

ONE PAGE RULES PRESENTS

ONE PAGE SKIRMISH



Introduction

One Page Skirmish is a single-page miniature wargame set in the Warhammer Fantasy universe. The gameplay was designed to be played with just a handful of miniatures and has dynamic mechanics for an action packed skirmish.

All you need to play are some Warhammer Fantasy miniatures, a flat 4'x4' playing area, a measuring tape in inches and a couple of six-sided dice. The game can also be played with miniatures from other manufacturers.

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Thank you for playing and happy wargaming!

One Page Anon (Rules), Maria Grilo (Cover)

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One Page Skirmish – Main Rulebook v2.2.0

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

General Principles

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

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

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

Line of Sight: If you can draw a straight line from the attacker 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 worth of units and upgrades in his army. Each army may only have one Hero 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 table edge to deploy first, then players alternate in placing one unit each within 12" of their edge.

Mission: After 4 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed or that 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 melee.

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 2" 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 to an enemy unit may fire at it. Models may fire all their weapons when using Hold actions, and only one when using Advance actions. Shooting models take one Quality test per Attack, and each success is a hit. The target then takes as many Quality tests as hits, and each success is a block. Every unblocked hit causes a wound. All non-melee weapons 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

Charging models move into contact or as close as possible to enemy models, and then defenders do the same by moving 3". All charging models within 2" of an enemy may attack with all melee weapons, which is resolved like shooting. Then any remaining defenders may strike back in the same way. If either unit is destroyed the other may move by up to 3", if not then charging models must move back by 1".

Morale & Routing

Units that must take a morale test simply take one Quality test. If at the beginning of a round an army is down to half of its original size then it must take a Rout test. Pick one model that is not stunned and take a morale test with it. If the test is failed, then all stunned models are killed and the rest Rout (remove from play). If there are only stunned models left then 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)
3-6	Stunned (Model counts as activated and is placed on its side to indicate its status)

Stunned models must spend their next activation idle to recover (stand model back up). Stunned models that take hits from shooting or that are charged 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 don't roll on the wound table, instead each wound kills one model until only one last model remains. Roll on the table as usual for any wound that the last model takes.

Terrain

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

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

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

Elevation (cliffs, hills, ledges, etc.): Units charging onto higher elevation get Unwieldy, and units taking shots from lower elevation count as in Cover.

Units Types

Heroes: As long as one hero in your army is alive you may re-roll results of 1 on Rout tests.

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.

Weapons

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

Sword/Claws: No special rules.

Spear: Gets +1 Attack when charged.

Halberd: Counts as Piercing.

Mace: Counts as Piercing and Poison.

Lance: Counts as having Impact(1).

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

p = Weapon counts as having the Piercing rule.

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

Common Special Rules

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

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

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

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

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

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

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

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

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

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

Nimble: This unit moves +1.5" when using Advance actions and +3" when using March/Charge actions.

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

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

Rapid: This weapon may re-roll failed hits.

Regeneration: Whenever this unit takes Wounds roll one die for each, on a 5+ it is ignored.

Resistance: This unit ignores Spell effects on 4+.

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

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

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

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

Note that you must first accumulate wounds on a single model with this special rule until it is killed before you start accumulating them on another.

Unwieldy: This weapon must re-roll hits.

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

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

Advanced Rules

Advanced Wizardry

When an enemy Wizard tries to cast a Spell you may try to dispel it. Both players declare the number of power dice they are using, and then roll at the same time. If you have a Wizard in your army then you may add +X to the result, however then if you roll two or more 6s it immediately takes D3 automatic wounds. If you roll a higher number than the casting Wizard, then the spell's effects are not resolved.

Mysterious Forests

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

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

Mysterious Waters

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

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

Pushing

Whenever a model rolls a Stunned result whilst being within 2" of a piece of Dangerous Terrain or Elevation, then roll one die. On a 4+ the model is moved 2" into the Dangerous Terrain (roll to see if it takes a wound) or it falls off the edge.

Falling Models: If a model is pushed over the edge of a piece of Elevation at least 2" tall, then the model takes X+1 automatic hits, where X is one hit for every full 3" it fell. Then the model is placed Stunned within 2" of the bottom.

Dropping

Models may drop off steep elevation up to 6" high instead of climbing down. The model must take X+1 tests at Quality 3+, where X is one test for every full 3" it drops. If all tests are passed you may place the model at the bottom of the steep elevation, and it may continue moving normally. If the model fails one or more tests it falls down instead.

Leaping

Models may leap off steep elevation up to 6" high onto enemies within 2" of the bottom. The model must take X+1 tests at Quality 3+, where X is one test for every full 3" it leaps. If all tests are passed you may place the model in contact with the target and deal as many hits as tests taken. If the model fails one or more tests it falls down instead.

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 test for every full 3" it jumps. If all tests are passed the model may move across the gap as if it was solid ground. If the model fails one or more tests it falls down 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	Sabotage
5	Breakthrough
6	King of the Hill

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

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

3 – Treasure Hunt: Before deploying armies place 3 treasure markers on the table. Roll-off to see who goes first, and then alternate in placing one treasure marker each at least 12" away from any table edge and from any other treasure marker. If a unit moves into contact with the marker it picks it up, and if it is destroyed the marker is dropped on the spot. Units holding markers may move off any table edge, removing the unit and the marker. After 4 rounds the game is over, and both players sum how many treasure markers they are holding or they moved off the table. The player with the most treasure markers wins.

4 – Sabotage: Before deploying armies place two relic markers on the table. Roll-off to see who goes first, and then place one relic marker within your deployment zone, at least 6" away from any table edge. If a unit that is not stunned is within 3" of an enemy relic marker, and no enemy units are within 3" of that marker, then it is destroyed. After 4 rounds the game is over, and if one of the players destroyed the enemy relic marker whilst keeping his own marker intact, then he wins.

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

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

Multi-Player Games

The game can be played with more than two players by adjusting the rules a little, and these rules can also be used to play with armies consisting of allies from different factions.

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 choose where to deploy going from highest ranking player to lowest. The players then alternate in placing one unit each within 12" of their edge following the same ranking.

Playing the Game: The player that won deployment goes first on the first round, and players alternate in activating one unit each in order of ranking. In each new round the player that finished activating first in the previous round goes first, and the rest roll-off to determine a new ranking order.

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
150	0-1
300	0-2
450	0-3
600	0-4
750	0-5
900	0-6
1050	0-7
1200	0-8

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

Empire

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
General [1]	4+	Heavy Sword	Hero, Hold the Line!, Tough(3)	A	35pts
Captain [1]	5+	Heavy Sword	Hero, Hold the Line!, Tough(3)	A	25pts
Warrior Priest [1]	5+	Medium Sword	Fury, Hero, Prayer, Resistance, Tough(3)	B	30pts
Witch Hunter [1]	5+	Pistol, Medium Sword	Accusation, Hero, Resistance, Tough(3)	J	35pts
Battle Wizard [1]	5+	Light Sword	Tough(3), Wizard(1)	C	25pts
Master Engineer [1]	5+	Light Sword	Tough(3)	D	15pts
State Troops [3]	5+	Light Swords	-	E	20pts
Flagellants [3]	5+	Light Maces	End is Nigh!, Fearless, Furious	-	40pts
Greatsword [1]	4+	Light Mace	Armored, Fearless	-	20pts
State Marksmen [3]	5+	Bows	-	G	30pts
Pistolier [1]	5+	Pistol Brace (12", A2), Medium Sword	Fast, Nimble	H	15pts
Knightly Order [1]	4+	Light Lance	Armored, Nimble	I	15pts
Demigryph Knight [1]	4+	Light Halberd, Heavy Claws (Piercing)	Armored, Fear, Nimble, Impact(1), Tough(3)	K	55pts
Warhorse [1]	-	Light Claws	Fast, Nimble	-	-
Mechanical Steed [1]	-	Light Claws	Armored, Nimble, Impact(D3)	-	-
Imperial Pegasus [1]	-	Medium Claws	Flying, Nimble, Impact(1), Tough(3)	F	-

A | Replace Heavy Sword:

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

Equip with one:

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

Mount on:

Warhorse	+10pts
Imperial Pegasus	+30pts

B | Replace Medium Sword:

Heavy Sword	+5pts
Medium Mace	+10pts

Equip with:

Heavy Armor (Armored)	+10pts
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Mount on:

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

Wizard(2)	+5pts
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Mount on:

Warhorse	+5pts
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D | Equip with one:

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

Mount on:

Warhorse	+5pts
Mechanical Steed	+20pts

E | Replace all Light Swords:

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

F | Upgrade with any:

Iron Hooves (Piercing Impact hits)	+5pts
Swift as the Wind	+5pts

(+3" when using Advance and +6" when using March/Charge)

G | Replace all Bows:

Rifles	+5pts
Crossbows	+10pts

Replace one Bow with one:

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

Upgrade all models:

Huntsman Training (Scout)	+5pts
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H | Replace Pistol Brace:

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

I | Replace Light Lance:

Light Mace	+5pts
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Upgrade with:

Reiksguard Training (Fearless)	+5pts
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J | Replace Medium Sword:

Medium Mace	+10pts
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K | Replace Light Halberd:

Light Lance	+5pts
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Army Special Rules

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

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

Fury: The hero and all friendly units within 3" get the Furious rule.

Hold the Line!: The hero and all friendly units within 3" get the Fearless special rule.

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

Magic Spells

Plague of Rust (6+): Target enemy unit within 24" must re-roll blocks until the end of the round.

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

Wyssan's Wildform (6+): Target friendly unit within 12" gets the Piercing and Armored rules until the end of the round.

Earth Blood (7+): The wizard and all friendly units within 3" get the Regeneration rule until the end of the round.

Mystifying Miasma (8+): Target enemy unit within 48" must re-roll successful hits in Melee or Shooting until the end of the round (pick one).

Fireball (9+): Target enemy unit within 24" takes D3 automatic hits.

Orcs

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Black Orc Boss [1]	4+	Heavily Armed	Fearless, Hero, Tough(3), Waaagh!	A	90pts
Savage Orc Boss [1]	5+	Heavy Sword	Furious, Hero, Tough(3), Waaagh!	A	70pts
Orc Boss [1]	5+	Heavy Sword	Hero, Tough(3), Waaagh!	A	65pts
Savage Orc Shaman [1]	5+	Light Sword	Furious, Tough(3), Wizard(1)	B	30pts
Orc Shaman [1]	5+	Light Sword	Tough(3), Wizard(1)	B	25pts
Orc Boyz [3]	5+	Light Swords	-	E	20pts
Savage Boyz [3]	5+	Light Swords	Furious	D, E	25pts
Black Orc [1]	4+	Heavily Armed	Fearless	-	15pts
Orc Arrer Boyz [3]	5+	Bows	-	-	30pts
Savage Arrer Boyz [3]	5+	Bows	Furious	D	35pts
Orc Boar Boyz [3]	5+	Light Swords	Fast, Nimble, Tusker Charge	C	30pts
Savage Boar Boyz [3]	5+	Light Swords	Fast, Furious, Nimble, Tusker Charge	C	35pts
Troll [1]	4+	Heavy Swords, Troll Vomit	Fear, Impact(1), Regeneration, Tough(3)	-	40pts
River Troll [1]	4+	Heavy Swords, Troll Vomit	Fear, Impact(1), Regeneration, Strider, Tough(3)	-	45pts
Stone Troll [1]	4+	Heavy Swords, Troll Vomit	Fear, Impact(1), Regeneration, Resistance, Tough(3)	-	45pts
War Boar [1]	-	Light Claws	Fast, Nimble, Tusker Charge	-	-

A | **Replace Heavy Sword:**

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

Mount on:

War Boar	+10pts
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B | **Upgrade Wizard(1):**

Wizard(2)	+5pts
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Mount on:

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

Light Spears	+5pts
Medium Swords	+10pts

D | **Equip with:**

Big Stabba (Impact(D3))	+5pts
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E | **Replace all Light Swords:**

Light Spears	+5pts
Medium Swords	+10pts

Army Special Rules

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

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

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

Waaagh! Once per game when the hero charges you may declare a Waaagh!. Until the end of the round all friendly Infantry models get +1A in Melee, and the hero gets +D3A in Melee.

Magic Spells

'Eadbutt (6+): Target enemy wizard within 4D6" takes one automatic hit.

Brain Bursta (6+): Target enemy model within 18" takes one automatic hit.

Fists of Gork (6+): The wizard gets +3 Attacks and the Piercing rule until the end of the round.

Gaze of Mork (7+): Target enemy unit within 4D6" takes D3 automatic hits.

'Ere we go! (7+): The wizard and all friendly units within 2D6" get Rapid in Melee until the end of the round.

Hand of Gork (8+): Target friendly unit within 24" may be placed anywhere within 3D6" of its current position.

Goblins

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Night Goblin Boss [1]	6+	Heavy Sword	Deranged, Hero, Tough(3)	A	15pts
Goblin Boss [1]	6+	Heavy Sword	Hero, Tough(3)	A	10pts
Night Goblin Shaman [1]	6+	Light Sword	Deranged, Tough(3), Wizard(1)	B	15pts
Goblin Shaman [1]	6+	Light Sword	Tough(3), Wizard(1)	B	10pts
Goblins [5]	6+	Light Swords	-	E	15pts
Night Goblins [5]	6+	Light Swords	Deranged	D	20pts
Snotlings [1]	6+	Force Swords, Explodin' Spores	Tough(6)	-	25pts
Squig Herd [3]	5+	Medium Claws	Deranged, Fearless, Wild	-	35pts
Goblin Archers [3]	6+	Shortbows	-	E, F	15pts
Night Goblin Archers [3]	6+	Shortbows	Deranged	D	20pts
Wolf Riders [3]	6+	Light Swords	Fast, Nimble	C, F	15pts
Squig Hoppers [3]	6+	Medium Swords	Boingy, Deranged, Fearless, Nimble	-	25pts
Spider Riders [3]	6+	Light Spears (Poison)	Fast, Nimble, Strider	C	25pts
Giant Wolf [1]	-	Light Claws	Fast, Nimble	-	-
Giant Spider [1]	-	Light Claws (Poison)	Fast, Nimble, Strider	-	-
Great Cave Squig [1]	-	Heavy Claws	Boingy, Fearless, Impact(1), Nimble, Tough(3)	-	-
Gigantic Spider [1]	-	Heavy Claws (Poison)	Fast, Fear, Impact(1), Nimble, Strider, Tough(3)	-	-

A | Replace Heavy Sword:

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

Equip with:

Shortbow	+5pts
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Mount on:

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

B | Upgrade Wizard(1):

Wizard(2)	+5pts
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Mount on:

Giant Wolf	+5pts
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C | Equip all models with:

Shortbows	+5pts
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D | Take up to three:

Fanatic	+5pts
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Equip all models with any:

Nets	+5pts
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Replace all Light Swords:

Light Spears	+5pts
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E | Take up to three:

Nasty Skulkers	+5pts
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F | Replace all Light Swords:

Light Spears	+5pts
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Army Special Rules

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

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

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

Fanatic: Place a goblin fanatic model next to this unit as long as it is alive. Once per game you may remove the goblin fanatic model and deal D6p automatic hits to one enemy unit within 6".

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

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

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

Magic Spells

Night Shroud (7+): The wizard and all friendly units within 3" count as being in Cover until the end of the round.

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

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

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

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

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

High Elves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Prince [1]	4+	Master Sword	Hero, Prowess, Tough(3)	A	35pts
Mage [1]	4+	Light Sword	Blessing, Prowess, Tough(3), Wizard(1)	B	30pts
Spearmen [3]	4+	Light Spears	Prowess	-	35pts
Phoenix Guard [1]	3+	Light Halberd	Armored, Fear, Prowess	-	25pts
White Lion [1]	3+	Light Mace	Deflect, Fearless, Prowess, Strider	-	25pts
Swordmaster [1]	3+	Medium Mace	Deflect, Prowess	-	30pts
Lothorn Sea Guard [1]	4+	Bow, Light Spear	Prowess	-	20pts
Archer [1]	4+	Longbow	Prowess	-	20pts
Sister of Avelorn [1]	3+	Bow (Piercing)	Prowess	-	30pts
Shadow Warrior [1]	3+	Longbow	Prowess, Scout	-	30pts
Ellyrian Reaver [1]	4+	Light Spear	Fast, Prowess, Nimble	D	15pts
Silver Helm [1]	4+	Light Lance	Armored, Prowess, Nimble	-	20pts
Dragon Prince [1]	3+	Medium Lance	Armored, Prowess, Nimble	-	25pts
Great Eagle [1]	3+	Medium Claws	Flying, Impact(1), Nimble, Tough(3)	C	30pts
Elven Steed [1]	-	Light Claws	Fast, Nimble	-	-
Great Eagle [1]	-	Medium Claws	Flying, Impact(1), Nimble, Tough(3)	C	-
Tiranoc Chariot [1]	-	Medium Claws	Armored, Fast, Impact(D6), Tough(3)	-	-

A | Replace Master Sword:

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

Equip with one:

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

Mount on:

Elven Steed	+10pts
Great Eagle	+35pts

B | Upgrade Wizard(1):

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

Mount on:

Elven Steed	+10pts
Great Eagle	+35pts

C | Upgrade with any:

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

D | Replace Light Spear:

Bow and Light Sword	+5pts
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Equip with:

Bow	+10pts
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Army Special Rules

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

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

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

Magic Spells

Drain Magic (6+): Target unit within 18" loses all spell effects with "until the end of the round".

Hand of Glory (6+): Target friendly unit within 18" gets Rapid shooting or melee attacks until the end of the round (pick one).

Walk Between Worlds (7+): Target friendly unit within 24" may move by up to 10".

Apotheosis (10+): Target friendly model within 18" immediately removes one wound marker.

Soul Quench (11+): Target enemy unit within 18" takes D6 automatic hits.

Tempest (13+): Target enemy unit within 30" takes D3+1 automatic hits.

Warriors of Chaos

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Chaos Lord [1]	3+	Master Sword	Armored, Hero, Tough(3)	A, B	50pts
Chaos Sorcerer [1]	3+	Medium Sword	Armored, Hero, Tough(3), Wizard(1)	A, B	45pts
Chaos Marauders [3]	4+	Light Swords	-	H, M	25pts
Chaos Warrior [1]	3+	Medium Sword	Armored	D, G	20pts
Chosen [1]	3+	Medium Sword	Armored, Fearless	D, G	25pts
Forsaken [1]	3+	Freakish Limbs (AD3 in Melee)	Armored, Fearless, Furious, Mutations	N	30pts
Chaos Warhound [1]	4+	Light Claws	Fast, Nimble	E	15pts
Marauder Horseman [1]	4+	Light Sword	Fast, Nimble	J, M	15pts
Hellstrider [1]	4+	Light Spear (Piercing, Poison)	Fast, Fear, Nimble	-	25pts
Chaos Knight [1]	3+	Medium Sword	Armored, Fear, Nimble	D, I	25pts
Skullcrusher [1]	3+	Medium Sword, Heavy Claws	Armored, Fear, Impact(1), Nimble, Tough(3)	I	60pts
Chaos Ogre [1]	4+	Heavy Sword	Fear, Impact(D3), Tough(3)	L, M	35pts
Chaos Troll [1]	4+	Heavy Sword, Troll Vomit	Fear, Impact(1), Regeneration, Tough(3)	C	40pts
Skullreaper [1]	3+	Master Sword	Furious, Tough(3)	F	40pts
Putrid Blightknight [1]	3+	Bountiful Blades	Armored, Regeneration, Tough(3)	-	50pts
Dragon Ogre [1]	3+	Heavy Sword	Fear, Impact(1), Resistance, Tough(3)	K	50pts
Chaos Steed [1]	-	Light Claws	Fast, Nimble	-	-
Steed of Slaanesh [1]	-	Light Claws (Piercing, Poison)	Fast, Fear, Nimble	-	-
Disc of Tzeentch [1]	-	Heavy Claws	Fast, Fear, Flying, Nimble	-	-
Daemonic Mount [1]	-	Medium Claws	Fear, Nimble, Impact(1), Tough(3)	-	-
Juggernaut of Khorne [1]	-	Heavy Claws	Fear, Impact(1), Nimble, Tough(3)	-	-
Palanquin of Nurgle [1]	-	Force Claws	Fear, Impact(1), Nimble, Tough(3)	-	-

A | Upgrade with one:

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

B | Replace Master Sword:

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

Upgrade Wizard(1):

Wizard(2)	+5pts
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Mount on:

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

C | Replace Heavy Sword:

Master Sword	+5pts
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D | Upgrade with one:

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

E | Upgrade with any:

Vanguard	+5pts
Poison	+5pts
Scaly Hide (Armored)	+5pts

F | Upgrade with:

Wrathmonger (Impact(D3))	+5pts
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G | Replace Medium Sword:

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

H | Replace all Light Swords:

Light Maces	+15pts
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I | Replace Medium Sword:

Medium Lance	+5pts
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J | Replace Light Sword:

Light Spear	+5pts
Light Mace	+5pts

Upgrade with:

Throwing Weapon	+5pts
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K | Replace Heavy Sword:

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

L | Replace Heavy Sword:

Master Sword	+5pts
Heavy Mace	+5pts

M | Upgrade all models with one:

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

Army Special Rules

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

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

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

Magic Spells

Acquiescence (5+): Target enemy unit within 24" gets the Unwieldy rule until the end of the round.

Pestilence (6+): Target enemy unit within 18" must re-roll hits until the end of the round.

Treason (6+): Target enemy unit within 24" must re-roll morale tests until the end of the round.

Pink Fire (8+): Target enemy unit within 18" takes D3 automatic hits.

Corruption (8+): Target enemy unit within 12" takes D3p automatic hits.

Lash (12+): Target enemy unit within 24" takes D3p automatic hits.

Dwarfs

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Lord [1]	3+	Medium Sword	Armored, Fearless, Furious, Hero, Shieldwall, Slow,Tough(3)	A, F	45pts
Thane [1]	4+	Medium Sword	Armored, Fearless, Furious, Hero, Shieldwall, Slow,Tough(3)	A, F	35pts
Dragon Slayer [1]	4+	Heavy Sword (Deadly)	Deathblow, Fearless, Furious, Hero, Slow, Tough(3)	F	55pts
Runesmith [1]	4+	Medium Sword (Piercing)	Armored, Fearless, Furious, Hero, Shieldwall, Slow,Tough(3)	A, B, F	40pts
Master Engineer [1]	4+	Medium Sword	Armored, Fearless, Furious, Hero, Resistance, Slow, Tough(3)	A, F	40pts
Dwarf Warriors [3]	4+	Light Swords	Fearless, Furious, Shieldwall, Slow	I	35pts
Longbeard [1]	3+	Light Sword	Fearless, Furious, Shieldwall, Slow	G, I	15pts
Miner [1]	4+	Light Sword	Fearless, Furious, Scout, Slow	H	20pts
Ironbreaker [1]	3+	Light Sword	Armored, Fearless, Furious, Shieldwall, Slow	C, G	20pts
Slayer [1]	4+	Light Sword (Deadly)	Deathblow, Fearless, Furious, Slow	F, G	20pts
Hammerer [1]	3+	Medium Mace	Fearless, Furious, Shieldwall, Slow	F, G	30pts
Thunderer [1]	4+	Rapid Rifle	Fearless, Furious, Shieldwall, Slow	J	25pts
Irondrake [1]	3+	Drakegun (18", A1p, Rapid)	Armored, Fearless, Furious, Slow	C, E, G	30pts
Ranger [1]	4+	Rapid Crossbow, Light Mace	Fearless, Furious, Scout, Slow	D	35pts
Oathstone [1]	-	-	Oathstone	-	-
Shieldbearers [1]	-	Medium Swords	Tough(3)	-	-

A | Replace Medium Sword:

Heavy Sword	+5pts
Medium Mace	+10pts

Equip with one:

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

Mount on:

Shieldbearers	+40pts
Oathstone	+50pts

B | Upgrade with any:

Forgefire	+5pts
Natural Resistance	+20pts

C | Equip with:

Cinderblast Bomb(6", A3p, Indirect)	+10pts
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D | Equip with:

Throwing Weapons	+5pts
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E | Replace Drakegun:

Trollhammer Torpedo (24", A3x)	+20pts
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F | Equip one model with one:

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

G | Equip one model with one:

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

H | Equip with any:

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

I | Replace Light Sword:

Light Mace	+5pts
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J | Replace Rapid Rifle:

Rapid Crossbow	+5pts
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Replace Light Sword:

Light Mace	+5pts
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Army Special Rules

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

Forgefire: The hero and all friendly units within 3" get the Piercing rule.

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

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

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

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

Skaven

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Warlord [1]	4+	Heavy Sword	Hero, Strength in Numbers, Tough(3)	A	30pts
Chieftain [1]	5+	Heavy Sword	Hero, Strength in Numbers, Tough(3)	A	20pts
Warlock Engineer [1]	5+	Light Halberd	Hero, Strength in Numbers, Tough(3)	B	15pts
Assassin [1]	3+	Throwing Weapon, Master Sword (Poison)	Hero, Scout, Sneaky, Tough(3)	-	60pts
Plague Priest [1]	5+	Heavy Sword	Furious, Strength in Numbers, Tough(3), Wizard(1)	C	25pts
Giant Rats [3]	6+	Light Claws	Fast, Strength in Numbers	-	15pts
Skavenslaves [3]	6+	Light Swords	Cornered Rats, Strength in Numbers	F	15pts
Clanrats [3]	5+	Light Swords	Strength in Numbers	E, H	20pts
Weapon Team [1]	5+	Ratling Gun (18", AD6p)	Strength in Numbers	E	25pts
Plague Monks [3]	5+	Medium Swords	Furious, Strength in Numbers	-	30pts
Stormvermin [3]	4+	Light Halberds	Strength in Numbers	E	35pts
Censer Bearer [1]	5+	Light Mace (Noxious)	Furious, Strength in Numbers	-	15pts
Globadiers [3]	5+	Throwing Weapons (Poison)	Strength in Numbers	-	35pts
Night Runners [3]	5+	Throwing Weapons, Medium Swords	Strength in Numbers, Vanguard	-	35pts
Gutter Runner [1]	4+	Throwing Weapon, Medium Sword	Scout, Sneaky, Strength in Numbers	G	20pts
Rat Swarm [1]	6+	Force Claws	Tough(6)	-	15pts
Rat Ogre [1]	4+	Heavy Claws	Fear, Furious, Impact(1), Packmaster, Tough(3)	-	35pts
Stormfiend [1]	4+	Master Claws	Armored, Fear, Furious, Impact(1), Tough(3)	D	45pts
Warplock Jezzail [1]	5+	Jezzail (36", A1p, Sniper)	Armored	-	55pts
Great Pox Rat [1]	-	Medium Claws (Poison)	Fast, Nimble	-	-
War-Litter [1]	-	Master Sword	Tough(3)	-	-

A | Replace Heavy Sword:

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

Equip with any:

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

Mount on:

Great Pox Rat	+15pts
War-Litter	+30pts

B | Replace Light Halberd:

Medium Halberd	+5pts
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Equip with one:

Pistol	+5pts
Rifle	+10pts

Upgrade with one:

Wizard(1)	+5pts
Wizard(2)	+10pts

C | Replace Heavy Sword:

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

Upgrade Wizard(1):

Wizard(2)	+5pts
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Mount on:

Great Pox Rat	+15pts
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D | Equip with one:

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

E | Take one:

Weapons Team (Ratling Gun)	+25pts
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Replace Ratling Gun:

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

F | Replace all Light Swords:

Light Spears	+5pts
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Equip all models with:

Throwing Weapons	+5pts
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G | Equip with any:

Smoke Bombs	+5pts
(Unit always counts as in Cover)	
Snare Net	+5pts
(Enemies get Unwieldy in Melee)	
Venomous Blade (Poison)	+5pts

H | Replace all Light Swords:

Light Spears	+5pts
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Army Special Rules

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

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

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

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

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

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

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

Magic Spells

Bless with Filth (5+): Target friendly unit within 12" gets Poison melee until the end of the round.

Wither (5+): Target enemy unit within 12" must re-roll blocks until the end of the round.

Death Frenzy (6+): Target friendly unit within 18" gets +2A in Melee until the end of the round.

Pestilent Breath (8+): Target enemy unit within 12" takes D3 automatic hits with Poison.

Skitterleap (9+): Target friendly model within 12" may be placed anywhere on the table.

Warp Lightning (9+): Target enemy unit within 24" takes D3 automatic hits.

Lizardmen

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Slann Mage-Priest [1]	3+	Light Sword	Armored, Fearless, Hero, Tough(6), Wizard(3)	-	75pts
Scar-Veteran [1]	4+	Master Sword	Fearless, Hero, Predatory, Tough(3)	A	35pts
Skink Chief [1]	6+	Heavy Sword	Fearless, Hero, Strider, Tough(3)	B	10pts
Skink Priest [1]	6+	Light Sword	Arcane Vassal, Fearless, Strider, Tough(3), Wizard(1)	-	25pts
Saurus Warrior [1]	4+	Medium Sword	Fearless, Predatory	E	15pts
Temple Guard [1]	3+	Medium Halberd	Fearless, Predatory	-	25pts
Skinks [3]	6+	Throwing Weapons (Poison)	Fearless, Strider	C	25pts
Chameleon Skink [1]	5+	Blowpipe (12", A2, Poison)	Chameleon, Fearless, Scout, Strider	-	25pts
Cold One Rider [1]	4+	Medium Sword, Light Claws	Fast, Fear, Fearless, Nimble, Predatory	E	30pts
Terradon Rider [1]	5+	Fireleech Bolas (6", A1)	Drop Rocks, Fear, Fearless, Flying, Impact(1), Nimble, Tough(3)	D	30pts
Ripperdactyl Rider [1]	5+	Light Spear, Light Claws (Piercing, Deadly)	Fear, Flying, Furious, Impact(1), Nimble, Toad Rage, Tough(3)	-	40pts
Kroxigor [1]	4+	Heavy Mace	Armored, Fear, Fearless, Impact(1), Predatory, Strider, Tough(3)	-	65pts
Jungle Swarm [1]	5+	Force Claws (Poison)	Fearless, Strider, Tough(6)	-	50pts
Razordon Pack [1]	4+	Shoot Barbs(18",AD6), Medium Claws	Fear, Fearless, Handlers, Impact(1), Strider, Tough(3)	-	55pts
Salamander Pack [1]	4+	Fire Thrower, Medium Claws	Fear, Fearless, Handlers, Impact(1), Strider, Tough(3)	-	60pts
Cold One [1]	-	Medium Claws	Fast, Nimble	-	-
Terradon [1]	-	Light Claws	Drop Rocks, Fear, Flying, Impact(1), Nimble, Tough(3)	-	-
Ripperdactyl [1]	-	Medium Claws (Piercing, Deadly)	Fear, Flying,, Furious, Impact(1), Nimble, Toad Rage, Tough(3)	-	-

A | Replace Master Sword:

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

Equip with:

Heavy Armor (Armored)	+10pts
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Mount on:

Cold One	+15pts
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B | Replace Heavy Sword:

Heavy Spear	+5pts
Master Sword	+5pts

Equip with one:

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

Mount on:

Terradon	+15pts
Ripperdactyl	+35pts

C | Upgrade all models:

Lustrian Venom (Poison in Melee)	+10pts
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Replace all Throwing Weapons:

Blowpipes (12", A2, Poison)	+10pts
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D | Replace Fireleech Bolas:

Throwing Weapon	+5pts
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E | Replace Medium Sword:

Medium Spear	+5pts
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Army Special Rules

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

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

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

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

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

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

Magic Spells

Drain Magic (6+): Target unit within 18" loses all spell effects with "until the end of the round".

Hand of Glory (6+): Target friendly unit within 18" gets Rapid shooting or melee attacks until the end of the round (pick one).

Walk Between Worlds (7+): Target friendly unit within 24" may move by up to 10".

Apotheosis (10+): Target friendly model within 18" immediately removes one wound marker.

Soul Quench (11+): Target enemy unit within 18" takes D6 automatic hits.

Tempest (13+): Target enemy unit within 30" takes D3+1 automatic hits.

Ogre Kingdoms

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Tyrant [1]	3+	Master Sword	Fear, Hero, Impact(D3), Tough(6)	A, C	75pts
Bruiser [1]	4+	Master Sword	Fear, Hero, Impact(D3), Tough(3)	A, C	40pts
Hunter[1]	4+	Great Spear (12", A1p), Master Sword	Fear, Hero, Impact(D3), Tough(3)	B, C	45pts
Butcher [1]	4+	Heavy Sword	Fear, Impact(D3), Immune, Tough(3), Wizard(1)	D	45pts
Firebelly [1]	4+	Fiery Breath, Heavy Sword	Fear, Impact(D3), Tough(3), Wizard(1)	D	50pts
Gnoblar [5]	6+	Throwing Weapons	-	F	20pts
Ogre [1]	4+	Heavy Sword	Fear, Impact(D3), Tough(3)	H	35pts
Maneater [1]	3+	Master Sword	Experienced, Fear, Impact(D3), Tough(3)	G	55pts
Leadbelcher [1]	4+	Belchgun (24", AD6p), Heavy Sword	Fear, Impact(D3), Tough(3)	-	70pts
Sabretusk [1]	4+	Heavy Claws	Fast, Fear, Nimble, Tough(3), Vanguard	-	35pts
Mournfang [1]	4+	Heavy Sword, Master Claws	Fear, Impact(D3), Nimble, Tough(6)	E	70pts
Yhete [1]	4+	Heavy Claws	Fear, Frost Aura, Impact(1), Tough(3)	-	40pts

A | Replace Master Sword:

Force Sword	+5pts
Master Mace	+20pts

Equip with:

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

B | Replace Master Sword:

Force Sword	+5pts
Master Mace	+20pts

Equip with any:

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

C | Upgrade with one:

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

D | Replace Heavy Sword:

Master Sword	+5pts
Heavy Mace	+15pts

Equip with:

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

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

E | Replace Heavy Sword:

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

Traps	+5pts
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G | Replace Master Sword:

Force Sword	+5pts
Master Mace	+20pts

Equip with:

Ogre Pistol (24", A1p)	+10pts
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H | Replace Heavy Sword:

Master Sword	+5pts
Heavy Mace	+15pts

Army Special Rules

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

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

- Fearless
- Poison in Melee
- Scout
- Strider
- Fast
- Vanguard

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

Immune: This model ignores the Poison rule.

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

Magic Spells

Braingobbler (5+): Target enemy unit within 18" must immediately take a morale test.

Spinemarrow (5+): Target friendly unit within 12" gets the Fearless special rule.

Bullgorger (6+): Target friendly unit within 12" gets Piercing rule until the end of the round.

Toothcracker (6+): Target friendly unit within 12" gets the Armored rule until the end of the round.

Trollguts (6+): Target friendly unit within 12" gets the Regeneration rule until the end of the round.

Bonecrusher (13+): Target enemy unit within 18" takes D6p automatic hits.

Dark Elves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Dreadlord [1]	4+	Master Sword	Hatred, Hero, Tough(3)	A	35pts
Sorceress [1]	4+	Light Sword	Blessing, Hatred, Tough(3), Wizard(1)	B	45pts
Shadowblade [1]	3+	Throwing Weapon (Poison), Master Sword (Piercing, Deadly)	Hatred, Hero, Hidden, Tough(3)	-	110pts
Bleakswords [3]	4+	Light Swords	Hatred	F	30pts
Harpy [1]	4+	Medium Claws	Flying	-	15pts
Corsair [1]	4+	Medium Sword	Armored, Hatred	C	15pts
Sister of Slaughter [1]	3+	Medium Sword	Dance of Death, Hatred	-	20pts
Witch Elf [1]	4+	Medium Sword (Poison)	Furious, Hatred	-	20pts
Executioner [1]	3+	Light Mace (Deadly)	Hatred	-	25pts
Black Guard [1]	3+	Medium Halberd	Fearless, Hatred	-	25pts
Darkshard [1]	4+	Rapid Crossbow	Hatred	G	30pts
Shade [1]	3+	Rapid Crossbow	Hatred, Scout	E	40pts
Dark Rider [1]	4+	Light Spear	Fast, Hatred, Nimble	D	15pts
Cold One Knight [1]	3+	Light Lance, Light Claws	Fast, Fear, Hatred, Nimble	-	30pts
Doomfire Warlock [1]	3+	Medium Sword (Poison)	Armored, Fast, Hatred, Nimble, Wizard(2)	-	40pts
Dark Steed [1]	-	Light Claws	Fast, Nimble	-	-
Cold One [1]	-	Medium Claws	Fast, Fear, Nimble	-	-
Dark Pegasus [1]	-	Medium Claws	Flying, Nimble, Impact(1), Tough(3)	-	-

A | Replace Master Sword:

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

Equip with one:

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

Mount on:

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

B | Upgrade Wizard(1):

Wizard(2)	+5pts
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Mount on:

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

C | Replace Medium Sword:

Rapid Pistol and Light Sword	+5pts
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D | Equip all models with:

Rapid Crossbows	+95pts
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E | Replace Light Sword:

Medium Sword	+5pts
Light Mace	+5pts

F | Replace Light Sword:

Light Spear	+5pts
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G | Equip with:

Shield (Armored)	+5pts
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Army Special Rules

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

Dance of Death: This unit counts as having the Armored rule in Melee.

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

Hidden: You may choose not to deploy this model at the start of the game, and instead declare that it is hidden within a friendly unit. At the beginning of any round you may select a friendly multi-model unit and place this model within 3" of it. If this model is not revealed by the end of the game it counts as a casualty.

Magic Spells

Bladewind (5+): Target enemy unit within 24" must take as many Quality tests as models, and it takes one automatic hit for each failed test.

Power of Darkness (6+): The wizard and all friendly units within 3" get Rapid in Melee until the end of the round.

Chillwind (6+): Target enemy unit within 24" takes D6 hits and must re-roll successful shooting attacks until the end of the round.

Shroud of Despair (7+): All enemy units within 12" must re-roll successful morale tests until the end of the round.

Word of Pain (8+): Target enemy unit within 24" must re-roll successful shooting and melee attacks until the end of the round.

Doombolt (11+): Target enemy unit within 18" takes D6 automatic hits.

Tomb Kings

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Tomb Prince [1]	4+	Heavy Sword	Curse, Hero, Tough(3), Undead	A	35pts
Necrotect [1]	5+	Heavy Sword	Hero, Stone Shaper, Tough(3), Undead, Wrath	-	30pts
Liche Priest [1]	5+	Light Sword	Tough(3), Undead, Wizard(1)	B	20pts
Skeleton Warriors [5]	6+	Light Swords	Undead	C	20pts
Tomb Guard [3]	5+	Light Swords	Undead	D	25pts
Skeleton Archers [3]	6+	Bows	Asaph's Arrows, Undead	-	20pts
Skeleton Horseman [1]	5+	Light Spear	Fast, Nimble, Undead, Vanguard	-	15pts
Horse Archer [1]	5+	Bow	Asaph's Arrows, Fast, Nimble, Scout, Undead	-	20pts
Tomb Swarm [1]	6+	Force Claws (Poison)	Entombed, Tough(6), Undead	-	35pts
Carrion [1]	4+	Heavy Claws	Fast, Flying, Nimble, Tough(3), Undead	-	40pts
Ushabti [1]	3+	Heavy Sword	Impact(1), Tough(3), Undead	F	45pts
Sepulchral Stalker [1]	4+	Medium Halberd	Entombed, Gaze, Impact(1), Nimble, Tough(3), Undead	-	55pts
Necropolis Knight [1]	3+	Medium Spear (Deadly), Heavy Claws (Poison)	Armored, Impact(1), Nimble, Tough(3), Undead	E	90pts
Skeletal Steed [1]	-	Light Claws	Fast, Nimble	-	-

A | Replace Heavy Sword:

Heavy Spear	+5pts
Heavy Mace	+15pts

Equip with one:

Heavy Armor (Armored)	+10pts
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Upgrade with:

Prince's Will	+40pts
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Mount on:

Skeletal Steed	+10pts
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B | Upgrade Wizard(1):

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

Mount on:

Skeletal Steed	+5pts
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C | Replace all Light Swords:

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

Light Halberds	+5pts
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Upgrade with:

Cursed Blades (Deadly)	+25pts
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E | Upgrade with:

Entombed	+5pts
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F | Replace Heavy Sword:

Master Sword	+5pts
Heavy Mace	+15pts

Equip with:

Great Bow (30", A1p, Asaph's Arrows)	+55pts
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Army Special Rules

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

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

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

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

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.

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

Undead: This unit has the Fear special rule. Whenever this army fails a Rout test every model with this rule takes one automatic wound instead of following the regular morale rules.

Wrath: The hero and all friendly units within 3" count as having the Furious special rule.

Magic Spells

Ptra's Smiting (5+): All models in target unit within 12" get +1A in Melee until the end of the round.

Neru's Protection (5+): Target friendly unit within 12" gets Armored until the end of the round.

Usirian's Vengeance (6+): Target enemy unit within 18" must take a Dangerous terrain test.

Usekhp's Desiccation (6+): Target enemy unit within 12" must re-roll successful hits and blocks until the end of the round.

Djaf's Blades (7+): Target friendly unit within 12" gets Deadly in Melee until the end of the round.

Sakhmet's Skullstorm (13+): Target enemy unit anywhere on the table takes D3 automatic hits.

Vampire Counts

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Vampire Lord [1]	4+	Master Sword	Hero, Hunger, Tough(3), Undead, Wizard(1)	A	40pts
Wight King [1]	6+	Heavy Sword (Deadly)	Hero, Tough(3), Undead	B	35pts
Banshee [1]	5+	Shriek, Light Claws	Ethereal, Hero, Tough(3), Undead	-	45pts
Wraith [1]	5+	Grasp, Heavy Mace	Ethereal, Hero, Tough(3), Undead	-	45pts
Necromancer [1]	5+	Light Sword	Tough(3), Undead, Wizard(1)	C	20pts
Zombies [5]	6+	Light Claws (Unwieldy)	Undead	-	15pts
Skeleton Warriors [5]	6+	Light Swords	Undead	D	20pts
Crypt Ghoul [1]	5+	Medium Claws (Poison)	Undead	-	15pts
Grave Guard [1]	4+	Light Sword (Deadly)	Undead	E	20pts
Wraith [1]	5+	Grasp, Heavy Mace	Ethereal, Tough(3), Undead	-	45pts
Dire Wolves [3]	5+	Light Claws	Fast, Nimble, Undead, Vanguard	-	35pts
Hexwraith [1]	5+	Light Mace	Ethereal, Fast, Nimble, Soulstrider, Undead	-	25pts
Black Knight [1]	4+	Light Sword (Deadly)	Ethereal, Fast, Nimble, Undead	F	30pts
Blood Knight [1]	3+	Medium Lance	Armored, Furious, Nimble, Undead	-	30pts
Fell Bat [1]	5+	Medium Claw	Fast, Flying, Nimble, Tough(3), Undead	-	25pts
Bat Swarms [1]	6+	Force Claws	Cloud of Horror, Strider, Tough(6), Undead	-	20pts
Vargheist [1]	3+	Heavy Claws	Flying, Furious, Impact(1), Tough(3), Undead	-	50pts
Spirit Host [1]	5+	Master Sword	Ethereal, Tough(6), Undead	-	60pts
Crypt Horror [1]	4+	Heavy Claws (Poison)	Armored, Impact(1), Regeneration, Tough(3), Undead	-	60pts
Nightmare [1]	-	Light Claws	Fast, Nimble	-	-
Skeletal Steed [1]	-	Light Claws	Ethereal, Fast, Nimble	-	-
Hellsteed [1]	-	Light Claws	Fast, Flying, Nimble	-	-

A | Replace Master Sword:

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

Equip with:

Heavy Armor (Armored)	+10pts
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Upgrade Wizard(1):

Wizard(2)	+5pts
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Mount on:

Nightmare	+10pts
Hellsteed	+10pts

B | Replace Heavy Sword:

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

Equip with:

Heavy Armor (Armored)	+10pts
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Mount on:

Skeletal Steed	+15pts
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C | Upgrade Wizard(1):

Wizard(2)	+5pts
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D | Replace all Light Swords:

Light Spears	+5pts
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E | Replace Light Sword:

Light Mace (Deadly)	+5pts
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F | Replace Light Sword:

Light Lance (Deadly)	+5pts
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Army Special Rules

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

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

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

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

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

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

Undead: This unit has the Fear special rule. Whenever this army fails a Rout test every model with this rule takes one automatic wound instead of following the regular morale rules.

Magic Spells

Macabre Dance (5+): Target friendly unit within 12" gets Rapid until the end of the round.

Hellish Vigor (5+): Target friendly unit within 12" gets Piercing until the end of the round.

Curse of Years (6+): Target enemy unit within 18" must take a Dangerous Terrain test.

Nehek's Invocation (8+): This spell targets all friendly units within 6". Zombie units restore D6 models and Skeleton Warriors restore D3. Units with the Tough rule restore one wound.

Raise Dead (10+): Place a unit for D3+3 Zombies anywhere within 18".

Nagash's Gaze (13+): Target enemy unit within 24" takes D6 automatic hits.

Brettonnia

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Brettonnian Lord [1]	3+	Master Sword	Armored, Fast, Fearless, Hero, Nimble, Tough(3)	A	60pts
Paladin [1]	5+	Heavy Sword	Armored, Fast, Fearless, Hero, Nimble, Tough(3)	B	30pts
Prophetess of the Lady [1]	5+	Light Sword	Hero, Resistance, Tough(3), Wizard(3)	C	40pts
Damsel of the Lady [1]	5+	Light Sword	Resistance, Tough(3), Wizard(1)	D	30pts
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, Furious, Tough(6)	-	35pts
Mounted Yeoman [1]	5+	Bow, Light Spear	Fast, Nimble, Peasant's Duty	-	15pts
Knight Errant [1]	5+	Light Lance	Armored, Fast, Fearless, Lance Formation, Nimble	-	20pts
Knight of the Realm [1]	4+	Light Lance	Armored, Fast, Fearless, Lance Formation, Nimble	-	25pts
Questing Knight [1]	3+	Light Mace	Armored, Fast, Fearless, Lance Formation, Nimble	-	35pts
Grail Knight [1]	3+	Medium Lance	Armored, Fast, Fearless, Lance Formation, Nimble	-	35pts
Pegasus Knight [1]	4+	Light Lance, Light Claws	Armored, Fast, Fearless, Flying, Nimble, Tough(3)	-	45pts
Brettonnian Warhorse [1]	-	Light Claws	Fast, Nimble	-	-
Royal Pegasus [1]	-	Medium Claws	Flying, Impact(1), Tough(3)	-	-

A | Replace Master Sword:

Master Lance	+5pts
Master Mace	+20pts

Mount on:

Royal Pegasus	+50pts
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B | Replace Heavy Sword:

Heavy Lance	+5pts
Heavy Mace	+10pts

Mount on:

Royal Pegasus	+30pts
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C | Mount on:

Brettonnian Warhorse	+5pts
Royal Pegasus	+30pts

D | Upgrade Wizard(1):

Wizard(2)	+5pts
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Mount on:

Brettonnian Warhorse	+5pts
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E | Replace all Light Spears:

Light Halberds	Free
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F | Upgrade with:

Defensive Stakes	+5pts
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The Blessing of the Lady

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

Army Special Rules

Adequate Shot: This unit shoots at Quality 5+.

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

Lance Formation: This model has Impact(1).

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

Magic Spells

Plague of Rust (6+): Target enemy unit within 24" must re-roll blocks until the end of the round.

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

Wyssan's Wildform (6+): Target friendly unit within 12" gets the Piercing and Armored rules until the end of the round.

Earth Blood (7+): The wizard and all friendly units within 3" get the Regeneration rule until the end of the round.

Mystifying Miasma (8+): Target enemy unit within 48" must re-roll successful hits in Melee or Shooting until the end of the round (pick one).

Fireball (9+): Target enemy unit within 24" takes D3 automatic hits.

Beastmen

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Wargor [1]	4+	Heavy Sword	Hatred, Hero, Tough(3)	A	30pts
Gorebull [1]	3+	Master Sword	Fear, Furious, Hero, Impact(D3), Tough(3)	B	50pts
Bray-Shaman [1]	5+	Light Sword	Hatred, Tough(3), Wizard(1)	C	20pts
Ungor Herd [3]	5+	Light Swords	Ambush, Hatred	G	25pts
Harpies [3]	5+	Medium Claws	Flying	F	30pts
Gor [1]	4+	Light Sword	Ambush, Hatred	D	15pts
Bestigor [1]	3+	Light Mace	Hatred	-	20pts
Ungor Raider [1]	5+	Shortbow	Ambush, Hatred	-	15pts
Warhound [1]	4+	Light Claws	Fast, Nimble	E	15pts
Centigor [1]	3+	Medium Spear	Drunkard, Fast, Hatred, Nimble	H	30pts
Razorgor [1]	4+	Master Claws	Armored, Fast, Fear, Nimble, Thunderous Charge, Tough(3)	-	50pts
Minotaur [1]	3+	Heavy Sword	Fear, Furious, Impact(1), Tough(3)	I	45pts

A | Replace Heavy Sword:

Master Sword	+5pts
Heavy Mace	+15pts

Equip with:

Heavy Armor (Armored)	+10pts
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B | Replace Master Sword:

Master Mace	Free
Force Sword	+5pts

Equip with:

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

Medium Sword	+5pts
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Upgrade Wizard(1):

Wizard(2)	+5pts
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D | Replace Light Sword:

Medium Sword	+5pts
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E | Upgrade with:

Poison	+5pts
Scaly Skin (Armored)	+5pts

F | Upgrade with:

Scout	+5pts
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G | Replace all Light Swords:

Light Spears	+5pts
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H | Replace Medium Spear:

Medium Mace	+5pts
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Equip with:

Throwing Weapon	+5pts
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I | Replace Heavy Sword:

Master Swords	+10pts
Heavy Maces	+45pts

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.

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

Result	Effect
1-2	Sober for Once (Rapid Melee)
3-4	Hungover (+1A when Charging)
5-6	Totally Drunk (Fearless)

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

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

Magic Spells

Bestial Surge (5+): All friendly units within 6" move D6+1" toward the nearest enemy unit.

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

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

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

Bray-Scream (13+): Target friendly model within 12" may immediately make a Fiery Breath attack.

Viletide (13+): Target enemy unit within 24" takes D6 automatic hits.

Wood Elves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Glade Captain [1]	4+	Longbow, Heavy Sword	Arrow of Kurnous, Hero, Stalker, Strider, Tough(3)	A	50pts
Spellsinger [1]	4+	Light Sword	Blessing, Hero, Stalker, Strider, Tough(3), Wizard(1)	B	35pts
Branchwraith [1]	4+	Heavy Claws	Blessing, Fear, Furious, Hero, Strider, Tough(3), Wizard(1)	-	40pts
Waystalker [1]	4+	Longbow (Sniper), Medium Sword	Hawk-eyed, Hero, Scout, Stalker, Strider, Tough(3)	-	70pts
Shadowdancer [1]	3+	Master Sword	Dancer, Fearless, Hero, Stalker, Strider, Tough(3)	C	55pts
Dryad [1]	4+	Medium Claws	Fear, Furious, Strider	-	20pts
Eternal Guard [1]	3+	Light Spear	Fearless, Stalker, Strider	-	20pts
Wardancer [1]	3+	Light Spear	Dancer, Fearless, Stalker, Strider	H	25pts
Wildwood Ranger [1]	3+	Light Mace	Fearless, Guardian, Stalker, Strider	-	25pts
Glade Guard [1]	4+	Longbow, Light Sword	Stalker, Strider	D	20pts
Deepwood Scout [1]	4+	Longbow, Light Sword	Scout, Stalker, Strider	D	25pts
Waywatcher [1]	4+	Longbow, Medium Sword	Hawk-eyed, Scout, Stalker, Strider	-	40pts
Wild Rider [1]	3+	Light Spear	Fast, Fear, Furious, Nimble, Stalker, Strider	-	30pts
Glade Rider [1]	4+	Longbow, Light Spear	Ambush, Fast, Nimble, Stalker, Strider	D	30pts
Sister of the Thorn [1]	4+	Throwing Weapon (Poison), Light Sword (Poison)	Armored, Fast, Nimble, Stalker, Strider, Wizard(2)	-	40pts
Great Eagle [1]	3+	Medium Claws	Flying, Nimble, Impact(1), Tough(3)	-	40pts
Tree Kin [1]	3+	Heavy Claws	Armored, Fear, Fearless, Impact(1), Strider, Tough(3)	-	60pts
Warhawk Rider [1]	4+	Longbow, Light Spear, Medium Claws (Piercing)	Fast, Flying, Furious, Impact(1), Nimble, Predator's Descent, Stalker, Tough(3)	-	65pts
Elven Steed [1]	-	Light Claws	Fast, Nimble	-	-
Great Eagle [1]	-	Medium Claws	Flying, Impact(1), Nimble, Tough(3)	-	-
Great Stag [1]	-	Medium Claws	Fast, Fear, Impact(D3), Nimble, Tough(3)	-	-
Unicorn [1]	-	Medium Claws	Fast, Fear, Impact(1), Impale, Nimble, Resistance, Tough(3)	-	-

A | Replace Heavy Sword:

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

Mount on:

Elven Steed	+10pts
Great Eagle	+35pts
Great Stag	+40pts

B | Equip with:

Longbow	+10pts
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Upgrade Wizard(1):

Wizard(2)	+5pts
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Mount on:

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

C | Upgrade with:

Wizard(1), Blessing	+10pts
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D | Upgrade Longbow with one:

Trueflight Arrows (Ignores Cover)	+5pts
Skyfire Shot (Rapid)	+5pts
Hagbane Tips (Poison)	+5pts
Arcane Bodkins (Piercing)	+5pts
Swiftshiver Shards (+1 Attack)	+10pts

H | Replace all Light Spears:

Medium Swords	+25pts
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Woodland Ambush

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

Army Special Rules

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

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

Blessing: The wizard may re-roll two dice when casting spells as long as it is in a forest.

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

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

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

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

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

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

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

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

Magic Spells

Bladewind (5+): Target enemy unit within 24" must take as many Quality tests as models, and it takes one automatic hit for each failed test.

Drain Magic (6+): Target unit within 18" loses all spell effects with "until the end of the round".

Shroud of Despair (7+): All enemy units within 12" must re-roll successful morale tests until the end of the round.

Word of Pain (8+): Target enemy unit within 24" must re-roll successful shooting and melee attacks until the end of the round.

Apotheosis (10+): Target friendly model within 18" immediately removes one wound marker.

Tempest (13+): Target enemy unit within 30" takes D3+1 automatic hits.

Daemons of Chaos

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Herald of Khorne [1]	3+	Heavy Sword	Fear, Fearless, Furious, Hero, Resistance, Tough(3)	A	50pts
Herald of Tzeentch [1]	5+	Medium Sword	Fear, Fearless, Hero, Regeneration, Tough(3), Wizard(1)	B	30pts
Herald of Nurgle [1]	4+	Heavy Sword (Poison)	Fear, Fearless, Hero, Stench, Tough(3)	E	50pts
Herald of Slaanesh [1]	4+	Master Sword (Piercing)	Fear, Fearless, Hero, Tough(3)	F	40pts
Pink Horror [1]	5+	Light Claws	Fear, Fearless, Horrors, Regeneration	G	15pts
Plaguebearer [1]	4+	Light Sword (Poison)	Fear, Fearless, Stench	-	20pts
Daemonette [1]	4+	Medium Claws (Piercing)	Fear, Fearless	-	20pts
Bloodletter [1]	3+	Light Sword	Fear, Fearless, Furious, Resistance	-	25pts
Chaos Fury [1]	4+	Light Claws	Fear, Fearless, Flying	D	20pts
Seeker [1]	4+	Medium Sword (Piercing, Poison)	Fast, Fear, Fearless, Nimble	-	30pts
Screamer [1]	4+	Heavy Claws, Slashing Attack	Fast, Fear, Fearless, Flying, Nimble, Tough(3)	-	45pts
Flesh Hound [1]	3+	Medium Claws	Fast, Fear, Fearless, Furious, Nimble, Resistance, Tough(3)	-	55pts
Nurglings [1]	5+	Master Claws	Fear, Fearless, Scout, Stench, Tough(3)	-	35pts
Plague Drone [1]	4+	Light Sword (Poison), Heavy Claws	Fear, Fearless, Impact(1), Nimble, Strider, Tough(3)	C	45pts
Flamer [1]	4+	Flamer (18", AD6), Medium Claws	Fear, Fearless, Regeneration, Tough(3)	-	50pts
Fiend [1]	3+	Heavy Claws (Piercing)	Fast, Fear, Fearless, Impact(1), Nimble, Tough(3)	-	60pts
Nurgle Beast [1]	4+	Rotten Attack (AD6+1 in Melee, Poison)	Armored, Fear, Fearless, Impact(1), Nimble, Regeneration, Stench, Tough(3)	-	80pts
Bloodcrusher [1]	3+	Light Sword, Heavy Claws	Armored, Fear, Fearless, Furious, Impact(1), Nimble, Resistance, Tough(3)	-	70pts
Steed [1]	-	Light Claws (Piercing, Poison)	Fast, Nimble	-	-
Disc [1]	-	Heavy Claws	Fast, Flying, Nimble	-	-
Palanquin[1]	-	Force Claws	Impact(1), Nimble, Tough(3)	-	-
Juggernaut [1]	-	Heavy Claws	Armored, Impact(1), Nimble, Tough(3)	-	-

A | Equip with one:

Locus of Abjuration +5pts
(The hero and all friendly units within 3" may ignore spells on 3+ from Resistance)

Locus of Wrath +10pts
(The hero and all friendly units within 3" get the Impact(1) rule)

Locus of Fury +30pts
(The hero and all friendly units within 3" get +1A when charging)

Mount on:

Juggernaut +60pts

B | Equip with one:

Locus of Transmogrification +5pts
(The hero and all friendly units within 3" place D3 markers for the Horrors rule)

Locus of Change +5pts
(The hero and all friendly units within 3" get the Piercing rule)

Locus of Conjunction +10pts
(The hero's Spell attacks all get the Piercing special rule)

Upgrade Wizard(1):

Wizard(2) +5pts

Mount on:

Disc +10pts

C | Upgrade with one:

Death's Heads (12", A1, Poison) +5pts

Plague Proboscis (Poison claws) +10pts

Venom Sting (Deadly claws) +25pts

D | Upgrade with one:

Khorne (Furious) +5pts

Slaanesh (Piercing) +5pts

Nurgle (Stench) +5pts

Tzeentch (Regeneration) +5pts

E | Equip with one:

Locus of Contagion +5pts
(The hero and all friendly units within 3" deal one automatic hit on hit rolls of 6)

Locus of Virulence +10pts
(The hero and all friendly units within 3" deal one wound from Poison on 5+)

Locus of Fecundity +10pts
(The hero and all friendly units within 3" get the Regeneration special rule)

Upgrade with:

Wizard(1) +5pts

Mount on:

Palanquin +40pts

F | Equip with one:

Locus of Grace +5pts
(The hero and all friendly units within 3" get the Strider rule)

Locus of Beguilement +5pts
(Enemies get the Unwieldy special rule again the hero and all friendly units within 3")

Locus of Swiftmess +10pts
(The hero and all friendly units within 3" get the Rapid rule)

Upgrade with:

Wizard(1) +5pts

Mount on:

Steed +10pts

G | Upgrade with:

Wizard(1) +5pts

Army Special Rules

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

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

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

Magic Spells

Acquiescence (5+): Target enemy unit within 24" gets the Unwieldy rule until the end of the round.

Pestilence (6+): Target enemy unit within 18" must re-roll hits until the end of the round.

Treason (6+): Target enemy unit within 24" must re-roll morale tests until the end of the round.

Pink Fire (8+): Target enemy unit within 18" takes D3 automatic hits.

Corruption (8+): Target enemy unit within 12" takes D3p automatic hits.

Lash (12+): Target enemy unit within 24" takes D3p automatic hits.