

The Light of Albion



16-17th October 2021

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1) Introduction:

Welcome to The Light of Albion Campaign weekend event pack. Let me introduce myself, my name is James Lammin from Triple Crown Wargaming and the team will be organising the event; if you have any questions that were not covered by this pack please do not hesitate to contact us on:

thetriplecrown guys@gmail.com

This event is a follow-up to 2019's 'Scorching of Khemri' event. The story follows on from the events of that weekend, several characters return and this will be a reactive narrative weekend: what happens on the days changes the story and will setup the final instalment of this 3 part campaign event. We will be making the story from the first weekend available to download closer to the time. Don't worry if you missed the first event, you can still take part in this one!

To start with I'd like to briefly run through some general principles which will help you to understand what this event is and how it will be run:

- This is a two day event for Warhammer Fantasy Battle 8th edition using 2500 point armies
- It is being held at the St Giles Banqueting & Conference Centre in Colchester Essex (All details of the venue can be found at the bottom of this pack)
- FYI the venue has a bar!
- We aim to have as much of an 'out of the box' event as possible; although we have made one or two changes to certain rules/ clarifications to attempt to make this event as enjoyable as possible for everyone.
- Tickets are £27.50 per head and can be purchased from <http://www.triplecrownwargaming.com/>
- Food is available to buy from the venue.
- Unpainted armies are allowed but please be aware that this campaign weekend awards players for painting as well as gaming, so if you want the best score possible get those brushes working!

What can I use?

The following factions and army lists will be allowed at this event:

- All the final Warhammer 8th edition Armies books (Beastmen, Bretonnia, Daemons of Chaos, Dark Elves, Dwarfs, High Elves, Lizardmen, Ogre Kingdoms, Orcs and Goblins, Skaven, The Empire, Tomb Kings, Vampire Counts, Warriors of Chaos and Wood Elves)
- The Legion of Azgorh (Chaos Dwarfs) from the Tamurkhan book
- **The Great Host of Chaos list from the Tamurkhan book is NOT allowed; however the units from it may be taken in their relevant armies as indicated in their relevant army section.**
- **The following End Times lists: Undead Legions, Legions of Chaos, The Host of the Phoenix King, The Host of the Eternity King, The Host of Aestyron and The Grand Legion of the Everchosen are all NOT permitted for this event.**
- **The Warhammer Formations presented in End Times: Thanquol and End Times: Archaon are not allowed.**

- Battle Scrolls, Scrolls of Binding and Monsterous Arcanum are allowed, IF indicated in your relevant army section or in the Monsters Compendium for this event .

Third party models and Proxy models or Conversions are allowed as long as it is clear to your opponents what the model is now representing; in short if you have made an effort to do something cool it will probably be fine. If you are at all unsure if your model will be allowed please send a photo or two to thetriplecrownnguys@gmail.com and I will confirm if we are happy to let the model(s) be used.

What should I bring?

- Your army
- Dice, tape measure, and any gaming aids needed by your army
- Movement trays for any unit of 3 or more models
- Warhammer 8th edition rulebook
- The latest edition of your army book and any supplement books you require
- 2 printed copies of your army list
- 5 Objective markers, coins or round bases are ideal, no more than 40mm width.
Please note: in the event of a tie for Best Player of your faction your counters will be used as the tie breaker, so it might be a good idea to make something cool!
- Any FAQs you will be relying on – if you don't have it and a copy can't be found, expect to be ruled against!

2) The Story so far...:

181 years, 204 days. He poured over the book again, yes, right on schedule. Thalador closed the ancient tomb and threw it into the fire, he'd read it dozens of times since he'd begun down this path but this would be the last. It'd been six weeks since the final battle in Khemri, since the wood elf had confronted a God and returned unscathed. It was the opening act and had been more dangerous than he'd anticipated; but certainly had been a success. For his 'heroics' Thalador had escaped Khemri with an ancient relic of the mortuary cult, a casket of souls; although very little of it still remained. This had been the whole point, Nagash's meddling had served its purpose and now with the ancient papyrus from the heart of the casket safely integrated within his body, Thalador could once again turn his attention to the future.

After 181 years 204 days, the mists of Albion have begun to separate, right on schedule. Deep inside the Citadel of Lead, at the heart of Albion, the Dark Master stirs. Be'lakor, the first Daemon Prince will not miss his chance to attempt to escape his imprisonment. He calls all evil to him, to help in this task, to reclaim his rightful place. However such a call does not solely reach the ears of the Dark things in this world. Noble and wise races mobilise also: the High Elves, Lizardmen, Empire, Bretonnia and many more now converge on Albion to thwart the impending darkness. So, still masquerading as the dutiful Lord, Thalador marshals his forces once more, to that foul island off the coast of the Old World. What awaits these stalwart warriors is a land like no other, twisted fens, bogs, mercenary giants, ancient druids and Lords of unspeakable violence. Some say even a vampiric primogenitor lurks in the caves of this cursed kingdom.

181 years 204 days; the time has come, right on schedule. Upon the shores of Albion an epic conflict will unfold. In the coming days some will fight to free this ancient evil from its fetters while some will spare no effort to thwart that outcome. However Thalador Darkheart, as he's now known, will not. Some will seek to curry favour with the Dark Master or seek to be immortalised as the vanquisher of this tyrant, but not Thalador Darkheart. No, his purpose, 181 years, 204 days in the making now burns in the pages of that ancient tome; but soon enough the world will see. They'll all come and see...

3) Building your Army:

Ok, so now the fun starts, getting your army together. This is a **2500pts event**. Please be aware that all army lists for this event will need to have the following:

- Your Name at the top
- The name of the faction you are intending to use
- Unit (points), General/magic lore, Upgrades (points), Total points
- Your Armies total points cost
- Your list will need to be submitted to thetriplicrownguys@gmail.com by **DATE SATURDAY 2nd OCTOBER 2021**. **Late submission will cause issues with organising teams and balancing this campaign, everyone else taking part is relying on you to submit on time.**

The event will use the **25% Lords and Heroes** allowance as per The Original Warhammer Fantasy 8th Edition Rulebook, (please ignore the change to this is the last FAQ). **THE ARMY SELECTION RULES IN END TIMES: ARCHAON WILL NOT BE USED.**

All army book Special Characters Will be allowed but the special characters from the End Times supplements are NOT ALLOWED. Make sure you check your factions 'Campaign armies and special rules' section below for more information about choices for your army!

******PLEASE CHECK THE LIGHT OF ALBION: MONSTER COMPENDIUM DOCUMENT. THIS GIVES YOU THE OPTION TO ADD CERTAIN ADDITIONAL UNITS TO YOUR ARMY. ******

Finally One model in a unit may benefit from a look out sir roll against the following spells; Dwellers below, Final Transmutation and The Dreaded 13th.

4) The Teams:

Players will play 5 games to determine whether the 'Preservers of the Light' or the 'Agents of the Dark Master' are triumphant. Players for this event will be divided into two teams, divided by your faction selection. The teams will be:

- Preservers of the Light; Fighting to ensure that Be'lakor cannot escape the confines of Albion.
- Agents of the Dark Master; Fighting to free Be'lakor from his eternal prison.

The teams will be largely divided along the lines of the Warhammer background and the narrative of this event and will be as follows (unless team balance becomes a very big issue!):

Preservers of the Light - Dwarfs, Tomb Kings, Lizardmen, High Elves, Empire, Bretonnia, Wood Elves and Ogre Kingdoms.

Agents of the Dark Master - Skaven, Dark Elves, Warriors of Chaos, Daemons of Chaos, Chaos Dwarfs, Orcs and Goblins, Beastmen and Vampire Counts.

5) Campaign Armies, Items and Special Rules:

Players attending the Light of Albion campaign weekend gain a whole host of new options, units, characters and items to use across the weekend, plus access to 2 brand new Lore's of magic! During this section you will find the options that all armies gain and additional rules for each specific faction.

PLEASE READ THIS SECTION CAREFULLY! YOU REALLY WONT WANT TO MISS ALL THE OPTIONS HERE!

At this event all factions gain the following:

- Preservers of the Light - Armies on this team may take one Truthsayer for **FREE**.
- Preservers of the Light - 'Giants of Albion' are a special choice for armies on this team; they follow all of the standard restrictions for choosing special units and their points value is on their rules pages below.
- Agents of the Dark Master - Armies on this team may take one Dark Emissary for **FREE**.
- Agents of the Dark Master - 'Giants of Albion' are a special choice for armies on this team; they follow all of the standard restrictions for choosing special units and their points value is on their rules pages below.
- All armies gain access to the 12 Treasures of Albion, subject to their usual restrictions for selecting magic items, there are 10 magic items and 2 Dwarf Heirlooms.

Below are the profiles for Truthsayers, Dark Emissary's and Giants of Albion.

After that you will find the individual sections for each specific army. (You'll definitely want to check that out!)

NOTE The Truthsayers and Dark Emissarys being Free is deliberate; it is to give people a fantastic reason to do some hobby and to use the unique magic lore(s) available at this event.

Within each army section you will find a unique special character for that faction.

PLEASE NOTE that we have worked very hard to ensure that these characters are interactive, unique and balanced; hopefully you will find them in as we intended!

Some of the Characters presented here have original models from previous editions which we are very happy for you to use. If you aren't planning on using one of these models or one was never produced, then we expect you to convert characters to represent the characters below. This is a hobby event and just using your usual lord won't cut the mustard! Some of the models will have recommended models to use instead, these are just ideas. It's all about doing something cool!

Truthsayer

Truthsayer's are natural wizards and followers of the Old ones. Although rarely seen in the Old World, their numbers are far larger upon their island home of Albion.

These druids dedicate their lives to the protection of the ancient monuments and rituals of Albion and the fettering of the true horror present upon that blighted isle: The Dark Master.

With the mists that shroud this ancient place clearing, many have come to Albion. The Truthsayer's must now identify those who have come to oppose the evil which dwells there, and do all within their power to help them in this noble quest. As the entire druidic order mobilises for the coming conflict; the visitors to this rotten island will finally witness the full power of these monks bright truth...

Truthsayer's are a Lord Choice for 'Preservers of the Light' armies.

They are FREE, may never be your armies General and follow the rules below.

An Army may only include one Truthsayer.

Truthsayers may be based on either a 20x20mm or 25x25mm base, depending on which fits in best with your army.

<u>Truthsayer</u>											<u>Free</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Truthsayer	5	3	3	4	4	3	4	2	9	Infantry (Character)	

Equipment:

- Hand weapon

Magic:

A Truthsayer is a level 3 wizard who generates his spells from the 'Bright Truth of Albion'

Magic Items:

- Pendant of Truth
- Wyrwood Staff

Special Rules:

- An advisor not a leader

An advisor not a leader:

A Truthsayer may never be your armies general.

Pendant of Truth: (Talisman)

The Pendant of Truth grants the Truthsayer Regeneration (4+).

Wyrwood Staff: (Arcane Item)

The Wyrwood Staff grants the Truthsayer +1 to all dispel attempts. When attempting to channel dispel dice, don't roll the D6, instead the Truthsayer automatically channels dispel dice.

Dark Emissary

There are many dark powers in the world. Most act openly and on the field. War is their tool of conquest and the bodies of the slain is the currency with which their power is bought. Yet more dangerous, perhaps, are those agents of darkness who work behind the scenes, and of these, none are so practiced as the Dark Emissary.

Foul creatures, who's presence in many cultures is seen as a herald of doom, these corrupt advisors are well versed in malignant and potent sorceries, all in service to the true terror which dwells upon Albion: The Dark Master. In the coming campaign the Dark Emissary's will put all of their might behind those who would seek to break the shackles of Be'lakor, so that once again they and their wicked master can bring darkness to the lands behind these dank and cursed shores...

Dark Emissary's are a Lord Choice for 'Agents of the Dark Master' armies. They are FREE, may never be your armies General and follow the rules below. An Army may only include one Dark Emissary.

Dark Emissary's may be based on either a 20x20mm or 25x25mm base, depending on which fits in best with your army.

<u>Dark Emissary</u>											<u>Free</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Dark Emissary	5	3	3	4	4	3	4	2	9	Infantry (Character)	

Equipment:

- Hand weapon

Magic:

A Dark Emissary is a level 3 wizard who generates his spells from the 'Dark Magic of Albion'

Magic Items:

- The Black Pendant
- Bloodforest Staff

Special Rules:

- An advisor not a leader

An advisor not a leader:

A Dark Emissary may never be your armies general.

The Black Pendant: (Talisman)

The Black Pendant grants the Dark Emissary a 5+ ward save and Magic Resistance (1) .

Bloodforest Staff: (Arcane Item)

The Bloodforest Staff grants the Dark Emissary +1 to all casting attempts. When attempting to channel power dice, don't roll the D6, instead the Dark Emissary automatically channels power dice.

Giant of Albion

Albion is famed for its mighty wandering Giants, who's services can be obtained for the right price...



Giants of Albion are a SPECIAL choice for a ALL armies.

Giant of Albion

200 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Giant	6	3	3	6	5	6	4	special	10	Monster

Equipment:

- Hand Weapon

Special Rules:

- Large Target
- Stubborn
- Terror

Trip Over:

Giants of Albion are clumsy creatures and often trip over when fighting. The Giant must test to see if it trips over if:

- It is beaten in close combat. Test once results are established but before taking a Break test.
- It is fleeing at the start of the Movement phase.
- When it crosses an obstacle, test when the obstacle is reached.

To see if a giant trips over, roll a D6. On a roll of a 1 the giant trips over, a slain giant trips over automatically.

To determine in which direction the giant trips, roll a scatter dice. Draw a straight line from the centre of the giants base, 6" long, in the direction indicated by the scatter dice result. Use the small arrow on the marker if a hit is rolled. Any unit under the line suffers 2D6 strength 6 hits distributed as per shooting.

A giant that trips over automatically suffers one wound.

Once on the ground a giant gets up in its following movement phase, but may not move that turn. Whilst on the ground, a giant may not attack, but he can still defend himself so the enemy must still roll to score hits on him.

If forced to flee whilst on the ground the giant is slain. If the giant gets the opportunity to pursue his foes whilst he is on the ground, he stands up instead. A giant may attack in close combat as usual on the turn he stands up.

Special Attacks:

Giants of Albion do not attack in the same way as other creatures. To determine what happens in each close combat pick a unit in base contact with the giant and roll a D6 on the table below. When fighting characters who are riding monsters decide whether to attack the rider or mount before rolling on the table.

D6 result:

1: Maniacal wailing- Neither the giant or models in base contact fight instead the Giant automatically wins combat by 2. If both sides have a Giant of Albion with this rule the combat is a draw.

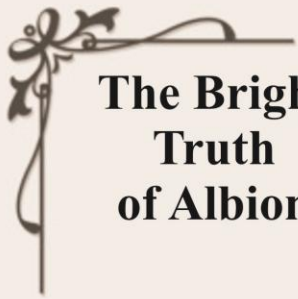
2: Bash- The giant has D6 attacks this turn. Resolve the attacks as normal.

3: Burp- Instead of attacking normally place the flame template with the small end touching the giants base; any model touched by the base (friend or foe) takes a strength 3 hit with a -1 modifier to armour saves.

4: Eat- Chose a single model in base contact with the giant. Make a single to hit roll, if that roll is successful the target model is removed from play, if they have a ward save they make take one, if the save is passed the model suffers no effect. If the model is monstrous infantry, monstrous beast, monstrous cavalry, a monster (ridden or otherwise), a chariot or a war machine instead they suffer a strength 6 hit with multiple wounds (D6).


5: Big Swing! - The enemy unit takes 2D6 automatic hits at the strength of the Giant. These hits are distributed as per shooting.

6: A moment of clarity- The giant has a moment of relative genius; the giants controlling player chooses one of the other results on this table and applies it for this turn.



The Bright Truth of Albion

Words of Protection (Lore Attribute)
Whenever a spell from this lore is successfully cast (and not dispelled) the caster rolls a D6. On a roll of a 5+ the spell's caster gains +1 toughness until the start of the casters next magic phase.



When generating spells, a wizard can swap a randomly generated spell for 'Light of Truth', this Lore's Signature Spell.

Light of Truth (Signature Spell) **Cast on 10+**

The Caster attempts to strengthen the Light of Albion.

Light of Truth is an **Augment** spell that does not have a range. The Caster's army immediately gains a *Light point* as detailed in the event pack missions. The wizard may choose to boost this spell; if he does the spell is changed to **Hex**. The enemy army immediately loses a *Dark point*, and the caster's army immediately gains a *Light point*. If he does so, the spells casting value is increased to 18+.

1. Blessings of Albion **Cast on 5+**

The wizard channels wards of protection.

Blessings of Albion is an **Augment** spell which targets a friendly unit within 18". The target unit immediately gains the Magic Resistance (1) special rule. The wizard may choose to boost this spell; if he does the spell confers the Magic Resistance (2) special rule and the casting value is increased to 10+. The wizard may choose to boost this spell even further; if he does the spell confers the Magic Resistance (3) special rule and the casting value is increased to 15+.

2. Shroud of the Ogham Stones **Cast on 6+**

Mists wreathes the caster and his allies.

Shroud of the Ogham Stones is an **Augment** spell that targets the caster and their unit. The caster and their unit is -1 to hit in close combat until the start of the caster's next magic phase.

3. Ancient wisdom **Cast on 8+**

The wizard shares a portion of his power.

Remains in play. *Ancient wisdom* is an **Augment** spell that your armies general. Whilst under the effects of this spell the range of your generals 'Inspiring Presence' is increased by 6".

4. Paths of the Ogham Stones **Cast on 10+**

The stones allow creatures to move great distances.

Paths of the Ogham Stones is an **Augment** spell that targets a friendly unit within 24". The unit immediately makes a move as if it was the remaining moves sub-phase. This move may not bring the unit into contact with enemy models.

5. Glyphs of the Old Ones **Cast on 12+**

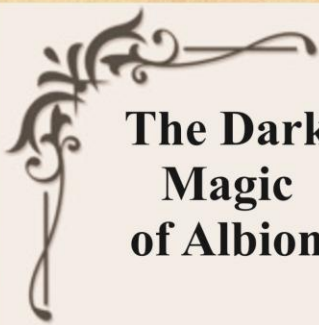
These runes can drain power for a time.

Glyphs of the Old ones is a **Hex** which targets one enemy model within 24". This may be a character in a unit. Until the start of the casters next magic phase the chosen model cannot use any magic weapons which they may posses. Just treat them as a mundane version of that weapon: i.e. a magic sword is treated as a hand weapon.

6. Grippped by the Fens **Cast on 18+**

The very land underfoot roots the enemy to the spot.

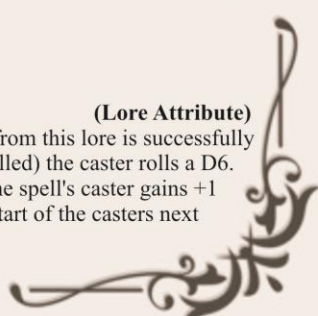
Grippped by the Fens is a **Hex** spell that targets one enemy unit within 18" of the caster. The target unit cannot move for any reason until the start of the casters next magic phase. If the unit is in combat they become WS 1 and cannot reform, flee, pursue or overrun. Please note that this does not prevent a unit from fleeing; it just means that they do not move as a result of fleeing, they are still treated as fleeing for the purpose of enemy units making contact with them, etc.



The Dark Magic of Albion

Raw Power (Lore Attribute)

Whenever a spell from this lore is successfully cast (and not dispelled) the caster rolls a D6. On a roll of a 5+ the spell's caster gains +1 strength until the start of the casters next magic phase.



When generating spells, a wizard can swap a randomly generated spell for 'Bring the Dark', this Lore's Signature Spell.

Bring the Dark (Signature Spell) Cast on 10+

The Caster attempts to extinguish the Light of Albion.

Bring the Dark is an **Augment** spell that does not have a range. The Caster's army immediately gains a *Dark point* as detailed in the event pack missions. The wizard may choose to boost this spell; if he does the spell is changed to **Hex**. The enemy army immediately loses a *Light point*, and the caster's army immediately gains a *Dark point*. If he does so, the spells casting value is increased to 18+.

1. Strength of the giants Cast on 7+

Raw strength flows from this power.

Strength of the giants is an **Augment** spell which targets a friendly unit within 12". The target unit gains +1 strength until the start of the casters next magic phase.

2. The mists of Albion Cast on 7+

Darkness surrounds the caster and his allies.

The mists of Albion is an **Augment** spell that targets the caster and their unit. The caster and their unit gain the Fear special rule and are -1 to hit with shooting attacks until the start of the caster's next magic phase.

3. Dark Fury Cast on 11+

Jets of anger streak from casters fingertips.

Dark Fury is an **Magic Missile** with a range of 24". *Dark Fury* inflicts D6 strength 6 hits.

4. The Darkness of the Deepwood Cast on 12+

A fell wind howls across the battlefield.

The Darkness of the Deepwood is a **Hex** spell that targets one enemy unit within 18" of the caster. Until the start of the casters next magic phase the target unit must roll 3D6 for any leadership tests they take, discarding the lowest dice.

5. Corruption of the Emissary Cast on 15+

The Dark Emissary focusses his full attention.

Corruption of the Emissary is a **Hex** which targets one enemy unit within 18" of the caster. Until the start of the casters next magic phase the chosen unit loses **ONE** of the following special rules; chosen by the caster:

- Always Strikes First
- Frenzy
- Hatred
- Devastating Charge

6. Reality Shred Cast on 18+

Darkness falls across the land...

Reality Shred is a **Magical Vortex** which uses the small round template. To determine how many inches the template moves roll an artillery dice and multiply the result by 3. Any model touched by or passed over by the template must take a toughness test. If the test is passed the model suffers no ill effects, however if the test is failed the model immediately takes a strength 10 hit with Multiple Wounds (D3).

If the result of the artillery dice is a misfire place the template on the casters head and roll a D6 and the scatter dice. The template moves a number of inches equal to the result of the D6 in a direction shown on the scatter dice. If a Hit! is rolled do not scatter the template.

In subsequent turns the template moves in a random direction, a number of inches equal to the result of an artillery dice. If a misfire is rolled the spell collapses in on itself and is removed from play.

The Twelve Treasures of Albion

The following section contains the 10 brand new magic items available to all factions (except Dwarfs) and the 2 Ancestral Heirlooms (available to Dwarfs only). Follow all of the usual restrictions for selecting magic items with these.

Rhuin, the Flaming Sword (Magic Weapon).....35 points

The wizard Rhuin enchanted this ancient blade many centuries ago and when a worthy champion welds this blade it becomes wreathed in flames. Rhuin was known to offer it to any worthy champion upon the eve of battle, although most would reject this sorcerer's generous offer for fear of the blade itself...

Hand Weapon. The bearer causes Fear. Attacks made with Rhuin are flaming attacks and receive a +1 bonus when rolling to wound.

The Knife of the Feast (Magic Weapon).....30 points

This silver knife's keen edge is perfect for slicing meat and fruit whilst dining... its wicked curvature makes it just as potent in the din battle.

Hand Weapon. Attacks made with this weapon will score a successful wound on a roll of 4+. This cannot be improved in any way. Armour saves are modified by the strength of the bearer.

The Scarlet Robe (Magic Armour).....20 points

This bright cloak fits anyone of Noble bearing, as if it were tailored for them. It's silken surface never becomes dirty and emboldens anyone wearing it.

The Scarlet Robe confers its bearer the Scaly Skin (6+), and can be combined with other equipment as usual. Furthermore the bearer (and any unit they join) is immune to Fear, Terror and Panic.

Mantle of the Round Table King (Magic Armour).....20 points

The first King of Albion's name has long been forgotten, but it is said that this wisp-like robe once belonged to him. The mantle shrouds the wearer in mist and renders them all but invisible to the untrained eye, swords and arrows finding naught but smoke, their keen edges dulled by these ancient enchantments.

Infantry or Monstrous Infantry only. The bearer cannot be targeted by attacks made from more than 12" away. When being attacked from within 12", to hit rolls made against the bearer suffer a -1 penalty and the Armour Piercing special rule has no effect on the bearer.

The Great Game (Enchanted Item).....25 points

An ancient King of Albion had this fine board game constructed. It's board changes to represent the ground upon which the player stands, the pieces move by command alone and some believe it even shows the bearer a glimpse of battles to come, its gold and silver pieces representing the next conflict the bearer will face.

At the beginning of the game, after deployment but before vanguard moves are made and Scouts are placed, the bearer of this item nominates one unit from their army. This unit gains the Vanguard deployment special rule.

The Horn of Bran (Enchanted Item).....20 points

Bran was a mighty chieftain, known for his ferocious temperament and his excessive drinking, it said he carried his battle brew in this ancient minotaur horn.

One use only. At the start of any player turn the bearer may declare that they are going to consume the liquid in the Horn of Bran. Roll a D6, on a roll of 1-3 the bearer of the Horn gains +2 strength for the remainder of this turn, on a roll of 4-6 the bearer instead gains +2 attacks for the remainder of this turn.

The Giant's Cauldron (Arcane Item).....25 points

Where the Giant's cauldron first came from none can say, but it's spent most of its time of late amongst the Kharn of Albion's Ogre Tribe. It possesses strange properties; only those Ogre Wizards without fear can seem to cook anything on it at all, cowardly butchers simply cannot heat its contents. Wizards consuming the mirky contents become flush with power so long as they don't lose their nerve...

At the beginning of the controlling player's first magic phase the bearer of the Giant's Cauldron must take a leadership test on their own unmodified leadership value. They cannot use the generals' Inspiring Presence for this test but may use the battle standard bearers 'Hold your ground' ability if applicable. If the test is passed the bearer has proven to be suitably courageous and the Giant's Cauldron has been 'fired up'. If the test is failed, repeat this process at the start of the bearer's next magic phase.

Whilst the Giant's Cauldron is 'fired up' the bearer is always treated as rolling a 6 when attempting to channel power dice (roll for dispel dice as normal) and adds 6" to the range of all of their spells. However if the bearer rolls a miscast the Giant's Cauldron is immediately extinguished and cannot be 'fired up' again for the remainder of the game. (We assume the contents have all been consumed or the wizard was so frightened by the surge of power they daren't drink from it again).

**Designers note* - If this item is taken in conjunction with the Slaan Mage Priest's 'Harmonic Convergence' discipline, only ONE of the Slaan's channelling attempts counts as a rolling the 6 each turn, roll the other 2 attempts as usual.*

The Crock of the Cleric (Arcane Item).....20 points

This simple clay pot belongs to the druids of Albion. A canny wizard can empower it's inscriptions to provide a bounty of food at a moment's notice.

At any point during a friendly magic phase the bearer may sacrifice one power dice to immediately regain one wound lost earlier in the battle. This item may only be used once per friendly magic phase.

The Halter of Eiddyn (Talisman).....35 points

Every movement of the bearer and mount become one through these rugged leather reigns, man and beast in perfect symbiosis.

Cavalry, Monstrous Cavalry and Chariot only. The bearer's mount's Weapon Skill is exchanged for the Weapon Skill of the Bearer so long as the bearer of the Halter of Eiddyn is alive. Furthermore as long as they remain mounted the bearer gains a 5+ dodge (Ward) save. (This save does not apply to the mount).

Spirit Chariot of the Fenns (Talisman).....25 points

Legend tells of this ghostly apparition, a chariot is all its splendor that will whisk its charge anywhere in the blink of an eye, if one knows how to bind it.

Model on foot only. One use only. At the start of any phase declare you are summoning the Spirit Chariot of the Fenns. Immediately remove the bearer of this item from the tabletop. At the end of that phase place the bearer anywhere on the table, facing any direction. They may be placed in a friendly unit if you wish, however they may not be placed in combat.

Ancestral Heirlooms:

The Wallet of Plenty (Enchanted Item).....20 points

This ornate pouch multiplies that which is put into it many times over; allowing one to feed any army for weeks on meagre rations, replenish potion stocks or multiply a few coins into hordes of Gold. Well fed and equipped troops are a precious commodity in the bogs of Albion...

The bearer and any unit they join may triple their movement value when making march moves instead of the usual double. (Effectively meaning they move 9" when marching).

The Whetstone of Thurgal (Enchanted Item).....30 points

This Whetstone once took pride of place in the Dwarf Hold of Thurgal. It is said that if an axe of a courageous warrior is sharpened upon this stone, it will slay any it draws blood from. Conversely if an axe of a coward is sharpened upon it, it shall be dull and never draw blood again.

Runelord/ Runesmith only. At the start of each friendly turn you may choose a Dwarf Character (This may NOT be a special character) within 12" of the bearer. That character immediately takes a leadership test on their own unmodified leadership; this test may not be re-rolled by any means. If the test is passed the model's combat attacks gain the Multiple Wounds (2) rule until the next friendly turn, this is in addition to any other abilities the weapon already has. If the test is failed the bearer must instead re-roll any successful to wound rolls it makes in combat until the next friendly turn.

Beastmen Unique Army Rules:

Beastmen armies may select marks of chaos for their units as described in the End Times: Archaon supplement, however Beastmen do not pay the additional points cost for these marks. **Marks of chaos are free for Beastmen armies.**

Beastmen players may chose to include Gardach Threehorn as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Gardach must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*The Feral Totem*' as their Magic Standard (Rules below)
- **One Unit** of Bestigor may be upgraded to 'Blood Brothers', this unit gain the following bonus (whichever Mark of Chaos you chose for Gardach dictates the bonus rules):

Gardach Threehorn, Devoted of Khorne: One unit of bestigor with the Mark of Khorne in your army may be upgraded to strength 5, if they do so they must also exchange their great weapons for Halberds.

Gardach Threehorn, Devoted of Slaanesh: One unit of bestigor with the Mark of Slaanesh in your army may be upgraded to WS 5.

Gardach Threehorn, Devoted of Nurgle: One unit of bestigor with the Mark of Nurgle in your army may be upgraded to have Regeneration (5+).

Gardach Threehorn, Devoted of Tzeentch: One unit of bestigor with the Mark of Tzeentch in your army may be upgraded to have a 6+ Ward save (Which when you include the bonus from the Mark of Tzeentch will give them a 5+ Ward save in total).

This upgrade is Free.

The Feral Totem - 50 points (Magic Standard)

This rotten rag was once an ornate saddle cloth of the long forgotten Bretonnian Lord; now it serves as a rallying point for the twisted children of Chaos.

Battle Standard Bearer only. The bearer of this banner has the Scaly Skin (5+) special rule.

Furthermore the bearer and any unit that they have joined gain the 'Fight in extra ranks' special rule.

Gardach Threehorn

After assuming leadership of the cloven hoof tribe through single combat. The Beastlord Gardach Threehorn has spent the last 7 years brutally slaughtering the peoples of Bretonnia. His talent for slaughter has not gone unnoticed and the wicked Chaos Gods have now each presented him an offer; if he devotes himself to one of them, they will lead him to a golden artifact of great power in the land of the dead; the question is which God will he chose.



Gardach Threehorn is a LORD choice for a BEASTMEN army.

Some of his Special Rules will be found in Warhammer Armies: Beastmen and End Times: Glotkin.

<u>Gardach Threehorn</u>											<u>* Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Gardach	5	6	3	5	5	3	5	4	10	Infantry(Special Character)	

Magic Items:

- The Primal Plate
- Unicorn Heart

Special Rules:

- Manbane
- Primal Fury
- Rabid Chieftain

Rabid Chieftain:

When rolling for Primal Fury, Gardach and any unit he has joined gain both the Hatred and Frenzy special rules on any successful Leadership test which includes a double (not just double 1).

The Primal Plate: (Magic Armour)

The Primal plate confers Gardach a 1+ armour save (which cannot be improved by any means).

Unicorn Heart: (Talisman)

The Unicorn Heart confers Gardach a 5+ ward save and the Magic Resistance (I) special rule.

When you select Gardach Threehorn you must chose which Chaos God he has fallen to; using the stat line and rules above and applying the additional rules and points value of your chosen version of this character.

Please note an army may only include one Gardach Threehorn.

Gardach Threehorn, Devoted of Khorne.

Special Rules: Mark of Khorne.

Cursed Cleavers (Magic weapon): Paired weapons. Attacks made with these weapons are made with +1 strength. If Gardach slays an enemy model in a challenge add 2 to his combat resolution this turn.

Points: 310pts

Gardach Threehorn, Devoted of Slaanesh.

Special Rules: Mark of Slaanesh. Change Gardach's WS from 6 to 7.

Cursed Cleavers (Magic weapon): Paired weapons. Attacks made with this weapon have Always Strikes first.

Points: 290pts

Gardach Threehorn, Devoted of Nurgle.

Special Rules: Mark of Nurgle. Change Gardach's T from 5 to 6.

Cursed Cleavers (Magic weapon): Paired weapons. Poisoned Attacks.

Points: 310pts

Gardach Threehorn, Devoted of Tzeench.

Special Rules: Mark of Tzeentch, Boon of magic.

Boon of magic: Gardach can channel as if he was a wizard.

Cursed Cleavers (Magic weapon): Paired weapons. Flaming Attacks.

Points: 300pts

Brettonnia Unique Army Rules:

The following Bretonnian units gain the Devastating Charge special rule; Lord, Paladin, Knights of the realm, Knights errant, Questing knights, Pegasus knights, Grail knights & The Green Knight.

Remove the 0-1 selection limit to the following units; Grail reliquae, Pegasus knights & Grail knights.

*** The following special rule is something we are trying out for this event, player feedback is very appreciated***

In this event Bretonnian Lords may take one Virtue (no points limit) in addition to their 100 point magic items allowance. You still pay points for the Virtue but it is treated as a separate allowance to your magic items.

In this event Bretonnian Paladins may take one Virtue (max 50 points) in addition to their 50 point magic items allowance. You still pay points for the Virtue but it is treated as a separate allowance to your magic items.

Brettonnia players may chose to include Duke Albrec as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Duke Albrec must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*Blessed Tapestry of Bordeleaux*' as their Magic Standard (Rules below)
- **One unit** of Knights of the Realm in your army may be upgraded to Albrec's Company; this unit gain +1 to hit in close combat.

The upgrade is Free.

Blessed Tapestry of Bordeleaux - 50 points (Magic Standard)

The Duke's personal standard is imbued with protective enchantments designed to ward off nefarious sorceries.

Battle Standard Bearer only. The ward save conferred to the bearer of this banner by the blessing of the lady rule is always 5+, regardless of the strength of the attack.

Furthermore if the bearer of this standard and any unit that they are a part of are targeted by an enemy magic spell, subtract 2 from the casting attempt total. This can result in the enemy spell failing to be cast and does affect the total required to successfully dispel. This also takes effect if the bearer is one of a number of targets for an enemy spell.

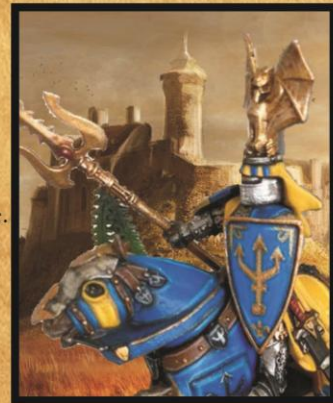
Duke Albrec of Bordeleaux

The enemies of Duke Alberic of Bordeleaux are correct to shrink from his presence, for he is a mighty opponent - a knight almost without equal who has never been bested on the field of battle by mortal adversary or enchanted blade.

Alberic is renowned for his personal courage and astounding self-discipline. He is also notorious for expecting all of his household knights to reach the same standard and for dismissing those who do not.

As a result, he has the smallest household of any of the Dukes, but the knights there are some of the greatest in the realm.

The Duke has always wanted to go on the quest for the Grail, but his father died when he was still out on his errantry tour, & Alberic has never felt able to hand the responsibilities of the dukedom on to someone else. Upon Alberic's tunic is proudly displayed the crest of Bordeleaux - the tri-forked Trident of Manann, god of the waves and storms. Like Manann, Alberic of Bordeleaux is tempestuous as the sea; as relentless as the tide.



Duke Albrec is a LORD choice for a BRETONNIA army.
Some of his Special Rules will be found in Warhammer Armies: Bretonnia

<u>Duke Albrec</u>											<u>265 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Albrec	4	6	3	4	4	3	6	4	9	Cavalry (Special Character)	
Warhorse	8	3	0	3	3	1	3	1	5	-	

Equipment:

- Heavy Armour
- Shield

Magic Items:

- Wrath of Manann
- Reliquiae of Duke Marcus

Special Rules: (Albrec only)

- Blessing of the Lady
- Devastating Charge
- The Knights Vow
- Relentless Precision

Virtue:

- The Virtue of the Disciplined
- Shield

Mount:

- Barded Bretonnian Warhorse

Relentless Precision:

Duke Albrec receives +1 to all of his to hit rolls when attacking in close combat. This does not affect his mount.

The Virtue of the Disciplined:

The Duke and any unit that he is joined to automatically pass all of the following tests:

- Tests to reform (all types of Reforming)
- Tests to march
- Tests to restrain in pursuit of a fleeing enemy

Furthermore, when fighting in a challenge the Duke himself automatically passes Fear tests.

Reliquiae of Duke Marcus: (Enchanted item)

One use only. Declare you wish to use the Reliquiae immediately before making a Break test; this Break test is made on 1D6 instead of the usual 2D6; where a roll of a 1 is treated as insane courage.

Wrath of Manann: (Magic Weapon)

Hand weapon. Attacks made with this weapon are made with +2 strength. Furthermore if the Duke directs all of his close combat attacks at the same unit, and all of these attacks hit, the target unit immediately suffers an additional D3 automatic hits at the strength of this weapon.

Chaos Dwarfs Unique Army Rules:

Chaos Dwarf players may chose to include Moktar the Cruel as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Moktar the Cruel must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*The Garagroath Stone*' as their Magic Standard (Rules below)
- **Any unit** of Bull Centaurs in your army may be upgraded to Reavers; this unit gains the Frenzy special rule.

The upgrade is Free.

The Garagroath Stone - 45 points (Magic Standard)

Garagroath was the sorcerer prophet and former leader of Moktar's army; until he succumbed to the curse of stone. Such is the devotion of his followers that they carry aloft his stone corpse, in battle the dwarfs form a circle around their former master so as to fight under his gaze once more.

Battle Standard Bearer only. The bearer of this banner gains +1 strength.

Furthermore, the bearer and any unit they join can never chose to flee as a charge reaction, cannot be disrupted and if armed with hand weapons and shields can make parry saves in the flank and rear.

This does apply to units of Infernal Ironsworn with ensorcelled weapons and shields.

Designers Note - Moktar the Cruel's base size is 40mm wide and 20mm deep.

Moktar the Cruel

Moktar the Cruel has lead a long and tortured life, it is rumored that upon his birth a rogue sorcerer prophet attempted to turn Moktar the Cruel into a bull centaur. It's said that the sorcerer died in the attempt and that Moktar whilst recognisably a dwarf wasn't wholly unchanged by the experience. To this day he still has a connection to the bull centaurs, known for sowing terror across the badlands with his own frenzied band of the creatures.

However after the death of Garagroath, sorcerer prophet of Zargrat, Moktar the Cruel seized power. As his namesake suggests, Moktar has proven a brutal leader, showing his contempt for his lessors from aloft his mighty shield.

Moktar now mobilises legions of Chaos dwarfs too; marching to Albion to enslave the mighty giants and solidify his new rulership.



Moktar the Cruel is a LORD choice for a LEGION OF AZGORH army.
Some of his Special Rules will be found in Tamurkhan Supplement.

Moktar the Cruel

275 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Moktar	3	7	4	4	5	5	4	4	10	Infantry(Special Character)
Shieldbearers	3	3	-	3	-	-	3	2	-	Infantry(Special Character)

Equipment:

- Blackshard Armour
- Hobgoblin Shieldbearers

Special Rules:

- Bull blood
- Contempt
- Relentless
- Resolute
- Stubborn

Magic Items:

- Hat of Hashut
- Soul Render

Bull blood:

Moktar the Cruel has Scaly Skin (6+).

Hobgoblin Shieldbearers:

Moktar the cruel is carried aloft a large shield by 2 hobgoblin cutthroats. They are treated for all intents and purposes as a single model, maintaining Moktar's 'lookout sir!' Roll and Moktar cannot dismount from them. Moktar the cruel gains +2 to his armour save and +2 to his wounds (already included in his profile).

The hobgoblin shieldbearers cannot be attacked separately, do not benefit from any magic weapons carried by Moktar, and attack separately with the profile presented above.

When attacking Moktar on hobgoblin shieldbearers you use Moktar's stat line to calculate everything.

Soul Render: (Magic Weapon)

Great weapon. At the beginning of the game nominate one enemy character or monster. When making attacks against the chosen model this weapon loses 'the always strikes last' special rule, gains the 'always strikes first' special rule and increases the bearers strength by 4 instead of the usual 2. If the bearer slays the nominated model immediately roll a D6 to see if he can regain control of the weapon. If the result is a 1 the bearer immediately takes a wound with no saves of any kind allowed. Once this is resolved there is no further effect.

Hat of Hashut: (Talisman)

The bearer gains the regeneration special rule. The first time the bearer of the Hat of Hashut is successfully slain outright as the result of the killing blow or heroic killing blow special rule do not remove them from play; instead the Hat of Hashut is destroyed and has no further effect this game. (Also Moktar is pretty cheesed off for the rest of the game, someone just cut his hat in half).

Daemons of Chaos Unique Army Rules:

Daemons of Chaos players may chose to include Be'lakor as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Be'lakor must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*Shroud of the Dark Master*' as their Magic Standard (Rules below)
- Be'lakor's army does not gain a unit upgrade; instead it gains the following special rule for **Free**:

Dark Majesty - Once per game you can elect to use Dark Majesty instead of making a dispel attempt. The spell is immediately dispelled; no dispel dice are required.

Shroud of the Dark Master - 25 points (Magic Standard)

The sinister fabric of this ancient artefact mirrors the patronage of any Daemon who looks upon it.
Battle Standard Bearer only. For the purpose of the 'Hold your ground' rule, the bearer of the standard is treated as being a Daemon of all 4 Chaos Gods.

* Designers Note* Although Games Workshop released rules for Be'lakor, the ones below are different. Please make sure that you are using the rules presented here to represent him.

Be'lakor, The Dark Master

At the dawn of time, Be'lakor, a savage primitive from an unknown land, became the first mortal to pledge his soul to the Chaos Gods. In the time before the rise of the Elves against Chaos, Be'lakor held the World in an iron fist, commanding hordes of daemons in the name of Chaos. As absolute ruler of the world, Be'lakor began to look upon mortals with disdain. His arrogance led to his downfall, incurring the ire of the Dark God Tzeentch, Changer of the Ways. The Lord of Magic cursed Be'lakor and stripped him of much of his power, denying him physical form and shackling him upon the blighted isle of Albion. As a final twisted curse, Tzeentch forced Be'lakor to become the Harbinger, the one who would crown the Everchosen. Now however, with the mists of Albion parting the ancient Prince has another chance to break free of the Citadel of Lead and reclaim his rightful dominion over all life...



Be'lakor is a LORD choice for a DAEMONS OF CHAOS army.

Some of his Special Rules will be found in Warhammer Armies: Daemons of Chaos

Be'lakor, The Dark Master

500 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Be'lakor	8	10	5	6	5	5	8	5	9	Monster (Special Character)

Special Rules:

- Daemonic Attacks
- Fly
- Agonising Power
- Loremaster (Lore of Shadow)
- Daemon of Shadow
- Terror
- The Dark Master
- Unbreakable

Magic Items:

- The Ephemeral Blade

Magic:

Be'lakor is a level 4 wizard who generates his spells from the Lore of Shadow.

Agonising Power:

If Be'lakor causes an unsaved wound in close combat, then Be'lakor's controlling player gains an additional power dice in his next friendly magic phase. If all 5 of his basic attacks cause unsaved wounds, this is increased to 3 power dice. Thunderstomp attacks are not counted for the purpose of this rule.

Daemon of Shadow:

Be'lakor has a 4+ ward save. Furthermore, attacks that target Be'lakor in the Shooting phase have a -1 to hit modifier.

The Dark Master:

Enemy units taking Fear or Terror tests caused by Be'lakor do so with a -2 modifier to their leadership value. Models taking Break Tests from combats involving Be'lakor also suffer this penalty. Furthermore Be'lakor is treated as being a Daemon of all 4 Chaos Gods for the purpose of the Daemonic alignment special rule and his inspiring presence has a range of 18".

The Ephemeral Blade: (Magic Weapon)

Hand Weapon. No armour saves are allowed against wounds caused by The Ephemeral Blade.

Dark Elves Unique Army Rules:

Dark Elves players may chose to include Elyria Coldeye as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Elyria Coldeye must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*Black Flag of the Siren*' as their Magic Standard (Rules below)
- **One unit** of Black Arc Corsairs may be upgraded to Coldeye's Cutthroats, this unit increases its strength value from 3 to 4.

The upgrade is Free.

Black Flag of the Siren - 40 points (Magic Standard)

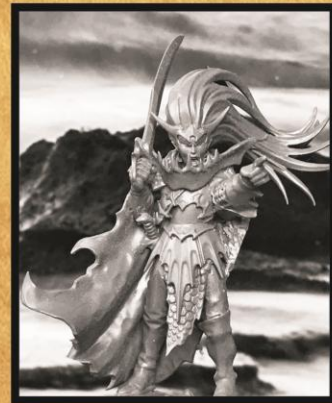
This banner is usually found atop the mast of Elyria's flagship. It's cold and foreboding aura mirrors that of its vengeful and unyielding master.

Master Battle Standard Bearer only. If an enemy unit in base contact with this standard flees, subtract 2" from their total flee distance. (This does affect the total required to catch the fleeing unit).

Designers note This flag is limited to Master's to represent the fact it would only be borne by a corsair from Elyria's flagship.

Elyria Coldeye

Elyria Coldeye is becoming an infamous name across the seas of the Old world. Elyria's story is a tragedy made monster; her father the notorious Captain Coldeye lost a bargain to Lokhir Felheart. Through devious means Felheart bested Coldeye and, as thanks to the deities who helped him, drowned the enslaved Captain and all of his family in the icy depths.



This should have been the end of Elyria, but was in fact a new beginning. As her last breaths escaped her lungs Elyria could hear a distant call, a song; rhythmic, melodic, alluring. The tide brought her to the Siren and the two became one. Far from becoming a sacrifice to Mathlan she became a champion of him, with the call of the Siren a beautiful melody in his domain and a vicious screech upon land; tearing the fabric of reality asunder. After this new birth Elyria was rescued from the sea by a ship called the Frozen Reaver. After some months on board she challenged its Captain to single combat; one fell screech did the trick and now with a black arc, a battle hardened crew and the blessing of Mathlan she has just one thing on her mind. Revenge...

Elyria Coldeye is a LORD choice for a DARK ELVES army.
Some of her Special Rules will be found in Warhammer Armies: Dark Elves

Elyria Coldeye

255 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Elyria	5	6	6	4	4	3	7	4	9	Infantry(Special Character)

Equipment:

- Sea Dragon Cloak

Special Rules:

- Always Strikes First
- Hatred (High Elves)
- Murderous Prowess
- Show no weakness
- Sirens Song

Magic Items:

- Armour of Mathlan
- Cutlass of Frost

Sirens Song:

The Sirens Song is a special attack made against one unit in the shooting phase, even if Elyria has marched, charged, or is engaged in close combat. It has an 8" range and needs line of sight to its target; if Elyria is in close combat it may target a unit in base contact with her instead.

To resolved this attack roll 2D6 and add Elyria's remaining number of wounds. Compare this total to the targets Leadership; for every point the total exceeds the targets Leadership they suffer a wound with no armour saves allowed. This is a magical attack and wounds suffered from it are distributed as per shooting.

Armour of Mathlan: (Magic Armour)

The Armour of Mathlan confers Elyria Coldeye a 4+ armour save (which can be combined with other equipment as normal) and Regeneration 4+.

Cutlass of Frost: (Magic Weapon)

Hand weapon, Multiple Wounds (2). Successful armour saves must be re-rolled against wounds caused by the Cutlass of Frost.

Dwarfs Unique Army Rules:

Dwarf players may chose to include King Kazador as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- King Kazador must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*Royal Standard of Karak Azul*' as their Magic Standard (Rules below)
- **One unit** of Dwarf warriors in your army may be upgraded the Pride of Azul. This units strength is increased from 3 to 4. Furthermore whilst King Kazador is in their unit they gain the Stubborn special rule.

The upgrade is Free.

Royal Standard of Karak Azul - 55 points (Magic Standard)

The mighty flag of this ancient Dwarf hold may only see war when the King himself is present. Woe betide enemies of the Dwarfs who fight in the shadow of the hallowed relic, their fury hath no bound.
Battle Standard Bearer only. The bearer of this standard adds 1 to their Toughness value.
Furthermore the bearer of this standard and any unit they are part of add 3" to any charge rolls they attempt.

Designers note This flag is treated as an Heirloom, rather than a rune. As such it cannot be combined with any other runic standards.

King Kazador, of Karak Azul

King Kazador is the legendary King of Karak Azul, a magnificent & ancient Dwarf Hold that is situated with the southern lands of the Worlds Edge Mountains. He is a massive Dwarf, and incredibly strong even by the extraordinary standards of Dwarf kings. He is said to have once lifted a fully-laden ore pony which had stumbled and become trapped in a crevasse.

After a raiding party lead by Orc Gorfang Rotgut captured many of Kazador's own kin the King has become a dower and brooding individual. Since then, the King has promised half his treasure hoard to the Dwarf who brings his kinsfolk back alive; a quarter of it to anyone who brings their dead bodies back to rest in Karak Azul. To anyone who kills Gorfang he has promised the pick of his treasures. Vengeance is the only thing that draws him from his hold now, and rumour has it the old King has scores to settle...



King Kazador is a LORD choice for a DWARF army.

Some of his Special Rules will be found in Warhammer Armies: Dwarf

King Kazador

285 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Kazador	3	7	4	5	5	4	4	4	10	Infantry(Special Character)

Magic Items:

- Armour Azul
- Lucksplitter
- Thunderhorn

Special Rules:

- Ancestral grudge
- Relentless
- Resolute
- Too Stubborn to die

Too Stubborn to die:

The first time King Kazador is removed as a casualty, immediately place a counter where he died. At the end of the phase roll a dice, on a roll of 2+ Kazador is returned to life on a single wound. Place Kazador back into the unit he was a part of when he was slain. If this is not possible then instead place him as close to the marker as possible; either in another unit or as a loan model.

Armour Azul: (Magic Armour)

The Armour Azul is a runecraftred suit of gromril armour with matching shield. The armour confers Kazador a 1+ armour save which cannot be improved by any means. Furthermore Kazador's save can never be reduced to worse than a 3+; even against attacks that would not usually permit an armour save. Note if Kazador is the subject of a Killing Blow wound and fails the 3+ save he is still slain outright; it is only the ignoring of the armour save which the armour negates.

Lucksplitter: (Magic Weapon)

Hand weapon. Successful Ward saves made against wounds caused by lucksplitter must be re-rolled.

Thunderhorn: (Enchanted Item)

The Thunderhorn confers King Kazador +1 combat combat resolution to any combat he is involved in, providing he is still alive when combat resolution is calculated.

The Empire Unique Army Rules:

Empire players may choose to include Field Marshal Otto Von Houst as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Otto Von Houst must be your army's general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*Field Marshal's Tapestry*' as their Magic Standard (Rules below)
- **One** of the following units may be upgraded as described:

Spearmen/Swordsmen/Halberdiers - Increase their Weapon Skill by 1.

Handgunners/Archers/Crossbowmen - Increase their Ballistic Skill by 1.

The upgrade is Free.

Field Marshal's Tapestry - 50 points (Magic Standard)

Sown to commemorate the Field Marshal's first command, this elaborate standard inspires loyalty within Otto's men and helps to focus them on the Field Marshal's teachings.

Battle Standard Bearer only. The range of this battle standard's 'Hold your ground' rules is increased to 18".

Furthermore if the bearer's unit is affected by any 'Battlefield Manoeuvres' the following applies:

- 'Take Cover': if the bearer and their unit is comprised entirely of infantry they are treated as being in hard cover instead of soft cover (this has no effect on other unit types)
- 'Forward Men': In addition to the usual effect of the battlefield manoeuvre, this unit gains the Swiftstride special rule.
- 'Swift and Strike': In addition to the usual effect of the battlefield manoeuvre, this unit ignores the penalty for moving and shooting.
- 'Take Heart': The bearer's unit adds D3 to its combat resolution, instead of the usual 1. (This is in addition to the 1 you receive for being a Battle standard).
- 'Brutal Envelopment': In addition to the usual effect of the battlefield manoeuvre, the unit re-rolls to hit rolls of a 1. (This takes effect on detachments if the bearer is within the parent unit or the detachment, but the effect only carries over from a parent unit if the detachments are within 3" of the parent unit. If the parent unit has more than one detachment it affects both. This does not affect characters).

Designers note This flag works very specifically with Otto's Battlefield Manoeuvres special rule. Please read them carefully to fully understand how this item and character interact. We wanted to create a mechanic that complimented the Empire's unique detachment system, and we realise that it is quite involved; we are however certain you will find it very interesting on the tabletop!

Field Marshal Otto Von Houst

Different to many an Empire commander, Otto Von Houst comes from no noble lineage; in fact where he is from to many is a mystery. Houst is a soldier, from poverty to be anointed a field marshal by the Emperor himself. Whilst his origin is largely unknown his military deeds are not. When he was in the infantry Houst somehow got his unit to march day and night to come to the relief of Middenheim, after promotion to Captain Houst masterminded a swift shooting ambush during the battle of blood gorge, then developed brutal envelopment tactics to cull the Beastmen at the battle of Reikwald. Once he was promoted to General Otto carved an even bigger legacy for himself, spotting a would-be ambush at the pass of Loren and saving hundreds from the arrows of Kurnos, before personally pushing the wood elves back in combat. Now Karl Franz could entrust the mission to Albion to no one better than Houst; a commander who's army loves him like no other. Armed with a Runefang and his own standard it's time once again for the man who became commander not by blood but through blood to lead his army.



Otto Von Houst is a LORD choice for an EMPIRE army.

Some of his Special Rules will be found in Warhammer Armies: Empire

<u>Otto Von Houst</u>										<u>275 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Otto	4	5	5	4	4	3	5	3	9	Infantry (Special Character)
Barded Warhorse	8	3	0	3	3	1	3	1	5	Cavalry (Special Character)

Equipment:

- Full plate armour
- Pistol
- Shield

Special Rules:

- Battlefield Manoeuvres
- Hold the line!
- Master of Parry

Options:

- Otto may be mounted on a Barded Warhorse.....24 points

Magic Items:

- Runefang

Battlefield manoeuvres:

While Otto Von Houst is alive and on the battlefield at the start of any of your turns you may declare you are using a battlefield manoeuvre. The effect of each manoeuvre lasts until the controlling players next turn (even if Houst is slain in the meantime). Each manoeuvre can only be used once per game.

- 'Take Cover': For the purposes of enemy shooting attacks Houst's army is treated as being in soft cover.
- 'Forward men!': Any friendly unit within 12" of Otto Von Houst add 1" to their movement characteristic; this includes Otto and his unit but may not take the movement value of a unit above 10".
- 'Swift and strike!': The following weapons lose the 'move or fire' special rule for the duration of this turn; pistol, repeater pistol, handgun, repeater handgun, grenade launching blunderbuss, hochland long-rifle.
- 'Take heart!': Any friendly unit within 12" of Otto Von Houst adds 1 to their combat resolution. Please note unlike other manoeuvres Otto must be alive at the point combat resolution is calculated to confer this bonus.
- 'Brutal envelopment': Empire detachments in combat this turn may re-roll failed to wound rolls this turn. This does NOT apply to any parent unit just the detachment units in your army. This also does NOT apply to any characters in the detachment unit.

Master of Parry:

Otto Von Houst may always take a parry save, even though he has a magic weapon and even if he is mounted, charged in the flank etc. Furthermore the save provided by his parry save is a 5+.

When an enemy model/unit attacks Otto in combat keep a note of how many to hit rolls of a 1 were made (After re-rolls). Immediately after the models/units attacks have been resolved (including saving throws being taken) Otto can make an additional attack for every 1 to hit on him. These attacks must be directed back on the models/unit which rolled the 1's to hit. Otto cannot attack if he has already been slain.

Runefang: (Magic Weapon)

All hits from the Runefang wound automatically with no armour saves allowed.

High Elves Unique Army Rules:

High Elf players may chose to include Alathan, The Phoenix Lord as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Alathan must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*The Banner of Asuryan*' as their Magic Standard (Rules below)
- **One unit** of Spearmen in your army may be upgraded the Phoenix Initiates. This units gains a 6+ ward save, this is increased to a 5+ ward save if Alathan is a part of their unit.

The upgrade is Free.

The Banner of Asuryan - 80 points (Magic Standard)

Housed deep within the Shrine of Asuryan this tapestry hails from the time of Aenarion the Defender; the magic within it hails from a time of legends.

Noble Battle Standard Bearer only. The bearer of this standard has a 4+ ward save and gains the Fear special rule but may not take a mount.

Furthermore the bearer of this standard has a strength 4 breath weapon with the flaming attacks special rule.

Designers note This flag gives its bearer the rules of a Phoenix Guard; this is intentional to support the theme that it has come from deep within the shrine of Asuryan. The Phoenix Lords would not allow it to be borne by anyone but one of their own. This also gives great scope for modelling opportunities and strongly thematic armies!

Alathan, The Phoenix Lord

Alathan is the current Lord of Asuryan, the head of the Phoenix guard garrison at the Shrine of Asuryan. Deep inside the shrine sits the chamber of days, where the past, present and future of the Asur can be found. It is written in there that 'When a great noble is slain at the hands of elvish treachery, the Phoenix Lord will take forth the Blade of Asuryan to confront the greatest darkness of this age. The Phoenix Lord will be the flame in the darkness, pushing back the greatest of it and then being snuffed out by what remains; for the good of the world.' So with the touch of the creator upon him Alathan marches to war; bringing with him terrifying power of the creator...



Alathan is a LORD choice for a HIGH ELVES army.

Some of his Special Rules will be found in Warhammer Armies: High Elves

<u>Alathan, The Phoenix Lord</u>											<u>310 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Alathan	5	7	6	4	3	3	8	3	10	Infantry(Special Character)	

Equipment:

- Heavy armour

Magic Items:

- The Blade of Asuryan
- The Phoenix Ward

Special Rules:

- Always strikes first
- Blessing of Asuryan
- Fear
- Magic resistance (2)
- Martial Prowess
- Valour of ages
- Witness to destiny
- The Phoenix Lord

The Phoenix Lord:

The Phoenix Lord: At the end of a phase in which Alathan losses his final wound roll a D6 and consult the chart below. This rule can only be activated once per game.

1: (Embers extinguished)Alathan is slain, remove him from play.

2-5: (Wrath of the Phoenix) The unit that destroyed Alathan immediately suffers D6 strength 4 hits. Then remove Alathan from play.

6: (Rise from the ashes) The unit that destroyed Alathan immediately suffers D6 strength 4 hits. Then place Alathan back on the table as close as possible to the spot which he was removed from with one wound remaining.

If the unit which slays Alathan is Daemonic or Undead Alathan does not roll on the D6 and is instead treated as having rolled a 1 on this chart.

Hit's from this special rule are only inflicted if the unit/model which slew Alathan were in base contact with him at the point of his removal or if the unit caught him as a result of him having fled. If more than one unit is responsible for killing Alathan then all units take these hits. (Roll separately for each unit).

The Blade of Asuryan: (Magic Weapon)

Hand weapon. Hits from the blade of Asuryan are resolved at +1 strength and are flaming attacks. When attacking models that are daemonic or undead this weapon always scores a successful wound roll on a roll of a 2+.

The Phoenix Ward: (Magic Armour)

Shield. The bearer cannot be wounded on a D6 roll better than a 3+; if being attacked by a daemon or undead this is improved to 4+.

Lizardmen Unique Army Rules:

Lizardmen players may chose to include Lord Ulha'up as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Ulha'up must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*The Glyph of Hysh*' as their Magic Standard (Rules below)
- **One unit** of Kroxigor in your army may be upgraded to Stone Scale Guard; this unit increase their Toughness value from 4 to 5.

The upgrade is Free.

The Glyph of Hysh - 40 points (Magic Standard)

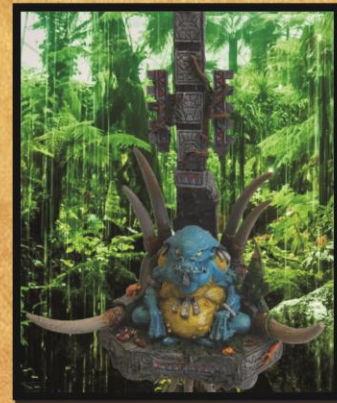
The Slaan Mage's of Lustria's mastery of magical symbols and runes is perhaps the most proficient in the world. This standard is one such rune; a channel for the wind of Hysh and mighty aid to any Light wizard who understands its secrets.

Battle Standard Bearer only. The bearer of this standard is treated as a Lore of Light wizard for the purpose of calculating the strength of hits from the Lore of Light spell 'Banishment'.

Furthermore when the bearer or a unit they are joined to is targeted by a spell from the Lore of Light add 2 to the casting attempt. This can result in successfully casting a spell that otherwise would have failed to be cast and does affect the total required to roll for dispel attempts.

Lord Ulha'up

Lord Ulha'up, Voyager in the Rain Drops of Eternity, is a Slann of prodigious power. He is also quite mad. He's determined to explore the world, his attendants spreading the word of the Old Ones wherever he goes. He believes that the rest of the world is spiritually and physically corrupt, and that were he ever to touch anything of that world, his own powers would be grounded and corrupted also. Everywhere he went he travelled on his palanquin, a long train of other such platforms bearing supplies behind. When this became damaged in a battle, his Temple Guard lift him up upon their shoulders; whilst his elite stone scale guard formed an iron wall of bodies to protect him until a litter can be made of crude branches, to carry him onwards or a replacement palanquin can be brought him.



Ulha'up has long since passed beyond the sublime communion, and so the Mage-Priests of Lustria have no idea where he may be, or even if he still lives. Perhaps one day he will return to Lustria, having spread the wisdom of the gods far and wide. Most of the Slann doubt this.

Lord Ulha'up is a LORD choice for a LIZARDMEN army.
Some of his Special Rules will be found in Warhammer Armies: Lizardmen

<u>Lord Ulha'up</u>											<u>450 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Ulha'up	4	2	3	3	4	5	2	1	9	Infantry(Special Character)	

Equipment:
- Hand Weapon

Special Rules:
- Cold-Blooded
- Mage-Priest Palanquin
- Shield of the Old Ones
- Telepathic Confabulation
- Purifier of the Corrupt

Disciplines of the Old Ones:
- Becalming Cogitation
- Reservoir of Eldritch Energy
- Transcendent Healing

Magic Items:
- The Orb of Chiquibol
- The Obsidian Enchiridion

Magic:
Ulha'up is a Level 4 wizard who generates his spells from the Lore of Light.

Purifier of the Corrupt:
Ulha'up has the Loremaster (Lore of Light) special rule.

The Orb of Chiquibol: (Arcane Item)

Whenever Ulha'up suffers a miscast his controlling player rolls twice on the miscast table and choses which one of the two results to apply.

The Obsidian Enchiridion: (Enchanted Item)

At the start of each friendly magic phase (after power and dispel dice have been generated) select an enemy unit that Ulha'up can draw line of sight to. For the duration of this magic phase the chosen unit is Marked for Purification and are treated as being a Daemon unit for the purpose of the 'Exorcism' Lore attribute from the Lore of Light.

Ogre Kingdoms Unique Army Rules:

Ogre Kingdom players may chose to include Burag Face-eater as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Burag Face-eater must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*The Khan's Colours*' as their Magic Standard (Rules below)
- **Any unit** of Ogre Bulls in your army may be upgraded to Wailers; these units may re-roll failed charge rolls (If they chose to re-roll they must re-roll both dice).

The upgrade is Free.

The Khan's Colours - 50 points (Magic Standard)

To bear the colours of The Khan of Albion to battle is a great honour within the tribe. Ogres fight harder within its shadow, charging with a ferocity unseen in the Old World.

Battle Standard Bearer only. The bearer of this standard and any unit that they are a part of add 1 to the strength of any impact hits they make.

Furthermore, every model in a unit containing this banner increases the number of impact hits they inflict as a result of their 'Ogre Charge' rule by one. Meaning that they start with impact hits (2) and if they roll a 10 or more for their charge distance they do d3+1 impact hits instead.

Burag Face-eater, The Khan of Albion

All across the Fens and bogs of Albion his name is known. The acolytes of Chaos call him 'Monster lord' due to his prestigious monster slaying, the Strigoi know him only as 'face-eater', but to the large Ogre tribe of Albion he is simply 'The Khan'.

Reaving across the feral land of Albion for almost 30 years Burag Face-eater has a reputation for military tactics far greater than perhaps any living ogre. From atop his mighty mournfang grizzlefang, The Khan of Albion leads swift envelopments, brutal gut charges and masterminds pinpoint challenges to crush all before him. With the mists of Albion clearing now is the time for the Khan to prove his prowess like never before...



Burag is a LORD choice for a OGRE KINGDOMS army.

Some of his Special Rules will be found in Warhammer Armies: Ogre Kingdoms

<u>Burag Face-eater, The Khan of Albion</u>										<u>380 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Burag	6	6	4	5	6	5	4	5	9	Monstrous Cavalry
Grizzlefang	8	3	0	5	4	3	2	4	5	(Special Character)

Equipment:

- Heavy armour

Magic Items:

- Ripper
- The Golden Gut

Special Rules Burag:

- Fear
- Frenzy
- The Khan

Big Name:

- Face-eater

Special Rules Grizzlefang:

- Fear
- Impact Hits (D3)
- Thick-skinned

The Khan:

The greater or more prestigious the threat the more dangerous Burag becomes:

- Burag Face-eater must be your armies general.
- Burag can never refuse a challenge made by the enemy General
- Burag re-rolls failed to wound rolls against monsters and chariots.

Face-eater: (Big name)

Whenever Burag kills an enemy model in close combat, roll a D6 at the end of the close combat phase. On a roll of a 6, Burag recovers a single wound lost earlier in the battle.

Ripper: (Magic Weapon)

Hand weapon. Attacks made with Ripper are made with +1 strength, this is increased to +2 strength if the bearer charged this turn. In addition Burag may choose to exchange all of his normal attacks for a single 'coup de grace' attack. This single attack still benefits from strength bonus set out above, always hits on a 2+, and has multiple wounds (D6).

The Golden Gut: (Talisman)

The bearer has a +5 ward save and +1 toughness (already included in his profile).

Orcs and Goblins Unique Army Rules:

Orcs and Goblin players may chose to include Grotbag da Lucky as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Grotbag da Lucky must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*The Unlucky Stick*' as their Magic Standard (Rules below)
- **Any Arachnarok** spiders taken as a rare choice in this army may upgrade their Natural Armour (4+) to Natural Armour (3+).

The upgrade is Free.

The Unlucky Stick - 50 points (Magic Standard)

The unlucky stick is a strange item. Rather than being the fabric of the banner itself, the magical properties of this item reside in the wooden pole upon which the flag is hung. Regardless of where the magic emanates from, the enemies of Gork (or maybe Mork) suffer terrible bad luck when in the presence of this standard... well mostly the enemies anyway.

Goblin Battle Standard Bearer only.

Enemy units wishing to attack the bearer must take a leadership test with a -3 modifier. If the test is passed there are no ill effects, however if the test is failed successfully hits against the bearer must be re-rolled. (This part only applies to the battle standard bearer not their unit).

In addition at the start of each combat phase when an enemy unit is in base contact with the bearer of this standard roll a D6 and consult the chart below to see how the terrible bad luck manifests itself:

1: Spontaneous fright: *(in a bizarre twist the green skins are suddenly overwhelmed by feelings of dread; leaving them cowering behind their shields)* the bearer and their unit are treated as having failed a fear test. Enemy units suffer no ill effects.

2-3: Swing and a miss: *(As if guided by an unseen force the enemies strikes find nothing but shields and blades in their way)* Enemy units in base contact with the bearers unit halve their WS (rounding up, after modifiers) for the duration of this combat phase.

4-5: Glancing blows: *(in a wicked twist of fate every blow struck seem to land tame and passive, failing to bite into armour and flesh)* enemy units in base contact with the bearers unit -1 to their strength characteristic for the duration of this combat phase.

6+: Loss of footing: *(suddenly the ground underfoot seems unstable, what appeared to be sturdy ground is in fact a slippery bog, unbalancing the combatants)* the enemy units in base contact with the bearers unit gain the always strikes last special rule and may not add their rank bonus to the combat result for this phase.

If Grotbag da lucky is in the same unit as this standard add 1 to the result of this dice roll.

Grotbag da Lucky

Grotbag da Lucky very much embodies his name sake. When he was just 2 years old he was dropped into a squig pen by his brother Snotbag, with the hopeful outcome of his immediate consumption. Lucky for Grotbag the squigs had had a particularly spicy batch of mushrooms the day before and weren't feeling to hungry. After escaping (and killing Snotbag in revenge, naturally) he joined up with a roving war band where he showed an aptitude for magic spells.

At every turn Grotbag has somehow scrapped through, finding his clever stick the night before his first magical duel, never picking a bad mushroom, the thickness of his cloak saving him when a nasty skulker tried to finish him off, the list goes on.

So it was that his luck was in once more when his clan came across the undead horde of Neferata. Vastly outnumbered the Vampire Queen would usually have slaughtered his forces immediately; but he need to reach Khemri was so urgent that she spared the Goblins and continued to march south. However Grotbag is now certain that the Lhamian is in fact in love with him; and so he marches south to support her forces in the coming conflict.



Grotbag da Lucky is a LORD choice for a ORCS AND GOBLINS army.

Some of his Special Rules will be found in Warhammer Armies: Orcs and Goblins

Grotbag da Lucky

275 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Grotbag	4	2	3	3	4	3	3	1	7	Infantry(Special Character)

Equipment:

- Hand Weapon
- Magic Mushrooms

Special Rules:

- Fear Elves
- Hatred (Dwarfs)
- Lucky Git

Magic:

Grotbag is a Level 4 wizard who generates his spells from Spells of the little Waaagh!.

Magic Items:

- Clever Stick
- Cloak of da bad moon

Lucky Git:

Grotbag is an incredibly lucky Night Goblin; this confers him the following bonus'.

- When rolling a 1 on a magic mushroom roll do not roll the further D6; treat Grotbag as having rolled a 4+
- When Grotbag and any unit he is joined to make a roll to flee you may re-roll the result; if this is a flee from combat the re-roll must be done before any rolls to pursue by enemy units have been rolled.
- Grotbag never suffers wounds as a result of himself miscasting, just treat any hits as failing to wound. (This does not prevent Grotbag losing wizard levels or being removed as a casualty as a result of Dimensional cascade)
- Grotbag automatically passes 'Look out Sir' rolls he is called upon to make.

Clever Stick: (Arcane Item)

Grotbag generates one additional spell from Spells of the little Waaagh!.

Cloak of da bad moon: (Talisman)

Enemy units in base contact with the bearer of this item suffer -1 to their WS (to a minimum of 1). Furthermore the bearer of this item has a 5+ ward save.

Skaven Unique Army Rules:

Skaven players may choose to include Captain Blacktail as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Captain Blacktail must be your army's general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*The Skurvy Roger*' as their Magic Standard (Rules below)
- **Any unit** of Warp lightning Cannons in this army may re-roll the artillery dice when a misfire is rolled, however the second result must be accepted. (This applies to the first dice rolled, not the 'bounce' dice).

The upgrade is Free.

The Skurvy Roger - 65 points (Magic Standard)

The black flag of The Teeth of Spineport, the Skurvy Roger strikes fear into the hearts of all who behold it and no Skaven life is worth sparing in safeguarding this malign totem.

Battle Standard Bearer only.

Whenever the bearer of this banner is successfully wounded in close combat (before saving throws are made) roll a D6, On a roll of a 4+ the wound is allocated to a member of the bearers unit instead. Saving throws may be taken by the newly struck model or by the bearer if the roll is unsuccessful. This has no effect if the bearer of this banner is not part of a unit or the unit has already been slain. Furthermore enemy units within 12" of this standard suffer -1 leadership.

Captain Blacktail

Captain Vrisk Blacktail is a Clawcaptain of Clan Skurvy and is notorious in the ports of Tilea; with seafarers refusing to speak his name lest it curse their voyage. Aboard the 'Teeth of Spineport' the Clawcaptain leads deadly raids across the high seas, having clashed more than once with Elyria Coldeye's crew whilst in search of treasure. However with the mists of Albion parting, the wily Skaven has turned his ship to a new course. Hearing the call of the Dark Master, Blacktail has primed his cannons and prepared his slaves, for battle. Once in 10 Skaven lifetimes does a chance like this arise; and nothing will stop this ruthless vermin from plundering these ancient and evil lands...



Captain Blacktail is a LORD choice for a SKAVEN army.
Some of his Special Rules will be found in Warhammer Armies: Skaven

<u>Captain Blacktail</u>											<u>240 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Blacktail	5	6	6	4	4	3	7	4	7	Infantry (Special Character)	

Equipment:

- Heavy armour

Magic Items:

- The Skurvy Tricorne
 - The Spineport Billhook
 - Warplock Fusil

Special Rules:

- Clawcaptain
 - Dirty Fighter
 - Scurry away
 - Strength in numbers
 - Verminous Valour.

Clawcaptain:

Captain Blacktail and any unit of stormvermin or clanrats he has joined re-roll to hit rolls of a 1 when making attacks in close combat.

Dirty Fighter:

Whenever Captain Blacktail is fighting in a challenge he may attempt to 'trip' his opponent with his tail. Before any blows are struck Blacktail's opponent must immediately take an initiative test. If the test is failed Blacktail's opponent halves their WS for the remainder of that combat phase (rounding up).

The Spineport Billhook: (Magic Weapon)

Hand weapon. Hits from this weapon are Armour piercing and have the poisoned attacks special rule. Furthermore if a model suffers one or more wound from this weapon they must take a toughness test at the end of the phase. If the test is failed they immediately suffer another wound with no saves of any kind allowed.

The Skurvy Tricorne: (Enchanted Item)

The bearer has a 3+ ward save.

Warplock Fusil: (Magic Weapon)

The Warplock Fusil is a shooting weapon with a range of 10" and a strength of 5. It has the Armour piercing, Quick to fire, Multiple wounds (d3) and Unstable ammunition (pg 65 Warhammer armies: Skaven) special rules. Furthermore Captain Blacktail may fire this weapon even if he has marched in the previous movement phase.

Tomb Kings Unique Army Rules:

Tomb Kings players may chose to include Khiraf the Architect as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Khiraf the Architect must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*Sigil of the Crimson Queen*' as their Magic Standard (Rules below)
- **One unit** of Ushabti may be taken as a Core unit instead of as Special unit.

The upgrade is Free.

Sigil of the Crimson Queen - 40 points (Magic Standard)

This mighty Sigil is a monument to the artisan skill of the ancient Nehekarans of Numas. The magic it exudes fortifies the undead of the Crimson Queen.

Battle Standard Bearer only.

The bearer of this standard gains the animated construct special rule.

Furthermore the bearer of this standard adds D3 to its combat resolution.

Khiraf the Architect

Daughter of the famed Tomb King Imrathepis of Numas, Khiraf became Queen after the death of her older Brother. Like her family before her Khiraf is known for her use of Nehekharan war statuary, particularly the Ushabti legion of Numas. However unlike her Brother, Khiraf never expected to become Queen and so spent her time and energy learning from Necrotects and the human architects that inhabit Numas. Rumour has it she even found a way to exert her undead will over them as the priest Kings do their Nehekharan followers. Upon hearing of the death of her cousin Setep, and the subsequent actions of a forest elf called Thalandor, the vengeful Queen has mobilised her might to pursue Thalandor and reclaim what left Bhagar with him...



Khiraf the Architect is a **LORD** choice for a **TOMB KINGS** army.
Some of his **Special Rules** will be found in **Warhammer Armies: Tomb Kings**

Khiraf the Architect, The Crimson Queen

240 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Khiraf	4	6	3	4	5	3	4	4	10	Infantry (Special Character)

Equipment:

- Light armour

Magic Items:

- The Artisan Death Mask
- The hawks Lash and poniard

Special Rules:

- The Curse
- Flammable
- Nehekharan undead
- Will of the Architect

Will of the Architect:

Whilst Khiraf the Architect is alive and on the battlefield Ushabti units gain the Regeneration (5+) special rule.

The Hawks Lash and Poniard: (Magic Weapon)

Hand weapon. Paired weapons. The Hawks Lash is Armour piercing and gives Khiraf additional attacks equal to the highest current rank bonus of the enemy units in base contact with her. (As with rank bonus this is to a max 3+1 for the paired weapons bonus). The poniard also counts as a shield.

The Artisan Death Mask: (Talisman)

The Artisan Death Mask confers a 4+ ward save and enemy units in base contact with the bearer suffer a -1 penalty to their Ld value.

Vampire Counts Unique Army Rules:

Vampire Counts players may chose to include Ushoran, The Lord of Masks as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Ushoran must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*Standard of Mournkain*' as their Magic Standard (Rules below)
- **Any unit** of Ghouls may be upgraded to have the Regeneration (6+) special rule.

The upgrade is Free.

Standard of Mournkain - 100 points (Magic Standard)

Mournkain was once a mighty vampiric Kingdom in the heart of the Badlands; long before the Lord of Masks fled to Albion. The Ghoul Kings of Mournkain were a far more courtly and noble society than their feral appearances would suggest but no less potent in battle.

Vampire Battle Standard Bearer only.

The vampire may NOT take any armour, weapon options or Mount.

The bearer of this banner gains the poisoned attacks and regeneration (5+) special rules and increases their Toughness value to 5.

The bearer and any unit they join inflict automatic wounds from their poisoned attacks on a roll of 5+ instead of the usual 6+.

Designers note This standard is designed to give players the option of having a strigoi Battle Standard Bearer, to have a completely themed Ghoul army.

Ushoran, The Lord of Masks

In life Ushoran was the younger brother of Neferata and the Lord of Masks at her court. Although a ceremonial title Ushoran took this role very seriously and was rarely showed his true self to those around him. After Neferata stole the elixir of life from Arkhan, she refused to share it with her brother, jealous the young Nehekharan stole it for himself and became the first Strigoi vampire. After the vampires were scattered to the wind, Ushoran assumed control of the human kingdom of Mournkain (now the badlands). He decreed his vampires not feed on the mortals, so prisoners and criminals became the food of the night and the kingdom prospered. However Neferata's jealousy knew no bounds and over centuries she agitated men of the surrounding kingdoms and large orc armies to constantly attack Mournkain. In the end the kingdom of the Strigoi fell and Ushoran fled into hiding on the mist wreathed land of Albion...



Ushoran is a LORD choice for a VAMPIRE COUNTS army.

Some of his Special Rules will be found in Warhammer Armies: Vampire Counts

Ushoran, The Lord of Masks

500 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Ushoran	6	7	3	6	6	4	8	5	10	Infantry (Special Character)

Special Rules:

- Vampire
- Undead
- The Hunger
- Infinite Hatred
- Poisoned attacks
- Regeneration (4+)
- Ghoul sire
- Lord of Masks

Equipment:

- Hand Weapon

Vampire Powers:

- Flying Horror
- Supernatural Horror
- Curse of the Revenant (Already included in the profile above)

Magic:

Ushoran is a level 2 wizard who generates his spells from the Lore of Vampires.

Ghoul sire:

Any Ghoul in the same unit as Ushoran increases their regeneration save by one to a maximum of 4+. Furthermore, whenever a ghoul or crypt horror unit recovers lost wounds as a result of an 'Invocation of Nehek' cast by Ushoran add an additional 2 to the total numbers of wounds recovered.

Lord of Masks:

Known in life for his elaborate deceptions, in undeath Ushoran has taken this to new levels; literally reforming his body into everything from troll like flying behemoths to a human noble.

- If Ushoran is included in your army he must be the armies general.
- Ushoran has the 'Stomp' special rule (even though he is infantry)
- Ushoran has Impact Hits (1)

Warriors of Chaos Unique Army Rules:

Warriors of Chaos players may chose to include Egrimm Van Horstmann as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Egrimm Van Horstmann must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*The Fate Twister*' as their Magic Standard (Rules below)
- **One unit** of Chaos Marauders may increase their Toughness value from 3 to 4.

The upgrade is Free.

The Fate Twister - 60 points (Magic Standard)

Tzeentch is the changer of ways and the most fickle Chaos God. This enchanted standard moves unnaturally in the wind, seeming to change the direction of the element rather than being changed itself.

Battle Standard Bearer with mark of Tzeentch only.

The bearer gains a 5+ ward save. (Increased to a 4+ by the Mark of Tzeentch)

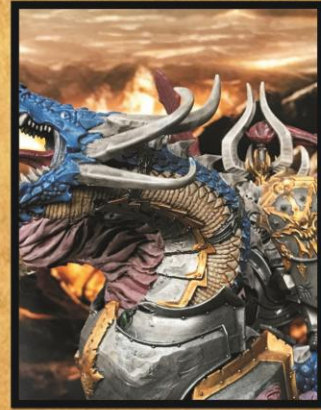
At the start of each of the controlling players turn roll a D6 and make a note of the result. At any point during the remainder of that turn you may substitute the result of a single D6 for the number you rolled on the fate twister dice. You may only use the fate twister dice once per your player turn. If the fate twister dice isn't used it is lost at the end of your turn. You may replace one dice score from a group of dice scores; for example you may use the fate twister dice in place of one of your winds of magic dice. A die may only be replaced after it has been rolled.

Egrimm Van Horstmann

The tale of Egrimm Van Horstmann is one of power, greed, manipulation and betrayal. Starting as a mere mortal man of The Empire Egrimm trained as a wizard, rising through the ranks of the college of Light. After taking possession of the Skull of Katam Egrimm began a dark affair with the Chaos God of change, Tzeentch.

What followed was civil war between the colleges of magic, death, daemonic incursions that nearly destroyed the college of Light and brought great turmoil to the Empire. After being driven out Egrimm ventured to the Chaos wastes and vowed revenge on his former kin.

A dangerous and clever individual, Egrimm is the only known living mage to simultaneously wield both the malign powers of Chaos and the raging winds of Hysh; a deadly combination that he revels in displaying on the battlefield.



Egrimm Van Horstmann is a LORD choice for a WARRIORS OF CHAOS army. Some of his Special Rules will be found in Warhammer Armies: Warriors of Chaos

Egrimm Van Horstmann

625 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Egrimm	4	4	3	4	4	3	4	3	8	Infantry (Special Character)
Baudros	6	6	0	6	6	6	3	6	8	Monster

Equipment:

- Chaos Armour
- Hand Weapon

Magic Items:

- Skull of Katam

Mark:

- Mark of Tzeentch (Egrimm only)

Special Rules: (Egrimm only)

- Eye of the Gods
- Just as Tzeentch Foretold
- Master of the Skull
- Scourge of The Empire

Special Rules: (Baudros only)

- Dark fire of Chaos
- Fly
- Fumes of Contagion
- Large Target
- Scaly Skin (3+)
- Terror

Magic:

Egrimm Van Horstman is a Level 4 Wizard who generates his spells from the Lore of Light and Lore of Tzeentch (Warriors of Chaos) in any combination.

Mount:

- Baudros (Chaos Dragon)
Chaos Dragons rules are found on page 28 of Warhammer Armies: Warriors of Chaos.

Just as Tzeentch Foretold:

Egrimm Van Horstmann has a 5+ Ward save.

This special rule also confers Baudros a 5+ Ward save against shooting attacks and magic spells.

Please note: The Mark of Tzeentch will increase Egrimm's ward save to a 4+ but has no effect on Baudros.

Master of the Skull:

Egrimm has mastered the Skull of Katam's power, he never suffers the -1 Leadership penalties applied by the Skull of Katam.

Scourge of The Empire:

Units from Warhammer Armies: The Empire gain Hatred (Egrimm Van Horstmann)

Skull of Katam: (Arcane item)

Egrimm carries the skull of Katam, rules for which can be found on page 63 of Warhammer Armies: Warriors of Chaos. Note if your army includes Egrimm Van Horstmann you may not take the Skull of Katam on another model in your army.

Wood Elves Unique Army Rules:

Wood Elves players may chose to include Thalador Darkheart as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Thalador Darkheart must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*Spite-full Standard*' as their Magic Standard (Rules below)
- **Any unit** of Warhawk riders may be upgraded to have a 5+ ward save; which is increased to a 4+ ward save against shooting attacks and attacks from magic spells.

The upgrade is Free.

Spite-full Standard - 75 points (Magic Standard)

Bound within this magical tapestry are many of the nature spirits of the forest known as Spites.

When the wind blows through this ancient flag these unpredictable beings come to play...

Battle Standard Bearer only.

The banner contains 4 Spites of Athel Loren which give the bearer the effects below:

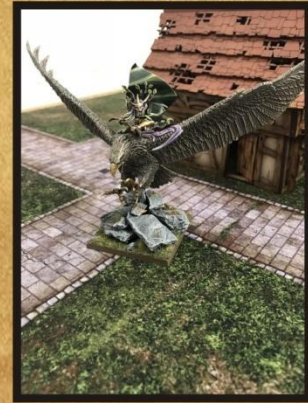
- A resplendent of luminescence; the bearer of this banner and any unit they join automatically pass dangerous terrain tests.
- A cluster of radiants; the bearer of this standard may attempt to channel power and dispel dice as if they were a wizard.
- A befuddlement of mischiefs; in the shooting phase the bearer of this banner may fire the befuddlement of mischiefs instead of making a regular shooting attack. The befuddlement is a single shooting attack with a range of 18", roll to hit as usual, if the target model/unit is successfully hit then they are subject to *Stupidity* until the start of your next shooting phase.
- An Annoyance of netlings; when fighting in a challenge the bearer of this banner is only hit on a natural roll of a 6.

Thalandor Darkheart

Thalandor was once known as 'Doom Star' because of his heroic acts defending Athel Loren; but no longer. After the tumultuous outcome of the Scorching of Khemri, the once noble elf seems somewhat changed. Thalandor is far more sullen, spending hours in his study and ensuring his armies are at a constant state of readiness, as if he is preparing for the next chapter in some untold story.

His magical practices have changed someone too; Dark Magic has become the new tools of his trade and his once long staff has become twisted and misshapen. Regardless of all of this Gwandor the Black is still his loyal and trusted mount, he is still the great hero of the Nehekara, and still a mighty elven lord of great wealth and respect.

Whatever happened after the Scorching of Khemri one thing is certain, Thalandor Darkheart will go to Albion and fulfil his destiny once more.



Thalandor Darkheart is a LORD choice for a WOOD ELVES army.
Some of his Special Rules will be found in Warhammer Armies: Wood Elves

<u>Thalandor Darkheart</u>										<u>465 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Thalandor	5	7	7	4	3	3	8	4	10	Monstrous Cavalry
Gwandor	2	5	0	4	4	3	4	2	8	(Special Character)

Equipment:
 - Light Armour

Magic Items:
 - Twisted Staff of Daith
 - Talisman of Qwaar
 - Warpaint of Argwylon

Special Rules: (Thalandor only)
 - Always Strikes First
 - Eaglekin
 - Forest Stalker
 - The Arrow of Kurnos
 - Secrets of the Casket

Special Rules: (Gwandor)
 - Always Strikes First
 - Fly

Magic:
 Thalandor Darkheart is a Level 4 Wizard who generates his spells from the Lore of Dark Magic.

Mount:
 - Great Eagle (Gwandor)

Eaglekin:

If Thalandor is your armies general and on the battlefield then all friendly units of Great Eagles and Warhawk Riders are treated as being in range of Thalandor's Inspiring Presence regardless of their position on the battlefield. Furthermore Thalandor can join units of Warhawk Riders even though he would normally be prohibited from doing so.

Secrets of the Casket:

Thalandor Darkheart may reroll failed ward save against wounds caused by spells from the Lore of Death and the Lore of Nehekara.

Talisman of Qwaar: (Talisman)

The Talisman of Qwaar confers Thalandor the Magic Resistance (2) special rule.

Warpaint of Argwylon: (Enchanted item)

The warpaint of Argwylon confers Thalandor a 5+ Ward save; this is increased to a 4+ Ward save against shooting attacks and attacks from magic spells.

Twisted Staff of Daith: (Magic Weapon)

Asrai Spear. The Twisted Staff of Daith contains the Soulblight spell from the Lore of Death. This is a bound spell power level 9.

6) The Missions:

The following are the 5 missions that you will play for the Campaign weekend. Each of the first 4 missions will see the players battling their way to the inner sanctum of the Dark Master, with the final mission battling to ensure the monster remains on Albion or is free to bring terror to the Old World. After each round of games the team which won the most will win that round, bringing their team one step closer to being crowned the campaign winning team. However the team that is currently losing at the start of each round will find themselves getting a handsome bonus; so victory brings new challenges for our players!

Unlike regular games of Warhammer, players win games in this campaign by scoring mission points. 'Preservers of the Light' armies score 'Light points', 'Agents of the Dark Master' armies score 'Dark points'. Each game has several ways to score these Mission points: The games objectives and magic spells cast by your Truthsayer or Dark Emissary. Mission points are a running total: that means that you need to keep a track of your mission points throughout the game. Some Mission points are scored immediately, whereas others are scored at the end of the game. This means that you will find building your total up during the game doesn't always guarantee victory. This may occasionally seem complex, however it creates a very dynamic gaming experience.

Please Note Spells that reduce your opponents Mission points take effect immediately and cannot reduce your opponents Mission points to below 0.

At the end of each game the player with the most Mission points is the winner. If both players have equal points the game is a draw.

We will begin the event with the story of the campaign and then after each game we will explain where the narrative has gotten to after the last set of games and where it is going to next. The story will be different depending on which side is ahead.

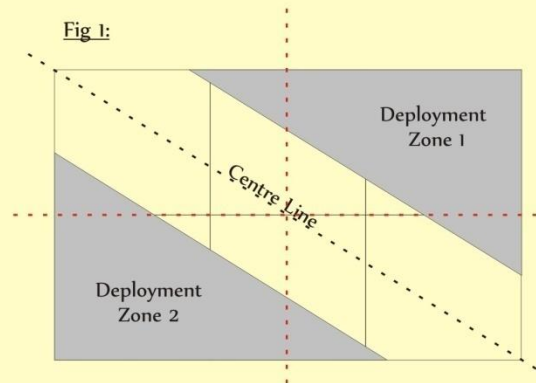
'That Daemon cannot be permitted to pass the border of this land; although I fear not all of us here share my wisdom'

Alathan, Phoenix Lord of Asuryan

Game 1: Battle of the Mud Flats

Deployment:

Both players roll off, the winner chooses a corner of the table. Then draw a line diagonally across the table from the two corners on either side of the corner the winning player has chosen. Then measure 2 deployment zones 12" from the centre line (Fig.1). Players take turns to deploy one unit each, then roll off to see who goes first, with the player who finishes deploying first getting +1 to the dice roll to go first. Characters must be deployed last.



Victory Conditions:

Missions points:

Unlike regular games of Warhammer, players win games by scoring mission points.

'Preservers of the Light' armies score 'Light points', 'Agents of the Dark Master' armies score 'Dark points'.

Each game has several ways to score these Mission points: The games objectives and magic spells cast by your Truthsayer or Dark Emissary.

Mission points are a running total: that means that you need to keep a track of your mission points throughout the game. Some Mission points are scored immediately, whereas others are scored at the end of the game. This means that you will find building your totals up during the game doesn't always guarantee victory. This may occasionally seem complex, however it creates a very dynamic gaming experience.

Please Note Spells that reduce your opponents Mission points take effect immediately and cannot reduce your opponents Mission points to below 0.

At the end of each game the player with the most Mission points is the winner. If both players have equal points the game is a draw.

Objectives

'Key players':

If your army includes one of the named event special characters (found in the Unique army special rules section) you begin this game with 1 Mission point.

'Drive them back':

Divide the table into quarters (Red lines Fig. 1). The player who controls the most table quarters at the end of the game scores 3 Mission points. If both players control an equal number of table quarters they score 1 Mission point each. To control a table quarter you must have more units within it than your opponent, characters only count as a unit if they are not joined to a unit. If a quarter has an equal number of units from both players within it, no one controls it. If a unit is in 2 table quarters the controlling player chooses which quarter they want it to be in when calculating this objective.

'Cold Counsel':

Immediately score 1 Mission point if your opponents Truthsayer/ Dark Emissary is slain. If your opponent chose not to bring a Truthsayer/ Dark Emissary you immediately score this Mission point.

Game Length:

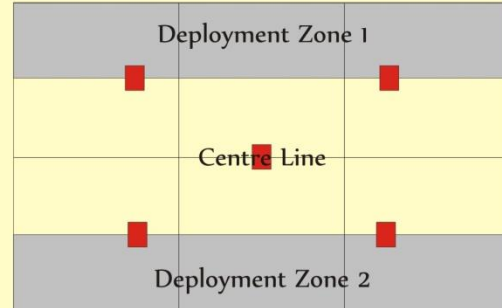
This game lasts 6 turns.

Game 2: Clash at Great Ogham

Deployment:

The deployment zones are measured 12" from the centre line, along the Long board edges (Fig.1). Before deployment place 5 monolith markers (round bases no larger than 40mm width) on the table. The first is placed in the centre of the board. Then draw a line from each corner of the board to the central marker, placing the remaining 4 markers along each of those lines 15" from the corners (Red squares Fig.1). The player who's team is currently losing then choses their deployment zone and who deploys first or second. Players take turns to deploy one unit each, deploying characters last. Then roll off to see who goes first, with the player who's team is currently losing getting +1 to the dice roll. The player who wins the roll off may chose to go first or second.

Fig 1:



Victory Conditions:

Missions points:

At the end of each game the player with the most Mission points is the winner. If both players have equal points the game is a draw.

Objectives

'Key players':

If your army includes one of the named event special characters (found in the Unique army special rules section) you begin this game with 1 Mission point.

'Preservers of the Light':

Players may attempt cleanse the monolith of corruption to score light points whenever an unengaged unit ends its movement phase within 3" of a monolith counter, providing there are no enemy units also within 3" of the same marker. Each marker may only be used to score mission points once per player turn. The selected unit immediately suffers d3 wounds with no saves of any kind allowed, these wounds do not cause panic tests. Once this is resolved the controlling players army scores 1 light point.

The unit can instead chose to cleanse a greater amount corruption; if they do so they instead suffer D6 wounds and gain d3 light points

'Agents of the Dark Master':

Players may attempt corrupt the monolith to score dark points whenever an unengaged unit ends its movement phase within 3" of a monolith counter, providing there are no enemy units also within 3" of the same marker. Each marker may only be used to score mission points once per player turn. The selected unit immediately suffers d3 wounds with no saves of any kind allowed, these wounds do not cause panic tests. Once this is resolved the controlling players army scores 1 dark point.

The unit can instead chose to make a greater sacrifice; if they do so they instead suffer D6 wounds and gain d3 dark points.

Game Length:

This game has a variable game length;

At the end of Turn 5 roll a D6, on the roll of a 5+ the game ends.

At the end of Turn 6 roll a D6, on the roll of a 3+ the game ends.

At the end of Turn 7, the game automatically ends.

Game 3: The Pillar of Agog

Deployment:

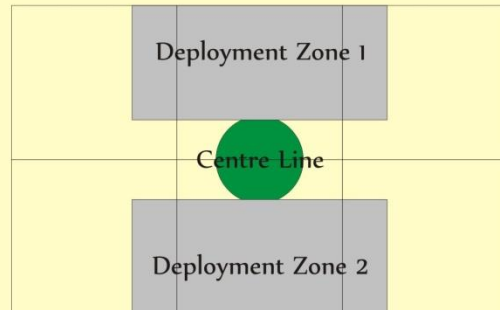
The deployment zones are measured 9" from the centre line, along the Long board edges. But no unit may be deployed within 9" of the short board edges (Fig.1).

Before deployment place a hill in the centre of the table.

The player who's team is currently losing then chooses their deployment zone and who deploys first or second.

Players take turns to deploy one unit each, deploying characters last. Then roll off to see who goes first, with the player who's team is currently losing getting +1 to the dice roll. The player who wins the roll off may choose to go first or second. If both teams have won an equal number of rounds then roll off for deployment zone and deployment as standard. The person who finishes deploying first gets +1 to the dice roll to go first instead.

Fig 1:



In the shadow of the Pillar:

Truthsayer's and Dark Emissary's add 2 to their casting attempts when they are on the hill (in addition to their wizard level and any other bonus'). However if they suffer a miscast roll twice on the miscast table, with your opponent choosing which result applies.

Victory Conditions:

Missions points:

At the end of each game the player with the most Mission points is the winner. If both players have equal points the game is a draw.

Objectives

'Key players':

If your army includes one of the named event special characters (found in the Unique army special rules section) you begin this game with 1 Mission point.

'Claim the Pillar':

At the end of each GAME turn calculate how many fortitude points each player currently has on the central hill. (Fortitude points are calculated as per the blood and glory scenario from the Warhammer rulebook). Units partially on the hill do count for this calculation, however characters within them only count if they are actually on the footprint of the hill.

If the Preservers of the light player has the most they score 1 light point.

If the Agents of the dark master player has the most they score 1 dark point.

If the fortitude scores are tied no points are awarded.

Game Length:

This game has a variable game length;

At the end of Turn 5 roll a D6, on the roll of a 5+ the game ends.

At the end of Turn 6 roll a D6, on the roll of a 3+ the game ends.

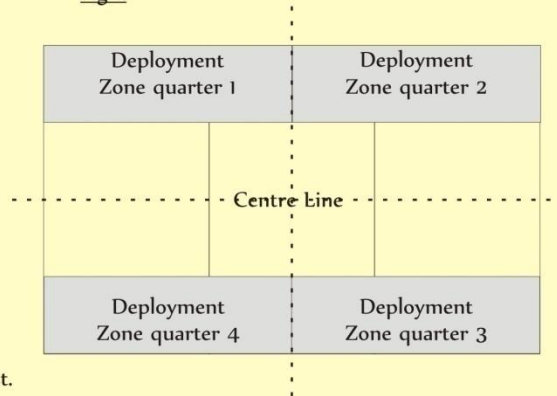
At the end of Turn 7, the game automatically ends.

Game 4: The Citadel of Lead

Deployment:

Divide the table into quarters, and then number the quarters as in Fig 1. The player who's team is currently losing then chooses one of the quarters to deploy in and whether to deploy first or second. That player's deployment zone is 12" onto the board in their chosen table quarter. The opposing player then must deploy in the table quarter in the opposite corner to this one. For example to use Fig 1, if player A chooses to deploy in quarter 1, then player B must deploy in quarter 3. Players take turns to deploy one unit each, then roll off to see who goes first, with the player who's team is currently losing getting +1 to the dice roll to go first. Characters must be deployed last.

Fig 1:



Victory Conditions:

Missions points:

Unlike regular games of Warhammer, players win games by scoring mission points.

'Preservers of the Light' armies score 'Light points', 'Agents of the Dark Master' armies score 'Dark points'.

Each game has several ways to score these Mission points: The games objectives and magic spells cast by your Truthsayer or Dark Emissary.

Mission points are a running total: that means that you need to keep a track of your mission points throughout the game. Some Mission points are scored immediately, whereas others are scored at the end of the game. This means that you will find building your totals up during the game doesn't always guarantee victory. This may occasionally seem complex, however it creates a very dynamic gaming experience.

Please Note Spells that reduce your opponents Mission points take effect immediately and cannot reduce your opponents Mission points to below 0.

At the end of each game the player with the most Mission points is the winner. If both players have equal points the game is a draw.

Objectives

'Key players':

If your army includes one of the named event special characters (found in the Unique army special rules section) you begin this game with 1 Mission point.

'Push Through':

Players score 1 mission point at the end of the game for every unit they have within 6" of the opposing players long board edge. Characters only count as an individual unit if they are not joined to a unit..

'Leaders rise, pretenders perish':

Players score 1 mission point at the end of the game if their general is still alive and on the board. This is increased to 3 points if their opponents general has been slain.

Game Length:

This game lasts 6 turns.

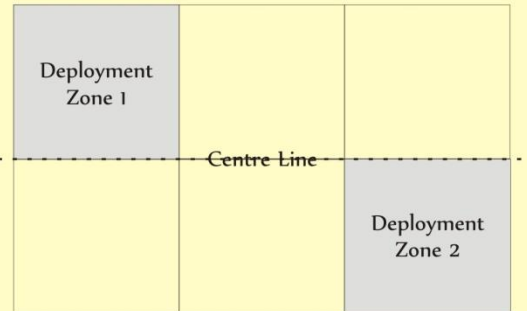
Game 5: Lair of the Dark Master

Fig 1:

Deployment:

The deployment zones are measured 24" from the players right-hand short board edge and 24" from the long board edge (Fig.1).

The player who's team is currently losing then chooses their deployment zone and who deploys first or second. Players take turns to deploy one unit each, deploying characters last. Then roll off to see who goes first, with the player who's team is currently losing getting +1 to the dice roll. The player who wins the roll off may choose to go first or second. If both teams have won an equal number of rounds then roll off for deployment zone and deployment as standard. The person who finishes deploying first gets +1 to the dice roll to go first instead. Characters must be deployed last.



Victory Conditions:

Missions points:

At the end of each game the player with the most Mission points is the winner. If both players have equal points the game is a draw.

Objectives

'Key players':

If your army includes one of the named event special characters (found in the Unique army special rules section) you begin this game with 1 Mission point.

'Unbearable Cost':

'Preservers of the Light' armies score an additional light point at the end of the game if they have slain their opponents Dark Emissary; (if their opponent chose not to bring a Dark Emissary they are treated as having been slain for the purpose of this mission.) This is increased to 3 points if their Truthsayer is still alive and on the table.

'Agents of the Dark Master' armies score an additional dark point at the end of the game if they have slain their opponents Truthsayer; (if their opponent chose not to bring a Truthsayer they are treated as having been slain for the purpose of this mission.) this is increased to 3 points if their Dark emissary is still alive and on the table.

'Cut and Thrust':

Players immediately score 1 Mission point each time an enemy unit is destroyed. Each character is treated as an individual unit at all times for the purpose of this objective. Core units confer 2 Mission points for this objective instead.

Truthsayer's and Dark Emissary's never generate mission points for this objective. (They are covered by the previous objective).

Game Length:

This game has a variable game length;

At the end of Turn 5 roll a D6, on the roll of a 5+ the game ends.

At the end of Turn 6 roll a D6, on the roll of a 3+ the game ends.

At the end of Turn 7, the game automatically ends.

Winning and Prizes:

This event will have the following awards:

- Best Campaign Army
- Best Campaign Special Character
- Best Player
- Campaign winning Team
- Best Preservers of the Light player
- Best Agents of the Dark Master player

The Campaign winning Team is simply the side which has won the most rounds of the Campaign; if the round wins are somehow drawn then the team with the most individual player wins will be the Campaign Winning Team. Everyone on this team will receive a certificate.

The Best Preservers of the Light and Agents of the Dark Master player will be established using the scoring for this event; which we will work out as follows:

- You gain 10 Campaign points for winning a game
- You gain 6 Campaign points for drawing a game
- You gain 2 Campaign points for losing a game
- You gain 5 Campaign points for having a fully painted and based army

These campaign points are used to make your personal score. At the end of the event your personal score will be calculated with the above points to give you a total Campaign point score. Then the players with the highest Campaign point score on each side will be awarded the Best Preservers of the Light and Agents of the Dark Master players respectively, along with a prize.

Please note If the score for best player is a draw, then the 5 campaign markers you bring with you will be used as the tie breaker. So make sure yours are as cool as possible!

Now we move onto the 3 big awards for this campaign:

On Sunday lunchtime you will be able to display your army for the Best Campaign army award. This will be judged by the gaming centre staff, and is the best painted and modelled army at the event. The army they select will be the recipient of this award and a prize too.

On Saturday evening after game 3 you will be able to enter the Best Campaign Special Character competition. You can enter one model which represents one of the special characters from this event pack. The model must be converted and fully painted to be considered. It will be judged by the centre staff and myself, for theme and overall finish. The winning character will also receive a prize.

Finally we have the Best Player award. When you enter your results for game 5 you will be given a voting slip for best player. The player you choose should be your favourite game of the entire campaign; you should consider, the players conduct, how much fun you had, the theme of the armies, the quality of the painting and modelling. This award is what this narrative event is about so

please take your time to vote. The person who receives the most votes in this category is the winner of the best player award and also receives a prize.

All prizes will be announced closer to the time; make sure you keep an eye on Triple Crown Wargaming's social media channels for more info!

Scheduling:

The scheduling for the event will be as follows:

Saturday

- 10:00 Venue open & registration
- 10:15 - 12:30 Round 1
- 12:30 – 13:00 Break
- 13:00 – 15:15 Round 2
- 15:15 - 15:45 Break
- 15:45 – 18:00 Round 3

Sunday

- 10:00 Venue open
- 10:30 - 12:45 Round 4
- 12:45 – 13:30 Break & Best painted army judging
- 13:30 – 15:45 Round 5
- 16:00 Awards

Event hall location details:

The Light of Albion will be held at the St Giles Banqueting & Conference Centre in Colchester on 16-17th October 2021.

St Giles Banqueting & Conference Centre
St John's Green
Colchester
Essex
CO2 7EZ



FAQ:

- All current WFB FAQ's available from Games Workshop/ ForgeWorld will be used at this event alongside this document. If this FAQ or comp pack contradicts any rules found in one of those FAQ's this document takes precedent.
- **Khaine Magic will NOT be used.**
- True line of sight will be used.
- Open ground does count as terrain for the purposes of the Curse of Anraheir spell.
- Birona's Timewarp cannot increase a unit's movement value above 10, so max march would be 20 inches.
- The wizard who miscast cannot get a Look out Sir from damage from a miscast template.
- Units cannot swift reform and garrison a building in the same turn.
- All buildings (Including Fozzriks Folding Fortress, Rock of inevitability etc) may be garrisoned by a MAXIMUM OF 20 WOUNDS worth of models and are always counted as having two floors.
- Cannon balls MUST be able to see the spot where they are being placed when firing.
- Cannons cannot be fired at a target that cannot be seen (if you can't see it, then you don't know its hiding there!)
- Cannon balls cannot bounce through impassable terrain or buildings. The cannon ball will however inflict hits on any unit garrisoning a building as normal.
- Cannons mounted on chariots, such as the Ironblaster, Skullcannon and steam tank may not pivot in the shooting phase and like all other cannons must shoot in a straight line forward from the barrel.
- A model in a challenge cannot be affected by any enemy breath weapons or impact hits done by models from outside the challenge.
- A Character model may make way at the start of any round of close combat.
- Ironcurse Icon works against all Weapons that fire like a War Machine.
- Immunity to Killing Blow also gives immunity to Heroic Killing Blow.
- A model with Always Strike First and with equal or higher initiative than an enemy model with Always Strike First and Always Strike Last will get to re-roll attacks in close combat against that model.
- If the general character model is killed but his mount survives you still receive the +100vp for killing the general, and the fortitude points for slaying the general; although you do not receive the victory points for the cost of that model.
- If 2 characters have incompatible base sizes to the unit they are joining then they are placed on either side of the unit. A 3rd character with an incompatible base size may not join the unit.
- The item Chalice of Blood and Darkness cannot be used between casting and dispelling a spell.
- All mounts, except ridden monsters, are ignored for leadership purposes for the Spell Treason of Tzeentch. In the case of chariots the creatures pulling the chariot and the chariot's leadership are ignored.
- The Tally of Pestilence has no affect while Epidemius is held in reserve.
- Only 1 character may charge out of a unit per phase.

- Virtual Pivoting is NOT allowed.
- The Battle Standard Bearer may take mundane items available to normal heroes of their type
- The -1S from the Blizzard Aura special rule for Frostheart Phoenixes does not stack.
- The High Magic Lore Attribute increases all Ward Saves as well as all conditional Ward Saves a model may have. If a model only has conditional Ward Saves then it also receives a 6+ Ward Save.
- The army list does not need to state any Lores for Alarielle. She chooses her Lore(s) at the start of each game as per her special rules.
- The army list must state if Teclis is using High Magic or Battle Magic. If you are choosing Battle Magic then Teclis may pick his spells at the start of every game.
- Models with the Predatory Fighter rule may benefit from it when fighting from the second or subsequent ranks.
- Piranha Blade only gives Multiple Wounds (D3) Special Rule while being used in close combat.
- Burning Alignment and The Deliverance of Itza target all enemy units within the specified distance of the spells. This applies even if the enemy unit is engaged in close combat or in the rear/flank arc of the model casting the spell.
- Tiktaq'To may join units of Terradon Riders.
- Daemonic characters with more than 1 magic weapon can only benefit from the effects of 1 weapon at a time. They must declare at the start of the player turn which weapon the character is using; any other magic weapons have no effect whatsoever for the duration of that turn.
- The Cauldron of Blood does not allow re-rolls on ranged attacks or spells.
- The army list does not need to state any Lores for Morathi. She chooses her Lore(s) at the start of each game as per her special rules.
- A model with Hatred (High Elves) has Hatred against all models taken from the High Elf Army Book.
- The Skaven Spell Cracks Call may be cast into combat and through friendly units as it does not have a target.
- Other Skaven Spells may not be cast into combat unless they specifically say so or mention it in their description.
- A charging Skaven unit that has moved forward d6 inches as a result of a Screaming Bell allows no charge reactions.
- The army list does not need to state any Lores for a Skaven Grey Seer or Verminlord as they can freely mix Spells of Plague and Ruin as per their special rules.
- A Hellpit Abomination that has had its strength reduced or increased will use the new strength when working out any of its special attacks.
- When making their special movement attack, Hexwraith models measure distance moved from starting point, to enemy unit they are attacking and back to a legal position. The distance moved cannot exceed their movement value or double this if they marched. They may reform inside an enemy unit.
- Death Shriek and Ghostly Howl are not considered shooting attacks.
- Any wizard may take the Lore of Undeath as presented in End Times: Nagash

- Characters Summoned using the spell Kandorak the Harbinger from the Lore of Undeath **may not** select magic items OR vampiric powers; other upgrades can be selected normally.
- Units Summoned using the Lore of Undeath **may not** select magic items, i.e. a magic sword on a champion or a magic flag; other upgrades can be selected normally.
- You must show your opponent your 'pool' of summonable models at the start of each game; you may not share models or borrow from a friend during the game.
- Summoned units are NEVER scoring units.
- Wood Elves armies may duplicate their enchanted arrows across more than one unit.
- Soul Feeder may NOT be used to gain wounds back from both Stomps and Breath weapon attacks.
- The Toad Dragons 'Tongue lash attack' must roll to hit (and if applicable) wound as normal and the enemy model must be successfully hit by the attack for it to suffer the -1 to hit rolls penalty.
- If the bearer of the Mantle of the round table king joins a unit, the unit may still be targeted as usual, this may mean that the bearer is also targeted as a result. The item only ever affects the bearer.
- If a model uses the spirit chariot of the fenns at the start of a movement phase, they may not declare a charge.
- The counters used in Game 2 are only treated as being on the table for the purposes of the mission; that is to say they can be moved across, or moved on to. They have no impact on game play beyond mission scoring.

Any other business:

We would like to hope that as a team we have covered almost all the eventualities and questions above, however if you are unsure of anything please just drop us an email on thetriplicrownguys@gmail.com.

We would like to thank the Morgul Blades for their feedback and help with creating what we hope is a dynamic and exciting event pack.

On behalf of myself and my partners in crime, thanks and I look forward to seeing you at the event.

Cheers,

James Lammin