [1]	4+	Light Sword	Armored, Fearless, Furious, Hatred, Shieldwall, Slow	F, G, I	20pts
Longbeard [1]	3+	Light Sword	Fearless, Furious, Hatred, Shieldwall, Slow	F, G, I	20pts
Slayer [1]	4+	Slayer Axe	Deathblow, Fearless, Furious, Hatred, Slow	F, G	20pts
Ironbreaker [1]	3+	Light Sword	Armored, Fearless, Furious, Hatred, Shieldwall, Slow	F, G	25pts
Miner [1]	4+	Light Mace	Fearless, Furious, Hatred, Scout, Slow	C, F, G	25pts
Hammerer [1]	3+	Medium Mace	Fearless, Furious, Hatred, Shieldwall, Slow	F, G	25pts
Hearthguard [1]	3+	Light Sword	Fearless, Furious, Hatred, Slow	J	20pts
Thunderer [1]	4+	Rapid Rifle	Armored, Fearless, Furious, Hatred, Shieldwall, Slow	B, F, G	30pts
Ranger [1]	4+	Rapid Crossbow, Light Mace	Fearless, Furious, Hatred, Scout, Slow	F, G	40pts
Iron Drake [1]	3+	Drakegun (18", A3), Light Sword	Armored, Fearless, Furious, Hatred, Slow	C, E, F, G	40pts
Gyrocopter [1]	4+	Flamethrower (12", A6), Dive Bomb	Armored, Fast, Fearless, Flying, Hatred, Tough(3)	D, H	65pts
Gyrobomber [1]	4+	Rapid Rifle, Dwarf Bombs	Armored, Fast, Fearless, Flying, Hatred, Tough(3)	H	90pts
Shieldbearers [1]	-	Master Sword	Tough(3)	-	-
Magmadroth [1]	-	Fyrestream (18", A6), Force Claws	Special, Tough(6), Volcanic Blood	-	-

A | Replace Medium Sword/Heavy Sword:

Heavy Mace +20pts

Equip with one:

Rapid Pistol +10pts

Rapid Rifle +15pts

Rapid Crossbow +20pts

Mount on:

Shieldbearers +35pts

B | Replace Rapid Rifle:

Rapid Crossbow +5pts

Equip with:

Light Mace +5pts

C | Equip with:

Cinderblast Bombs (6", AD6) +5pts

D | Replace Flamethrower:

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

E | Replace Drakegun:

Trollhammer Torpedo (24", AD6) +5pts

F | Equip with one:

Rune of Flight (Throwing Weapon) +5pts

Rune of Slaying (Piercing Melee) +10pts

Rune of Fortitude (Regeneration) +10pts

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

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

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

G | Equip with one:

Rune of Slowness (Enemies charging this unit move -D6") +5pts

Rune of Battle (+1 Attack in melee when charging) +5pts

Rune of Sanctuary (Resistance) +10pts

H | Equip with one:

Rune of Disguise (Always counts as being in Cover) +5pts

Rune of Immolation (May explode in melee, removing the unit and dealing D6 automatic hits) +20pts

Rune of Penetration (Poison) +35pts

I | Replace Light Sword:

Light Mace +10pts

J | Replace Light Sword:

Medium Sword +5pts

Poleaxe (Light Sword) +5pts

Equip with one:

Throwing Weapon +5pts

Magmapike (18", A2, Piercing) +15pts

Upgrade with:

Berzerker (Duty) +5pts

K | Equip with one:

Throwing Weapon +5pts

Volcanic Staff +5pts

Forge Key +5pts

Wyrmslayer Javelin (12", A6x) +30pts

Replace Medium Sword:

Heavy Sword (Weapon Breaker) +10pts

Mount on:

Magmadroth +165pts

Army Special Rules

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

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

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

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

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

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

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

Slow: This unit moves up to 4" when using Advance actions, and up to 8" when using March/Charge.

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

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

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

Skaven

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Warlord [1]	4+	Master Sword	Hero, Strength in Numbers, Tough(3)	A	30pts
Chieftain [1]	5+	Heavy Sword	Hero, Strength in Numbers, Tough(3)	A	20pts
Warlock Engineer [1]	4+	Light Halberd	Hero, Strength in Numbers, Tough(3)	B	25pts
Assassin [1]	3+	Heavy Sword (Poison, Strikes First)	Hero, Scout, Sneaky, Tough(3)	-	50pts
Plague Priest [1]	5+	Heavy Sword	Furious, Strength in Numbers, Tough(3), Wizard(1)	C	35pts
Skavenslaves [5]	6+	Light Swords	Expendable, Strength in Numbers	D	20pts
Giant Rats [3]	6+	Light Claws	Fast, Packmaster, Strength in Numbers	-	15pts
Clanrats [3]	5+	Light Swords	Strength in Numbers	G	20pts
Weapon Team [1]	5+	Doom Slayer (A2D6 in Melee)	Strength in Numbers	E	20pts
Plague Monks [3]	5+	Medium Swords	Furious, Strength in Numbers	-	30pts
Stormvermin [3]	4+	Light Halberds	Strength in Numbers	-	35pts
Censer Bearer [1]	5+	Plague Censer	Furious, Hatred, Strength in Numbers	-	25pts
Globadier [1]	5+	Throwing Weapon (Poison)	Strength in Numbers	-	15pts
Night Runner [1]	5+	Throwing Weapon, Medium Sword	Fast, Strength in Numbers, Vanguard	-	15pts
Gutter Runner [1]	4+	Throwing Weapon, Medium Sword	Fast, Scout, Sneaky, Strength in Numbers	F	20pts
Rat Swarm [1]	6+	Force Claws	Fast, Tough(6)	-	15pts
Warplock Jezzail [1]	5+	Jezzail (36", A3x, Scope)	Armored	-	65pts
Rat Ogre [1]	4+	Heavy Claws	Fear, Furious, Impact(D3), Packmaster, Tough(3)	-	35pts
Stormfiend [1]	4+	Master Claws	Armored, Fear, Furious, Impact(D3), Tough(3)	I	45pts
Hell Pit Abomination [1]	4+	Flailing Attack	Regeneration, Special, Tough(6)	-	135pts
Great Pox Rat [1]	-	Light Claws (Poison)	Fast	-	-
War-Litter [1]	-	Heavy Claws	Tough(3)	-	-
Ogre Bonebreaker [1]	-	Heavy Claws	Fear, Furious, Impact(D3), Tough(3)	-	-

A | Replace Heavy Sword/Master Sword:

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

Equip with any:

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

Mount on:

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

B | Replace Light Halberd:

Heavy Halberd	+10pts
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Equip with one:

Pistol	+5pts
Rifle	+10pts

Upgrade with one:

Wizard(1)	+20pts
Wizard(2)	+35pts

C | Replace Heavy Sword:

Heavy Mace	+10pts
Plague Censer	+15pts

Upgrade Wizard(1):

Wizard(2)	+15pts
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Mount on:

Great Pox Rat	+5pts
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D | Replace all Light Swords:

Light Spears	+5pts
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Equip all models with:

Slings (Throwing Weapons)	+5pts
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E | Replace Doom Slayer:

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

F | Equip with any:

Smoke Bomb (Once per game the unit counts as in Cover until the end of the round)	+5pts
Snare Net (Strikes First)	+5pts
Venomous Blade (Poison)	+5pts

G | Replace all Light Swords:

Light Spears	+5pts
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I | Equip with one:

Grinderfists (Grinder)	+5pts
Player Gauntlets (Impact(+D3))	+10pts
Shock Gauntlets (Piercing Melee)	+10pts
Warpfire Projectors (18", A6, Piercing)	+40pts
Ratling Cannons (18", A3D6)	+45pts
Windlaunchers (24", A9, Indirect, Poison)	+95pts

Army Special Rules

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

Expendable: If this unit fails a morale test it is immediately removed as a casualty and all units within 3" take D3 automatic hits.

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).

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

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

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

Strength in Numbers: When taking morale tests roll X extra dice and pick the highest result, where X is the total number friendly units within 3".

Magic Spells

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

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

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

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

Warp Lightning (2): Target enemy unit within 24" takes D2*2 automatic hits.

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

Lizardmen

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Slann Mage-Priest [1]	3+	Light Sword	Armored, Fearless, Hero, Tough(6), Wizard(3)	-	115pts
Scar-Veteran [1]	3+	Master Sword	Fearless, Hero, Predatory, Tough(3)	A	40pts
Skink Chief [1]	6+	Heavy Sword	Fearless, Hero, Strider, Tough(3)	B	15pts
Skink Priest [1]	6+	Light Sword	Arcane Vassal, Fearless, Strider, Tough(3), Wizard(1)	-	45pts
Saurus Warrior [1]	3+	Medium Sword	Fearless, Predatory	H	20pts
Temple Guard [1]	3+	Medium Halberd	Fearless, Guardian, Predatory	-	25pts
Skink Cohort [3]	6+	Throwing Weapons	Fearless, Strider	-	20pts
Skink Skirmishers [3]	6+	Throwing Weapons (Poison)	Fearless, Skirmisher, Strider	-	35pts
Chameleon Skink [1]	5+	Throwing Weapon (Poison)	Chameleon, Fearless, Scout, Skirmisher, Strider	-	20pts
Cold One Rider [1]	3+	Heavy Sword	Fast, Fear, Fearless, Predatory	C	30pts
Ripperdactyl Rider [1]	5+	Medium Lance	Fast, Fear, Fearless, Flying, Furious, Toad Rage	-	20pts
Terradon Rider [1]	5+	Fireleech Bolas (6", A2)	Drop Rocks, Fast, Fearless, Flying	D	20pts
Jungle Swarm [1]	5+	Master Swords (Poison)	Fearless, Strider, Tough(6)	-	35pts
Kroxigor [1]	3+	Heavy Mace	Armored, Fear, Fearless, Impact(D3), Predatory, Strider, Tough(3)	-	80pts
Razordon Pack [1]	3+	Shoot Barbs (18", AD6), Heavy Claws	Fear, Hunting Pack, Strider, Tough(3)	-	50pts
Salamander Pack [1]	3+	Spout Flames (12", A6), Heavy Claws	Fear, Hunting Pack, Strider, Tough(3)	-	55pts
Stegadon [1]	3+	Engine of the Gods, Force Claws	Fearless, Monster, Tough(6)	E	105pts
Bastiladon [1]	3+	Ark of Sotek (D6", A2D6, Poison), Force Claws (Strikes Last)	Bludgeon, Fearless, Special, Tough(9)	F	140pts
Troglodon [1]	3+	Spit Venom (18", AD6, Poison), Heavy Claws (Poison)	Arcane Vassal, Fearless, Predatory, Roar, Special, Strider, Tough(6)	-	140pts
Cold One [1]	-	Light Claws	Fast, Fear	-	-
Terradon [1]	-	-	Drop Rocks, Fast, Flying	-	-
Ripperdactyl [1]	-	Light Claws	Fast, Fear, Flying, Furious, Toad Rage	-	-
Carnosaur [1]	-	Force Claws	Furious, Special, Tough(6)	G	-

A | Replace Master Sword:

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

Equip with:

Shield (Armored)	+10pts
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Mount on:

Cold One	+10pts
Carnosaur	+90pts

B | Replace Heavy Sword:

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

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

Mount on:

Terradon	+10pts
Ripperdactyl	+15pts

C | Replace Heavy Sword:

Heavy Lance	+5pts
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D | Replace Fireleech Bola:

Throwing Weapon	Free
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E | Upgrade with any:

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

Replace Engine of the Gods:

Giant Blowpipe (18", A2D6, Poison)	+40pts
Bolt Thrower (Poison)	+115pts

F | Replace Ark of Sotek:

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

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

H | Replace Medium Sword:

Medium Spear	+5pts
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Army Special Rules

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

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

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

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

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

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

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

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

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

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

Magic Spells

Arcane Unforgiving (2): Target enemy model within 24" takes one automatic wound.

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

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

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

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

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

Ogre Kingdoms

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Tyrant [1]	3+	Master Sword	Fear, Hero, Impact(1), Tough(6)	A, C	55pts
Bruiser [1]	4+	Master Sword	Fear, Hero, Impact(1), Tough(3)	A, C	35pts
Hunter[1]	4+	Ogre Pistol (12", AD3+1), Master Sword	Fear, Hero, Impact(1), Relentless, Tough(3)	B, C	45pts
Butcher [1]	4+	Heavy Sword	Fear, Impact(1), Immune, Tough(3), Wizard(1)	D	50pts
Firebelly [1]	4+	Flame Breath (12", A6), Heavy Sword	Fear, Impact(1), Tough(3), Wizard(1)	D	65pts
Gnoblars [5]	6+	Throwing Weapons	-	F	20pts
Ogre [1]	4+	Heavy Sword	Fear, Impact(1), Tough(3)	H	25pts
Maneater [1]	3+	Master Sword	Experienced, Fear, Impact(1), Tough(3)	I	45pts
Leadbelcher [1]	4+	Belchgun (18", AD6+1), Heavy Sword	Fear, Impact(1), Tough(3)	-	45pts
Sabretusk [1]	4+	Heavy Claws	Fast, Fear, Tough(3), Vanguard	-	25pts
Mournfang Rider [1]	4+	Heavy Sword	Armored, Fast, Fear, Impact(D3), Tough(3)	E	45pts
Yhetea [1]	3+	Heavy Claws	Fast, Fear, Frost Aura, Impact(D3), Strider, Tough(3)	-	45pts
Gorger [1]	4+	Master Claws	Ambush, Fear, Fearless, Furious, Impact(D3), Tough(6)	-	50pts
Stonehorn [1]	4+	Chaintrap (12", A4), Force Claws	Furious, Special, Tough(9), Trample	G	120pts
Giant [1]	4+	Giant Attack	Fall Over, Special, Tough(6)	-	125pts
Thundertusk [1]	4+	Harpoon (Bolt Thrower), Chaintrap (12", A4), Force Claws	Fast, Frost Sphere, Numbing Chill, Relentless, Special, Tough(9)	-	255pts
Stonehorn [1]	-	Force Claws	Furious, Special, Tough(9), Trample	-	-

A | Replace Master Sword:

Force Sword	+5pts
Force Mace	+30pts

Equip with:

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

B | Replace Master Sword:

Master Mace	+15pts
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Equip with any:

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

Mount on:

Stonehorn	+115pts
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C | Upgrade with one:

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

D | Replace Heavy Sword:

Heavy Mace	+15pts
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Equip with:

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

Wizard(2)	+15pts
Wizard(3)	+25pts

E | Replace Heavy Sword:

Heavy Mace	+15pts
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F | Upgrade all models with:

Traps	+5pts
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G | Replace Chaintrap:

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

Master Sword	+5pts
Heavy Mace	+15pts

I | Replace Master Sword:

Force Sword	+5pts
Master Mace	+25pts

Equip with:

Ogre Pistol (12", AD3+1)	+10pts
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Army Special Rules

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

Experienced: At the beginning of the game you may declare this model to have one of the following special rules:

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

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

Frost Aura: Enemy units always strike last when fighting melee with this unit.

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

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

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

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

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

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

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

Magic Spells

Braingobbler (1): Target enemy unit within 18" must immediately take a morale test. If failed the unit counts as activated and strikes last until the end of the round.

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

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

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

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

The Maw (3): Target enemy unit within 18" takes D3 automatic hits that deal D3 wounds each.

Dark Elves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Dreadlord [1]	4+	Master Sword (Strikes First)	Hatred, Hero, Tough(3)	A	30pts
Shadowblade [1]	2+	Rapid Throwing Weapon (Poison), Force Sword (Strikes First, Poison)	Fearless, Hatred, Hero, Hidden, Tough(3)	-	100pts
Sorceress [1]	4+	Light Sword (Strikes First)	Blessing, Hatred, Tough(3), Wizard(1)	B	50pts
Bleakswords [3]	4+	Light Swords (Strikes First)	Hatred	F	35pts
Corsair [1]	4+	Light Sword (Strikes First)	Armored, Hatred	-	15pts
Harpy [1]	4+	Medium Claws	Flying	-	15pts
Witch Elf [1]	4+	Medium Sword (Strikes First, Poison)	Furious, Hatred	-	25pts
Sister of Slaughter [1]	3+	Medium Sword (Strikes First)	Dance of Death, Fearless, Hatred	-	25pts
Black Guard [1]	3+	Medium Halberd (Strikes First)	Fearless, Hatred	-	30pts
Darkshard [1]	4+	Rapid Crossbow, Light Sword (Strikes First)	Hatred	G	25pts
Shade [1]	3+	Rapid Crossbow, Light Sword (Strikes First)	Hatred, Scout, Skirmisher	C	40pts
Executioner [1]	3+	Draich (A4 in Melee, Piercing, Deadly)	Fearless, Hatred	-	80pts
Dark Rider [1]	4+	Light Lance (Strikes First)	Fast, Hatred	-	20pts
Cold One Knight [1]	3+	Light Lance (Strikes First)	Fast, Fear, Hatred	-	25pts
Herald Rider [1]	4+	Rapid Crossbow, Light Lance (Strikes First)	Fast, Hatred	-	35pts
Doomfire Warlock [1]	4+	Medium Sword (Strikes First, Poison)	Armored, Fast, Hatred, Wizard(2)	-	65pts
Bloodwrack [1]	3+	Stare (12", A6), Heavy Claws (Strikes First)	Fast, Fear, Furious, Hatred, Tough(3)	-	65pts
War Hydra [1]	3+	Hydra Heads	Regeneration, Special, Tough(6)	D	100pts
Kharibdyss [1]	3+	Force Claws (Poison)	Feast of Bones, Special, Tough(6)	-	105pts
Cold One [1]	-	-	Fast	-	-
Dark Steed [1]	-	Light Claws	Fast	-	-
Dark Pegasus [1]	-	Light Lance	Fast, Flying, Tough(3)	-	-
Manticore [1]	-	Master Claws	Flying, Special, Tough(6)	E	-
Black Dragon [1]	-	Poison Breath (12", A6, Poison), Force Claws	Flying, Special, Tough(6)	-	-

A | Replace Master Sword:

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

Equip with one:

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

Mount on:

Cold One	+5pts
Dark Steed	+10pts
Dark Pegasus	+20pts
Manticore	+70pts
Black Dragon	+110pts

B | Upgrade Wizard(1):

Wizard(2)	+20pts
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Mount on:

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

C | Replace Light Sword:

Medium Mace	+15pts
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D | Upgrade with any:

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

E | Upgrade with any:

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

F | Replace all Light Swords:

Light Spears (Strikes First)	+5pts
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G | Equip with:

Shield (Armored)	+5pts
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Army Special Rules

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

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

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

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

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

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

Magic Spells

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

Power of Darkness (1): The wizard and all friendly units within 3" get Rapid melee weapons until the end of the round.

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

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

Chillwind (3): Target enemy unit within 24" takes D3 automatic hits and must re-roll successful shooting attacks until the end of the round.

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

Tomb Kings

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Tomb Prince [1]	4+	Heavy Sword	Curse, Hero, Nehekharan, Prince's Will, Tough(3)	A	60pts
Necrotect [1]	5+	Heavy Sword	Hero, Nehekharan, Tough(6), Wrath	-	25pts
Liche Priest [1]	5+	Light Sword	Nehekharan, Tough(3), Wizard(1)	B	25pts
Skeleton Warriors [5]	6+	Light Swords	Nehekharan	H	10pts
Tomb Guard [3]	5+	Light Swords	Nehekharan	I	15pts
Skeleton Archers [3]	6+	Bows	Asaph's Arrows, Nehekharan	-	15pts
Skeleton Horsemen [3]	5+	Light Lances	Asaph's Arrows, Fast, Nehekharan, Vanguard	J	35pts
Carrion [1]	4+	Heavy Claws	Flying, Nehekharan, Tough(3)	-	25pts
Tomb Swarm [1]	6+	Master Claws (Poison)	Entombed, Nehekharan, Tough(6)	-	25pts
Ushabti [1]	4+	Master Sword	Armored, Asaph's Arrows, Nehekharan, Tough(3)	C	30pts
Necropolis Knight [1]	4+	Master Lance (Poison)	Armored, Fast, Nehekharan, Tough(3)	-	40pts
Sepulchral Stalker [1]	4+	Medium Lance	Armored, Entombed, Fast, Gaze, Nehekharan, Tough(3)	-	55pts
Tomb Scorpion [1]	3+	Master Claws (Poison)	Armored, Entombed, Nehekharan, Resistance, Tough(3)	-	60pts
Necrolith Colossus [1]	3+	Master Sword	Asaph's Arrows, Nehekharan, Special, Tough(6), Unstoppable	E	75pts
Hierotitan [1]	3+	Master Sword	Covenant, Nehekharan, Special, Tough(6)	G	100pts
Warsphinx [1]	3+	2x Force Claws	Nehekharan, Special, Tough(9)	D	115pts
Necrosphinx [1]	3+	Master Claws	Decapitation, Flying, Nehekharan, Special, Tough(9)	F	155pts
Skeletal Steed [1]	-	-	Fast	-	-
Warsphinx [1]	-	2x Force Claws	Special, Tough(9)	D	-

A | Replace Heavy Sword:

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

Equip with one:

Shield (Armored)	+10pts
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Mount on:

Skeletal Steed	+5pts
Warsphinx	+110pts

B | Upgrade Wizard(1):

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

Mount on:

Skeletal Steed	+5pts
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C | Replace Master Sword:

Light Sword and Longbow (Poison)	+5pts
Heavy Mace	

D | Upgrade with any:

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

E | Equip with one:

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

F | Upgrade with:

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

Magical Icons (Wizard(1))	+15pts
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H | Replace all Light Swords:

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

Light Halberds	+5pts
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J | Equip all models with:

Bows	+15pts
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Army Special Rules

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

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

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

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

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

Gaze: Once per round, when this unit is activated, you may target one enemy unit within 12". That unit takes D6 automatic hits.

Nehekharan: This unit may never use March actions and has the Fear special rule. If at the start of a round there are no friendly models with the Wizard rule on the table, then this unit must take a morale test. If failed it takes one automatic wound. Whenever this army fails a Rout test every model takes one automatic wound instead of following the regular morale rules.

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.

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: This hero may be deployed as part of a friendly unit of same Quality. As long as this hero is alive he and his unit count as having the Hatred special rule.

Magic Spells

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

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

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

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

Sakhmet's Skullstorm (3): Target enemy unit anywhere on the table takes D3 automatic hits.

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

Vampire Counts

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Vampire Lord [1]	4+	Master Sword	Hero, Hunger, Tough(3), Vampire, Wizard(1)	A	60pts
Wight King [1]	6+	Master Sword	Armored, Hero, Tough(3), Undead	B	20pts
Banshee [1]	5+	Shriek, Light Claws	Ethereal, Hero, Tough(3), Undead	-	35pts
Wraith [1]	5+	Heavy Mace, Chill Grasp	Ethereal, Hero, Tough(3), Undead	-	40pts
Necromancer [1]	4+	Light Sword	Tough(3), Undead, Wizard(1)	C	40pts
Zombies [5]	6+	Light Claws (Strikes Last)	Undead	-	15pts
Skeleton Warriors [5]	6+	Light Swords	Undead	H	20pts
Crypt Ghouls [3]	6+	Medium Claws (Poison)	Undead	-	30pts
Grave Guard [3]	4+	Light Swords	Armored, Undead	I	35pts
Wraith [1]	5+	Heavy Mace, Chill Grasp	Ethereal, Tough(3), Undead	-	35pts
Dire Wolves [3]	5+	Light Claws	Fast, Furious, Undead, Vanguard	-	35pts
Black Knight [1]	4+	Light Sword	Armored, Fast, Strider, Undead	D	15pts
Blood Knight [1]	3+	Medium Lance	Armored, Fast, Furious, Vampire	-	30pts
Hexwraith [1]	5+	Light Mace	Ethereal, Fast, Soulstrider, Undead	-	35pts
Fell Bat [1]	5+	Medium Claws	Flying, Tough(3), Undead	-	15pts
Bat Swarm [1]	6+	Master Claws (Strikes First)	Flying, Tough(6), Undead	-	15pts
Vargheist [1]	4+	Heavy Claws	Flying, Furious, Vampire, Tough(3)	-	25pts
Spirit Host [1]	5+	Master Sword	Ethereal, Tough(6), Undead	-	30pts
Crypt Horror [1]	4+	Heavy Claws (Poison)	Regeneration, Tough(3), Undead	-	40pts
Morghast [1]	3+	Force Sword	Armored, Flying, Impact(D3), Undead, Tough(3)	-	55pts
Varghulf [1]	3+	Force Claws	Fast, Hatred, Regeneration, Special, Tough(3), Vampire	-	70pts
Terrorgheist [1]	3+	Shriek, Master Claws	Flying, Special, Tough(6), Undead	E	80pts
Nightmare [1]	-	-	Fast	-	-
Skeletal Steed [1]	-	-	Fast, Strider	-	-
Hellsteed [1]	-	-	Fast, Flying	-	-
Abyssal Terror [1]	-	Heavy Claws	Flying, Tough(3)	G	-
Terrorgheist [1]	-	Shriek, Master Claws	Flying, Special, Tough(6)	E	-
Zombie Dragon [1]	-	Flame Breath (12", A6), Force Claws	Flying, Special, Swarm of Flies, Tough(6)	-	-

A | Replace Master Sword:

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

Equip with one:

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

Wizard(2)	+15pts
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Mount on:

Nightmare	+5pts
Hellsteed	+10pts
Abyssal Terror	+20pts
Terrorgheist	+80pts
Zombie Dragon	+100pts

B | Replace Master Sword:

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

Mount on:

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

Wizard(2)	+15pts
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Mount on:

Nightmare	+5pts
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D | Replace Light Sword:

Light Lance	+5pts
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E | Upgrade with any:

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

F | Upgrade with any:

Balefire (Enemy Wizards within 24" must re-roll successful casting dice)	+15pts
Unholy Lodestone (When a friendly wizard within 6" successfully casts Nehek's Invocation you may increase its range by 2D6")	+15pts

G | Upgrade with any:

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

H | Replace all Light Swords:

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

Light Maces	+70pts
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Army Special Rules

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

Ethereal: Whenever taking wounds caused by non-spell attacks this unit ignores Pushed and Stunned results. Note that this does not apply to wounds taken from the Undead special rule.

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

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

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

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

Undead: This unit may only March if within 12" of a friendly hero and has the Fear special rule. If at the start of a round there are no friendly models with the Wizard rule on the table, then this unit must take a morale test. If failed it takes one automatic wound. Whenever this army fails a Rout test every model takes one automatic wound instead of following the regular morale rules.

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

Magic Spells

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

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

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

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

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

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

Brettonnia

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Brettonnian Lord [1]	4+	Master Sword	Armored, Fast, Fearless, Furious, Hero, Tough(3)	A	45pts
Paladin [1]	5+	Heavy Sword	Armored, Fast, Fearless, Furious, Hero, Tough(3)	B	35pts
Prophetess of the Lady [1]	5+	Light Sword	Hero, Resistance, Tough(3), Wizard(3)	C	65pts
Damsel of the Lady [1]	5+	Light Sword	Resistance, Tough(3), Wizard(1)	D	35pts
Men-at-Arms [5]	6+	Light Spears	Peasant's Duty	E	20pts
Peasant Bowmen [3]	6+	Longbows	Adequate Shot, Peasant's Duty	F	25pts
Grail Reliquae [1]	6+	Master Sword	Armored, Fearless, Hatred, Tough(6)	-	30pts
Mounted Yeoman [1]	5+	Bow, Light Lance	Fast, Peasant's Duty	-	15pts
Knight of the Realm [1]	5+	Light Lance	Armored, Fast, Fearless, Furious	-	15pts
Knight Errant [1]	5+	Light Lance	Armored, Fast, Fearless, Furious, Hatred	-	20pts
Grail Knight [1]	4+	Medium Lance	Armored, Fast, Fearless, Furious	-	25pts
Questing Knight [1]	4+	Light Mace	Armored, Fast, Fearless, Furious	-	30pts
Pegasus Knight [1]	4+	Medium Lance	Armored, Fast, Fearless, Flying, Tough(3)	-	40pts
Brettonnian Warhorse [1]	-	-	Fast	-	-
Royal Pegasus [1]	-	Light Claws	Fast, Flying, Tough(3)	-	-
Hippogryph [1]	-	Master Claws	Fast, Flying, Special, Tough(3)	-	-

A | Replace Master Sword:

Master Lance	+5pts
Master Mace	+15pts
Mount on:	
Royal Pegasus	+25pts
Hippogryph	+55pts

B | Replace Heavy Sword:

Heavy Lance	+5pts
Heavy Mace	+10pts
Mount on:	
Royal Pegasus	+20pts

C | Mount on:

Brettonnian Warhorse	+5pts
Royal Pegasus	+20pts

D | Upgrade Wizard(1):

Wizard(2)	+15pts
Mount on:	
Brettonnian Warhorse	+5pts

E | Replace all Light Spears:

Light Halberds	+5pts
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F | Upgrade with one:

Skimisher	+10pts
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The Blessing of the Lady

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

Army Special Rules

Adequate Shot: This unit shoots at Quality 5+.
Peasant's Duty: This unit has the Fearless special rules as long as it is within 6" of another friendly unit with the Fearless special rule.

Magic Spells

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

Shem's Burning Gaze (1): Target enemy unit within 24" takes D3 automatic hits.

Earth Blood (1): The Wizard and all friendly units within 3" get the Regeneration rule until the end of the round.

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

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

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

Beastmen

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Wargor [1]	4+	Heavy Sword	Hatred, Hero, Tough(3)	A	30pts
Gorebull [1]	4+	Master Sword	Fear, Furious, Hero, Impact(D3), Tough(3)	B	40pts
Bray-Shaman [1]	4+	Light Sword	Furious, Hatred, Tough(3), Wizard(1)	C	45pts
Ungor Herd [3]	5+	Light Swords	Ambush, Hatred	G	30pts
Harpies [3]	5+	Medium Claws	Flying	F	35pts
Gor [1]	4+	Light Sword	Ambush, Hatred	-	15pts
Bestigor [1]	4+	Light Mace	Armored, Hatred	-	20pts
Ungor Raider [1]	5+	Shortbow	Ambush, Hatred, Skirmisher	-	15pts
Warhounds [3]	5+	Light Claws	Fast	E	25pts
Centigor [1]	4+	Medium Lance	Drunkard, Fast, Hatred	H	25pts
Razorgor [1]	4+	Master Claws	Fast, Fear, Furious	-	25pts
Minotaur [1]	4+	Heavy Sword	Fear, Furious, Impact(1), Tough(3)	D	30pts
Chaos Spawn [1]	4+	Tentacles (AD6+1 in Melee)	Fearless, Special, Tough(3)	-	50pts
Ghorgon [1]	3+	Force Claws	Fearless, Furious, Special, Swallow, Tough(6)	-	100pts
Giant [1]	4+	Giant Attack	Fall Over, Special, Tough(6)	-	125pts
Jabberslythe [1]	3+	Slythey Tongue (12", AD3), Master Claws (Poison)	Bile-Blood, Flying, Madness, Special, Tough(6)	-	135pts
Cygor [1]	4+	Throw Rock (24", A2D6+3), Force Claws	Ghostsight, Resistance, Souleater, Special, Tough(6)	-	145pts

A | Replace Heavy Sword:

Master Sword	+5pts
Heavy Mace	+15pts
Equip with:	
Heavy Armor (Armored)	+10pts

B | Replace Master Sword:

Force Sword	+5pts
Master Mace	+15pts
Equip with:	
Heavy Armor (Armored)	+10pts

C | Replace Light Sword:

Medium Sword	+5pts
Upgrade Wizard(1):	
Wizard(2)	+15pts

D | Replace Heavy Sword:

Heavy Mace	+15pts
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E | Upgrade with:

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

F | Upgrade with:

Scout	+10pts
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G | Replace all Light Swords:

Light Spears	+5pts
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H | Replace Medium Lance:

Medium Mace	+5pts
Equip with:	
Throwing Weapon	+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 D2 automatic hits.

Drunkard: At the beginning of the game roll one die on the following table, and this model gets one of the following special rules:

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

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

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

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

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

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

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

Magic Spells

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

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

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

Bray-Scream (1): The wizard or target friendly model within 12" may attack with Roar (12", A3).

Viletide (2): Target enemy unit within 24" takes D3+1 automatic hits.

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

Wood Elves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Glade Captain [1]	4+	Longbow, Heavy Sword (Strikes First)	Arrow of Kurnous, Hero, Stalker, Strider, Tough(3)	A	50pts
Spellsinger [1]	4+	Light Sword (Strikes First)	Blessing, Hero, Stalker, Strider, Tough(3), Wizard(1)	B	50pts
Branchwraith [1]	4+	Heavy Claws	Blessing, Fear, Fearless, Hatred, Hero, Strider, Tough(3), Wizard(1)	-	60pts
Waystalker [1]	3+	Longbow (Scope), Medium Sword (Strikes First)	Hawk-eyed, Hero, Scout, Stalker, Strider, Tough(3)	-	55pts
Shadowdancer [1]	3+	Heavy Sword (Strikes First)	Blessing, Fearless, Hero, Stalker, Strider, Tattoos, Tough(3)	C	55pts
Treeman Ancient [1]	3+	Heavy Claws, Tree Whack	Blessing, Hero, Special, Strider, Tough(6), Wizard(2)	F, G	120pts
Eternal Guard [1]	4+	Light Spear (Strikes First)	Fearless, Stalker, Strider	-	20pts
Dryad [1]	4+	Medium Claws	Fear, Fearless, Hatred, Strider	-	20pts
Wildwood Ranger [1]	4+	Glaive (A3 in Melee, Piercing)	Fearless, Guardian, Stalker, Strider	-	25pts
Wardancer [1]	3+	Light Spear (Strikes First)	Dancer, Fearless, Stalker, Strider, Tattoos	E	30pts
Glade Guard [1]	4+	Longbow, Light Sword (Strikes First)	Stalker, Strider	D	25pts
Deepwood Scout [1]	4+	Longbow, Light Sword (Strikes First)	Scout, Skirmisher, Stalker, Strider	D	30pts
Waywatcher [1]	4+	Longbow, Medium Sword (Strikes First)	Hawk-eyed, Scout, Skirmisher, Stalker, Strider	-	35pts
Glade Rider [1]	4+	Longbow, Light Lance (Strikes First)	Ambush, Fast, Strider	D	30pts
Wild Rider [1]	3+	Light Lance (Strikes First)	Fast, Fear, Furious, Strider, Tattoos	-	30pts
Sister of the Thorn [1]	4+	Throwing Weapon (Poison), Light Sword (Strikes First, Poison)	Armored, Fast, Strider, Wizard(2)	-	60pts
Great Eagle [1]	3+	Medium Claws	Fast, Fear, Flying, Impact(D3), Tough(3)	-	40pts
Tree Kin [1]	3+	Heavy Claws	Armored, Fear, Fearless, Strider, Tough(3)	-	45pts
Warhawk Rider [1]	4+	Longbow, Heavy Lance (Strikes First)	Fast, Fear, Flying, Furious, Impact(D3), Tough(3)	-	55pts
Treeman [1]	3+	Force Claws, Tree Whack	Special, Strider, Tough(6)	G	80pts
Elven Steed [1]	-	-	Fast	-	-
Great Eagle [1]	-	Medium Claws	Flying, Fearless, Tough(3)	-	-
Great Stag [1]	-	Medium Claws	Fast, Fear, Impact(D3), Tough(3)	-	-
Unicorn [1]	-	Medium Lance	Fast, Fear, Resistance, Tough(3)	-	-
Forest Dragon [1]	-	Flame Breath (12", A6), Force Claws	Fearless, Flying, Special, Tough(9)	-	-

A | Replace Heavy Sword:

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

Mount on:

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

B | Equip with:

Longbow	+10pts
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Upgrade Wizard(1):

Wizard(2)	+20pts
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Mount on:

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

C | Upgrade with:

Wizard(1)	+25pts
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D | Upgrade Longbow with one:

Trueflight Arrows (Ignores Cover)	+5pts
Skyfire Shot (Rapid)	+5pts
Arcane Bodkins (Ignores Armor)	+10pts
Hagbane Tips (Poison)	+10pts
Swiftshiver Shards (Piercing)	+15pts

E | Replace Light Spear:

Medium Sword (Strikes First)	+5pts
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F | Upgrade Wizard(2):

Wizard(3)	+15pts
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G | Upgrade with:

Strangleroots (12", AD6+1)	+20pts
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Woodland Ambush

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

Army Special Rules

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

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

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

Dancer: Whenever this unit fights in close combat you must choose one Dance, and the model gains its benefits:

- Whirling Death (Rapid)
- Storm of Blades (+1 Attack)
- Shadow's Coil (Armored)

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 the model gains its benefits:

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

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

Tattoos: This model may re-roll failed blocks.

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

Magic Spells

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

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

Tempest (2): Target enemy unit within 30" takes D3 automatic hits.

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

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

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

Daemons of Chaos

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Bloodthriester [1]	2+	2x Force Claws	Flying, Hero, Resistance, Special, Tough(6)	-	135pts
Lord of Change [1]	2+	Force Claws	Flying, Hero, Special, Tough(6), Wizard(2)	-	130pts
Great Unclean One [1]	2+	Force Claws (Poison)	Hero, Special, Tough(6), Wizard(1)	-	135pts
Keeper of Secrets [1]	2+	Force Claws	Fast, Hero, Special, Tough(6), Wizard(1)	-	120pts
Daemon Prince [1]	2+	Force Claws	Fearless, Hero, Special, Tough(3), Wizard(1)	D, E	95pts
Herald of Khorne [1]	3+	Master Sword	Fear, Fearless, Furious, Hero, Resistance, Tough(3)	A	50pts
Herald of Tzeentch [1]	5+	Medium Sword	Fear, Fearless, Hero, Tough(3), Wizard(1)	B	40pts
Herald of Nurgle [1]	4+	Heavy Sword (Poison)	Fear, Fearless, Hero, Stench, Tough(3)	F	40pts
Herald of Slaanesh [1]	4+	Master Sword (Poison)	Fear, Fearless, Hero, Tough(3)	G	45pts
Pink Horror [1]	5+	Light Claws	Fear, Fearless, Horrors	C	10pts
Plaguebearer [1]	4+	Light Sword (Poison)	Fear, Fearless, Stench	-	20pts
Daemonette [1]	4+	Medium Claws (Poison)	Fear, Fearless	-	25pts
Bloodletter [1]	3+	Medium Sword	Fear, Fearless, Furious, Resistance	-	25pts
Chaos Furies [3]	5+	Light Claws	Fear, Fearless, Flying	D	35pts
Seeker [1]	4+	Medium Sword (Poison)	Fast, Fear, Fearless	-	25pts
Flesh Hound [1]	4+	Medium Claws	Fast, Fear, Fearless, Furious, Resistance, Tough(3)	-	30pts
Screamer [1]	4+	Heavy Claws, Slashing Attack	Fast, Fear, Fearless, Flying, Tough(3)	-	40pts
Nurglings [1]	5+	Master Claws	Fear, Fearless, Scout, Stench, Tough(3)	-	25pts
Flamer [1]	4+	Flamer (12", A6), Medium Claws	Fear, Fearless, Skirmisher, Tough(3)	-	45pts
Fiend [1]	4+	Heavy Claws (Strikes First, Poison)	Fast, Fear, Fearless	-	35pts
Plague Drone [1]	4+	Master Sword (Poison)	Fear, Fearless, Flying, Stench, Tough(3)	-	45pts
Nurgle Beast [1]	4+	Rotten Attacks (AD6+1 in Melee, Poison)	Fear, Fearless, Regeneration, Stench, Tough(3)	-	55pts
Bloodcrusher [1]	3+	Force Sword	Armored, Fear, Fearless, Furious, Resistance, Tough(3)	-	60pts
Soul Grinder [1]	3+	Flamer (12", A6), Master Claws	Special, Tough(6)	D	95pts
Juggernaut of Khorne [1]	-	Heavy Claws	Armored, Tough(3)	-	-
Disc of Tzeentch [1]	-	Heavy Claws	Flying	-	-
Palanquin of Nurgle [1]	-	Force Claws	Tough(3)	-	-
Steed of Slaanesh [1]	-	-	Fast	-	-

A | Equip with one:

Locus of Abjuration (All friendly units within 3" get the Resistance special rule)	+5pts
Locus of Wrath (The herald and all friendly units within 3" get the Hatred special rule)	+10pts
Locus of Fury (The herald and all friendly units within 3" get the Rapid special rule)	+10pts

Mount on:

Juggernaut of Khorne	+45pts
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B | Equip with one:

Locus of Transmogrification (All friendly units with the Horrors special rule within 3" may place 2 markers instead of 1)	+5pts
Locus of Conjunction (The herald's spell attacks get the Piercing rule)	+10pts
Locus of Change (When the herald and all friendly units within 3" are in Melee they get the Poison special rule on a 4+)	+10pts

Upgrade Wizard(1):

Wizard(2)	+10pts
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Mount on:

Disc of Tzeentch	+10pts
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C | Upgrade one model with:

Wizard(1)	+20pts
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D | Upgrade with one:

Khorne (Furious)	+5pts
Nurgle (Stench)	+5pts
Slaanesh (Poison)	+15pts
Tzeentch (Regeneration)	+20pts

E | Upgrade with:

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

Wizard(2)	+10pts
Wizard(3)	+25pts

F | Equip with one:

Locus of Virulence (The herald and all friendly units within 3" get the Rapid special rule)	+10pts
Locus of Contagion (The herald and all friendly units within 3" deal wounds from Poison on 5+ instead of only 6)	+20pts
Locus of Fecundity (The herald and all friendly units within 3" get the Regeneration special rule)	+20pts

Upgrade with:

Wizard(1)	+20pts
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Mount on:

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

Locus of Grace (The herald and all friendly units within 3" get the Strider special rule)	+5pts
Locus of Swiftess (The herald and all friendly units within 3" get the Strikes First special rule)	+25pts
Locus of Beguilement (Enemies get the Strikes Last rule when fighting against the herald and his unit)	+25pts

Upgrade with:

Wizard(1)	+20pts
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Mount on:

Steed of Slaanesh	+5pts
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Army Special Rules

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

Slashing Attack: Once per round this unit may deal D3 hits to one enemy unit it passes over.

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

Magic Spells

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

Pink Fire of Tzeentch (1): The wizard may attack with Flames (12", A3).

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

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

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

Slaanesh's Lash (2): Target enemy unit within 24" takes D3 automatic hits with Piercing.

Stormcast Eternals

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Celestant Prime [1]	3+	Cometstrike Sceptre, Medium Mace	Fearless, Flying, Hammerstrike, Hero, Tough(9)	-	115pts
Lord Celestant [1]	3+	Master Sword	Fearless, Furious, Hero, Tough(6)	A	55pts
Lord Relictor [1]	3+	Master Mace	Fearless, Hero, Stormcaller, Tough(6)	-	85pts
Lord Castellant [1]	3+	Heavy Halberd	Fearless, Hero, Tough(6), Warding Lantern	B	75pts
Knight Heraldor [1]	3+	Master Sword	Fearless, Hero, Thunderblast, Tough(6)	-	65pts
Knight Vexillor [1]	3+	Pennant of the Stormbringer, Master Mace	Fearless, Hero, Tough(6)	C	80pts
Knight Azyros [1]	3+	Master Sword	Celestial Beacon, Fearless, Flying, Hero, Tough(6)	-	65pts
Knight Venator [1]	3+	Realmhunter's Bow (30", A3), Heavy Sword	Fearless, Flying, Hero, Tough(6)	D	80pts
Liberator [1]	3+	Medium Sword	Fearless, Tough(3)	E, G	30pts
Decimator [1]	3+	Heavy Sword	Fearless, Grim Harvester, Tough(3)	E, H	45pts
Protector [1]	3+	Heavy Halberd	Fearless, Stormshield, Tough(3)	E, H	45pts
Retributor [1]	3+	Medium Mace (Poison)	Fearless, Tough(3)	E, J	55pts
Gryph Hound [1]	3+	Heavy Claws	Fast, Tough(3), Warning Cry	-	40pts
Judicator [1]	3+	Bow	Fearless, Tough(3)	E, F	30pts
Prosecutor [1]	3+	Stormcall Javelin (18", A1, Piercing)	Fearless, Flying, Tough(3)	E, I	35pts
Dracoth [1]	-	Storm Breath (12", A6), Heavy Claws	Monster, Tough(3)	-	-

A | Replace Master Sword:

Heavy Mace +15pts

Take any:

Warcloak (18", AD6) +20pts

Medium Mace +25pts

Mount on:

Dracoth +90pts

B | Take one:

Gryph Hound +40pts

C | Replace Pennant of the Stormbringer:

Meteoric Standard +5pts

D | Take one:

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

E | Upgrade with:

Hammerstrike +5pts

F | Replace Bow:

Boltstorm Crossbow (12", A2) Free

Thunderbolt Crossbow (18", AD6x) +20pts

Shockbolt Bow (24", AD6) +20pts

G | Replace Medium Sword:

Heavy Swords +5pts

Force Sword +10pts

Medium Maces +15pts

Heavy Maces +20pts

Force Mace +35pts

H | Replace Heavy Halberd/ Heavy Sword:

Force Mace +30pts

I | Replace Light Sword:

Light Mace +15pts

Medium Mace +20pts

Replace Stormcall Javelin:

Celestial Hammer (18", A2) +5pts

Stormsurge Trident (18", A3x) +15pts

J | Replace Medium Mace:

Force Mace (Poison) +25pts

Army Special Rules

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

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

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

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

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

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

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

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

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

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

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