

THE SCORCHING OF KHEMRI

26TH-27TH OCTOBER 2019

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Introduction:

Welcome to The Scorching of Khemri Campaign weekend event pack. Let me introduce myself, my name is James Lammin and I will be organising the event; if you have any questions that were not covered by this pack please do not hesitate to contact me on:

Lamminbassman@gmail.com

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 Wayland Games Gaming Centre in Hockley 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 £15 per head (when bought in advanced) and can be purchased from <http://www.waylandgames.co.uk/>
- Food is available to buy from the centre including burgers, hotdogs, nachos, etc.
- 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.
- **The Warhammer Formations presented in End Times: Thanqual 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 Lamminbassman@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
- 4 Objective markers, coins or round bases are ideal, no more than 40mm width.
- 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!

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 Lamminbassman@gmail.com by **SATURDAY5th OCTOBER 2019**. **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 Special Characters **Will be allowed**, this does include the End Times Characters (Obviously only those which fit into the 25% allowance).

******PLEASE CHECK THE SCORCHING OF KHEMRI: 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.

Additional Army rules:

The following are some additional rules about how certain armies work in this event, if your army is not mentioned simply ignore this section.

Beastmen:

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.**

Brettonia:

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 Story so far...:

Many thousands of years ago, when the Kingdom of Khemri was at its most powerful the mighty God of the dead Djaf became restless. The stability of the rule of the Kings was leading to prosperity, success and most importantly long lives for the inhabitants of the desert. This was Djaf's problem, no more disease, famine or war meant the stream of souls into the underworld was barely a trickle; something had to be done. Djaf decided he must create some cataclysmic event, something that would bring him the souls he so craved; but the God of the dead had a problem. Balance. The scales of Djaf must always be of equal weight, and so if Djaf was to have his wish, the destruction of a full half of Khemri then someone must have their greatest desire fulfilled also. Djaf petitioned his brothers and sisters but none of the deities would listen; none would accept his bargain. So Djaf decided he would offer his deal to mere mortals, knowing that in the end one of them would be foolish enough to accept this barter. To do this he needed to build a key to the underworld, an item that when touched would link the bearer and Djaf to fulfil both their wishes. So he forged a simple brass Ankh, functional and small. When Ptrra learnt of the Ankh he acted swiftly, he stole it and placed it inside powerful magical wards, burying it in the heart of the Eternal Necropolis. He then tasked the dynasty of the Tomb King Setep of Bhagar to forever guard the Ankh and presented him with a mighty weapon to do it with.

Thousands of years passed, the mortuary cult did their work, the dynasty of Setep dutifully guarded the Ankh and an infamous name in the history of the Tomb Kings began to make his moves for power. Nagash studied the legend of the Ankh, he knew where it was but could not fathom how to break Ptrra's enchantments; and so he moved on, to the path which lead to the fall of Khemri and the death of the Great Necromancer himself. However Nagash did not forget about the Ankh and how he could use it to restore his throne and destroy Khemri; both parts somewhat enjoyable for the Great Necromancer. With his return to the unlife Nagash has finally found a way to bring the Ankh into his possession, but there are many steps on the winding path ahead. First Nagash has cast a great spell, one that moves the very plates under the earth. This spell has shifted the sands of Khemri and broken the seals inside the Eternal Necropolis, allowing the Ankh to be accessed. However the wards of Ptrra are not so easily slipped and the spells in the necropolis have shattered the Ankh and

scattered it across the desert. So the second phase of Nagash's road is now at hand. Whether through whispered dreams, malign promise or dreadful portents Nagash has got all armies marching on the land of the dead. The coming campaign should see the Ankh returned to the gates of the Eternal Necropolis, here it will re-forge itself but in the hands of a mortal rather than in the sanctum as before, then Nagash will strike and take it for himself...

The Teams:

Players will play 5 games to determine whether the Armies of Preservation or the Raiders of Khemri are triumphant. Players for this event will be divided into two teams; then a week before the event you will receive confirmation of which side you are fighting for. The teams will be:

- Armies of Preservation; Fighting to return the Ankh of Anubis to the Eternal Necropolis of Bhagar
- Raiders of Khemri; Fighting to take the Ankh of Anubis to release its ancient power

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!):

Armies of preservation - Tomb Kings, Vampire Counts, Lizardmen, High Elves, Empire, Bretonnia, Wood Elves and Orcs and Goblins.

Raiders of Khemri - Skaven, Dark Elves, Warriors of Chaos, Daemons of Chaos, Chaos Dwarfs, Ogre Kingdoms, Beastmen and Dwarfs.

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 over pieces of the Ankh of Djaf, with the final mission battling to bring all 4 parts together and either return it to the Necropolis or take it from Khemri. As you will see the Victory conditions for each game changes based upon which team has collected the greatest number of pieces of the Ankh of Djaf.

The team who's players win the most games in each round will claim the piece of the Ankh available in each round.

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. If neither player achieves their mission in a game the game is a draw.

'The Ankh is a dimensional door, the more pieces of it you have the harder it is to control. Collecting all four sections and returning them to the Eternal Necropolis will be no easy task. No sacrifice is too great; Ptra demands your service!'

Setep, King of Bhagar

Game 1: The First Fragment

Deployment:

The deployment zones are measured 12" from the centre line, along the Long board edges (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.

Fig.1:



Victory Conditions:

Both Players Mission:

After you have finished deploying your army, both players must each place a marker in the centre of your deployment zone, touching the 12" onto the table line. (Red square Fig. 1)
Then you must also place a single marker in the very centre of the table. (Blue square Fig. 1)
These markers are the three dig sites.

At the end of the game the player who went second must roll a D3 to select one of the three markers on the table. The other two markers are immediately removed and the remaining marker is the location of the first piece of the Ankh, the player who controls this marker is the winner of this mission.

A player controls the marker if they have a unit within 3" of the marker and there are no enemy units within 3" of the marker. If both players have units within 3" of a marker it is contested and neither player can score it. If neither player controls the marker then the game is a draw.

Having no units on the table is not an automatic loss in this mission, the only thing that defines win, loss or draw is controlling the marker at the end of the game.

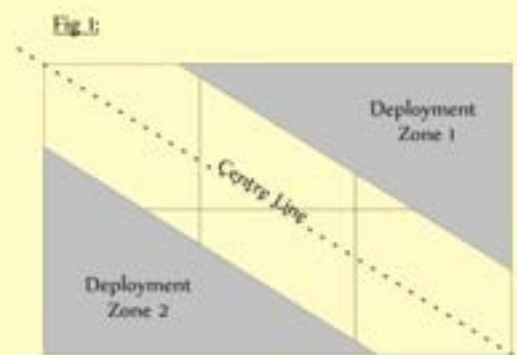
Game Length:

This game lasts 6 Turns.

Game 2: The Dunes of Souls

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:

Both Players Missions:

The player from the team who controls the first piece of the Ankh must kill all of the enemy armies Characters. (Lords and Heroes).

The player from the team who does not control the first piece of the Ankh must kill more Characters than their opponent does. (Lords and Heroes).

If both or neither player achieves their mission the game is a draw.

Game Length:

This game has a variable game length:

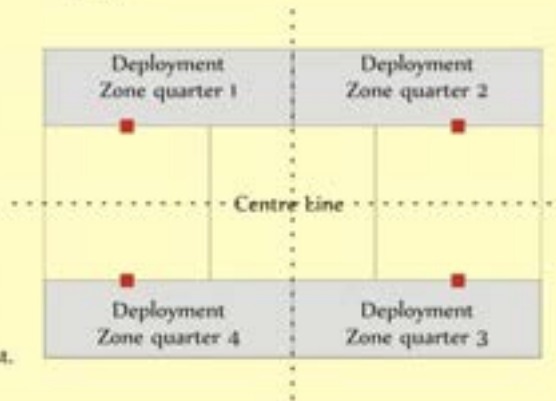
At the end of Turn 5 roll a D6, on the roll of a 5+ the game ends.

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: Four Mounds

Fig. 1:



Deployment:

Divide the table into quarters, and then number the quarters as in Fig 1. The player winning the roll off then chooses one of the quarters to deploy in. 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 finishes deploying first getting +1 to the dice roll to go first. Characters must be deployed last.

Victory Conditions:

<u>One Team has 2 pieces of the Ankh</u>	<u>Both Teams have 1 piece of the Ankh</u>
<p>At the start of the game you must place 4 counters on the battlefield as follows: 1 in each corner, 12" from the long board edge and 12" from the short board edge. (Red squares Fig. 1).</p> <p>At the end of the game the player from the team with 2 pieces of the Ankh must control all 4 of the counters to win this mission.</p> <p>At the end of the game with player from the team with no pieces of the Ankh must control 2 of the counters to win this mission.</p> <p>A player controls a counter if they have a unit within 3" of the counter and there are no enemy units within 3" of the counter. If both players have units within 3" of a counter it is contested and neither player can score it.</p> <p>If neither player completes this mission the game is a draw.</p>	<p>At the start of the game you must place 4 counters on the battlefield as follows: 1 in each corner, 12" from the long board edge and 12" from the short board edge. (Red squares Fig. 1).</p> <p>At the end of the game the player who controls 3 of the counters wins this mission.</p> <p>A player controls a counter if they have a unit within 3" of the counter and there are no enemy units within 3" of the counter. If both players have units within 3" of a counter it is contested and neither player can score it.</p> <p>If neither player completes this mission the game is a draw.</p>

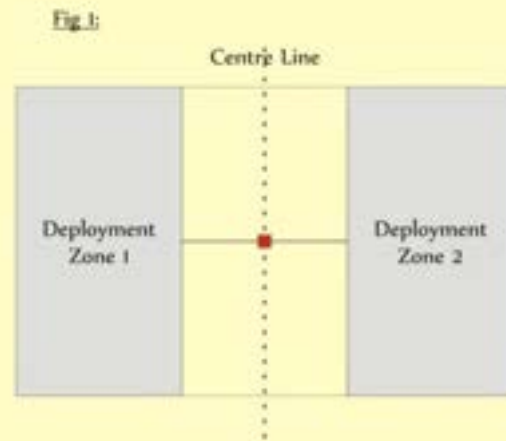
Game Length:

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 Last Piece

Deployment:

The deployment zones are measured 12" from the centre line, along the short board edges (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:

Both Players Missions:

After both armies are deployed but before turn 1 place a single counter in the centre of the table. (Red square, Fig.1) The winner of this mission is the player who controls this counter at the end of the game.

To control the counter the player from the team which holds the most pieces of the Ankh must have one or more units within 3" of the counter at the end of the game and No enemy units within 3" of the counter.

To control the counter the player from the team which holds the least pieces of the Ankh must have one or more units within 3" of the counter at the end of the game.

For the purpose of this mission characters only count as units if they are not part of a unit.

If neither players achieve this mission the game is a draw.

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.

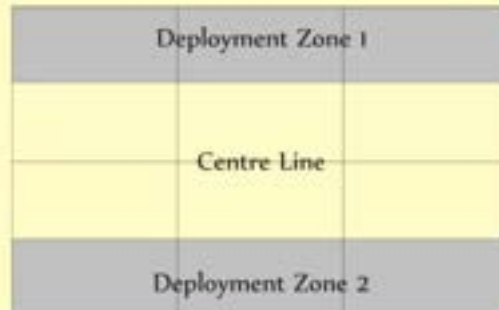
At the end of Turn 7, the game automatically ends.

Game 5: The Fate of a Kingdom

Deployment:

The deployment zones are measured 12" from the centre line, along the Long board edges (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.

Fig.1:



Victory Conditions:

<u>One Team has 3+ pieces of the Ankh</u>	<u>Both Teams have 2 pieces of the Ankh</u>
<p>The player from the team which controls 3+ pieces of the Ankh must destroy their opponents entire army.</p> <p>The player from the team which does not control 3+ pieces of the Ankh must break their opponents fortitude. Fortitude score is calculated as follows: Each unit standard is worth 1 point The Battle Standard Bearer is worth 1 point The general is worth 2 points</p> <p>You must reduce your opponents Fortitude score to 3 to break their army. The game ends at the end of the player turn in which this mission is achieved.</p> <p>If neither player completes their mission the game is not a draw. Instead the players roll off to determine which one of their armies found the Ankh in the din of battle.</p>	<p>At the end of the game the player who has scored the most victory points is the winner. Victory points are calculated as explained in the warhammer 8th edition rulebook; with the following changes: - Slaying the General is worth an additional 250 victory points in this mission (instead of the usual 100).</p> <p>Please note; unlike other scoring methods, in this mission the winner does not have to score a minimum difference in victory points, 1 point more than their opponent is sufficient to win this mission.</p>

Game Length:

This game lasts 6 Turns.

The War of Attrition:

Fighting wars is as much about understanding your surroundings as it is your enemies. During the Scorching of Khemri your armies will have to battle not only enemy combatants but also the fell conditions of the land of the dead! As your games progress the following effects will apply to your armies;

Armies of the living: (Beastmen, Bretonnia, Dark Elves, Dwarfs, Chaos Dwarfs, High Elves, Lizardmen, Ogre Kingdoms, Orcs and Goblins, Skaven, The Empire, Warriors of Chaos and Wood Elves)

All of these affects are cumulative

- Round 1: Fresh Combatants - No additional effects
- Round 2: Shifting sands - All units must subtract 1" from any pursuit or overrun rolls
- Round 3: Sand Storms - Subtract 3" from the maximum range of all shooting weapons
- Round 4: Withering heat - Subtract 3" from the range of your Generals Inspiring Presence
- Round 5: Campaign fatigue - All units must subtract 1" from all flee rolls

Armies of the unliving: (Daemons of Chaos, Tomb Kings and Vampire Counts)

All of these affects are cumulative

- Round 1: Freshly animated - No additional effects
- Round 2: Shifting sands - All units must subtract 1" from any pursuit or overrun rolls
- Round 3: Sand Storms - The movement value of the Fly special rule is reduced to 9". (This also affects units which hover)
- Round 4: Withering heat - Subtract 3" from the range of your Generals Inspiring
- Round 5: Unravelling animation - All units suffer 1 additional casualty as a result of Daemonic Instability and the unstable special rules

Magic Items: The Deserts Treasures

The writhing magical winds of Nagash's malefic spells have stripped back thousands of years of sand revealing long lost artefacts of Ancient Nehekara .Those with a sharp eye can spot the truly unique items from the mundane scrap and harness the power of some of the deserts most prized pieces...

To add another layer of depth to this evolving campaign we have created a batch of magic items which you can take in your games. Select them exactly as you would any other magic item you normally have access to. Dwarf armies do not select these items but instead may select from the runic treasures at the end of this list. They are not a compulsory choice, but are intended to give you something fun to try out for a weekend of gaming!

Desert Bow of Asaph – 30 pts (Magic Weapon)

It is said that it was with this ancient bow the Tomb Prince Ramses killed the feral mantichore Goremax. The prince slew him with a single shot to the heart through a raging sandstorm.

The Desert Bow of Asaph is a bow with the following rules;

Range: 24"

Strength: 5

Special rules: Multiple shots (2), Multiple Wounds (D3), Carried on desert wind.

Carried on desert wind: Shots from this weapon always hit on a roll of 4+ regardless of the BS of the bearer or any to hit modifiers of any kind.

The Daggers of Lybaras – 35 pts (Magic Weapon)

The home of these daggers is the city of Asaph itself and like its famous Queen Khalida the snake Gods venom runs through their keen edges.

Pair Weapons. Poisoned attacks, Armour Piercing. The bearer of these daggers also has a 5+ parry save.

Armour of the Golden Age – 75 pts (Magic Armour)

The Armour of the Golden Age hails from the time before Nagash's great ritual, when the Tomb Kings were flesh and bone. Haunted by the spirit of its last owner, it is said to fill its wearer with the vigour of Old Nehekara. So long as they can resist the voices...

Heavy Armour. The bearer of this armour gains +1 Weapon Skill, Strength and Initiative and has the Regeneration (5+) and Stupidity Special rules.

The Scarab Shield – 20 pts (Magic Armour)

This shields round design is particularly peculiar, as the warriors of Khemri favour larger squarer shields. This gave rise to the theory that it was not of Nehekekan craft at all. After the vampiric horrors of Lhamia many dynasties sought to distance themselves from anything which may seem to break with tradition and The Scarab Shield was buried in the shifting sands never to be seen again... or so it was thought.

Shield. The bearer and any unit he joins are -1 to be hit by missile weapons.

Soul Staff of Djaf – 50 pts (Arcane Item)

The Nehekekan God Djaf created this staff as a way of harvesting the souls of greedy wizards. The more powerful the user, the more of their soul is consumed...

At the start of the game this item generates one counter for each wizard level its bearer has.

At any point during the game when the bearer makes a cast or dispel attempt you may expend a counter to re-roll a single dice. You may expend more than one counter at a time but you can only expend each counter once per game. * Please note that if used on a casting attempt the counter must be spent before the enemy has rolled a dispel attempt if they chose to make one.*

The Black Shard – 40 pts (Arcane Item)

A tiny shard of Nagash's infamous black pyramid. The black shard reflects no light and its eerie presence is said to have a particularly acute effect on those versed in the magical arts.

One use only. At the start of the enemy magic phase (before rolling to generate power and dispel dice) select an enemy wizard within 18" of the bearer. The selected wizard will suffer the effects of a miscast on a roll of any double in this phase. Please note that the enemy wizard only suffers the effects of the miscast and does cast the spell with irresistible force unless they roll two or more 6's.

Mask of a thousand Mirages – 35 pts (Enchanted Item)

When the desert sun strikes this golden mask a thousand different images are reflected in all directions. The bearer becomes a sea of mirages, confusing all who behold them.

When fighting in close combat the bearers weapon skill is always treated as being one point higher than the enemy unit attacking them and the enemy unit they are attacking.

Sun Scorpion – 20 pts (Enchanted Item)

Stored within a canopic jar, sun scorpions are extremely rare, their sting causing a rapid death. Most scholars assume that it is excruciatingly painful, but no victim has lived long enough to describe the experience.

One use only. In combat the bearer of this item may exchange all of their attacks for one attack with the sun scorpion. Roll to hit using the weapon skill of the bearer. The attack is strength 5 and has the multiple wounds (D6) special rule.

Jade Jackal – 40 pts (Talisman)

This beautiful jade sculpture has a calming influence upon the raging winds of magic.

The bearer and any unit they have joined have Magic Resistance (2). Friendly units within 6" of the bearer also gain Magic Resistance (1).

Brooch of Shyish – 15 pts (Talisman)

This brooches amethyst stone hungers for the Wind of Shyish, consuming it at every opportunity .

The bearer of this item has a 2+ ward save against wounds caused by spells from *The Lore of Death*.

The Quicksand Standard – 25 pts (Magic Standard)

The ancient hieroglyphics upon this standard are a powerful enchantment, capable of creating a pool of hungry desert . Only flesh and bone can quench its thirst.

One use only. Declare you are using this banner immediately after the bearers unit is declared as the target of a charge. Every model in enemy units attempting to charge the bearers unit this phase must take a dangerous terrain test.

The Standard of Ptrra – 35 pts (Magic Standard)

The effigy of the God Ptrra is emblazoned upon this mouldy banner; his vengeance bleeding into those standing behind it.

The bearer of this Standard and any unit that they are joined to gain the Fight in Extra Ranks special rule.

Runic Treasures

Runic Treasures are treated as unique runic items, you cannot add any additional runes to these items and they may only be selected once per army. These items may only be selected by Dwarf armies.

The Bone Grinder – 30pts (Runic Weapon)

This runic hammer was forged to seek vengeance against Settra the Imperishable, for the killing and shaving of 25 dwarf rangers. Unfortunately for Thane Grimlock, he met the same fate as his former brothers when he caught up with the undying king .

Hand weapon. Attacks made with this weapon have +1 to wound rolls and Flaming attacks.

Furthermore the bearer has the Hatred (Tomb Kings) special rule.

Rune of the Ironskin – 40 pts (Runic Armour)

This rune was lost to the desert. Its bearers armour grows stronger the harder it is hit, unfortunately the bright steel grows hot in the desert sun and ultimately cooked its last owner.

Gromril armour. The bearer of this item treats its toughness value as one higher than the strength value of the attack which is hitting it, up to a toughness of 10.

Rune of the Trueflight – 45 pts (Runic Standard)

The power of this runic standard carries projectiles over far greater distances.

The bearer of this item and any unit they join may add 6" to the range of their shooting weapons.

Campaign Special Characters:

During the Scorching of Khemri characters of great infamy and noble bearing will rise up to fight over the Ankh of Djaf. To represent this in the following section you will find rules for a slew of brand new special characters designed to help drive the narrative of this campaign and most importantly, be an exciting new set of options for your games of Warhammer!

Each of these characters will be presented with a short narrative about who they are or how they came to be, some of them are famous names you may have heard before, others are something totally new. What they all have in common however is that every one of them allows you to upgrade or unlock a new option for your Warhammer army; for example if I take Elyria Coldeye I can then upgrade one of my units of Black arc corsairs to be strength 4 for the points indicated. This helps drive the theme of armies forward. Please note that these are upgrades and that you must still pay the basic points cost for the unit in addition to the points presented in the army upgrade section below each character.

You don't have to take any of these special characters, they are just another option for you to enjoy.

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!

Beastmen:

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 murder 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 choose.



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.

Gardach Threehorn

* Points

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 D).

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 (1) 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 Tzeentch.

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

Beastmen Upgrade options:

If your army includes a version of Gardach Threehorn then you may upgrade one unit to be *Gardach's Blood Brothers*, do this as follows:

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. Cost: 1pt/model

Gardach Threehorn, Devoted of Slaanesh: One unit of bestigor with the Mark of Slaanesh in your army may be upgraded to WS 5. Cost: 1pt/model

Gardach Threehorn, Devoted of Nurgle: One unit of bestigor with the Mark of Nurgle in your army may be upgraded to have Regeneration (5+). Cost: 1pt/model

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). Cost: 1pt/model

Brettonnia:

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: Brettonnia

Duke Albrec

255 Points

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

Special Rules: (Albrec only)

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

Virtue:

- The Virtue of the Disciplined

Magic Items:

- Wrath of Manann
- Reliquiae of Duke Marcus

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)

Lance. This weapon strikes the enemy unit with a roaring wave of magical energy shattering formations.

Enemy units which suffer one or more unsaved wounds from the Wrath of Manann on a turn in which its bearer successfully charged are treated as having no ranks for the purpose of being Steadfast.

Brettonia Upgrade options:

If your army includes Duke Albrec then you may upgrade one unit to be *Albrec's Company*, do this as follows:

Albrec's Company: One unit of Knights of the Realm in your army may be upgraded to have +1 to hit in close combat. Cost: 2pt/model

Chaos Dwarfs (Legion of Azgorh):

Astragoth Ironhand

Astragoth Ironhand, High Priest of Hashut, is the oldest living Chaos Dwarf Sorcerer-Prophet. When he was at the height of his powers he was the most potent sorcerer to walk the Plain of Zharrduk in a thousand years. Now his powers have begun to wane. His body is slowly succumbing to petrification. A decade ago he constructed a mechanical device by which he is transported from place to place.

His legs have long ceased to work and even his hands have now turned to stone. To an extent these have been replaced by the machinery grafted to his body. This engine was constructed by his slaves to plans created by Astragoth himself, and combines the undoubted skills of the Chaos Dwarf race with twisted dark science. Centuries ago, he was responsible for the eternal exile of Drazhoath the Ashen to the Black Fortress, when he was just a minor Daemonsmith. Now Astragoth is heading to Khemri to fulfill his deepest desire; to be returned to flesh and bone rather than metal and stone.



Astragoth Ironhand is a LORD choice for a LEGION OF AZGORH army. Some of his Special Rules will be found in the Tamurkhan supplement.

Astragoth Ironhand

400 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Astragoth	3	4	4	4	10	3	1	3	10	Infantry(Special Character)

Equipment:

- Blackshard Armour

Special Rules:

- Contempt
- Daemonsmith
- Loremaster (Lore of Hashut)
- More Machine now than Dwarf
- Twisted and Evil
- Resolute
- Relentless
- Sorcerer's Curse

Magic:

Astragoth is a Level 4 wizard who generates his spells from the Lore of Hashut.

Magic Items:

- Hammer of the High Priest

More Machine now than Dwarf:

Astragoth is a third pure stone, a third metal exoskeleton and a third Sorcerer Prophet. This combination gives him a Toughness value of 10 (already represented on his profile); further Astragoth automatically passes all Toughness tests he is called upon to make, but due to his immense weight, he automatically fails all Initiative tests he is called upon to make.

Twisted and Evil:

Astragoth causes Fear; if an enemy unit fails a Fear test against Astragoth he gains an additional attack for that round of combat.

Hammer of the High Priest: (Magic Weapon)

Hand weapon. Enemy models that suffer one or more unsaved wound from this weapon have their Initiative value halved (rounding up) for the remainder of the game. A model can only be affected by this weapon once per game.

Chaos Dwarf (Legion of Azgorh) Upgrade options:

If your army includes **Astragoth Ironhand** then you may upgrade one unit to be ***Obsidian Guard***, do this as follows:

Obsidian Guard: One unit of Infernal Ironsworn in your army may be taken as a core unit. Cost:
1pt/model

Daemons of Chaos:

Ka'bandha

Of all Khorne's Headsmen, the Wrath of Khorne Bloodthirster known as Ka'bandha has claimed the most skulls. Over thousands of years Ka'bandha has steadily rose in favour to become the right hand man of the Blood God.

Ka'bandha particularly enjoys to spill the blood of wizards; they are an affront to all Khorne stands for and vengeance against some irksome spell casters is a delicious treat for Ka'bandha. In fact, the small Brass effigy he carries upon his belt was once a Slaanesh wizard who Ka'bandha submerged in liquid brass; the screams of agony forever etched upon his coppery face...

Quite why Khorne has chosen Ka'bandha to head to the land of the dead is not the business of mere mortals, but it seems likely something to do with the rumour that Nagash's fell magics have started this war in the desert and his is a mighty skull indeed.



Ka'bandha is a LORD choice for a DAEMONS OF CHAOS army.

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

Ka'bandha, Fury of Khorne

625 Points

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

Daemonic Gifts:

- Bloodaxe and Wrathfai!
- Brass Effigy
- Hellfire
- Relentless Hunter

Equipment:

- Heavy Armour

Special Rules:

- Daemon of Khorne
- Daemonic
- Devastating Charge
- Fly
- Frenzy
- Large Target
- Magic Resistance (3)
- Stubborn
- Terror

Bloodaxe and Wrathfai!

Attacks made with the bloodaxe and wrathfai! are made at +2 strength in the first round of combat and +1 strength in subsequent rounds of combat. Furthermore they grant Ka'bandha the Extra Attack special rule.

Brass Effigy:

The Brass effigy allows Ka'bandha to make dispel attempts as if he were a level 2 wizard. Please note he may not make channel attempts and is not a wizard for the purpose of any rules pertaining to wizards.

Hellfire:

Ka'bandha has a strength 5 breath weapon with the flaming attacks special rule.

Relentless Hunter:

Ka'bandha has the Hatred(Character) special rule and adds 3' to his charge range when charging a character or when charging a unit which contains one or more characters.

N'Kari

N'Kari, is a notorious Keeper of Secrets that can trace its origins to the Great Chaos Incurssion that occurred during the time of the Old Ones, long ago. During that great struggle, the first Phoenix King Aenarion destroyed N'Kari's mortal form, banishing it back to the Realm of Chaos during the great ritual that reduced the magic in the world.

Despite this the N'Kari's essence endured and she became consumed with an unrelenting hatred for Aenarion and all who followed in his footsteps. Thousands of years passed and in the year 2178 IC, a black storm swept across the fair isle of Ulthman. At the height of the tempest a great waystone, the ancient pillars that maintain the vortex of Caledor was torn down. This gap in the vortex allowed the monstrous N'Kari to return to the realm of the living.

Since then N'Kari's quest has been to wipe out the line of Aenarion, a fitting punishment for the daemons incarceration for all these millennia. But N'Kari found that this quest was not as simple as the Keeper of Secrets had anticipated. Thwarted by Tyrion and Teclis dozens of times since the night of that faithful storm, N'Kari has decided that a new approach to destroying the blood of Aenarion is required. So with the thinning of the veil in the land of the dead, the infamous greater daemon will stride the mortal realms once more; this time in search of the Ankh of Djaf. Such a powerful artifact will give N'Kari and She who thirsts a chance to deliver the greatest pleasure of all; the total destruction of every last living elf.



N'Kari is a LORD choice for a DAEMONS OF CHAOS army.

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

N'Kari, Bane of Elves

600 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
N'Kari	10	9	6	6	6	6	10	6	9	Monster (Special Character)

Daemonic Gifts:

- Aura of Dismay
- Beguiling Horror

Equipment:

- Hand Weapon

Special Rules:

- Always Strikes First
- Daemon of Slaanesh
- Daemonic
- Hated (Elves)
- Large Target
- Stubborn
- Terror

Magic:

N'Kari is a Level 4 Wizard who generates her spells from the Lore of Shadow or the Lore of Slaanesh.

Aura of Dismay:

Enemy units within 6" of N'Kari suffer a -2 penalty to their Leadership.

Beguiling Horror:

Enemy units wishing to target N'Kari with an attack from more than 18" away must immediately roll a dice. If the dice score is equal to or lower than the current turn number complete the attack as normal; the unit can see the true horror of the daemon. If the dice score is more than the current turn number the unit in question is beguiled by the majesty of the daemon; this unit cannot make the attack against N'Kari and the attack is lost. Roll once for each unit wishing to target N'Kari per phase. This rule has no effect on units targeting N'Kari from within 18".

Bolothrax

Bolothrax, the festering totem is a great unclean one of quite massive proportions. Far larger than most of his peers Bolothrax's impressive bulk is only matched by his desire to spread the 'blessings' of Nurgle across the Warhammer world. Dispatched to Khemri to corrupt the living armies and purge the dead Bolothrax intends to claim the land of the dead for Nurgle and use the power of the Ankh of Djaf to bring a fresh, nightmarish spectacle into existence.

Bolothrax is intent on a new fleshy abundance, a second garden of Nurgle in the heart of the world and having failed to realise this dream so many times before; (most notably when he was banished by the entire college of light wizards at the battle for Flame of Ulric), he is determined that nothing will stand in his way this time around.



Bolothrax is a LORD choice for a DAEMONS OF CHAOS army.

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

Bolothrax, The Festering Totem

625 Points

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

Daemonic Gifts:

- Festering Regrowth
- Morbid Resilience
- Noxious Bile

Special Rules:

- Daemon of Nurgle
- Daemonic
- Large Target
- Stubborn
- Terror

Magic:

Bolothrax is a Level 4 Wizard who generates his spells from the Lore of Death or the Lore of Nurgle.

Equipment:

- Hand Weapon

Festering Regrowth:

At the beginning of Bolothrax's controlling players turn, before the movement phase roll a dice for each unit of Nurglings within 6" of Bolothrax. On a roll of a 5+ immediately return one slain model to the unit. This rule may not take a unit above its starting size.

Morbid Resilience:

If an attack with the Multiple Wounds special rule successfully wounds Bolothrax, half the number of wounds inflicted (rounding up).

Noxious Bile:

Bolothrax has a strength 3 breath weapon against which armour saves may not be taken.

Sar'tir

Sar'tir Lord of Flame will soon be a name etched onto history. Fate has brought the Lord of Change to this junction and he will not let this opportunity pass him by.

Sar'tir's thirst for power started many thousands of years ago, when he had a very different form to the one he has now. As a mortal Sar'tir would seek out only the boldest and brightest creatures on the face of the planet; and then after many hours of conversation and study he would slaughter them and eat their brains. But still Sar'tir wanted more. So whether it was madness, desperation or a belief in his own mental dexterity Sar'tir challenged the mighty dragon Drakorax to a game of riddles. Drakorax was not known for his mind, nor his patience and in true dragon form he simply immolated Sar'tir. But this was not the end; no it was the beginning. From the fire, like a phoenix, Sar'tir Lord of Flame was born. Now, all these long years later, Sar'tir's thirst for knowledge may finally be quenched by the relics of Khenri's darkest past.



Sar'tir is a LORD choice for a DAEMONS OF CHAOS army.

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

Sar'tir, Lord of Flame

610 Points

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

Daemonic Gifts:

- Blue Fire
- Synaptic Dagger

Special Rules:

- Daemon of Tzeentch
- Daemonic
- Knowledge is Power
- Large Target
- Stubborn
- Terror

Magic:

Sar'tir is a Level 4 Wizard, please see below for further information.

Blue Fire:

Blue Fire is a shooting weapon with the following profile:

Range: 18'

Strength: 4

Special Rules: Multiple shots (D6), Quick to Fire, Warpflame.

Synaptic Dagger: (Magic Weapon)

Hand Weapon. Flaming Attacks. When attacking in close combat the synaptic dagger confers Sar'tir an additional attack for every spell he successfully cast in his previous magic phase. For example if Sar'tir cast 2 spells in his last magic phase the Synaptic dagger confers him 2 additional attacks, for a total of 7 attacks that turn.

Knowledge is Power:

Sar'tir generates 4 spells from the Lore of Fire, Metal and Tzeentch in any combination. Write all three lores down on your army list and declare how many spells from each lore you are generating at the beginning of each of your games. Sar'tir generates between 0 and 4 spells from each lore but cannot know more than a total of 4 spells. Declare how many spells you are rolling for from each lore before any spells are generated. This combination may be changed from game to game.

For example you may decide to roll 1 spell from the lore of fire, 3 from the lore of metal and 0 from the lore of Tzeentch.

Daemons of Chaos Upgrade options:

If your army includes one of the Greater Daemon characters presented above then you gain access to the relevant upgrade option below:

Ka'bandha: Knights of Hell: One unit of Bloodcrushers in your army may have their Scaly Skin (6+) save upgraded to a Scaly Skin (5+) save. Cost: 3pts/model

If your army only includes Daemons of Khorne then all units of Bloodcrushers may purchase this upgrade.

N'Kari: Only the best: One unit of Daemonettes of Slaanesh may be upgraded to have the Always Strikes First special rule. Cost: 1pt/model

If your army only includes Daemons of Slaanesh then all units of Daemonettes may purchase this upgrade.

Bolothrax: Mischief Makers: One unit of Nurglings may be taken as a core unit. Cost: 3pts/model

If your army only includes Daemons of Nurgle then all units of Nurglings may purchase this upgrade.

Sar'tir: Fire Fiends: One unit of Flamers of Tzeentch may add the Quick to Fire special rule to their Flames of Tzeentch ability. Cost: 3 pt/model

If your army only includes Daemons of Tzeentch then all units of Flamers may purchase this upgrade.

We recommend making these greater daemons out of the new Games Workshop Greater Daemons, they're bigger size is a great way to represent these larger stronger models. Plus they are cool models!

Dark Elves:

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.

Dark Elves Upgrade options:

If your army includes Elyria Coldeye then you may upgrade one unit to be *Coldeye's Cutthroats*, do this as follows:

Coldeye's Cutthroats: One unit of Black arc corsairs in your army may be upgraded to strength 4.

Cost: 1pt/model

Dwarfs:

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 World's 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 Rotgrat 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 in the desert.



King Kazador is a LORD choice for a DWARF army.
Some of his Special Rules will be found in Warhammer Armies: Dwarf

<u>King Kazador</u>											<u>28.5 Points</u>
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 runecrafted suit of gnomish 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.

Dwarfs Upgrade options:

If your army includes King Kazador then you may upgrade one unit to be *The Pride of Azul*, do this as follows:

The Pride of Azul: One unit of Dwarf warriors in your army may be upgraded to strength 4. Furthermore whilst King Kazador is in their unit they gain the Stubborn special rule. Cost: 2pt/model

Empire:

Emmanuelle Von Liebwitz

Emmanuelle Von Liebwitz is the Elector Count of Wissenland; meaning that she is the Lady of Nuhn. Nuhn is the second largest city in the Empire and famed for its prestigious technology and extensive use of black powder in war. Whilst Wissenland is somewhat of a backwater, with Emmanuelle detesting the rural land and paupers of her province, Nuhn its Capital, is a wealthy city, with pomp and ceremony to match Emmanuelle's beauty and influence. Many years ago a foreign merchant promised the countess he could insure her legendary beauty would endure for all to see and gave her a large Ruby to fulfil this task. The Ruby had a price however, Emmanuelle had to promise that if the Ruby glowed she would raise her banners and march south to protect the lands from whence it came.

So she now finds herself marching to the south and on this rare occasions the Countess is accompanied by her loyal Iron Guard and intends to employ the most advanced shooting tactics in all of the Empire.



Emmanuelle Von Liebwitz is a LORD choice for an EMPIRE army.
Some of her Special Rules will be found in Warhammer Armies: Empire

Emmanuelle Von Liebwitz

235 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Emmanuelle	4	5	5	4	4	3	5	3	9	Infantry (Special Character)
Mechanical Steed	7	1	0	4	4	1	1	1	2	Cavalry (Special Character)

Equipment:

- Full plate armour

Magic Items:

- Peacemaker
- Ruby Gem of Nuhn
- Wissenland Runefang

Special Rules:

- Beloved Beauty
- Gun discipline of Nuhn
- Hold the line!

Special Rules (Mechanical Steed):

- Impact hits (D3)
- Unreliable

Options:

Emmanuelle may be mounted on a Mechanical Steed.....25 points

Beloved Beauty:

Emmanuelle is well loved by her people, embodying the opulence of Nuhn 'The crown that glitters with a thousand Jewels' in the otherwise backwater of Wissenland. All friendly Empire units within 12" of Emmanuelle benefit from her 'Hold the Line!' special rule, even if she isn't in their unit.

Gun discipline of Nuhn:

If Emmanuelle is included in your army any unit that shoots in the shooting phase with one or more of the following weapons: Pistol, Handgun, Grenade Launching Blunderbuss, Hochland Longrifle, Repeater Pistol, Repeater Handgun, may make a basic move after they have resolved their shots. This move may not be a charge move, and the unit may not march unless the entire unit has the 'Fast Cavalry' special rule. This move follows all of the usual rules for moving units. This rule is not lost if Emmanuelle is slain during the battle.

Peacemaker: (Magic Weapon)

Peacemaker is a Pistol with the Killing Blow special rule.

Ruby Gem of Nuhn: (Talisman)

When Emmanuelle is reduced to her last wound she immediately gains a 2+ ward save. If Emmanuelle regains any lost wounds she immediately loses this ability until she is reduced to a single wound again. If Emmanuelle is reduced to a single wound by an attack which caused multiple wounds, unlike usual, roll this save for each wound beyond her last wound. I.e. if an attack does 5 wounds after saves, take 2 wounds and then roll the 2+ ward save against the remaining 3 wounds. This rule also gives a 2+ ward save against a wound caused with the Killing Blow or Heroic Killing Blow special rule.

Wissenland Runefang: (Magic Weapon)

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

Empire Upgrade options:

If your army includes Emmanuelle Von Liebwitz then you may upgrade one unit to *Iron Guard*, do this as follows:

Iron Guard: One unit of Greatsword in your army may be upgraded to +1 Strength and +1 Toughness. Cost: 1pt/model

Furthermore if your army includes Emmanuelle Von Liebwitz then you may chose to upgrade your Mortar's to *Nuln big Bertha's*, do this as follows:

Nuln big Bertha's: Mortars are moved to the **Rare** slot and as such an army may only include 2. Mortars may not be taken as special choices if you take this upgrade. Shots fired by Nuln Big Bertha Mortars are done so at +1 strength. Cost: 10 points/ mortar.

High Elves:

Hothar the Fey

Hothar the Fey is the Crown Prince of Saphery; a warrior, scholar, noble and archmage. Hothar is famous across Ulthuan for his palace in the sky, a sprawling complex of glass and marble built atop an island of pink stone, it is said that the palace's size is dependant upon Hothar's magical prowess and many believe Hothar could sustain something far larger than the palace's current iteration.

Training firstly as an archmage, as many Sapherians do, it was some 600 years ago that Hothar began to learn the art of the blade from the legendary sword master Analan Brightsword. After being recognised as a Loremaster of Hoeth Hothar returned to his eccentric studies above the clouds.

Barely a decade passed before Hothar was called to war, by now the Crown Prince, Hothar's duty to defend Saphery could not be ignored. He joined his old mentor Analan at the battle of mist cove. Although Hothar experienced his first victory in war, it was not without sacrifice, his former mentor being cut down by Dark Elf crossbow fire at the height of the conflict. After the battle Hothar took up his mentors blade, the famed White Sword of Hoeth and vowed to honour his friends memory with every strike of its magical blade.

That however was not the only thing that changed about Hothar on that faithful day. Since, Hothar has relentlessly drilled himself and his Silver Guard, in the avoidance and deflection of bow fire; determined not to see another so talented in the arts lost to range warfare.



Hothar the Fey is a LORD choice for a HIGH ELVES army.

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

Hothar the Fey

400 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hothar	5	8	4	4	3	3	8	3	9	Infantry(Special Character)

Magic Items:

- Armour of Moonlight
- The White Sword of Hoeth

Special Rules:

- Always Strikes First
- Deflect Shots
- Lightning fast reactions
- Martial Prowess
- Precise Deflection
- Valour of Ages

Magic:

Hothar is a Level 4 wizard. He does not generate spells following the normal rules, but instead always knows the 8 signature spells from the Lore of Battle Magic in the Warhammer Rulebook.

Lightning fast reactions:

When making attacks against Hothar the Fey in close combat, enemy units must re-roll successful hit rolls.

Precise Deflection:

The 6+ Ward save conferred from the Deflect Shots special rule is increased to a 5+ ward save for Hothar and any unit of 'Silver Guard' sword masters he has joined.

Armour of Moonlight: (Magic Armour)

The Armour of Moonlight confers Hothar the Fey a 3+ armour save.

The White Sword of Hoeth: (Magic Weapon)

Hand Weapon. Attacks made with the White Sword of Hoeth are done so at +2 strength and have the Killing Blow special rule.

High Elves Upgrade options:

If your army includes Hothar the Fey then you may upgrade one unit to *Silver Guard*, do this as follows:

Silver Guard: One unit of Sword Masters of Hoeth in your army may be upgraded to Warrior Elite: This unit can re-roll all failed to hit rolls in close combat. In addition the only character that can join a unit of Silver Guard is Hothar the Fey. Cost: 2pt/model

Lizardmen:

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

Lord Ulha'up

450 Points

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 chooses 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.

Lizardmen Upgrade options:

If your army includes Lord Ulha'up then you may upgrade one unit to be *Stone scale guard* do this as follows:

Stone Scale Guard: One unit of Kroxigor in your army may be upgraded to Toughness 5. Cost: 3pt/model

Ogre Kingdoms:

Brute Scargut

Brute Scargut is unique amongst Ogre kind. The most dangerous and famous hunter in the Mountains of Mourn, Brute hasn't just learnt how to survive against all manner of monsters, he has learnt to tame them. It was 12 years before he began to speak Yhetee, and half a dozen more before he could commune with Stonehorn and Thundertusk. Now he is head of what the Ogres call 'The Menagerie', an army of beasts and creatures from the mountain passes.

He has chosen now to descend from the lofty peaks, to head to the land of the dead; Brute wishes to use the power there to bind more monsters to his will, to grow his freakish horde. Many Ogres have been drawn to his banner, believing that he will bring the Great Maw a meal like never before, little do they know they are just as likely to become a meal themselves.



Brute Scargut is a LORD choice for a OGRE KINGDOMS army.
Some of his Special Rules will be found in Warhammer Armies: Ogre Kingdoms

Brute Scargut

300 Points

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

Equipment:

- Great Throwing Spear
- Heavy Armour

Special Rules:

- A loner no more
- Beast bellower
- Fear
- Ogre Charge

Magic Items:

- Greyback Pelt
- The Bigger they are...

A loner no more:

Even though he is a hunter Brute may be your armies general. He may only join units of Sabretusk Packs and Yhetees. Whilst Brute is part of a Yhetee unit he and the unit have the Unbreakable special rule.

Beast bellower:

If Brute is your armies general (and alive!) units of Hunters, Stonehorns, Sabretusk packs, Thundertusks and Yhetees are treated as being within his inspiring presence range even when they are not.

Greyback Pelt: (Magic Armour)

The Greyback Pelt confers Brute Scaly Skin (6+) and Regeneration (5-). Furthermore attacks made against him in close combat are made at -1 strength (i.e. a model that is strength 5 will attack Brute at strength 4).

The Bigger they are...: (Magic Weapon)

Hand Weapon. The Bigger they are confers a different set of bonus' to Brute depending on the number of wounds on the starting profile of the model Brute is attacking, this is as follows:

1-2 Wounds - Brute gains +1 Strength and Attack

3-5 Wounds - Brute gains +1 Strength and Attack and gains the Killing Blow special rule

6+ Wounds - Brute gains +2 Strength and Attacks and gains the Heroic Killing Blow special rule.

Ogre Kingdoms Upgrade options:

If your army includes **Brute Scargut** then you may upgrade one unit to be *The Menagerie* do this as follows:

The Menagerie: One unit of Yhetees in your army may be upgraded to have Regeneration (5+).

Cost: 5pt/model

Orcs and Goblins:

Grothbag da Lucky

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

At every turn Grothbag 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 Kheniri was so urgent that she spared the Goblins and continued to march south. However Grothbag is now certain that the Thasian is in fact in love with him; and so he marches south to support her forces in the coming conflict.



Grothbag 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

Grothbag da Lucky

275 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Grothbag	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:

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

Magic Items:

- Clever Stick
- Cloak of da had moon

Lucky Git:

Grothbag is an incredibly lucky Night Goblin; this confers him the following bonuses.

- When rolling a 1 on a magic mushroom roll do not roll the further D6; treat Grothbag as having rolled a 4+
- When Grothbag 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.
- Grothbag never suffers wounds as a result of himself miscasting, just treat any hits as failing to wound. (This does not prevent Grothbag losing wizard levels or being removed as a casualty as a result of Dimensional cascade)
- Grothbag automatically passes 'Look out Sir' rolls he is called upon to make.

Clever Stick: (Arcane Item)

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

Cloak of da had 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.

Orcs and Goblins Upgrade options:

If your army includes **Grotbag Da Lucky** then you may upgrade up to 2 Arachnarok spiders to be ***Arachno-roka and Arachno-rolla***. You may chose whether to upgrade one or two units. You may do this as follows:

Arachno-roka or Arachno-rolla: Up to two Arachnarok spiders in your army may be upgraded to have Natural Armour (3+) (Instead of the usual 4+). Cost: 10pt/model

Skaven:

Iksha Fastclaw

Iksha Fastclaw is one of the famous Nightlords of Clan Eshin. Once a lowly Nightrunner, across 5 brutal years Iksha has climbed his way to the very top of the shadowy society of his clan.

Iksha Fastclaw is known for his nefarious cunning, which is matched only by his ferocious brutality. Since becoming one of the Nightlords Iksha has left behind his assassin ways; now he must represent the mighty warlord clan as a general. Still it is said that old rats don't learn new tricks and given the opportunity Fastclaw still revels in decapitating mighty heroes in combat or slipping into the shadows for just a moment and appearing somewhere new.

Now he has been sent as an emissary to Khemri, to claim the mighty Ankh for the glory of Skavenblight! But he is no diplo-rat; no, Iksha is a conqueror!



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

Iksha Fastclaw

275 Points

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

Equipment:

- Throwing Stars

Special Rules:

- Always Strikes First
- Dodge (+)
- Old habits...
- Die Hard
- Poisoned Attacks (Throwing Stars only)
- Scurry Away
- Sinking advance
- Strength in numbers
- Verminous valour

Magic Items:

- Black Shroud
- Warpstone Stiletto knife

Old Habits...

Each unsaved wound that Iksha Fastclaw causes in close combat against enemy characters (excluding unit champions) is treated as two wounds for the purpose of calculating combat resolution.

Die Hard:

When Iksha loses his final wound in close combat, he can attempt to take his foe with him. Iksha immediately makes one out of sequence attack with his Warpstone Stiletto knife against the model/unit that killed him. Once this attack is resolved remove him as a casualty in the normal manner.

Black Shroud: (Enchanted item)

Bound spell (power level 5). The Black Shroud can cast the 'Skatterleap' spell from the Skaven spells of Run. Furthermore the bearer of the Black Shroud causes Fear.

Warpstone Stiletto knife: (Magic Weapon)

Hand Weapon. Attacks made with the Warpstone Stiletto knife are made with +1 strength. Furthermore armour saves may not be taken against attacks from the Warpstone Stiletto knife.

Skaven Upgrade options:

If your army includes Iksha Fastclaw then you may upgrade one unit to be *Iksha's Meatshields*, do this as follows:

Iksha's Meatshields: One unit of Nightrunners in your army may be upgraded to have the Poisoned Attacks special rule. Cost: 1pt/model

Tomb Kings:

Setep, Tomb King of Bhagar

Setep is the High King of Bhagar; the city in the shadow of the Eternal Necropolis and the resting place of the Ankh of Djaf. When the God Ptra entombed the Ankh in the Necropolis he came to Setep and tasked him with its protection for all eternity. Since then the Nehekharan's have been re-animated as the undead legions of Khemri and Setep has spent a thousand years in deep slumber.

However with the great necromancers spells disturbing the Ankh and scattering it across the deserts, Setep has been awoken with a single mission; to return the Ankh to its resting place.

In war Setep is an indomitable warrior; his will never wavers, his arm never tires, even the mightiest blows cannot divert him from his glorious purpose. His chariot legions are legendary, huge columns of armoured carriages smashing through the enemies of the restless desert. For Setep the coming conflict represents far more than the fate of his kingdom; it represents the fate of his honour. Ptra gave Setep a vital task, gave him a weapon of great power to do it and the King gave the God his word he would see it done; to fail is to doom his dynasty as well as his lands.



Setep is a LORD choice for a TOMB KINGS army.

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

Setep, Tomb King of Bhagar

200 Points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Thalantor	4	6	3	5	5	4	3	4	10	Infantry (Special Character)
Chariot of Bhagar	-	-	-	4	5	4	-	-	-	Chariot (Special Character)
Skeletal Steel	8	2	-	3	-	-	2	1	-	-

Equipment:

- Light Armour
- Shield

Magic Items:

- Crown of Bhagar
- Glaive of Setep

Special Rules: (Setep only)

- The Curse
- Flammable
- My will be done
- Nehekharan Undead
- Indomitable

Special Rules: (Skeleton Chariot)

- And the Tomb Kings road to war...
- Chariot Legions
- Nehekharan Undead

Mount:

- May take the Chariot of Bhagar.....60 points

Indomitable:

Attacks which inflict Multiple Wounds are always treated as having inflicting 1 wound, when wounding Setep or his chariot. For example if a cannon ball hits Setep and his chariot and successfully wounds both, they both suffer one wound from it rather than the usual D6. This also provides immunity to Killing Blow/ Heroic Killing Blow and the effects of the Flammable special rule.

Crown of Bhagar: (Enchanted item)

The Crown of Bhagar confers Setep a 4+ Ward save. Furthermore if Setep is not joined to a unit then at the start of each of his turns he may select a friendly Nehekharan Undead unit within 12' to receive the benefit of his 'My Will be done' special rule instead.

Glaive of Setep: (Magic Weapon)

Halberd. When Setep declares the target of his attacks with this weapon his opponent must immediately reveal if the target is wearing any magic armour. If so attacks made with this weapon ignore all the effects of the magic armour; treat the target model as not being equipped with the item.

For example if the Glaive of Setep targets a model with the Glittering Scales, the model is not -1 to be hit and does not gain the 'Light armour' bonus to their armour save.

Tomb King Upgrade options:

If your army includes Setep of Bhagar then you may upgrade any number of units to be the *Golden Column*, do this as follows:

Golden Column: Any number of units of Skeleton Chariots in your army may be upgraded to have +1 Toughness. Cost: 3pts/model

Vampire Counts:

Neferata, The First Vampire

Neferata is the self proclaimed Queen of Mysteries and ruler of the Silver Pinnacle (a former dwarf hold). Her history is long and violent; Neferata was Queen of ancient Lhamia, a city gem in the desert. It was her who tried to replicate Nagash's elixir of immortality and whilst her attempt was relatively successful, the cost was a desperate thirst for the blood of the living. One of the most powerful creatures in all of the world, she is returning to Khemri to ensure nobody can use the power of the Ankh to annihilate her ancient home.



Neferata is a LORD choice for a VAMPIRE COUNTS army.

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

Neferata, The first Vampire										600 Points
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Neferata	6	8	6	5	5	4	10	6	10	Infantry (Special Character)
Barded Nightmare	8	2	0	3	3	1	2	1	2	Cavalry (Special Character)

Equipment:

- Heavy Armour

Magic Items:

- Aken-Seth
- Akmet-Kar
- Atef-Ra

Special Rules: (Neferata only)

- Blood Kiss
- The First Vampire
- The Hunger
- Undead
- Vampiric

Mount:

- May take a Barded Nightmare (24pts)

Magic:

Neferata is a Level 4 Wizard who generates her spells from the Lore of Vampires.

Vampire Powers:

- Beguile
- Quickblood
- Supernatural Horror

Blood Kiss:

The first time Neferata slays an enemy character (not a unit champion) in a challenge you may place a vampire hero anywhere within 12' of Neferata, at the end of that combat phase. This new model is equipped with a hand weapon and heavy armour and confers no victory points if it is slain later in the battle. This vampire is however a level 1 wizard and immediately generates a spell from the Lore of Vampires, Shadow or Death. This ability may only be used once per game.

The First Vampire:

- If Neferata is included in your army she must be your armies General.
- Neferata has a 4+ dodge (ward) save.
- Enemy models attempting to hit Neferata in the combat phase suffer a -1 penalty to their to hit rolls.
- Any unit selected from Warhammer Armies Tomb Kings gain the Hatred (Neferata) special rule; High Queen Khalida benefits from this Hatred in every round of combat.

Aken-Seth, The staff of pain: (Arcane Item)

When Neferata successfully casts a magic missile, hex or direct damage spell, each unit targeted suffers an additional D3 strength 5 magical hits after the spell has been resolved. These hits are treated as being caused by the spell for the purposes of Magic Resistance.

Akmet-Kar, The Dagger of Ice: (Magic Weapon)

Hand weapon. Armour Piercing. If Neferata inflicts at least one unsaved wound on an opponent in a challenge, that model immediately has its strength, attacks and toughness characteristics reduced by 1 to a minimum of 1 for the remainder of the game. A model can only be affected by this once per game.

Atef-Ra, The Crown of Lhamia: (Enchanted Item)

The Crown of Lhamia increases the range of Neferata's inspiring presence to 18'. Furthermore friendly units within 18' of Neferata are allowed to march, rather than the usual 12'.

Vampire Counts Upgrade options:

If your army includes Neferata then you may upgrade one unit to be *Medjay Guard* do this as follows:

Medjay Guard:

One unit of Grave Guard in your army may have their heavy armour (5+ save) upgraded to Gromril armour (4+ save). Cost: 2pt/model

OR

One unit of Black Knights in your army may have their heavy armour (5+ save) upgraded to Gromril armour (4+ save). Cost: 2pt/model

Warriors of Chaos:

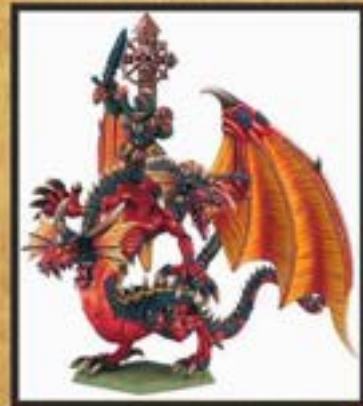
Egrimm Van Horstmann

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 Hysk; 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	9	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)

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.

Suffer no rival:

If your army includes Egrimm Van Horstmann it may not include any other Special Characters.

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.

Special Rules: (Egrimm only)

- Eye of the Gods
- Just as Tzeentch Foretold
- Master of the Skull
- Scourge of The Empire
- Suffer no rival

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.

Warriors of Chaos Upgrade options:

If your army includes Egrimm Van Horstman then you may upgrade any number of units to be *Hardened Zealots*, do this as follows:

Hardened Zealots: One unit of Chaos Marauders may be upgraded to have +1 Toughness. Cost:
1pt/model

Wood Elves:

Thalandor Doomstar

Thalandor is known as 'Doom Star' because he swoops over the dark forest by night hunting for Goblins trying to creep into Athel Loren under cover of darkness. If he spies any from on high, he swoops down between the pines and attacks without mercy, riding upon the back of Gwandor, his faithful Great Eagle.

Gwandor the Black is perhaps the most famous of the Great Eagles. This mighty bird carried Thalandor into battle against the undead hordes of the Vampire Count of Sylvania, and it was the bravery and power of Gwandor that saved Thalandor's life on that grim day.

A Wood Elf contingent that had marched to help the Empire by scouring the grim pine forests of Sylvania for signs of the Count's army, was overwhelmed by Skeleton hordes. The location of the enemy was revealed, but almost at the cost of the entire Elf contingent. Thalandor heroically held back the hordes with his magic until he was beset by Carrion and badly wounded. The Elves escaped, thinking Thalandor had fallen. Meanwhile, Gwandor fought ferociously to rescue his master and carried the wounded Thalandor back to safety.



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

Thalandor Doomstar

450 Points

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:

- Staff of Daith
- Talisman of Qwaar
- Warpaint of Argwylon

Special Rules: (Thalandor only)

- Always Strikes First
- Eaglekin
- Forest Stalker
- The Arrow of Kurnos

Special Rules: (Gwandor)

- Always Strikes First
- Fly

Magic:

Thalandor Doomstar is a Level 4 Wizard who generates his spells from the Lore of High 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.

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.

Staff of Daith: (Magic Weapon)

Asrai Spear. The Staff of Daith contains the Regrowth spell from the Lore of Life. This is a bound spell power level 9.

Wood Elves Upgrade options:

If your army includes Thalador Doomstar then you may upgrade any number of units to be *Warpainted*, do this as follows:

Warpainted: Any number of units of Warhawk Riders in your army may be upgraded to have a 5+ Ward save. This ward save is increased to 4+ against magic spells or shooting attacks. Cost: 5pts/model

Winning and Prizes:

This event will have the following awards:

- Best Campaign Army
- Best Campaign Special Character
- Best Player
- Campaign winning Team
- Best Armies of Preservation player
- Best Raiders of Khemri 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 Armies of Preservation and Raiders of Khemri 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 Armies of Preservation and Raiders of Khemri players respectively, along with a prize.

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 gift vouchers for the Wayland Games Gaming Centre.

Legions Armies:

If you wish to take a Legions army presented in The End Times supplements the following changes to these army lists will apply.

Event Special Characters may NOT be taken in a Legion Army.

Undead Legions-

- No additional restrictions

Legions of Chaos-

- Legions of Chaos armies **WILL NOT** benefit from the **REIGN OF CHAOS** rules presented in End Times: Glotkin. In this campaign Legions of Chaos armies will not use any Reign of Chaos chart at all; even if the army includes Daemons. We will just assume that the Chaos Gods are elsewhere, or that the Daemons presence is not enough to draw the God's attention.
- Legions of Chaos armies still benefit from the **Eye of the Gods** special rule, as per End Times: Glotkin's guidelines, however you use the chart presented in the **Warriors of Chaos Army Book, NOT the Glotkin book.**

Grand Legion of The Everchosen-

- Grand Legion of the Everchosen armies **WILL NOT** benefit from the **REIGN OF CHAOS** rules presented in End Times: Glotkin. In this campaign Grand Legion of the Everchosen armies will not use any Reign of Chaos chart at all; even if the army includes Daemons. We will just assume that the Chaos Gods are elsewhere, or that the Daemons presence is not enough to draw the God's attention.
- Grand Legion of the Everchosen armies still benefit from the **Eye of the Gods** special rule, as per End Times: Glotkin's guidelines, however you use the chart presented in the **Warriors of Chaos Army Book, NOT the Glotkin book.**

The Host of Aestyron-

- No additional restrictions

The Host of the Phoenix King-

- No additional restrictions

The Host of the Eternity King-

- Host of the Eternity King armies **DO NOT** benefit from the sharing of special rules between units. In other words, all units in the army only have the special rules that are presented in their parent army books, models with Martial Prowess for example **DO NOT GAIN** Murderous Prowess in addition and Vice Versa. Wood Elf Units keep the rules presented in their parent army books also.

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 Scorching of Khemri will be held at the Wayland Games Gaming Centre on 26th/27th October 2019.

Wayland Games Gaming Centre

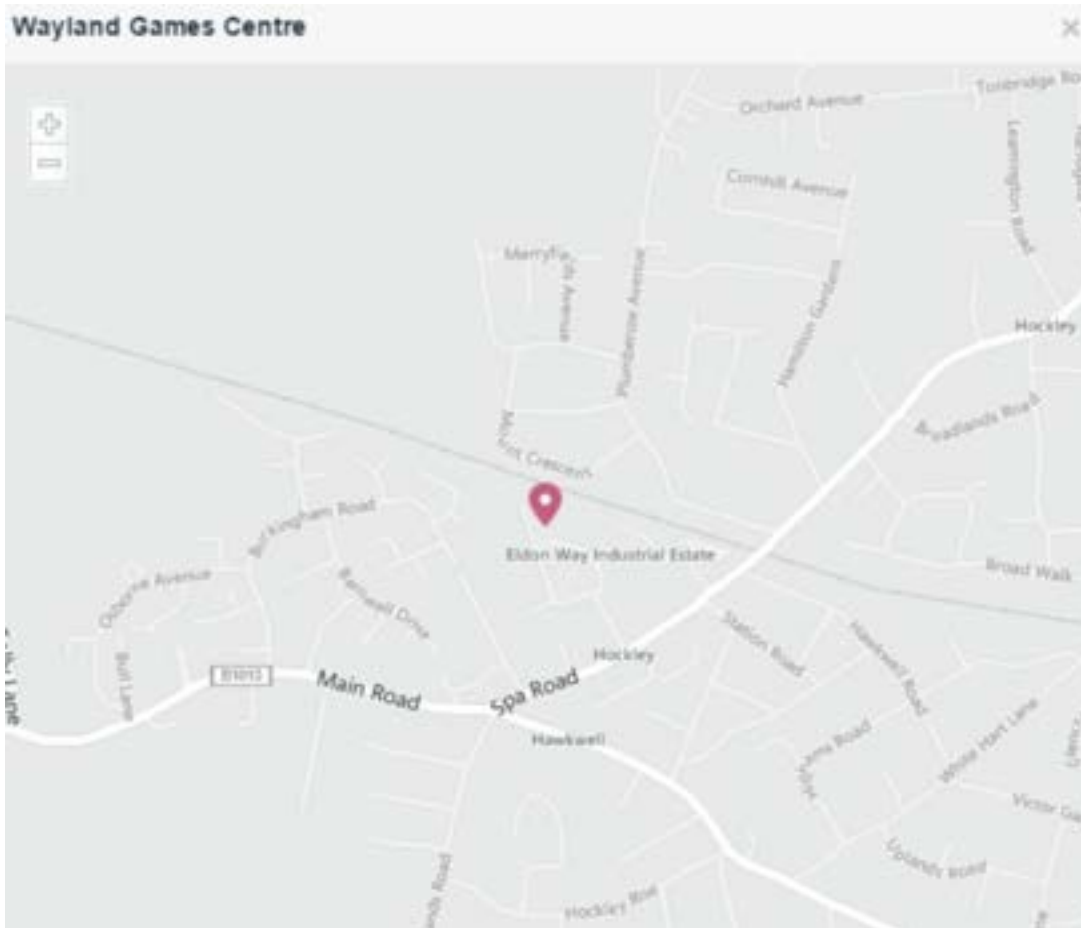
17-19 Eldon Way

Hockley

Essex

SS5 4AD

01702 868040



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 Lore(s) 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 Lore(s) 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 Lore(s) 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.

Any other business:

I 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 me and email on Lamminbassman@gmail.com.

I would like to thank the Crimson Hunters for their feedback and help with creating what we hope is a dynamic and exciting event pack.

A massive thanks also to everyone who converted and painted models for this event pack; Chris, Matt, Scott, Callum, Nick and Tim.

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

Cheers,

James Lammin