

**Thalandor Series Part 3**

# The Sundering of Athel Loren



15-16th October 2022

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## 1) Introduction:

Welcome to The Sundering of Athel Loren Campaign weekend event pack. Let me introduce myself, my name is James 'The Loremaster' Lammin from Triple Crown Wargaming and the team 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 us on:

thetriplecrownnguy@gmail.com

This event is a follow-up to 2019's 'Scorching of Khemri' and 2021's 'Light of Albion' event. The story follows on from the events of those weekends, with several characters returning and this will be the epic conclusion to this 3 part campaign series. This will be a reactive narrative weekend: what happens on the days changes the narrative and will decide the outcome of 3 years of campaign story! To see the story and games of the first 2 events you can check out the packs in our download section (where you found this one) or head over to YouTube or our website to see our play through of the packs. Don't worry if you missed the previous events, you can still take part in this one!

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

- This is a two day event for Warhammer Fantasy Battle 8th edition using 2500 point armies
- It is being held at the St Giles Banqueting & Conference Centre in Colchester Essex (All details of the venue can be found at the bottom of this pack)
- FYI the venue has a private 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.
- **There are 2 types of Tickets this year:**  
**Standard Tickets - which are priced at £35 per person**  
Or  
**Crown Tickets- which come with, Dinner on Saturday night (Burgers and chips), access to a private bar until midnight and our evening entertainment '8th-able' priced at £45 per person - to 'Crown' your ticket, simply select it as an option on the standard ticket page**
- Tickets are available from The Store on [triplecrownwargaming.com](http://triplecrownwargaming.com)
- Food is available to buy from the venue.
- Unpainted armies are allowed but please be aware that this campaign weekend awards players for painting as well as gaming, so if you want the best score possible get those brushes working!

## What can I use?

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

- All the final Warhammer 8th edition Armies books (Beastmen, Bretonnia, Daemons of Chaos, Dark Elves, Dwarfs, High Elves, Lizardmen, Ogre Kingdoms, Orcs and Goblins, Skaven, The Empire, Tomb Kings, Vampire Counts, Warriors of Chaos, and Wood Elves)
- The Legion of Azgorh (Chaos Dwarfs) from the Tamurkhan book
- **The Great Host of Chaos list from the Tamurkhan book is NOT allowed; however the units from it may be taken in their relevant armies as indicated in their relevant army section.**
- **The following End Times lists: Undead Legions, Legions of Chaos, The Host of the Phoenix King, The Host of the Eternity King, The Host of Aestyron and The Grand Legion of the Everchosen are all NOT permitted for this event.**
- **The Warhammer Formations presented in End Times: Thanquol and End Times: Archaon are not allowed.**
- Battle Scrolls, Scrolls of Binding and Monstrous 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 planning to use any converted or third party models please send a photo or two to [thetriplicecrownguys@gmail.com](mailto:thetriplicecrownguys@gmail.com) and we 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
- 6 Objective markers, coins or round bases are ideal, no more than 40mm width.  
Please note: in the event of a tie for Best Player of your faction your counters will be used as the tie breaker, so it might be a good idea to make something cool!
- Any FAQs you will be relying on – if you don't have it and a copy can't be found, expect to be ruled against!

## 2) The Story so far...:

*Time. Time had started this, and Thalador had a strange feeling that time would continue to play more of the role than just passing to the events of the world. It had all been going so well but Albion had changed all that.*

*Thalador stood in the centre of the star, a daemonic herald at each of its 4 points. A ritual like this could only be performed on the first moon of winter, so no matter how much he had wanted to slaughter those pathetic mortals that had dared to stand against him on Albion, he just would not have had time.*

*'Well, now that I have your attention' Thalador addressed the 4 daemons in a lording manner, flapping his insect-like wings as he prowled around the centre of the star.*

*'You shall be my lieutenants you see, each one of you will be empowered by me and go forth to reduce this world to rubble, so that I, in my magnificence, can build a better one in its place.'*

*The heralds gave no response, they were almost catatonic. The binding ritual Thalador had placed upon them was so powerful that they really had very little personality left at this point. This was in reality a programming exercise. Each herald would now be given their new roles and powers in turn, for after all this time it was finally happening.*

*Centuries ago Thalador had suffered the loss of his only son, he'd gone into the Wildwood and never returned. Elves experience emotions far more intensely than a Human or even a Dwarf and the grief was maddening, quite literally. In his agonised state Thalador began to hatch a plan to rebuild the World as one sprawling Wildwood; this would of course, allow him to find his son once more. You see the reason he'd never found him was simply that the wood wasn't large enough. The larger the Wildwood the more places Thalador could search. All these years, all this time, it'd all run so smoothly, right up until that miserable Pillar on that wretched bog Albion. That island would be sunk beneath the waves that's for sure. Had that all run to schedule his enemies would be dead and he wouldn't have been exposed until it was far too late to do anything about it. Still there was enough time, just, to complete his vision and then in the heart of his new Wildwood, Thalador would find his son once more and show him what lengths he had gone to as a father.*

*'Pathetic' The daemon's voice echoed in Thalador's head. 'All that power and you're still crying like a child'*

*The mocking was accompanied by a violent convulsion which had Thalador bent over in agony.*

*'I only want the power to take back what was stolen from me!' Thalador bellowed into the night, at the voice only he could hear.*

*'Power is the reason and here you are giving away my power to these lesser daemons! To make a playground for a dead son!' The pain intensified but gave Thalador focus. With great exertion he righted himself and forced Be'lakor's essence back down into the pit of his stomach.*

*'Now, where was I?' Thalador asked the night sky quizzically. 'Ah, yes, it's time to subjugate my enemies, time to bring them war like they've never known, time to deliver famine to the cities of this world and it's time to feed the Wildwood with their bodies. March forth my apocalyptic Heralds the time is now and not a moment too soon...'*

### **3) Building your Army:**

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

- Your Name at the top
- The name of the faction you are intending to use
- Unit (points), General/magic lore, Upgrades (points), Total points
- Your Armies total points cost
- Your list will need to be submitted to [thetriplicecrownguys@gmail.com](mailto:thetriplicecrownguys@gmail.com) by **SATURDAY 1st OCTOBER 2022**. **Late submission will cause issues with organising teams and balancing this campaign, everyone else taking part is relying on you to submit on time.**

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

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

**\*\*\*PLEASE CHECK THE SUNDERING OF ATHEL LOREN: MONSTERS COMPENDIUM DOCUMENT. THIS GIVES YOU THE OPTION TO ADD CERTAIN ADDITIONAL UNITS TO YOUR ARMY. \*\*\***

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

### **4) The Teams:**

Players will play 5 games to determine whether the 'Armies of the Oak' or the 'Servants of the Wildwood' are triumphant. Players for this event will be divided into two teams, divided by your faction selection. The teams will be:

- Armies of the Oak; Fighting to stop Thalador Ulgu subjugating the Warhammer World.
- Servants of the Wildwood; Fighting to deliver Thalador Ulgu's dark plan.

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 the Oak** - Dwarfs, Tomb Kings, Lizardmen, High Elves, Empire, Bretonnia, Orcs and Goblins and Ogre Kingdoms.

**Servants of the Wildwood** - Wood Elves, Skaven, Dark Elves, Warriors of Chaos, Daemons of Chaos, Chaos Dwarfs, Beastmen and Vampire Counts.

## 5) Campaign Armies, Items and Special Rules:

Players attending the Sundering of Athel Loren campaign weekend gain a whole host of new options: unit upgrades, characters, magic items, and access to army wide abilities to use across the weekend! During this section you will find the options that all armies gain and additional rules for each specific faction.

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

At this event all factions gain the following:

- Armies of the Oak - Armies on this team may dedicate their army to one of the following Gods: **Asuryan, Lileath or Vaul**. Your choice has a big impact on your army so choose wisely!
- Armies of the Oak - Armies on this team may take a Priest of the Pantheon. The Priest they can take is based on which God they dedicated their army too; so an army dedicated to **Asuryan** may take a Priest of **Asuryan**. This Priest is **FREE**.
- Servants of the Wildwood - Armies on this team may dedicate their army to one of the following Gods: **Kurnous, Hekarti or Khaine**. Your choice has a big impact on your army so choose wisely!
- Servants of the Wildwood - Armies on this team may take a Priest of the Pantheon. The Priest they can take is based on which God they dedicated their army too; so an army dedicated to **Kurnous** may take a Priest of **Kurnous**. This Priest is **FREE**.
- Every army gains access to unique magic items based on their God dedications too.

Below you will find a section for each of the God's you can dedicate your army to. Each section includes the army wide bonus you get for choosing that God, the rules for the Priest of that God and the 2 unique magic items available to you for dedicating to that God. An army can only be dedicated to one God.

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

**\*NOTE\*** The Priests of the Pantheon being Free is deliberate; it is to give people a fantastic reason to do some hobby and lets you engage fully with the missions at this event.

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

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

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

## **5i) Dedication to Asuryan**

Armies of the Oak armies may be dedicated to Asuryan. An army may only be dedicated to one God, so choose wisely!

If you dedicate the army to Asuryan your army will gain the following army wide bonus.

**Creator's Courage:** All models in this army add 1 to their Leadership Characteristic. (To a maximum of 10)

In addition armies dedicated to Asuryan gain access to the following unique magic items. Dwarf armies treat these as Ancestral Heirlooms which cannot be combined with Runes.

### **The Phoenix Ruby (Talisman).....40 points**

*This beautiful gemstone glows with the power of the Creator God. It's said that as the last breath of life leaves you the stone erupts infusing the bearer with life-anew.*

One use only. The first time the bearer is removed as a casualty immediately roll a D6. On a roll of a 2+ the bearer is restored to life on one wound. However, so terrifying is this unnatural process that for the remainder of the game the bearer and any unit they are joined to, lose their Creator's Courage leadership bonus.

### **Oil of Asuryan (Enchanted Item).....15 points**

*This ancient oil is poured upon the bodies of the Prince's of Ulthuan, to protect them from the mighty flame of the Creator as they cross through to become a Phoenix King.*

The bearer has a 2+ ward save against flaming attacks. In addition the bearer and any unit they join cause Fear in enemy units which have flaming attacks; this includes wizards who have spells which cause flaming hits etc.

Finally armies dedicated to Asuryan may take a Priest of Asuryan as a Lord choice for their army. This model is **FREE** and may **NEVER** be your armies General. The rules for the Priest of Asuryan are on the following page.

**\*\*Please note: If included in a Tomb Kings army the Priest of Asuryan gains the 'Nehekharan Undead' special rule\*\***



## Priest of Asuryan

The Pantheon of the Elves has aligned itself either for or against Thalador and his plan to reshape the Old World.

Asuryan has offered his gifts to those who wish to follow his guidance and attempt to thwart the Wood Elves schemes. The Priests of Asuryan have devoted themselves to the Creator God to fulfill these aims and now bring a host of powerful buffs and equipment to the Armies of the Oak. Armed with their halberds and lightning reflexes the Priests of Asuryan are crucial to the chances of success in this epic conflict...



A High Elf Priest of Asuryan

Priests of Asuryan are a Lord Choice for 'Armies of the Oak' armies.

They are FREE and follow the rules below.

An Army may only include one Priest of Asuryan.

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

Priest of Asuryan											<u>Free</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Priest	6	4	4	4	4	3	4	2	8	Infantry (Character)	
Warhorse	8	3	0	3	3	1	3	1	5	Cavalry (Character)	

### Equipment:

- Halberd
- Heavy Armour

### Special Rules:

- An advisor not a leader
- Bound Spells
- Chosen of the Pantheon
- Gift of Asuryan

### Mount:

The Priest may be mounted on an Warhorse (Free)

### An advisor not a leader:

A Priest of Asuryan may never be your armies general.

### Chosen of the Pantheon:

This model has a 5+ Ward Save. In addition the Priest may attempt to channel power and dispel dice as if they were a wizard.

### Gift of Asuryan:

The Priest and any unit he is currently in have the Always Strikes First special rule. However other characters in the unit do not gain the Always Strikes First special rule.

### Bound Spells:

The Priest of Asuryan knows the following 2 innate bound spells. Both of these bound spells are power level 5:

- Beseech the Gods: The Priests controlling player immediately gains a Mission Point.
- Light of Battle (Lore of Light)

## 5ii) Dedication to Lileath

Armies of the Oak armies may be dedicated to Lileath. An army may only be dedicated to one God, so choose wisely!

If you dedicate the army to Lileath your army will gain the following army wide bonus.

**Moonlight Blessings:** When calculating Combat Resolution for a combat that includes one or more units with this bonus, add 1 to the total of the units with this bonus. (Please note that this is 1 point of combat resolution per close combat, not per unit in the combat.)

In addition armies dedicated to Lileath gain access to the following unique magic items. Dwarf armies treat these as Ancestral Heirlooms which cannot be combined with Runes.

### **Shard of the Star Crown (Arcane Item).....40 points**

*A slither of the legendary Star Crown of Lileath; it glows brightly in the presence of wicked magics, seeking to quell these nefarious winds.*

Once per game, at the start of an enemy magic phase (after power and dispel dice have been generated) declare that you are using the Shard of the Star Crown. For the duration of that magic phase, any dispel attempt made by the bearer of this item which include a double are considered to be dispelled with irresistible force, as if they had rolled 2 or more 6's in the dispel attempt.

### **Ring of the Waning Moon (Talisman).....35 points**

*This ring glows with the light of the Moon Goddess whenever arcane weaponry seeks to do it's bearer harm.*

Magic weapons lose all of their magical properties when making attacks in close combat against the bearer of the Ring of the Waning Moon. Treat the weapon as a mundane weapon of it's type instead, i.e. the Ogre Blade is treated as a hand weapon.

Finally armies dedicated to Lileath may take a Priest of Lileath as a Lord choice for their army. This model is **FREE** and may **NEVER** be your armies General. The rules for the Priest of Lileath are on the following page.

**\*\*Please note: If included in a Tomb Kings army the Priest of Lileath gains the 'Nehekhara Undead' special rule\*\***

## Priest of Lileath

The Pantheon of the Elves has aligned itself either for or against Thalador and his plan to reshape the Old World.

Lileath has offered her gifts to those who wish to follow her guidance and attempt to thwart the Wood Elves schemes. The Priests of Lileath have devoted themselves to the Moon Goddess to fulfill these aims and now bring a host of powerful buffs and equipment to the Armies of the Oak. Armed with their hand weapon, shield and martial discipline the Priests of Lileath are crucial to the chances of success in this epic conflict...



A High Elf Priest of Lileath

Priests of Lileath are a Lord Choice for 'Armies of the Oak' armies.

They are FREE and follow the rules below.

An Army may only include one Priest of Lileath.

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

Priest of Lileath	M	WS	BS	S	T	W	I	A	Ld	Troop Type	<u>Free</u>
Priest	6	4	4	4	4	3	4	2	8	Infantry (Character)	
Warhorse	8	3	0	3	3	1	3	1	5	Cavalry (Character)	

### Equipment:

- Hand Weapon
- Heavy Armour
- Shield

### Special Rules:

- An advisor not a leader
- Bound Spells
- Chosen of the Pantheon
- Gift of Lileath

### Mount:

The Priest may be mounted on an Warhorse (Free)

### An advisor not a leader:

A Priest of Lileath may never be your armies general.

### Chosen of the Pantheon:

This model has a 5+ Ward Save. In addition the Priest may attempt to channel power and dispel dice as if they were a wizard.

### Gift of Lileath:

The Priest and any unit he is currently in have the Fight in Extra Ranks special rule. However other characters in the unit do not gain the Fight in Extra Ranks special rule.

### Bound Spells:

The Priest of Lileath knows the following 2 innate bound spells. Both of these bound spells are power level 5:

- Beseech the Gods: The Priests controlling player immediately gains a Mission Point.
- Harmonic Convergence (Lore of Heavens)

### **5iii) Dedication to Vault**

Armies of the Oak armies may be dedicated to Vault. An army may only be dedicated to one God, so choose wisely!

If you dedicate the army to Vault your army will gain the following army wide bonus.

**Artisan Guidance:** Models in this army never suffer the penalty for shooting at Long Range. This does not apply to War Machines or units which fire like a War Machine

In addition armies dedicated to Vault gain access to the following unique magic items. Dwarf armies treat these as Ancestral Heirlooms which cannot be combined with Runes.

**Hammer of Vault (Magic Weapon).....45 points**

*This finely crafted forge hammer instantly heats any metal it touches with the heat of a furnace.*

Hand weapon. Close combat attacks made with the Hammer of Vault do not have a strength value, instead they wound their target on a dice score equal to the unmodified armour save of the target unit/ model. So a model with a 4+ armour save will be successfully wounded by this weapon on a roll of 4+. Rolls of a 1 to wound always fail and against a target without an armour save this weapon only successfully wounds the target on a roll of a 6+. No armour saves are permitted against hits from the Hammer of Vault and these attacks are Flaming attacks.

**Artisan's Aegis (Magic Armour).....20 points**

*When thrust forward this ornate shield creates a translucent golden barricade in front of the bearer and nearby allies.*

Model on foot only. Shield. The bearer of the Artisan's Aegis and any unit they join are treated as defending an obstacle when fighting an enemy in their front facing.

Finally armies dedicated to Vault may take a Priest of Vault as a Lord choice for their army. This model is **FREE** and may **NEVER** be your armies General. The rules for the Priest of Vault are on the following page.

**\*\*Please note: If included in a Tomb Kings army the Priest of Vault gains the 'Nehekharan Undead' special rule\*\***

## Priest of Vault

The Pantheon of the Elves has aligned itself either for or against Thalador and his plan to reshape the Old World.

Vaul has offered his gifts to those who wish to follow his guidance and attempt to thwart the Wood Elves schemes. The Priests of Vault have devoted themselves to the Smith God to fulfill these aims and now bring a host of powerful buffs and equipment to the Armies of the Oak. Armed with their great weapons and artisan armour the Priests of Vault are crucial to the chances of success in this epic conflict...



A Lizardmen Priest of Vault

Priests of Vault are a Lord Choice for 'Armies of the Oak' armies.

They are FREE and follow the rules below.

An Army may only include one Priest of Vault.

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

Priest of Vault	M	WS	BS	S	T	W	I	A	Ld	Troop Type	<u>Free</u>
Profile											
Priest	6	4	4	4	4	3	4	2	8	Infantry (Character)	
Warhorse	8	3	0	3	3	1	3	1	5	Cavalry (Character)	

### Equipment:

- Heavy Armour
- Great Weapon

### Special Rules:

- An advisor not a leader
- Bound Spells
- Chosen of the Pantheon
- Gift of Vault

### Mount:

The Priest may be mounted on an Warhorse (Free)

### An advisor not a leader:

A Priest of Vault may never be your armies general.

### Chosen of the Pantheon:

This model has a 5+ Ward Save. In addition the Priest may attempt to channel power and dispel dice as if they were a wizard.

### Gift of Vault:

The Priest and any unit he is currently in treat their armour save as one point higher than normal. However other characters in the unit do not gain this armour save increase.

### Bound Spells:

The Priest of Vault knows the following 2 innate bound spells. Both of these bound spells are power level 5:

- Beseech the Gods: The Priests controlling player immediately gains a Mission Point.
- Enchanted Blades of Aiban (Lore of Metal)

### **5iv) Dedication to Kurnous**

Servants of the Wildwood armies may be dedicated to Kurnous. An army may only be dedicated to one God, so choose wisely!

If you dedicate the army to Kurnous your army will gain the following army wide bonus.

**Hunter's instinct:** All models in this army add 1 to their pursuit rolls.

In addition armies dedicated to Kurnous gain access to the following unique magic items. Daemons of Chaos armies may exchange a Greater Gift for one of these items as if they were a magic weapon.

#### **Spear of the Hunt (Magic Weapon).....50 points**

*Legend says the Spear of the Hunt's edge never dulls and that it has a mind of it's own, always seeking new prey.*

Close Combat attacks made with the Spear of the Hunt have the Multiple Wounds (D3) special rule. In addition the spear may be used as a throwing weapon with the following profile:

Range: 12"      Strength: As user      Special Rules: Multiple Wounds (D3), Quick to Fire & Sniper

#### **Sigil of the Beastlayer (Talisman).....35 points**

*Kurnous protects those who seek the largest and most deadly of prey.*

The bearer has a 3+ ward save against attacks made by models with the Monster, Monstrous Beast or Monstrous Cavalry unit type. This ward save applies to all types of attacks; stomps, thunderstomps, breath weapons etc.

\*Please note\* In the case of Ridden Monsters and Monstrous Cavalry this ward save may only be taken against attacks made by the mount not the rider.

Finally armies dedicated to Kurnous may take a Priest of Kurnous as a Lord choice for their army. This model is **FREE** and may **NEVER** be your armies General. The rules for the Priest of Kurnous are on the following page.

**\*\*Please note: If included in a Vampire Counts army the Priest of Kurnous gains the 'Undead' special rule. If Included in a Daemons of Chaos army the Priest of Kurnous gains the 'Daemonic' special rule and can join units of Daemons and benefit from 'Inspiring Presence' & 'Hold your Ground' as if they had the same Daemonic Alignment.\*\***

## Priest of Kurnous

The Pantheon of the Elves has aligned itself either for or against Thalador and his plan to reshape the Old World.

Kurnous has offered his gifts to those who wish to follow his guidance and support Thalador's schemes. The Priests of Kurnous have devoted themselves to the Hunter God to fulfill these aims and now bring a host of powerful buffs and equipment to the Servants of the Deepwood. Armed with their spear, shield and predatory senses, the Priests of Kurnous are crucial to the chances of success in this epic conflict...



A Wood Elf Priest of Kurnous

Priests of Kurnous are a Lord Choice for 'Servants of the Deepwood' armies.

They are FREE and follow the rules below.

An Army may only include one Priest of Kurnous.

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

Priest of Kurnous	M	WS	BS	S	T	W	I	A	Ld	Troop Type	<u>Free</u>
Profile											
Priest	6	4	4	4	4	3	4	2	8	Infantry (Character)	
Warhorse	8	3	0	3	3	1	3	1	5	Cavalry (Character)	

### Equipment:

- Heavy Armour
- Spear
- Shield

### Special Rules:

- An advisor not a leader
- Bound Spells
- Chosen of the Pantheon
- Gift of Kurnous

### Mount:

The Priest may be mounted on an Warhorse (Free)

### An advisor not a leader:

A Priest of Kurnous may never be your armies general.

### Chosen of the Pantheon:

This model has a 5+ Ward Save. In addition the Priest may attempt to channel power and dispel dice as if they were a wizard.

### Gift of Kurnous:

The Priest and any unit he is currently in have the Devastating Charge special rule. However other characters in the unit do not gain the Devastating Charge special rule.

### Bound Spells:

The Priest of Kurnous knows the following 2 innate bound spells. Both of these bound spells are power level 5:

- Beseech the Gods: The Priests controlling player immediately gains a Mission Point.
- The Savage Beast of Horros (Lore of Beasts)

## **5v) Dedication to Hekarti**

Servants of the Wildwood armies may be dedicated to Hekarti. An army may only be dedicated to one God, so choose wisely!

If you dedicate the army to Hekarti your army will gain the following army wide bonus.

**Gorgon's Fury:** All models in your army gain this bonus. When a model with this bonus rolls a 6 to hit in close combat, it immediately makes another Attack; roll To Hit and To Wound as normal. Attacks generated by this bonus do not generate further attacks. Finally models with this bonus must always pursue (they can never test to restrain pursuit).

In addition armies dedicated to Hekarti gain access to the following unique magic items. Daemons of Chaos armies may exchange a Lesser Gift for the Serpent Staff of Hekarti or may exchange a Greater Gift for the Gorgon's Mane as if they were a magic weapon.

### **Serpent Staff of Hekarti (Arcane Item).....25 points**

*This ornate staff writhes and coils like a raging Cobra whenever it's bearer casts dark enchantments.*

If a spell cast by the bearer does a random number of hits, the bearer can choose to re-roll the result for determining the number of hits the spell inflicts. Please note that if the spell does multiple numbers of dice worth of hits, all the dice must be re-rolled if you choose to use this item. For example, a mid level fireball does 2D6 hits and you roll a 6 and a 1, you must re-roll both of the dice if you wish to use the Serpent Staff of Hekarti, not just the 1.

### **The Gorgon's Mane (Enchanted Item).....50 points**

*A twisted brass face, with closed eyes and a dozen emerald snakes make this mask a terrifying sight to behold; but it's when those eyes open you need to worry...*

The bearer of this item is immune to poisoned attacks (roll to wound as normal). In addition once per game during the close combat phase, instead of making normal attacks the bearer of the Gorgon's Mane may attempt to petrify an enemy model. Select one model in base contact with the bearer, they must immediately take an Initiative test, if the test is passed they averted their gaze in time and there is no further effect, however if the test is failed the target model is removed from play with no saves of any kind allowed. This petrify attack is made at the Initiative step of the bearer.

Finally armies dedicated to Hekarti may take a Priest of Hekarti as a Lord choice for their army. This model is **FREE** and may **NEVER** be your armies General. The rules for the Priest of Hekarti are on the following page.

**\*\*Please note: If included in a Vampire Counts army the Priest of Hekarti gains the 'Undead' special rule. If Included in a Daemons of Chaos army the Priest of Hekarti gains the 'Daemonic' special rule and can join units of Daemons and benefit from 'Inspiring Presence' & 'Hold your Ground' as if they had the same Daemonic Alignment.\*\***



## Priest of Hekarti

The Pantheon of the Elves has aligned itself either for or against Thalador and his plan to reshape the Old World.

Hekarti has offered her gifts to those who wish to follow her guidance and support Thalador's schemes. The Priests of Hekarti have devoted themselves to the Goddess of Dark Magic to fulfill these aims and now bring a host of powerful buffs and equipment to the Servants of the Deepwood. Armed with their daggers and poisons, the Priests of Hekarti are crucial to the chances of success in this epic conflict...



A Marauder Priest of Hekarti

Priests of Hekarti are a Lord Choice for 'Servants of the Deepwood' armies.

They are FREE and follow the rules below.

An Army may only include one Priest of Hekarti.

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

Priest of Hekarti	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Free
Profile											
Priest	6	4	4	4	4	3	4	2	8	Infantry (Character)	
Warhorse	8	3	0	3	3	1	3	1	5	Cavalry (Character)	

### Equipment:

- Heavy Armour
- 2 hand weapons

### Special Rules:

- An advisor not a leader
- Bound Spells
- Chosen of the Pantheon
- Gift of Hekarti

### Mount:

The Priest may be mounted on an Warhorse (Free)

### An advisor not a leader:

A Priest of Hekarti may never be your armies general.

### Chosen of the Pantheon:

This model has a 5+ Ward Save. In addition the Priest may attempt to channel power and dispel dice as if they were a wizard.

### Gift of Hekarti:

The Priest and any unit he is currently in have the Poisoned Attacks special rule. However other characters in the unit do not gain the Poisoned Attacks special rule.

### Bound Spells:

The Priest of Hekarti knows the following 2 innate bound spells. Both of these bound spells are power level 5:

- Beseech the Gods: The Priests controlling player immediately gains a Mission Point.
- Soulblight (Lore of Death) \*Please note, this Soulblight is applied after any effects from the Skaven Spell Wither. This means it cannot be used to remove a unit faster.\*

## 5vi) Dedication to Khaine

Servants of the Wildwood armies may be dedicated to Khaine. An army may only be dedicated to one God, so choose wisely!

If you dedicate the army to Khaine your army will gain the following army wide bonus.

**Murderous Rage:** All models in your army add 1 to any charge rolls they make. This is used to calculate whether a charge is successful or a failed charge.

In addition armies dedicated to Khaine gain access to the following unique magic items. Daemons of Chaos armies may exchange a Greater Gift for either of these items as if they were a magic weapon.

### **Gauntlets of Murder (Magic Armour).....30 points**

*These Gauntlets whisper tales of violence and glory to anyone brave enough to put them on. It's said they were once bright steel and that their deep red colour is down to years of bloody staining.*

The bearer counts their armour save as being 1 point higher than normal. In addition the bearer must issue a challenge if they can do so and may never refuse a challenge. When fighting in a challenge the bearer re-rolls failed To Hit rolls and has the Killing Blow special rule.

### **Mask of Khaine (Enchanted Item).....30 points**

*This crimson headress paints it's bearer in the hidous visage of the God of Murder. Any who wear it are said to be driven into a killing frenzy.*

The bearer of this item has the Frenzy special rule, however instead of conferring the 'Extra Attack' special rule, the Frenzy gained from this item confers an additional D3 attacks instead. Roll each time the bearer attacks. Furthermore the bearer can never lose this Frenzy.

Finally armies dedicated to Khaine may take a Priest of Khaine as a Lord choice for their army. This model is **FREE** and may **NEVER** be your armies General. The rules for the Priest of Khaine are on the following page.

\*\*Please note: If included in a Vampire Counts army the Priest of Khaine gains the 'Undead' special rule. If Included in a Daemons of Chaos army the Priest of Khaine gains the 'Daemonic' special rule and can join units of Daemons and benefit from 'Inspiring Presence' & 'Hold your Ground' as if they had the same Daemonic Alignment.\*\*

## Priest of Khaine

The Pantheon of the Elves has aligned itself either for or against Thalador and his plan to reshape the Old World.

Khaine has offered his gifts to those who wish to follow his guidance and support Thalador's schemes. The Priests of Khaine have devoted themselves to the Hunter God to fulfill these aims and now bring a host of powerful buffs and equipment to the Servants of the Deepwood. Armed with their flail and bitter hatred, the Priests of Khaine are crucial to the chances of success in this epic conflict...



A Vampiric Priest of Khaine

Priests of Khaine are a Lord Choice for 'Servants of the Deepwood' armies.

They are FREE and follow the rules below.

An Army may only include one Priest of Khaine.

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

Priest of Khaine	M	WS	BS	S	T	W	I	A	Ld	Troop Type	<u>Free</u>
Profile											
Priest	6	4	4	4	4	3	4	2	8	Infantry (Character)	
Warhorse	8	3	0	3	3	1	3	1	5	Cavalry (Character)	

### Equipment:

- Heavy Armour
- Flail

### Special Rules:

- An advisor not a leader
- Bound Spells
- Chosen of the Pantheon
- Gift of Khaine

### Mount:

The Priest may be mounted on an Warhorse (Free)

### An advisor not a leader:

A Priest of Khaine may never be your armies general.

### Chosen of the Pantheon:

This model has a 5+ Ward Save. In addition the Priest may attempt to channel power and dispel dice as if they were a wizard.

### Gift of Khaine:

The Priest and any unit he is currently in have the Hatred special rule. However other characters in the unit do not gain the Hatred special rule.

### Bound Spells:

The Priest of Khaine knows the following 2 innate bound spells. Both of these bound spells are power level 5:

- Beseech the Gods: The Priests controlling player immediately gains a Mission Point.
- Flaming Sword of Rhuin (Lore of Fire)

### **Beastmen Unique Army Rules: (Servants of the Wildwood)**

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

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

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

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

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

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

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

**This upgrade is Free.**

#### **The Feral Totem - 50 points (Magic Standard)**

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

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

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

# Gardach Threehorn

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



Gardach Threehorn is a LORD choice for a BEASTMEN army.

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

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

Magic Items:

- The Primal Plate
- Unicorn Heart

Special Rules:

- Manbane
- Primal Fury
- Rabid Chieftain

Rabid Chieftain:

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

The Primal Plate: (Magic Armour)

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

Unicorn Heart: (Talisman)

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

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

Please note an army may only include one Gardach Threehorn.

Gardach Threehorn, Devoted of Khorne.

Special Rules: Mark of Khorne.

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

Points: 310pts

Gardach Threehorn, Devoted of Slaanesh.

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

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

Points: 290pts

Gardach Threehorn, Devoted of Nurgle.

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

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

Points: 310pts

Gardach Threehorn, Devoted of Tzeench.

Special Rules: Mark of Tzeentch, Boon of magic.

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

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

Points: 300pts

### **Brettonnia Unique Army Rules: (Armies of the Oak)**

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.

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

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

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

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

**The upgrade is Free.**

#### **Blessed Tapestry of Bordeleaux - 50 points (Magic Standard)**

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

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

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

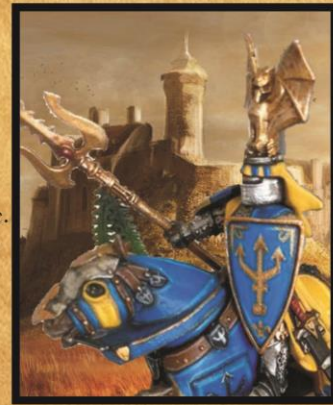
## Duke Albrec of Bordeleaux

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

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

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

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



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

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

### Equipment:

- Heavy Armour
- Shield

### Magic Items:

- Wrath of Manann
- Reliquiae of Duke Marcus

### Special Rules: (Albrec only)

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

### Virtue:

- The Virtue of the Disciplined
- Shield

### Mount:

- Barded Bretonnian Warhorse

### Relentless Precision:

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

### The Virtue of the Disciplined:

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

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

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

### Reliquiae of Duke Marcus: (Enchanted item)

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

### Wrath of Manann: (Magic Weapon)

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

### **Chaos Dwarfs Unique Army Rules: (Servants of the Wildwood)**

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

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

**The upgrade is Free.**

#### **The Garagroath Stone - 45 points (Magic Standard)**

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

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

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

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

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



## Moktar the Cruel

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

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

After the carnage of Albion, Moktar now mobilises legions of Chaos dwarfs to sow even more destruction in the forest of Athel Loren.



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

### Moktar the Cruel

275 Points

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

#### Equipment:

- Blackshard Armour
- Hobgoblin Shieldbearers

#### Special Rules:

- Bull blood
- Contempt
- Relentless
- Resolute
- Stubborn

#### Magic Items:

- Hat of Hashut
- Soul Render

#### Bull blood:

Moktar the Cruel has Scaly Skin (6+).

#### Hobgoblin Shieldbearers:

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

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

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

#### Soul Render: (Magic Weapon)

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

#### Hat of Hashut: (Talisman)

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

### Daemons of Chaos Unique Army Rules: (Servants of the Wildwood)

Daemons of Chaos players may choose to include **ONE** of the following Malevolent Heralds as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- The Malevolent Herald must be your armies general (The Malevolent locus each Herald has is treated as higher than an Exalted Locus from the Daemons of Chaos army book)
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select the relevant *Magic Standard* detailed below as their Magic Standard (Rules below)
- **Any** Soul Grinder's in your army may be upgraded to engines of the apocalypse; these Soul Grinder's upgrade their Natural Armour (4+) to Natural Armour (3+).

**This upgrade is Free.**

#### Icon of Subjugation - (Xalkor, Malevolent Herald of Subjugation) 65 points (Magic Standard)

*This icon hungers for the winds of magic, absorbing power that targets it; changing it to protect those who march under its shadow.*

Daemon of Tzeentch Battle Standard Bearer only.

The bearer has the Magic Resistance (2) special rule. In addition a unit with this banner adds +1 to its combat resolution.

#### Icon of War - (Kazorat, Malevolent Herald of War) 85 points (Magic Standard)

*This icon suffuses those nearby with the vigour of fresh combat.*

Daemon of Khorne Battle Standard Bearer only.

The bearer and any unit that they have joined are treated as having successfully charged in every round of close combat for the purposes of calculating their strength value. In addition a unit with this banner adds +1 to its combat resolution.

#### Icon of Famine - (Systila, Malevolent Herald of Famine) 95 points (Magic Standard)

*Enemies that fall under the shadow of this eyrie standard are struck by crippling hunger; withered by their ravenous desire.*

Daemon of Slaanesh Battle Standard Bearer only.

Enemy units in base contact with the bearer of this standard suffer -1 to their Toughness value, to a minimum of 1. In addition a unit with this banner adds +1 to its combat resolution.

#### Icon of Death - (Decastus, Malevolent Herald of Death) 75 points (Magic Standard)

*This icon feasts on the spirits of the dead, growing in power along with its gruesome tally.*

Daemon of Nurgle Battle Standard Bearer only.

Whilst the bearer of this standard is alive and on the tabletop your army gains the Tally of Death special rule. At the end of each of your player turns count up how many total models have been slain so far in the game (friendly and enemy) and then consult the table below.

If 10+ models have been removed increase your Generals Inspiring Presence range by 3".

If 25+ models have been removed increase your Battle Standard bearers 'Hold your ground' range by 3".

If 40+ models have been removed the bearer causes Terror.

All effects are cumulative.

In addition a unit with this banner adds +1 to its combat resolution.

# Xalkor, Malevolent Herald of Subjugation

Thalandor has empowered 4 Daemonic Heralds to be the harbingers of his Crusade of Conquest. The first of his new lieutenants is Xalkor, Malevolent Herald of Subjugation, who's role is to dominate Thalandor's enemies with magic. The greatest threat to the Wood Elf's plan is enemy sorceries and this is why Thalandor has gifted the twisted Daemon the dreaded staff of Subjugation. Xalkor takes great pleasure in proving his magical superiority and thanks to this magic weapon he can exact even more pain and suffering whilst doing so.

Like all Tzeentchian creatures Xalkor is an agent of change and with his new found powers the Malevolent one takes great delight in mixing and matching the winds of magic to devastate enemy ranks and monsters alike; a talent that will be of the utmost importance in the thick forests of Athel Loren.



Xalkor is a LORD choice for a DAEMONS OF CHAOS army.  
Some of his Special Rules will be found in Warhammer Armies: Daemons of Chaos

<u>Xalkor, Malevolent Herald of Subjugation</u>										<u>365 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Xalkor	4	4	4	4	3	3	4	2	8	Infantry (Special Character)

Daemonic Gifts:

- Staff of Subjugation

Special Rules:

- Daemon of Tzeentch
- Daemonic
- Malevolent Locus of Subjugation

Magic:

Xalkor, Malevolent Herald of Subjugation is a Level 4 wizard who generates spells from the Lore of Tzeentch, the Lore of Fire and the Lore of Metal in any combination.

May be mounted on one of the following:

- Disc of Tzeentch.....20 points
- Burning Chariot of Tzeentch.....70points

Malevolent Locus of Subjugation:

Spells cast by this model and any model in their unit re-roll to wound rolls of a 1; In addition they are also resolved at +1 strength.

Staff of Subjugation: (Magic Weapon)

The bearer of this staff makes a number of channel attempts equal to the current turn number. Furthermore, whenever an enemy wizard attempts to dispel a spell cast by the bearer and fails, that wizard takes a hit with a strength of D6. This hit is a Magical Attack and has the Warpflame special rule.

# Kazorat, Malevolent Herald of War

Thalandor has empowered 4 Daemonic Heralds to be the harbingers of his Crusade of Conquest. Kazorat, the Daemon of Khorne has been entrusted with leading Thalandor's armies on the field of battle. Being a shackled daemon of the Blood God makes Kazorat an ideal dog for this role.

Kazorat thrives on proving himself in combat, slicing and lancing his way through any foolish enough to stand in his path. Thalandor enhanced Kazorat's existing tools of war to even more devastating effect, turning his hellblade and locus up to unseen levels. He's now a killing machine, spilling blood, splitting bone and taking skulls for himself now as much as for any of his dark masters.

Soon he'll be putting these talents for violence to the test, in the dark forest of Athel Loren...



Kazorat is a LORD choice for a DAEMONS OF CHAOS army.  
Some of his Special Rules will be found in Warhammer Armies: Daemons of Chaos

## Kazorat, Malevolent Herald of War

325 Points

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

### Daemonic Gifts:

- Brass Hauberk
- The Hellshard

### Special Rules:

- Daemon of Khorne
- Daemonic
- Magic Resistance (2)
- Malevolent Locus of War
- Scaly Skin (6+)

May be mounted on one of the following:  
 Juggernaught of Khorne.....50 points

### Malevolent Locus of War:

This model and all models in their unit re-roll all failed To Hit rolls when fighting in close combat.

### Brass Hauberk: (Magic Armour)

Heavy Armour. Non-magical attacks must re-roll successful to wound rolls against the bearer of the Brass Hauberk.

### The Hellshard: (Magic Weapon)

Attacks made with the Hellshard have the Killing Blow special rule. In addition the Hellshard contains a strength 4 Breath weapon with the Armour Piercing special rule.

\*\*Please note \*\* The Armour Piercing only applies to the breath weapon, not the regular attacks made with The Hellshard.

# Systila, Malevolent Herald of Famine

Thalador has empowered 4 Daemonic Heralds to be the harbingers of his Crusade of Conquest. Systila was a simple herald of Slaanesh, but when the chance to grab some extra power came to hand, she was not going to miss it.

Now as the Malevolent Herald of Famine, Systila can truly indulge her desire for excess... suffering. Where Systila walks entire armies succumb to hunger and weakness, villages tear themselves apart, literally eating the flesh of their fellow citizens and still finding no way to satisfy their hunger. Those that do attempt to banish the daemon in combat find little success there either. Her terrifying speed and skill, combined with Thalador's magical lash ensures that even the most well armoured warriors are no match for this cruel mistress.

Systila now stalks the forest, in search of new pleasures...



Systila is a LORD choice for a DAEMONS OF CHAOS army.  
Some of his Special Rules will be found in Warhammer Armies: Daemons of Chaos

<u>Systila, Malevolent Herald of Famine</u>											<u>330 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Systila	6	7	6	4	3	3	8	5	8	Infantry (Special Character)	

#### Daemonic Gifts:

- Aura of Starvation
- The Ephemeral Lash

#### Magic:

Systila, Malevolent Herald of Famine is a Level 2 wizard who generates spells from the Lore of Shadow.

#### Special Rules:

- Daemon of Slaanesh
- Daemonic
- Malevolent Locus of Famine

May be mounted on one of the following:

- Steed of Slaanesh.....25 points
- Seeker Chariot of Slaanesh.....85 points
- Exalted Seeker Chariot of Slaanesh.....190 points

#### Malevolent Locus of Famine:

This model and all models in her unit have the Always Strikes First and Fight in Extra ranks special rules.

#### Aura of Starvation: (Arcane Item)

When casting Melakoth's Mystifying Miasma, The Enfeebling Foe and The Withering, Systila's controlling player may re-roll the D3 which determines the stat reduction as a result of these spells, providing the spells were cast by Systila.

#### The Ephemeral Lash: (Magic Weapon)

Armour Saves cannot be taken against wounds caused by the Ephemeral Lash.

# Decastus, Malevolent Herald of Death

Thalandor has empowered 4 Daemonic Heralds to be the harbingers of his Crusade of Conquest. Decastus is the final member of Ulgu's 4 and his task is to manage the dead after Thalandor's conquest is complete. Nurgle's followers are known for their 'gardening' and returning the many corpses to the earth is easy work for a creature of Decastus' skill. In battle Decastus feeds upon the souls of the dead to empower his spell casting or grow his influence on the flow of conflict. Decastus' scythe is the tool with which much of his work is done, Thalandor's magic has suffused this corrupted farming tool, to better influence the wind of Shyish and not a moment too soon as Death is now at hand...



Decastus is a LORD choice for a DAEMONS OF CHAOS army.  
Some of his Special Rules will be found in Warhammer Armies: Daemons of Chaos

<u>Decastus, Malevolent Herald of Death</u>										<u>350 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Decastus	4	5	5	5	5	3	4	4	8	Infantry (Special Character)

Daemonic Gifts:

- Putrid Scythe
- The Stench of Death

Magic:

Decastus, Malevolent Herald of Death is a Level 2 wizard who generates spells from the Lore of Death.

Special Rules:

- Daemon of Nurgle
- Daemonic
- Malevolent Locus of Death

May be mounted on one of the following:

Palanquin of Nurgle.....50 points

Malevolent Locus of Death:

This model and any model in their unit re-rolls to hit rolls of a 1. In addition if they have poisoned attacks, these attacks wound automatically on a to hit roll of 5+.

Putrid Scythe: (Magic Weapon)

Great Weapon. Poisoned attacks. The bearer of the Putrid Scythe gains +1 to cast spells from the Lore of Death.

The Stench of Death: (Enchanted Item)

Enemy units in base contact with Decastus, Malevolent Herald of Death suffer -1 to their Leadership.

### **Dark Elves Unique Army Rules: (Servants of the Wildwood)**

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

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

**The upgrade is Free.**

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

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

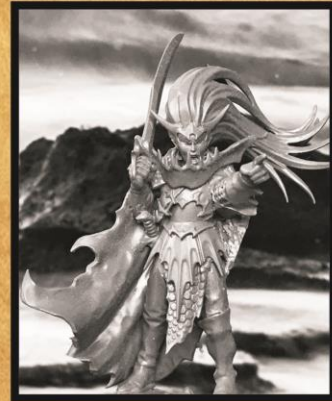
Master Battle Standard Bearer only. If an enemy unit in base contact with this standard flees, subtract 2" from their total flee distance. (This does affect the total required to catch the fleeing unit).

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

# Elyria Coldeye

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

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



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

## Elyria Coldeye

255 Points

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

### Equipment:

- Sea Dragon Cloak

### Special Rules:

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

### Magic Items:

- Armour of Mathlan
- Cutlass of Frost

### Sirens Song:

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

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

### Armour of Mathlan: (Magic Armour)

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

### Cutlass of Frost: (Magic Weapon)

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



### Dwarfs Unique Army Rules: (Armies of the Oak)

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

- Graff Bittersteel must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*Bittersteel's Battle Standard*' as their Magic Standard (Rules below)
- **One unit** of Ironbreakers in your army may be upgraded to Forge Guard. This units Attacks Characteristic is increased from 1 to 2.

**The upgrade is Free.**

#### **Bittersteel's Battle Standard - 75 points (Magic Standard)**

*This standard is emblazoned with the Rune of the Bittersteel. Dwarf-crafted weapons move with a life of their own whenever they are in the presence of Graff's greatest Rune, gliding effortlessly towards the enemies most vulnerable areas...*

Battle Standard Bearer only. The bearer of this standard adds 1 to their Toughness value.

In addition the bearer of this standard and any unit they are part of gain the Killing Blow Special Rule. \*Please note that other characters in the unit do not gain the Killing Blow Special Rule\*.

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

# Graff Bittersteel

Graff Bittersteel, as his name may suggest is a gruff and unforgiving fellow. Not unusual traits in a Dwarf but Graff has more cause than many to be particularly bitter.

As a Runelord at the mighty hold of Karak Azul, Graff studied under the mighty Thorek Ironbrow. His natural talent for Rune Lore quickly came to the fore, developing several experimental runes of his own to continue to improve his forging talents. Dwarfs are conservative folks, they don't like change and often shun even powerful new technologies and runes for fear of losing touch with tradition. When Graff developed the Rune of Bittersteel, Thorek finally saw red. He drove Graff from the forge but found himself being overruled by King Kazador himself. The old King saw many benefits to Graff's work. However with the death of Kazador on Albion, there will be no life for Graff in the hold. So in true Dwarf fashion, Graff has raised an army to head to Athel Loren and avenge his fallen King.



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

<u>Graff Bittersteel</u>										<u>240 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Graff	3	6	4	4	7	3	3	2	10	Infantry(Special Character)

#### Magic Items:

- Bittersteel Plate
- Black-Iron Hammer
- Rod of Office
- Shield of Valaya

#### Special Rules:

- Ancestral Grudge
- Armour Piercing
- Forgefire
- Lord of the Forge
- Magic Resistance (3),
- Relentless
- Resolute
- Rune Lore

#### Options:

Graff may be mounted on an Anvil of Doom.....170 points

#### Lord of the Forge:

When mounted on an Anvil of Doom, increase the range of Graff Bittersteel's Inspiring Presence by 6"

#### Bittersteel Plate: (Magic Armour)

The Bittersteel Plate is Gromril armour. In addition the Bittersteel Plate increases Graff's Toughness value by 2 (This is already included in his profile. Furthermore if the Bittersteel Plate is lost for any reason, Graff Toughness is reduced to 5).

#### Black-Iron Hammer: (Magic Weapon)

Graff may attempt to channel power dice just as a wizard does. In addition when attempting to cast bound spells from the Anvil of Doom, any successful casting attempt which includes a double is cast with irresistible force.

#### Rod of Office: (Enchanted Item)

All friendly units within 12" of the bearer of the Rod of Office gain Magic Resistance (3).

#### Shield of Valaya: (Magic Armour)

Shield. The Shield of Valaya gives the bearer a 3+ Ward save against magical attacks.

## The Empire Unique Army Rules: (Armies of the Oak)

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

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

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

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

**The upgrade is Free.**

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

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

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

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

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

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

## Field Marshal Otto Von Houst

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



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

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

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

### Equipment:

- Full plate armour
- Pistol
- Shield

### Special Rules:

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

### Options:

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

### Magic Items:

- Runefang

### Battlefield manoeuvres:

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

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

### Master of Parry:

Otto Von Houst may always take a parry save, even though he has a magic weapon and even if he is mounted, charged in the flank etc. Furthermore the save provided by his parry save is a 5+. When an enemy model/unit attacks Otto in combat keep a note of how many to hit rolls of a 1 were made (After re-rolls). Immediately after the models/units attacks have been resolved (including saving throws being taken) Otto can make an additional attack for every 1 to hit on him. These attacks must be directed back on the models/unit which rolled the 1's to hit. Otto cannot attack if he has already been slain.

### Runefang: (Magic Weapon)

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

### **High Elves Unique Army Rules: (Armies of the Oak)**

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

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

**The upgrade is Free.**

#### **The Banner of Asuryan - 80 points (Magic Standard)**

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

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

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

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

## Alathan, The Phoenix Lord

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



Alathan is a LORD choice for a HIGH ELVES army.

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

### Alathan, The Phoenix Lord

310 Points

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

#### Equipment:

- Heavy armour

#### Magic Items:

- The Blade of Asuryan  
- The Phoenix Ward

#### Special Rules:

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

#### The Phoenix Lord:

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

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

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

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

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

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

#### The Blade of Asuryan: (Magic Weapon)

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

#### The Phoenix Ward: (Magic Armour)

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

### **Lizardmen Unique Army Rules: (Armies of the Oak)**

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

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

**The upgrade is Free.**

#### **The Glyph of Hysh - 40 points (Magic Standard)**

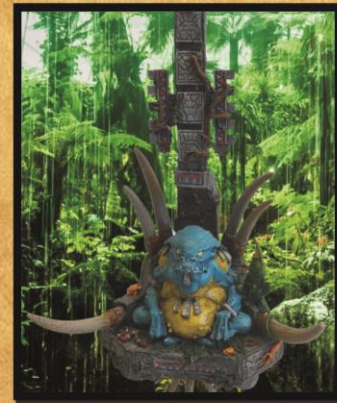
*The Slann Mage's of Lustria's mastery of magical symbols and runes is perhaps the most proficient in the world. This standard is one such rune; a channel for the wind of Hysh and mighty aid to any Light wizard who understands its secrets.*

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

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

# Lord Ulha'up

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



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

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

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

Equipment:  
- Hand Weapon

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

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

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

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

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

The Orb of Chiquibol: (Arcane Item)  
Whenever Ulha'up suffers a miscast his controlling player rolls twice on the miscast table and choses which one of the two results to apply.

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



### Ogre Kingdoms Unique Army Rules: (Armies of the Oak)

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

- Ozog Worldburner must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select 'Worldburner' as their Magic Standard (Rules below)
- **Any unit** of Leadbelchers in your army may be upgraded with explosive powder; these units may re-roll To Hit rolls of a 1 when making shooting attacks.

**The upgrade is Free.**

#### **Worldburner - 60 points (Magic Standard)**

*This tapestry is woven with runes and glyphs which burn bright whenever the wild fire of Aqshy is present. Like a true Ogre the standard swallows this energy and belches it at nearby foes.*

Battle standard Bearer only. The bearer of this standard has the flaming attacks special rule, a 4+ ward save against flaming attacks and causes Terror in units of war beasts, cavalry, and chariots. In addition, The Worldburner is activated whenever a friendly wizard successfully casts a spell from the lore of fire within 24" of this standard. After the effects of the spell have been resolved, select an enemy unit within 24" and line of sight of the bearer of this standard; that unit immediately suffers D6 strength 4 hits with the flaming attacks special rule. The target unit may be engaged in close combat.

# Ozog Worldburner, Prophet of Fire Mouth

Ozog Worldburner unique amongst the Ogre tribes. Like all fire belly's Ozog dedicated himself to the Volcano God at the Fire Mouth, however when pulled back to the crater of the Volcano Ozog was speaking in language no one could understand. In moments of clarity Ozog spoke of burning great forests and lighting the shadows of this world.

By the time Ozog regained consciousness, he already had a cohort of believers by his side. His reputation quickly grew, as Ozog showed an affinity with the wind of Aqshy unlike any Ogre before him and before too long Ozog had established the Cult of the Volcano God.

Now armed with his mighty mace and belching forth a gout of fire, Ozog is heading to Athel Loren to fulfill his first prophetic vision in the heart of the forest.



Ozog is a LORD choice for a OGRE KINGDOMS army.

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

## Ozog Worldburner, Prophet of Fire Mouth

390 Points

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

### Equipment:

- Mace of Fire Mouth
- The Mantle of Lava

### Magic:

Ozog Worldburner is a Level 4 wizard who generates spells from the Lore of Fire.

### Special Rules:

- Blessing of the Volcano God
- Cult of Fire Mouth
- Fear
- Loremaster (Lore of Fire)
- Raging Fire Breath
- Ogre Charge.

### Cult of Fire Mouth:

The followers of Ozog are totally devoted to the Volcano God; if your army includes Ozog Worldburner it does not need to include a wizard using the Lore of the Maw.

### Raging Fire Breath:

Ozog Worldburner has a strength 5 Breath Weapon with the Flaming Attacks special rule.

### Mace of Fire Mouth: (Magic Weapon)

Great Weapon. Attacks made with the Mace of Firemouth are Flaming Attacks. In addition, once per game instead of attacking in close combat the bearer may make an eruption attack. The eruption attack is made at the initiative of the bearer. Roll a D6, the result is the range of the eruption attack. All models (friend and foe) within range suffer an automatic strength 4 hit with the flaming attacks special rule.

### The Mantle of Lava: (Talisman)

When rolling to wound the bearer of this item, do not use the bearers Toughness value. Instead the bearer is only ever successfully wounded on a roll of 6+.

### Orcs and Goblins Unique Army Rules: (Armies of the Oak)

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

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

**The upgrade is Free.**

#### The Unlucky Stick - 50 points (Magic Standard)

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

Goblin Battle Standard Bearer only.

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

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

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

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

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

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

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

## Grotbag da Lucky

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

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

Grotbag does have one thing that his luck never seems to turn up for; love. This little Goblin has been rejected by just about every race in the Warhammer World and after the Siren's treatment on Albion, he has vowed to come to Athel Loren and get his revenge on that stinking sea witch!



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

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

### Grotbag da Lucky

275 Points

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

#### Equipment:

- Hand Weapon
- Magic Mushrooms

#### Special Rules:

- Fear Elves
- Hatred (Dwarfs)
- Lucky Git

#### Magic:

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

#### Magic Items:

- Clever Stick
- Cloak of da bad moon

#### Lucky Git:

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

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

#### Clever Stick: (Arcane Item)

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

#### Cloak of da bad moon: (Talisman)

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

### **Skaven Unique Army Rules: (Servants of the Wildwood)**

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

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

**The upgrade is Free.**

#### **The Skurvy Roger - 65 points (Magic Standard)**

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

Battle Standard Bearer only.

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

## Captain Blacktail

Captain Vrisk Blacktail is a Clawcaptain of Clan Skurvy and is notorious in the ports of Tilea; with seafarers refusing to speak his name lest it curse their voyage. Aboard the 'Teeth of Spineport' the Clawcaptain leads deadly raids across the high seas, having clashed more than once with Elyria Coldeye's crew whilst in search of riches. However after the disappointment of Albion, the wily Skaven has turned his ship to a new course. Heading to the heart of the Old World, Blacktail has primed his cannons and prepared his slaves for battle anew. There is much much, win win, to be had in the service of Thalador Ulgu and maybe some treasure too.



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

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

### Equipment:

- Heavy armour

### Magic Items:

- The Skurvy Tricorne  
 - The Spineport Billhook  
 - Warplock Fusil

### Special Rules:

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

### Clawcaptain:

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

### Dirty Fighter:

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

### The Spineport Billhook: (Magic Weapon)

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

### The Skurvy Tricorne: (Enchanted Item)

The bearer has a 3+ ward save.

### Warplock Fusil: (Magic Weapon)

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

### Tomb Kings Unique Army Rules: (Armies of the Oak)

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

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

**The upgrade is Free.**

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

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

Battle Standard Bearer only.

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

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

## Khiraf the Architect

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



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

### Khiraf the Architect, The Crimson Queen

240 Points

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

Equipment:  
- Light armour

Magic Items:  
- The Artisan Death Mask  
- The hawks Lash and poniard

Special Rules:  
- The Curse  
- Flammable  
- Nehekharan undead  
- Will of the Architect

#### Will of the Architect:

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

#### The Hawks Lash and Poniard: (Magic Weapon)

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

#### The Artisan Death Mask: (Talisman)

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



### Vampire Counts Unique Army Rules: (Servants of the Wildwood)

Vampire Counts players may choose to include The Red Duke as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- The Red Duke must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*El Syf's Tapestry*' as their Magic Standard (Rules below)
- **Any unit** of Blood Knights may be upgraded to have the Dark Blessing. These units have a 6+ ward save. This ward save is increased to a 5+ against attacks with a strength of 5 or greater.

**The upgrade is Free.**

#### El Syf's Tapestry - 40 points (Magic Standard)

*The Tapestry of El Syf tells the story of this noble heroes greatest life achievements. His honour and valour are embroidered for all to behold. Thanks to this banner, many have fell at the hand of the Duke, caught short whilst mesmerised by this beautiful heirloom.*

Battle Standard Bearer only.

Whilst the standard is alive and on the tabletop all friendly units are treated as being within 12" of it for the purposes of calculating the number of wounds they suffer as a result of the unstable special rule, or as a result of the death of the General. In addition enemy units may never declare a stand and shoot reaction against the bearer or any unit they are a part of.

## The Red Duke

The Red Duke is a name whispered in taverns up and down the land of Bretonnia. A monstrous legend of a once great Duke reduced to naught but evil by the mighty vampire Aborash. After he fled the Second Battle of Ceren field the Duke has spent his time hiding in the dense woodland on the borders of Bretonnia and Athel Loren.

Now with Thalandor's dark magic spreading across the forest, the Duke has been compelled back to war once more, to slaughter the knightly forces that drove him out and betrayed him all those years previous. Once more the legendary El Syf will lead an errantry war across the Old World, and woe betide anyone who gets in his way!



The Red Duke is a LORD choice for a VAMPIRE COUNTS army.  
Some of his Special Rules will be found in Warhammer Armies: Vampire Counts.

<u>The Red Duke</u>										<u>500 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
The Red Duke	6	9	5	5	5	3	7	5	9	Cavalry (Special Character)
El Morzillo	8	3	0	4	4	1	2	2	2	

### Equipment:

- Lance

### Special Rules: (Red Duke only)

- El Syf  
 - The Fallen Duke  
 - Fractured  
 - Frenzy  
 - The Hunger  
 - Undead  
 - Vampiric

### Magic:

The Red Duke is a Level 2 Wizard who generates his spells from the Lore of Vampires.

### Magic Items:

- The Armour of Blood  
 - The Blade of Vaulting Gold

### Vampire Powers:

- Aura of Dark Majesty  
 - Fear Incarnate  
 - Red Fury

### Mount:

- The Red Duke is mounted on his undead horse El Morzillo

### El Syf:

Feared throughout Araby as 'El Syf' or the Sword, The Red Duke will never miss the opportunity to prove himself against a worthy adversary. He may never refuse a challenge issued by the enemy General.

### The Fallen Duke:

The Red Duke has not forgotten the Bretonnian Ways of War. Whenever the Duke makes a successful charge (or Overrun) he may choose to use his Lance for the first round of combat, instead of the Blade of Vaulting Gold. In addition any model selected from Warhammer Armies Bretonnia gains Hatred(The Red Duke).

### Fractured:

The Red Duke's 500 year imprisonment has twisted his mind, confusing current foes with enemies of ages past. At the start of the game nominate one enemy character; The Red Duke is convinced this Character is his nemesis King Louis. When attacking that Character in close combat the Red Duke re-rolls all failed to hit rolls.

### The Armour of Blood: (Magic Armour)

The Armour of Blood confers a 1+ armour save which cannot be improved by any means and a 5+ Ward Save.

### Blade of Vaulting Gold: (Magic Weapon)

The Red Duke has +3 attacks when using this magic weapon. In addition when fighting in a challenge the bearer re-rolls failed to wound rolls.

### **Warriors of Chaos Unique Army Rules: (Servants of the Wildwood)**

Warriors of Chaos players may choose to include Astorica, War Queen of Hrothrax as a Lord choice in their army for this event (rules below). If they do so the following rules apply:

- Astorica, War Queen of Hrothrax must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*Totem of the Monolith*' as their Magic Standard (Rules below)
- **Any unit** of Marauder Horsemen may be upgraded to Queen's Cavalry. These units increase their Strength value from 3 to 4.

**The upgrade is Free.**

#### **Totem of the Monolith - 75 points (Magic Standard)**

*The endless legions of Marauders from the Monolith are the lifeblood of Astorica's armies. The sheer press of bodies forcing the opponents of the War Queen back!*

Battle standard Bearer only.

The bearer of this standard has a 5+ ward save. In addition any unit containing this banner doubles the combat resolution it generates as a result of rank bonus - meaning it can generate up to 6 points for rank bonus.

## Astorica, War Queen of Hrothrax

Astorica is a Norse War Queen and a feared name throughout the land of Kislev. Her marauder followers run into the thousands and she is known for simply throwing bodies at an problem until it has been resolved. That isn't to say she is without skill. The War Queen of Hrothrax has laid many a lordling aside with a swing of her icy axe and it's said she even once felled a mighty chaos dragon too. However her search for glory has bought her far farther south than ever before, and this time by ship. Hrothrax's brutal mistress searches for what has become of Be'lakor, to see if there is a portion of his power left to be had for herself.



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

<u>Astorica, War Queen of Hrothrax</u>										<u>290 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Astorica	4	7	4	4	3	3	6	4	9	Infantry(Special Character)
Darkmane	8	3	0	3	3	1	3	1	5	Cavalry(Special Character)

### Magic Items:

- Axe of the Frozen Wastes
- The Mammoth Cataphract
- Norse Rune Shield

### Special Rules:

- Brutal Ruler
- Eye of the Gods
- Fast Cavalry (If mounted on Darkmane)
- Gift of the Gods.

### Options:

- May select one of the following-
- Mark of Nurgle.....10 points
  - Mark of Khorne.....10 points
  - Mark of Tzeentch.....10 points
  - Mark of Slaanesh.....5 points

May be mounted on Darkmane  
at a cost of 20 points

### Brutal Ruler:

Astorica gains the Stubborn special rule whilst she is part of a unit of Chaos Marauders or Marauder Horsemen.

### Gift of the Gods:

If Astorica is required to roll on the eye of the God's table, do not roll the dice. Instead she is treated as always having rolled one of the following results, based on the Mark of Chaos she has chosen.

No Mark of Chaos: Aura of Chaos

Mark of Nurgle: Unholy Resilience

Mark of Tzeentch: Murderous Mutation

Mark of Slaanesh: Dark Fury

Mark of Khorne: Slaughterers Strength.

### Axe of the Frozen Wastes: (Magic Weapon)

Close combat attacks made with the Axe of the Northern Wastes are made at +2 strength. In addition enemy characters or monsters who suffer one or more unsaved wounds from the Axe of the Frozen Wastes half their Initiative for the rest of the game.

### Norse Rune Shield: (Magic Armour)

Shield. Enemy models attacking the bearer of this item lose all strength bonus' conferred from magical or mundane weapons.

### The Mammoth Cataphract: (Magic Armour)

The Mammoth Cataphract is a suit of armour made up of heavy armour and a helm, for a total of a 4+ armour save which can be improved as normal. In addition the bearer has Impact Hits (1) and a 5+ Ward Save.

### **Wood Elves Unique Army Rules: (Servants of the Wildwood)**

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

- Thalador Ulgu must be your armies general
- You may **NOT** take any other special characters
- Your army Battle Standard Bearer may select '*Spite-full Standard*' as their Magic Standard (Rules below)
- **Any unit** of Dryads may be upgraded to Horrors of the Deepwood. These units increase their Strength Characteristic from 3 to 4.

**The upgrade is Free.**

#### **Spite-full Standard - 75 points (Magic Standard)**

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

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

Battle Standard Bearer only.

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

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

# Thalandor Ulgu

After consuming the essence of the daemon Be'lakor on the blighted isle of Albion Thalandor has returned to his home of Athel Loren to enact his final plan. After waiting over 181 years, the newly christened Thalandor Ulgu will use the shadowy powers he has imbibed to re-shape the world into one gigantic Wildwood. However not all is well. For the first time Thalandor's plan has not run to schedule, his enemies are amassing against him and even his new lieutenants may not be enough to stem the growing opposition to his plans. As the Elven pantheon now wades into the fray not only does Thalandor's plan hang far more in the balance than ever before but the conflict threatens the very fabric of reality itself; and then there's the voice. Always there, laughing, goading, mocking. What will happen next is anyone's guess but what is for sure is this, Thalandor Ulgu will reap a bloody tole on this world before its all over.



Thalandor is a LORD choice for a WOOD ELVES army.

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

<u>Thalandor Ulgu</u>										<u>480 Points</u>
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Thalandor	5	8	7	5	4	3	8	4	10	Monstrous Infantry (Special Character)

#### Equipment:

- Crown of Shadows
- Sceptre of Daith
- The Ephemeral Shield.

#### Special Rules:

- Always Strikes First
- Fly
- Forest Spirit
- Forest Stalker
- Loremaster (Lore of Shadow)
- Price of Power
- Scaly Skin (4+)
- Terror
- Unbreakable

#### Magic:

Thalandor Ulgu is a Level 4 wizard who generates spells from the Lore of Shadow.

#### Price of Power:

Thalandor Ulgu must be your army's General. In addition, the Daemon Be'lakor writhes within Thalandor's corrupted form, desperate to tear himself free. At the start of each friendly turn you must take a Price of Power test. Roll a D6, on a roll of a 2+ nothing happens, however on a roll of a 1 Be'lakor has taken control! For the remainder of your player turn Thalandor Ulgu loses the Inspiring Presence rule and may not March, as he wrestles back control from the Dark Master. In addition, for the purposes of special rules, or abilities like the Lore of Light lore attribute Exorcism, Thalandor is treated as a Daemon.

#### Crown of Shadows: (Enchanted Item)

As long as Thalandor is alive, on the tabletop and has not failed his Price of Power test. Units with the Forest spirit special rule are always treated as being within range of Thalandor's inspiring presence, regardless of how far away they are from Thalandor.

#### Sceptre of Daith: (Magic Weapon)

Attacks made with the Sceptre of Daith have the armour piercing special rule. In addition the Sceptre of Daith contains the 'Tree Singing' spell found on page 63 of Warhammer Armies: Wood Elves. It has a power level of 8.

#### The Ephemeral Shield (Magic Armour)

Shield. The Ephemeral Shield confers Thalandor a 5+ Ward save and Magic Resistance(2). In addition enemy units making shooting attacks against Thalandor suffer -1 to their To Hit rolls .

## **6) The Missions:**

The following are the 5 missions that you will play for the Campaign weekend. Each of the first 4 missions will see the players battling their way southwards through Athel Loren towards the Oak of Ages, before fighting all the way to the Wildwood! After each round of games the team which won the most will win that round, bringing their team one step closer to being crowned the campaign winning team. However the team that is currently losing at the start of each round will find themselves getting a handsome bonus; so victory brings new challenges for our players!

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

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

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

*'On these glades the fate of this world will be decided and when it's all over, I will reshape the feral lands beyond these borders.'*

Thalandor Ulgu

# Game 1: Battle of Eternal Moonlight

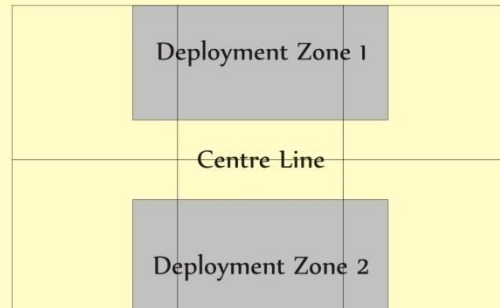
Lileath & Hekarti battle for supremacy

## Deployment:

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

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:

### Missions points:

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

Each game has several ways to score these Mission points: The games objectives and magic spells cast by your Priest of the Pantheon.

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

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

## Objectives

### 'Key players':

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

### 'Sorcerers Duel':

You immediately score 1 Mission point each time you successfully dispel an enemy spell.

### 'Slay the witch!':

Immediately score 1 Mission point each time an enemy wizard is killed. Furthermore, if at the end of the game your opponent has no wizards alive and on the tabletop you gain an additional 3 Mission points.

Priest of the Pantheon are not considered wizards for the purposes of this mission. Runesmiths, Runelords and Graff Bittersteel however, are considered wizards for the purposes of this mission.

## Game Length:

This game lasts 6 turns.



# Game 2: Conduits of Power

## Vaul & Kurnous test their skills

### Deployment:

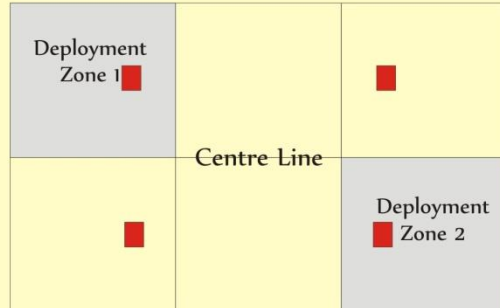
The deployment zones are measured 24" from the players right-hand short board edge and 24" from the long board edge (Fig.1).

After deployment zones have been marked out place 4 objectives on the table. These should be no larger than 40mm round and must be placed in the centre of each table quarter (red squares fig.1).

Players roll off to see who deploys first and then take turns to deploy one unit each.

After all units are deployed 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:

#### Missions points:

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

#### Objectives

##### 'Key players':

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

##### 'Divine Intervention':

The player who's team is currently losing the campaign begins the game on 1 additional Mission point.

##### 'Search for Power':

At the beginning of the first game turn, after seeing who goes first randomly select one of the 4 objectives. This objective is the active conduit for turn 1. The player who controls the conduit at the end of the Game Turn, gains 1 Mission point. To control an objective you must have more fortitude points within 3" of the objective than your opponent. Fortitude points are explained in the Blood and Glory mission on page 148 of the Warhammer Rulebook. At the beginning of each subsequent game turn randomly select one of the 3 inactive objectives. For the duration of that Game Turn this objective is now the active conduit. Again, the player who controls it at the end of the Game Turn scores a Mission point. Repeat this process every turn.

##### 'Conduit Aura':

If a Priest of the Pantheon casts the 'Beseech the Gods' bound spell within 6" of an active conduit, double the Mission points gained from casting the spell.

### 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.

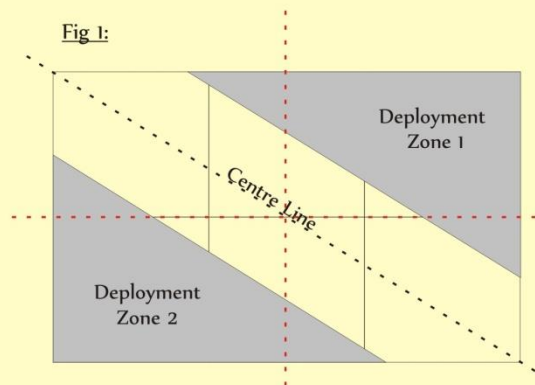
At the end of Turn 7, the game automatically ends.

# Game 3: Clash at the Myrgan Stones

Asuryan & Khaine go to war

## Deployment:

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



## Victory Conditions:

### Missions points:

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

### Objectives

#### 'Key players':

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

#### 'Divine Intervention':

If one team is currently winning the campaign, then the player who's team is currently losing begins the game on 1 additional Mission point.

#### 'Seize the Glory':

Immediately score 1 Mission point whenever an enemy model is slain in a challenge. If the enemy model was mounted on a monster or chariot then you gain an addition Mission point if that mount was also slain in the challenge.

#### 'Champion of the Gods':

At the end of the game score 1 Mission point if the enemy Priest of the Pantheon has been slain. This is increased to 3 Mission points if your Priest of the Pantheon is still alive and on the tabletop.

## 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: Heart of the Forest

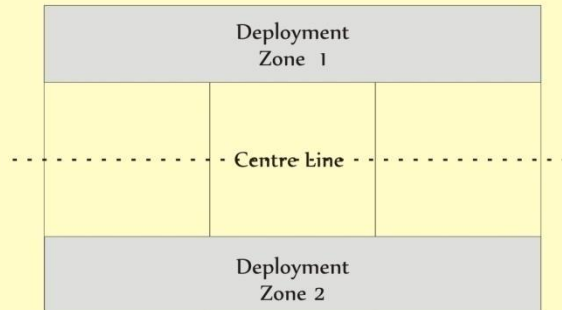
## The Oak of Ages

### Deployment:

Both players roll off, the winner chooses a side of the table. Deployment zones are 12" on from the long board edge (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:

#### Missions points:

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

#### Objectives

##### 'Key players':

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

##### 'Divine Intervention':

If one team is currently winning the campaign, then the player who's team is currently losing begins the game on 1 additional Mission point.

##### 'Heart of the Forest':

At the beginning of the game, after establishing deployment zones but before deploying any units each player takes it in turns to place 3 objective markers each (for a total of 6 objectives). These markers must be placed more than 12" away from any other objective marker and more than 6" away from any board edge. At the end of each players movement phase one infantry, monstrous infantry or cavalry character in base contact with an objective may test to see if it is the 'Heart of the Forest'. Roll a D6, on a roll of a 6 you have found the 'Heart of the Forest'. Immediately discard any other objective markers and ensure you and your opponent are both clear on the character that found the Heart.

On a roll of 1-5 immediately remove the objective marker you tested on. You have not found the Heart, continue to follow the same process on the outstanding objective markers, until you roll a 6 or until only 1 marker remains, in which case that one automatically becomes the Heart and the player who's eligible model ends it's movement phase in base contact with it first is considered to be the one who found it.

At the end of the game if the model with the Heart is still alive, the models controlling player scores 3 Mission points. If the model with the Heart has instead been slain, then the other player scores those 3 Mission points.

##### 'Breakthrough':

At the end of the game score 1 Mission point for each unit you have wholly within the enemy deployment zone.

### 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.

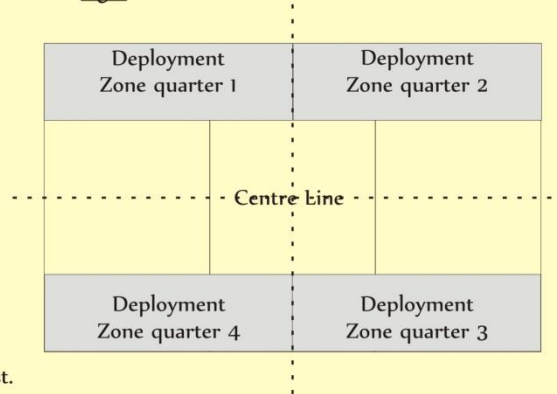
# Game 5: Darkness of the Wildwood

## The final showdown

### Deployment:

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

Fig 1:



### Victory Conditions:

#### Missions points:

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

#### Objectives

##### 'Key players':

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

##### 'Divine Intervention':

If one team is currently winning the campaign, then the player who's team is currently losing begins the game on 1 additional Mission point.

##### 'A time for Heroes':

At the end of the game score 1 Mission point if the enemy General has been slain, this is increased to 3 Mission points if your General is still alive and on the tabletop.

##### 'Fly the Colours':

Immediately score 1 Mission point each time an enemy unit standard or battle standard is slain (that's both at range or in close combat).

##### 'End the Sermon':

Immediately score D3 Mission points if the enemy Priest of the Pantheon is slain.

### Game Length:

This game lasts 6 turns.

## 7) Winning and Prizes:

This event will have the following awards:

- Best Campaign Army
- Best Campaign Special Character
- Best Priest
- Best Player
- Campaign winning Team
- Best Armies of the Oak player
- Best Servants of the Wildwood 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 the Oak and Servants of the Wildwood 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 the Oak and Servants of the Wildwood players respectively, along with a prize.

\*Please note\* If the score for best player is a draw, then the 6 campaign markers you bring with you will be used as the tie breaker. So make sure yours are as cool as possible!

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

On Sunday lunchtime you will be able to display your army for the Best Campaign army award. This will be judged by the Triple Crown Wargaming Team and is the best painted and modelled army at the event. The army we 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 and Best Priest competition. You can enter one model which represents one of the special characters and one of the Priests from this event pack. The models must represent the rules of the model and be fully painted to be considered. It will be judged by the team, for theme and overall finish. The winning characters 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.

**The Prizes:**

Best Campaign Army - A Trophy and some framed Warhammer Artwork

Best Campaign Special Character - A Trophy and some Triple Crown Wargaming Merchandise

Best Priest - A Trophy and some Triple Crown Wargaming Merchandise

Best Player - A Trophy and a fantasy goblet

Best Armies of the Oak player - Custom dice tray

Best Servants of the Wildwood player - Custom dice tray

Campaign winning Team - Certificates for each player

**8) 8th-able!:**

If you 'Crown' your event ticket then you receive a handful of awesome event additions. You get dinner on Saturday night at the venue (we all have to eat!), you also get access to the venue bar until midnight on Saturday evening (that's a private bar!). However, by far the best part of Crowning your ticket (in our humble opinions!) is that you can take part in our totally unique and in no way inspired by anything else game: 8th-able!

Attendees group up into teams of up to 6 players, to build lists of 8 answers to some of the trickiest Warhammer questions we can devise! All in the historic surroundings of St Giles Banqueting Hall, a 1000 year old church! You'll need to think fast as these lists of 8 will be timed and will cover every element of Warhammer Fantasy! The winning team will get a free round of drinks by way of a prize!

Make sure you brush up on your Warhammer knowledge to come out on top!

## **9) 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

**10) Event hall location details:**

The Sundering of Athel Loren will be held at the St Giles Banqueting & Conference Centre in Colchester on 15-16th October 2022.

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





## **11) 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 precedence.

- **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 to hit rolls 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.

- If an attack that inflicts multiple wounds hits a unit with multiple wounds, you roll to determine the number of multiple wounds inflicted one dice at a time. Wounds do not spill over. If a model in the unit has already lost wounds; wounds caused must be allocated on to that model first. For example: A unit of ogres takes 3 successful wound rolls from a multiple wound (D3) attack. They fail all of their armour saves. So you then roll the first multiple wounds dice, inflicting 2 wounds onto the first Ogre, leaving him on 1 remaining wound. The second multiple wound dice is then rolled, inflicting 3 wounds. The Ogre on 1 remaining wound is removed from play by this attack and the 2 excess wounds are lost. You then roll the final multiple wound dice, scoring a 1, wounding a second ogre once.
- 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 effect while Epidemius is held in reserve.
- Hits from the Reign of Chaos are always treated as having hit the front arc of the targeted unit.
- 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
- Hits from magic missiles are treated as a shooting attack for the purposes of calculating if a lone character may make a 'Look Out Sir!' roll.
- When casting a Magical Vortex the caster must nominate a direction in which the template moves. When doing this the direction in which the template travels must remain inside the casters' front arc.
- The Spell Penumbral Pendulum (Lore of Shadow) may target units that are engaged in close combat.
- The spell Drain Magic (Lore of High Magic) ends the cumulative effects of the following spells: Wither (Skaven Spells of Plague) and Plague of Rust (Lore of Metal).
- The -15 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 Banner of the World Dragons 2+ ward save may not be taken against Arnzipals Black Horror, as this spell does not cause wounds, it removes the model from play.
- 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.
- **Ward saves from Magic Resistance may not be taken against Arnzipals Black Horror, as this spell does not cause wounds, it removes the model from play.**
- 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.
- A shot from a doom diver war machine may never hit more than a single unit; if two units are struck by a doom diver marker the controlling player decides which one they hit. (This is to avoid issues with the size of the marker etc).
- **If a War Machine is hit as a result of a unit of Squigs 'exploding', hits are distributed against the toughness of the War Machine not the crew.**
- 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.
- **Doom Rockets are treated as a shooting weapon for the purposes of firing them.**
- 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. (Please note : no part of the model may take more wounds than it currently has remaining.)
- Wood Elves armies may duplicate their enchanted across more than one unit.
- **If you chose to mount the sisters of Twilight on Gwindalor, then treat them as a ridden monster for the purposes of attacking them or allocating/ randomising hits on them. For any other purpose treat them as monstrous cavalry as per their army book entry.**
- 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:**

We would like to hope that as a team we have covered almost all the eventualities and questions above, however if you are unsure of anything please just drop us an email at [thetriplecrownnguys@gmail.com](mailto:thetriplecrownnguys@gmail.com).

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

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

Cheers,

James 'The Loremaster' Lammin