



GENERAL'S HANDBOOK 2017

Official FAQs and errata, Version 1.0

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 90 – Daemons of Nurgle

Add the following to the table:

'Allies: Brayherds, Chaos Gargants, Everchosen, Monsters of Chaos, Hosts of Slaanesh, Slaves to Darkness (excluding units with mark of TZEENTCH), Warherds'

Page 96 – Deadwalkers, Allies

Change to:

'Allies: Deathlords, Flesh-eater Courts, Deathrattle, Deathmages, Nighthaunt, Soulblight'

Page 117 – Allegiance Abilities, Mounts

Change the second sentence to:

'In all such cases, any command traits or magical artefacts can only be used to affect attacks made by the hero, and have no effect on attacks made by the their mount unless specifically stated otherwise.'

FAQs

Q: Scenery models have a Pitched Battle profile. Does this mean I can include them in my army if I pay the points for them?

A: No, the points are included for those instances when a spell or ability allows you to set up the scenery model, so that you will know how many reinforcement points it costs in a Pitched Battle.



CHAOS

Official FAQs and errata, Version 1.2

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ERRATA

REALMGATE WARS: GODBEASTS

Page 283 – Bloodscorch Bulltribe

Change the second bullet point under the Organisation header to:

'3 units of Bullgors'

GRAND ALLIANCE: CHAOS

Page 23 – Godsworn Champions of Ruin

Change the first bullet point under the Organisation header to:

'1 unit chosen from the following list: Daemon Prince, Chaos Lord on Manticore, Chaos Sorcerer Lord on Manticore, Chaos Sorcerer Lord, Lord of Chaos, Chaos Lord on Daemonic Mount'

Page 252 – Clanrats, Strength in Numbers

Add the word 'instead' to the end of the second sentence.

Page 281 – Hell Pit Abomination, Damage Table

Change the last value under 'Wounds Suffered' to '9+'

BLADES OF KHORNE

Page 79 – Battle Traits, Blood for the Blood God!

Change the first sentence of the last paragraph to:

'Unless stated otherwise in the rule for a reward, Blood Tithe points can be expended at the start of either player's hero phase, but only once per phase.'

Page 79 – Blood Tithe Table, Murderlust

Change the rules text to:

'Select a **KHORNE** unit from your army; that unit can

move as if it were the movement phase. If it is within 12" of an enemy model, it can either move as if it were the movement phase or charge as if it were the charge phase.'

Page 79 – Blood Tithe Table, Apoplectic Frenzy

Change the rules text to:

'Select a **KHORNE** unit from your army that is within 3" of an enemy model; that unit can immediately pile in and attack as if it were the combat phase.'

Page 80 – Command Traits, Khorne Daemon, Devastating Blow

Change the rules text to:

'Each time you roll a wound roll of 6 or more for your general (but not for attacks made by their mount), that attack inflicts a number of mortal wounds equal to its Damage characteristic instead of its normal damage (do not make a save roll).'

Page 104 – Council of Blood, Fierce Rivals

Change the rules text to:

'In each of your hero phases, pick one **BLOODTHIRSTER** from the Council of Blood that is within 3" of an enemy unit to pile in and make attacks. If that Bloodthirster kills an enemy **HERO** or **MONSTER**, or slays the last model in an enemy unit, you can immediately pick another **BLOODTHIRSTER** from the Council of Blood that is within 3" of an enemy unit to pile in and make attacks with. You can continue to do this until either each model in the battalion has attacked once in this manner, or one of them fails to slay an enemy **HERO** or **MONSTER**, or slay the last model in an enemy unit.'

Page 105 – Blood Hunt, Blood Mark

Change the rules text to:

'After set-up, but before the battle begins, pick an enemy **HERO** to receive Khorne's blood mark. At the start of each of your hero phases, you can roll two dice for each unit from the Blood Hunt that is more than 3" from any enemy models. You can then move the unit being rolled for a distance up to the result of the roll (it cannot run, or end the move within 3" of an enemy model). The unit must finish the move closer to the enemy model with the blood mark.'

Page 108 – Charnel Host, Butchers of Khorne

Change the rules text to:

‘In each of your hero phases, you can pile in and attack with any units from a Charnel Host that are within 3" of an enemy model and within 8" of their battalion’s Bloodthirster of Unfettered Fury.’

Page 110 – The Reapers of Vengeance, Khorne’s

Vengeance Made Manifest

Change the rules text to:

‘This ability replaces the Blood Mark ability of any Blood Hunts in this battalion and applies to all of the units from the Reapers of Vengeance. After set-up, but before the battle begins, pick D3 enemy units to receive Khorne’s blood mark (they do not have to be **HEROES**). At the start of each of your hero phases, you can roll two dice for each unit from the Reapers of Vengeance that is more than 3" from any enemy models. You can then move the unit being rolled for a distance up to the result of the roll (it cannot run, or end the move within 3" of an enemy model). The unit must finish the move closer to an enemy unit with the blood mark.’

Page 111 – The Bloodlords, Exalted Loci of Khorne

Change the rules text to:

‘If any units of Bloodletters and/or Bloodcrushers from the Bloodlords are within 3" of an enemy model and within 8" of any of the battalion’s **BLOODLETTER HEROES** at the start of your hero phase, they can immediately pile in and each model in the unit can make a single attack with one of their melee weapons.’

Page 116 – Skulltake, Reaping Strikes

Change the rules text to:

‘Skullreapers from a Skulltake are in a frenzied fury whilst they are within 12" of the battalion’s Bloodstoker. If the wound roll for a Skullreaper in a frenzied fury is 6 or more, add 1 to the Damage characteristic of the weapon they are using for that attack. If the Skulltake contained the maximum number of units at the start of the battle, then this ability applies to all Skulltake units whilst they are within 12" of the Bloodstoker.’

Page 122 – The Goretide, Aqshy’s Bane

Change the rules text to:

‘In each of your hero phases, if the Goretide’s Mighty Lord of Khorne is within 8" of any enemy models he can pile in up to 8" and attack. If he does so, you can re-roll all failed hit rolls for the Goretide’s Mighty Lord of Khorne, including any attacks made with the Blood-dark Claws of his ferocious Flesh Hound.’

Page 137 – Bloodseccator, Portal of Skulls, Rage of Khorne

Change to:

‘*Rage of Khorne*: Add 1 to the Attacks characteristic for melee weapons used by friendly **KHORNE** units while they are within 18" of any models with this ability. In addition, do not take battleshock tests for friendly

KHORNE units while they are within 18" of any models with this ability.’

Page 141 – Aspiring Deathbringer with Goreaxe and Skullhammer, Bane of Cowards

Change the last sentence to:

‘If any enemy models flee within 8" of this Aspiring Deathbringer in the battleshock phase, if this model is within 3" of an enemy model at the end of that phase, this model can pile in and attack as if it were the combat phase.’

DISCIPLES OF TZEENTCH

Page 73 – Spell Lores

Change to:

‘**Spell Lores**: The champions of Tzeentch have ever been feared for their mastery of the sorcerous arts. **WIZARDS** from your army gain one spell from one of two spell lores – the Lore of Fate or the Lore of Change – depending on whether they are a mortal sorcerer or one of Tzeentch’s daemons.’

Page 74 – Battle Traits, Masters of Destiny

Change the Damage roll bullet point to:

- Damage roll (e.g. any roll that determines a Damage characteristic, but not any roll that determines the number of mortal wounds inflicted by a spell or ability)’

Page 75 – Tzeentch Arcanites, Boundless Mutation

Change the last sentence to:

‘On a roll of 1, your general suffers 1 mortal wound; if this slays the general, before you remove the general’s model, you can add a Chaos Spawn to your army and set it up within 1" of your general.’

Page 75 – Tzeentch Arcanites, Cult Demagogue

Change to:

‘**Cult Demagogue**: Add 2 to the Bravery characteristic of friendly **TZEENTCH ARCANITE** units whilst they are within 9" of the general.’

Page 76 – Treasures of the Cults, Ambition’s End

Change the last two sentences to:

‘On a roll of 5 or more, the **HERO** suffers 1 mortal wound and, if they are a **WIZARD**, they also forget a randomly selected spell that they know.’

Page 76 – Treasures of the Cults, Windthief Charm

Change the rules text to:

‘Once per battle, at the start of your movement phase, you can use the Windthief Charm. If you do, for that movement phase the bearer can fly and you can double their Move characteristic.’

Page 77 – Fated Artefacts, Changeblade

Change the last two sentences to:

‘Whenever a **HERO** is slain by a wound inflicted by this weapon, before you remove the hero’s model, you can add a Chaos Spawn to your army and set it up within 1" of the hero’s model.’

Page 77 – Fated Artefacts, Nexus Staff

Change the last two sentences to:

‘Whenever a **HERO** is slain by a wound inflicted by this weapon, roll a dice for each enemy unit that is within 9" of the slain model. On a roll of 4 or more the unit being rolled for suffers D3 mortal wounds.’

Page 77 – Fated Artefacts, Paradoxical Shield

Change the rules text to:

‘Re-roll successful save rolls for the bearer. In addition, add 2 to the save rolls for the bearer (after any re-rolls have been taken).’

Page 78 – Daemonic Weapons, Warfire Blade

Change the last sentence to:

‘Wound rolls of 6 or more made for this weapon cause a mortal wound in addition to their normal damage.’

Page 79 – Daemonic Powers, Cursed Ichor

Change the rules text to:

‘Roll a dice at the end of the combat phase if any wounds were allocated to this daemon in the combat phase (even if this daemon was slain). On a roll of 2 or more, one enemy unit that attacked this daemon in that combat phase suffers 1 mortal wound. If several enemy units attacked this daemon, randomly select the unit that suffers the mortal wound.’

Page 83 – Treason of Tzeentch

Change the rules text to:

‘Treason of Tzeentch has a casting value of 5. If successfully cast, pick an enemy unit with 2 or more models that is within 18" of the caster and which is visible to them. Roll a dice for each model in the unit you picked. It suffers 1 mortal wound for each dice roll of 6 or more. If, after any of the mortal wounds caused by this spell are allocated, only one model remains in the unit, any remaining mortal wounds caused by this spell are negated and have no effect.’

Page 83 – Unchecked Mutation

Change the last sentence to:

‘That unit suffers D3 mortal wounds. After the mortal wounds have been allocated, roll a dice. On a roll of 5 or more, the unit suffers 1 more mortal wound. If the unit suffers 1 more mortal wound, roll a dice after the mortal wound has been allocated; on a roll of 5 or more the unit suffers 1 more mortal wound, and so on until you fail to roll a 5 or more.’

Page 83 – Tzeentch’s Firestorm

Change the name of the spell to ‘Tzeentch’s Inferno.’

Page 99 – Changehost, Deceive and Dismay

Change the rules text to:

‘At the start of each of your hero phases, you may pick a pair of units from this battalion that are within 27" of the battalion’s Lord of Change to swap places. To do so, take one model from each unit, and have them swap places on the battlefield. Then, remove all of the other models from the two units, and set them back up within 9" of the model from their unit that first swapped places. If a Changehost has 9 or more units at the start of your hero phase, you can pick two different pairs of units to swap places rather than only one. If the Changehost has 18 or more units, then you can pick three different pairs of units to swap places. Each unit can only move this way once in a hero phase.’

Page 102 – The Eternal Conflagration, Pawns of the Radiant Lord

Change the last sentence to:

‘When the Lord of Change that must be taken in this battalion successfully casts an Arcane Bolt or Mystic Shield spell, you can measure the range and visibility for the spell from a Flamer from this battalion instead of the caster.’

Page 103 – Scintillating Simulacra

Add the following:

‘For the purposes of this spell, whether a roll is a success or a failure is determined after re-rolls and modifiers have been applied.’

Page 105 – Arcanite Cabal, Cabal of Sorcerers

Change the last sentence to:

‘Each **WIZARD** from an Arcanite Cabal that is within 9" of at least two other **WIZARDS** from the same battalion in your hero phase can attempt to cast one additional spell.’

Page 109 – Tzaangor Coven, Aspirant Gor-kin

Change the first sentence to:

‘If the unit of Tzaangors from a Tzaangor Coven is within 3" of an enemy unit and within 9" of the battalion’s unit of Tzaangor Enlightened or Tzaangor Skyfires at the start of your hero phase, it can pile in and attack as if it were the combat phase.’

Page 118 – The Changeling, Arch-deceiver

Change to:

‘**Arch-deceiver:** After set-up is complete, you can remove the Changeling from the battlefield and set up it up again in your opponent’s territory, more than 3" from any enemy units. Enemy units treat it as part of their own army – they can move within 3" of it but they cannot target it with spells or attacks, and so on. If it attacks, casts or unbinds a spell, or is within 3" of an enemy **HERO** at the end of your opponent’s hero phase, it is revealed and this ability no longer has an effect.’

Page 118 – The Changeling, Formless Horror
Change to:

‘Formless Horror: In the combat phase, you can pick a melee weapon wielded by an enemy model within 3" of the Changeling, and use that weapon’s Range, Attacks, To Hit, To Wound, Rend and Damage characteristics instead of those for the Trickster’s Staff. If a weapon does not have a value for one or more of these characteristics (e.g. it is given as ‘✱’ or ‘see below’), it cannot be picked.’

Page 118 – The Changeling, Magic
Change the last sentence to:

‘Instead of casting a spell that it knows, the Changeling can attempt to cast one spell known by a **WIZARD** that is within 9" of it when it attempts to cast the spell.’

Page 123 – Blue Horrors of Tzeentch, Split
Change to:

‘Split: If a friendly unit of Pink Horrors suffers any casualties during a hero, shooting or combat phase, the slain Horrors will split and you can create Blue Horrors at the end of the phase (after all other units have performed their actions and made their attacks). Two Blue Horrors are created for each slain Pink Horror – if there is already a friendly Blue Horror unit within 6" of the Pink Horrors, add the Blue Horrors to that unit, otherwise set them up as a new unit wholly within 6" of the unit of Pink Horrors.

If a rule causes a whole unit of Pink Horrors to be removed at once (excluding battleshock), you can immediately create a unit of Blue Horrors, just before removing the last model from the Pink Horrors unit. The unit of Blue Horrors has two models for each model in the unit of Pink Horrors at the point at which it is removed, and must be set up with all models wholly within 6" of the last model from the Pink Horrors unit.

Note that in matched play, you can add models to an existing unit of Blue Horrors even if doing so will increase it above its starting size, up until the unit contains 10 models – any excess Blue Horrors are then lost.’

Page 123 – Brimstone Horrors of Tzeentch, Split Again
Change to:

‘Split Again: If a friendly unit of Blue Horrors suffers any casualties during a hero, shooting or combat phase, the slain Horrors will split and you can create Brimstone Horrors at the end of the phase (after all other units have performed their actions and made their attacks). One model (remember that each model represents a pair of Brimstone Horrors) is created for each slain Blue Horror – if there is already a friendly Brimstone Horror unit within 6" of the Blue Horrors, add the Brimstone Horrors to that unit, otherwise set them up as a new unit wholly within 6" of the unit of Blue Horrors.

If a rule causes a whole unit of Blue Horrors to be removed at once (excluding battleshock), you can immediately create a unit of Brimstone Horrors, just before removing the last model from the Blue Horrors unit. The unit of Brimstone Horrors has one model for each model in the unit of Blue Horrors at the point at which it is removed, and must be set up with all models wholly within 6" of the last model from the Blue Horrors unit.

Note that in matched play, you can add models to an existing unit of Brimstone Horrors even if doing so will increase it above its starting size, up until the unit contains 10 models – any excess Brimstone Horrors are then lost.’

Page 126 – Magister, Bolt of Change
Change the last sentence to:

‘If any models were slain by this spell, before removing the first slain model you can add a Chaos Spawn to your army and set it up within 3" of the slain model’s unit.’

FAQs

Q: Archaon has two attacks with a 1" range, but the base he comes with has more than an inch of empty space between the edge of the base and Dorghar’s tails. Measuring model to model, it should be impossible for him to actually hit anything – are we supposed to measure from the base edge, or is he only capable of smacking things that are as huge as he is?

A: The base is ignored – models can be placed upon it when either they or Archaon make a move.

Q: Archaon can allow other Chaos units to use their command abilities. Can the Lord of Plagues use Grandfather’s Gift to grant Nurgle’s Rot to a unit?

A: Yes, Warlord Without Equal allows each of your Chaos units to use their command abilities as if they were your general, in any order you choose.

Q: Does a hero – as a single model – count as a unit to fulfil the requirement to have 8 units for a Bloodmarked Warband?

A: Yes.

Q: Can I take Archaon and Varanguard as part of a Bloodmarked Warband?

A: You can take Archaon but not the Varanguard.

Q: Does the Chaos Helccannon do D6 mortal wounds per hit, or just 1D6 total?

A: Each Doomfire attack the Helccannon makes that hits will deal D6 mortal wounds.

Q: Can the 8 wounds inflicted by Skarbrand’s Total Carnage ability be modified in any way, for example by a Stonehorn’s Stone Skeleton ability? Can the wounds be inflicted on an unwounded model in a unit that already has a model in it which has 1 or more wounds?

A: No to both questions.

Q: Can the Bloodthirster of Unfettered Fury's Drawn to the Kill ability be used to move a model that could not otherwise be moved? Because it was atop a Balewind Vortex, for example.

A: No.

Q: Kairos Fateweaver's warscroll says you can change the result of any dice roll to whatever you want. So if you roll 35 dice, can you change it to 35 6s?

A: You may alter the result of a single (1) dice roll to a result of your choosing. Just one dice!

Q: If I attempt to cast a spell using the Blue Scribes' Scrolls of Sorcery, does this count as my one attempt to cast that spell that turn?

A: Yes.

Q: When using the Screamers of Tzeentch's Locus of Change ability, do you change hit rolls of 6 to hit rolls of 1 before or after re-rolls and modifiers have been applied?

A: Before. (A 'roll' is the value of the dice before re-rolls and modifiers have been used.)

Q: The Herald of Slaanesh on Seeker Chariot has 1 fewer wounds than the regular Seeker Chariot, which just seems weird especially considering the Herald of Slaanesh on Exalted Seeker Chariot has the same number of wounds as the regular Exalted Seeker Chariot. Is this intended?

A: No. This has been corrected in *Grand Alliance: Chaos* and the *Warhammer Age of Sigmar* app.

Q: When you roll a 1 for a Clan Skyre weapon team, it suffers mortal wounds. Does it still make the attack that triggered the roll?

A: Only if the mortal wounds didn't slay the weapon team.

Q: If a Skaven Deathrunner is your general, or has an artefact of power or a command trait, do these things apply to its illusionary twin?

A: Yes.

Q: Verminlords don't have the Skaven keyword. Is this intended?

A: Yes.

Q: Is it correct that Skavenslaves have 2 attacks with Rusty Blades?

A: Yes.

Q: For skaven, if I use a Gautfyre Skorch Enginecoven, can I use the Warp-grinder Weapon Team's Tunnel Skulkers ability and bring an additional unit – for example Stomvermin – along?

A: No.

Q: On the Plague Monks warscroll, the option is given for models to be Icon Bearers with standards, or Plague Harbingers with instruments. The warscroll states that any model in the unit can be an Icon Bearer or a Plague Harbinger. Does that mean I can equip my unit of Plague Monks with both options from both categories?

A: Yes, you may take multiple standards and instruments in a unit if the warscroll allows it.

BLADES OF KHORNE

Q: When can I expend Blood Tithe points in order to use a reward in the hero phase?

A: Blood Tithe points must be expended before your opponent uses any start-of-turn abilities in your own hero phase, or after your opponent has used any start-of-turn abilities in your opponent's hero phase.

DISCIPLES OF TZEENTCH

Q: Most spells in Disciples of Tzeentch refer to 'visible' enemy or friendly units; does the unit need to be visible to the caster, or just any unit in your army?

A: It must be visible to the caster.



DEATH

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FAQs

Q: If Neferata casts Dark Mist on a unit of Blood Knights, do they get +1 to their save against all attacks?

A: No.

Q: If a Liche Priest's Righteous Smiting is cast twice (or more) on the same unit, do the effects stack in any way (i.e. would the unit generate one additional attack for each instance of Righteous Smiting successfully cast on it every time a 6 or more is rolled to hit, including when rolling to hit for the additional attacks it makes)?

A: Yes.

Q: Can I use the Zombies' Shambling Horde ability to create a unit that is larger than the normal maximum unit size for a Zombie unit in a Pitched Battle? Does it cost reinforcement points to use the ability?

A: No to both.

Q: If you have a Wight King with an Infernal Standard, do you start allocating wounds to one model in the unit, continuing until it fails the special save for being within range of the Standard (or there are no more wounds to allocate)?

A: Yes.

Q: After suffering casualties, in the following hero phase can a unit of Skeletons with a surviving Icon Bearer or Standard Bearer recover D6/D3/1 of any models – e.g. the Skeleton Champion and Hornblower in a unit of Skeleton Warriors – or just regular models, e.g. basic Skeleton Warriors in that unit?

A: You can recover any slain models from the unit, including Skeleton Champions, etc.



DESTRUCTION

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ERRATA

REALMGATE WARS: GODBEASTS

Page 281 – Sons of Behemat

Change the bullet point under the Organisation header to:

'5 Aleguzzler Gargants'

BEASTCLAW RAIDERS

Pages 108, 110 and 112 – Frostlord on Stonehorn, Huskard on Stonehorn and Stonehorn Beastriders, Stone Skeleton

Change to:

'**Stone Skeleton:** Halve the Damage characteristic (rounding up) of weapons that target this model. In addition, halve the number of mortal wounds this model suffers from a spell or ability (rounding up).'

FAQs

Q: For a Great Moonclan, when you roll a 6 or more to hit you get an extra attack with that weapon. Is that a flat extra attack, or do you use the weapon's Attacks characteristic (for example, when Fanatics roll a 6 or more to hit, would they get an additional D6 attacks for each such roll)?

A: It is a flat +1 attack.

Q: If I put more than one unit of Grot Fanatics in the same unit of Moonclan Grots, can I release them over the course of several different turns, or must they all be released at the same time? Must all of the Fanatics that are released at the same time be placed within 1" of the unit that is hiding them?

A: They must all be released at the same time, and must all be placed within 1" of the unit that is hiding them.

Q: On the Moonclan Grots warscroll, how many Netters count as a 'few'?

A: Up to three out of every twenty models.

Q: Do all of the Nasty Skulkers in a unit need to be set up within 1" of the unit they were hidden in after they use the Surprise! rule?

A: Yes.

Q: The Stonehorn's Earth-shattering Charge ability states that if enemy models are within 12" of it 'at the start of your charge phase, it must attempt to charge, even if it ran in the movement phase'. Can a Stonehorn make a charge move if it retreats from combat in the same turn?

A: No.

Q: Can a Stonehorn choose not to make a charge move if the dice roll is high enough for it to make a successful charge?

A: No.

Q: I'd like clarification on the Trolls/Sourbreath Troggoths' 'Too Dumb to Die' rule. Do you start allocating wounds to one model in the unit, continuing until it fails the Too Dumb to Die roll (or there are no more wounds to allocate)?

A: Yes.



ORDER

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ERRATA

REALMGATE WARS: GODBEASTS

Page 282 – Tauroi Warclan

Change the third bullet point under the Organisation header to:

'1 or more units of Flagellants'

GRAND ALLIANCE: ORDER

Page 177 – Runelord, Rune Lore

Add the following to the end of the first paragraph:

'A unit that is affected by a Rune Lore power cannot be picked again in the same phase.'

Page 199 – Spyreheart Warhost

Change the first bullet point under the Organisation header to:

'2 units chosen in any combination from the following list: Flamespyre Phoenix, Frostheart Phoenix. Neither unit may be ridden by an Anointed.'

STORMCAST ETERNALS

Page 136 – Celestial Vindicators Warrior Chamber, Bonds of Hatred

Add the following:

'In addition, the Paladins from a Celestial Vindicators Hammerstrike Force can be set up within 12" of the Hammerstrike Force's Prosecutors instead of 6"'

KHARADRON OVERLORDS

Page 92 – Barak-Nar, Command Trait, Champion of Progress

Change the last sentence to:

'Friendly Barak-Nar units do not have to take

battleshock tests while they are within 3" of your general.'

Page 98 – Command Traits, Rising Star

Change the rules text to:

'Friendly units can use your general's Bravery characteristic instead of their own while they are within 3" of your general.'

Page 99 – Battle Traits, Amendment, Trust Aethermatics, Not Superstition

Change the last sentence to:

'If they can already attempt to unbind a spell, they can attempt to unbind one extra spell.'

Page 101 – Aethermatic Weapons, Aethershock Earbuster

Change the third sentence to:

'If any models are slain with this weapon, their unit must take a battleshock test immediately after all of the bearer's attacks in that phase have been completed.'

Page 101 – Treasures of the Sky-ports, Aethersight Loupe

Change the last sentence to:

'If they can already attempt to unbind a spell, they can attempt to unbind one extra spell.'

Page 127 – Iron Sky Command, Lord of the Skies

Change the rules text to:

'Add 1 to the Bravery characteristic of friendly units while they are within 12" of the Arkonaut Ironclad from this battalion.'

Page 127 – Iron Sky Command, Trusted Bodyguard

Change the first sentence to:

'While a friendly **HERO** is within 3" of the Arkonaut Company from this battalion, you can roll a dice every time you allocate a wound or mortal wound to the hero and it is not negated.'

Page 128 – Iron Sky Squadron, Bold Privateers

Change the rules text to:

‘In the turn in which an Arkanaut Company from this battalion disembarks from an Arkanaut Frigate from this battalion, you can re-roll run and charge moves for that Arkanaut Company.’

Page 136 – Aether-Khemist, Aetheric Augmentation

Change the rules text to:

‘In your hero phase, you can say that an Aether-Khemist is using their Atmospheric Anatomiser to augment the weapons of nearby Arkanauts. If you do so, pick a friendly **SKYFARERS** unit within 10" of the Aether-Khemist, and then pick a single type of weapon carried by models in that unit. Until your next hero phase, add 1 to the Attacks characteristic of that type of weapon when it is used by any models in that unit. A weapon cannot be augmented more than once per hero phase.’

Page 136 – Aether-Khemist, Atmospheric Isolation

Change the rules text to:

‘Subtract 1 from the Attacks characteristic of enemy melee weapons, to a minimum of 1, while the model using them is within 3" of any Aether-Khemists.’

Pages 138, 139, 142 and 143 – Arkanaut

Ironclad, Arkanaut Frigate, Endrinriggers and Skywardens, Skyhook

Change the rules text to:

‘After all attacks for this unit are completed, if any wounds inflicted by this unit’s Skyhook were allocated to an enemy unit and not negated, you can move this unit D6", as long as it ends the move closer to one of the enemy units that the wounds inflicted by the Skyhook were allocated to.’

Page 140 – Grundstok Gunhauler, Drill Cannon

Change the Range characteristic to ‘24”’.

Pages 140, 142 and 143 – Grundstok Gunhauler, Endrinriggers and Skywardens, Drill Cannon

Change the Damage characteristic to ‘D3’.

Pages 142 and 143 – Endrinriggers and Skywardens, Skyhook

Change the Damage characteristic to ‘D3’.

FYRESLAYERS

Pages 107 and 110 – Auric Runeson on Magmadroth and Auric Runeson, Explosive Rage

Change the last sentence to:

‘In addition, subtract 1 from the unit’s Bravery characteristic until your next hero phase.’

SYLVANETH

Page 133 – Drycha Hamadreth, Colony of Flitterfuries

Change the second sentence to:

‘When she attacks with her Colony of Flitterfuries, roll 10 dice for each enemy unit within in the range shown on the damage table.’

Pages 134, 135 and 136 – Spirit of Durthu, Treelord Ancient and Treelord, Groundshaking Stomp

Change the first sentence to:

‘At the start of the combat phase, roll a dice for each enemy unit within 3" of any models with this ability.’

FAQs

Q: Can you explain the healing ability of the Lord-Castellant?

A: If the Lord-Castellant targets a Stormcast Eternal unit with his Warding Lantern, each save roll of 7 or more made by that unit until the next hero phase immediately heals one wound on one model, and does so with a +1 modifier to its save rolls. If you are making several attacks at the same time (rolling all of the hit, wound and save rolls simultaneously), this means you must first heal wounds for saves of 7 or more, and then apply the damage inflicted by attacks that were not saved.

Q: The Thunderstrike Brotherhood warscroll. Can only 1 unit be placed in the Celestial Realm or are you able to put all units from the scroll in ‘reserve’?

A: When using the Thunderstrike Brotherhood, as many units as you like may be deployed in the Celestial Realm.

Q: Does the Stormcast Eternal Knight-Azyros’ ability ‘Leader of the Way’ mean that the whole unit has to be within 5" of the model?

A: No – the unit must be within 5" of the Knight-Azyros. If a rule says you need to measure the range to a ‘unit’, then you can measure the range to the closest model in the unit.

Q: On the warscroll for the Lord-Celestant on Draco, there isn’t any description about the shield he carries.

A: The ability for his Sigmarite Thundershield, if he has one, is exactly the same as the Lord-Celestant on Stardrake’s shield. We’ve added this to the version of the warscroll on the website and in the app.

Q: As a proud owner of a Stardrake, I have a question. Say for example a Bloodthirster was in combat with a unit of Paladins and they knock it down to 4 wounds remaining and then a Stardrake piles in – does the Cavernous Jaws ability then work on a roll of 5 or more to eat the Bloodthirster, or is it rolled against the warscroll’s Wounds characteristic?

A: The Cavernous Jaws roll must be greater than the model’s Wounds – the number shown on the model’s warscroll.

Q: The Decimators' Cleaving Blow ability – does a Decimator get to make as many attacks with the Thunderaxe as there are models within range, or is the Attacks characteristic of the Thunderaxe equal to the number of models within range?

A: The Attacks characteristic is equal to the number of models from the target unit within range.

Q: Seraphon units, specifically Terradon Riders and Ripperdactyl Riders. Does the Swooping Dive ability mean that they are flying high up and hence unreachable by melee attacks unless they swoop down to the ground?

A: No. It means you must measure the range to and from the model at the position it occupies on top of its flying stand, unless it makes a Swooping Dive, in which case you measure the range to and from the model as if it were on the ground (just assume it is on the ground and measure appropriately – there is no need to place the model on its side or remove it from the stand).

Q: The Saurus Oldblood on Carnosaur is the only Saurus that cannot 'bite'. Is this a mistake? Has he gotten so old he no longer has teeth?

A: He is just too old to jump down from the Carnosaur to bite people. He's called an Oldblood for a reason!

Q: Can I use a Skink Starseer's Cosmic Herald ability to make my opponent re-roll their dice?

A: Yes.

Q: If an Eternal Guard unit uses the Fortress of Boughs ability, does it lose the effects of this ability if it makes a pile-in move during the combat phase?

A: If the Eternal Guard uses the Fortress of Boughs ability they cannot make any kind of move until their next hero phase – this includes piling in.

Q: Can a Branchwraith summon Dryads without any Sylvaneth Wyldwoods?

A: No.

Q: The Treelord Ancient's Silent Communion ability specifies that each Citadel Wood from the new Wyldwood must be set up 3" away from other 'models'. Does this include scenery models already on the battlefield when the ability is used?

A: Yes. Note that the Citadel Woods which make up the new Wyldwood must be placed within 1" of each other as normal.

Q: If I set up a Sylvaneth Wyldwood that is made up of three Citadel Woods, does each Citadel Wood need to be within 1" of both of the other Citadel Woods, or can it be set up within 1" of only one of them? In other words, can I set up a Sylvaneth Wyldwood in a row, or must it be set up in a clump?

A: Each Citadel Wood must be set up within 1" of both of the other Citadel Woods (i.e. in a clump).

Q: Can multiple war machines with a relevant ability benefit from the bonus provided by a model with the Engineer keyword in the same turn, provided they are all within 1" of him?

A: Yes.

Q: I have a human-crewed cannon. Must I play it as an Empire Cannon, or can I play it as an Ironweld Arsenal Cannon?

A: It is an Empire Cannon (the Ironweld Arsenal Cannon has a duardin crew).

Q: If I have two Bloodwrack Shrines, would I roll twice for each model in the targeted unit for Bloodwrack Stare? Would I roll for both Auras of Agony simultaneously?

A: Yes to both questions.

Q: The Bretonnian Peasant Bowmen's Stakes ability states that I can use stake models as a reminder that the ability is being used to protect the unit. If I choose to do this, how do the stake models work in the game?

A: Stake models used as a reminder are treated as counters and should be moved out of the way if they would prevent any enemy models from finishing a charge or pile-in move in the correct position. The stake models should also be removed completely if the Peasant Bowmen unit moves, or is attacked in the combat phase.

Q: A Shadowblade Assassin that is hiding in a unit is set up at the start of the combat phase, and can then pile in and attack. If several Assassins are revealed at the same time, do they all get to pile in and attack before the enemy picks any units to attack with? And are they allowed to pile in and attack a second time later in the combat phase? What if both sides have Assassins hidden in units?

A: The Assassins are revealed one at a time, and make their attack for that combat phase immediately after they are set up, before any enemy units get to attack. They cannot be selected to attack a second time in the same combat phase. If both players want to reveal Assassins, the player whose turn is taking place reveals their Assassins first.

SYLVANETH

Q: The Gnarlroot Wargrove's Seekers of Knowledge ability allows 'a Gnarlroot Treelord Ancient, Branchwych or Branchwraith' to cast and unbind extra spells. Does this ability affect only one, or all such models in the warscroll battalion?

A: It affects all such models.



THE RULES

Official FAQs and errata, Version 1.2

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Warscrolls Hints & Tips (various publications),
Random Values

Change the last sentence of the last paragraph to:
'When determining random damage in step four of the attack sequence, generate the value for each successful attack the weapon makes; the result is the damage for that single successful attack. For example, a unit of Ironjaw Brutes makes 5 successful attacks with their Gore-choppas (Damage D3). This means you would roll 5D3 to determine the number of wounds inflicted by the attacks.'

Balewind Vortex warscroll

Add the following paragraph to the Hints & Tips section:

'Note that a **MONSTER** may not be moved onto a Balewind Vortex for any reason.'

FAQs

GENERAL QUESTIONS

Q: Is an FAQ required when you can discuss things with your opponent before a game?

A: Players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so, whatever the printed rules and FAQs may say. The rules and FAQs simply provide a 'default setting' for your games.

Q: If my opponent and I agree, are we allowed to modify the rules to Warhammer Age of Sigmar?

A: Yes, you can. Many players tweak or change the rules found on the *Warhammer Age of Sigmar* rules sheet,

resulting in what are usually referred to as 'house rules'. For instance, one of the most commonly seen house rules is to measure distances from base to base, ignoring limbs and weapons that hang over the edge of the model's base. This changes the dynamic of combat slightly, and requires a certain amount of common sense to adjudicate in instances where a model does not come with a base or is mounted on a scratch-built base, but it can prevent carefully painted and modelled bases getting damaged as they are stacked on top of each other.

Other house rules may modify how armies are chosen, how scenery works, or anything else the players see fit to change. You can decide amongst your own gaming group if you will use any house rules, as long as you all agree. If you're playing in a campaign, we recommend having the same house rules apply to all the games.

Q: Is there any kind of facing in Warhammer Age of Sigmar?

A: No.

THE ARMIES

Q: How large are games meant to be? What number of units or heroes should be on each side?

A: Games can be of any size – the larger the game, the longer it will take. We find it best to discuss the size of game you want to play with your opponent.

Q: Can you take more than one of a named (special) character (along the lines of Nagash or Archaon) in your army?

A: Yes, unless specifically noted otherwise. Players can always agree to use only one of each 'named character' or other model that represents a unique unit of which only one can be found in the Mortal Realms if they wish.

Q: Must a unit finish any move – including, for example, pile-in moves – as a single group?

A: Yes.

Q: Can I choose to inflict wounds on a unit in such a way that the removal of any casualties will cause the unit to be split into two or more groups?

A: Yes.

Q: If casualties split a unit into two groups, is it forced to reform the next time it can possibly make a move?

A: No, the unit can choose to remain stationary. However, if it does move, it must complete the move as a single group. If this is impossible for any reason, the move cannot be made.

Q: If your general is slain, can you choose a new model to be your general?

A: No, unless specifically noted otherwise.

Q: Many Age of Sigmar rules refer to a unit being 'within' a certain distance of another unit, or of a location like a table edge. What does 'within' mean in this context? Specifically does all of the unit need to be within the stated distance, or just the closest part of the unit?

A: In *Warhammer Age of Sigmar*, unless specifically stated otherwise a unit is 'within' a certain distance of something else as long as the shortest distance between them is equal to or less than the stated distance. So, for example, a unit is within 12" of another unit as long as any model from one unit is 12" or less from any model from the other unit.

Note that if a unit is instead required to be 'wholly within' a certain distance of something else, this means that every part of each model in that unit must be within that distance.

Q: Is a unit within range of itself?

A: Yes.

Q: Can a single model be a unit?

A: Yes.

THE BATTLEFIELD

Q: How is terrain intended to be used? Simply to block line of sight and/or for the use of warscroll rules?

A: Citadel scenery models that have warscrolls can either be used in accordance with their warscrolls or follow the rules for scenery on the *Warhammer Age of Sigmar* rules sheet. Scenery models that do not have a warscroll use the rules on the *Warhammer Age of Sigmar* rules sheet.

Q: Are terrain features and scenery the same thing? Will a warscroll described as scenery grant a cover save for units in or on it?

A: Yes to both questions.

Q: Do units on hills benefit from cover?

A: No, hills are not considered to be scenery, they are considered to be part of the battlefield.

Q: Does the +1 save for a unit in cover also apply in melee?

A: Yes.

Q: Must a model be 100% within scenery to gain cover?

A: Yes, all of the model must be wholly within cover for the cover bonus to apply. Note that all of the models in a unit must be in cover for the unit to receive the modifier.

THE BATTLE BEGINS

Q: What is 'set-up', exactly?

A: 'Set-up' is typically when a unit is placed on the table during deployment, but can also refer to a unit being deployed in a location other than on the battlefield, or being put into play once the game has started (a unit using the Stormcast Eternal Warrior Chamber's Lightning Strike, the Chameleon Skinks' Chameleon Ambush, or the Treelord's Spirit Paths ability, for example). Models can set up within 3" of the enemy, even if they are set up in the movement phase, unless noted otherwise in the rules for the ability that allows them to be set up once the battle is under way.

Q: How do you deploy units in a battalion with special deployment rules (for example the Wood Elves Wanderer Host)?

A: As you set up each unit, declare to your opponent if it is using any special deployment rules.

Q: Do the casualties your opponent inflicts on summoned units count against your casualty total?

A: Yes.

Q: If a unit dies and comes back to life (for example Skarr Bloodwrath), are they still counted as casualties for the purposes of the Glorious Victory rules?

A: No, they are not.

Q: If a battleplan says 'do not use any of the victory conditions from the Warhammer Age of Sigmar rulesheet', does this invalidate the sudden death rules?

A: Yes.

Q: Can models set up somewhere other than the battlefield (in the Celestial Realm, for example) use abilities or command abilities to affect other units?

A: No. Only models deployed on the battlefield can use abilities or command abilities.

Q: Can I use a warscroll battalion's abilities to summon units later during the game, or do they all need to be placed in the deployment phase?

A: You must set up all of the units in the battalion before deployment – some units may have rules that allow them to be set up in places other than the battlefield, in which case you can do so and still use the battalion's special abilities. However, units that are not set up before the battle, and which you plan to summon through the use of spells once the battle is under way, cannot be part of a warscroll battalion.

MOVEMENT PHASE

Q: Several abilities allow a unit to make a move ‘as though it were the movement phase’. Does this allow them to make use of abilities or special rules that normally only apply in the movement phase? For example, in the hero phase a unit of Kurnoth Hunters in a Free Spirits Battalion can move as though it were the movement phase. Would this allow them to make use of the Forest Spirits battle trait, where a unit can be transported to the battlefield in the movement phase?

A: No, it does not. All it means is that the move is made as though it were the movement phase, so the distance the unit moves will be based on its Move characteristic, it can’t move within 3" of an enemy model, it can run and retreat (but if it does so it will have counted as having run or retreated for the rest of the turn), and so on.

Furthermore, abilities that specifically state they can only be used in a certain phase can only be used in that phase and/or their effects will only apply in that phase. So, if an ability says you can use it in your movement phase, it can only be used and its effects will only apply in your movement phase, if it says it can be used in your shooting phase, you can only use it and its effects will only apply in your shooting phase, and so on.

Q: What is the difference between a move made in the movement phase and a charge move or pile-in move?

A: In *Warhammer Age of Sigmar*, units can move in the movement phase, the charge phase and the combat phase. Moves made in the movement phase are considered to be ‘normal’ moves, while moves made in the charge phase are charge moves, and those in the combat phase are pile-in moves. In addition, things that allow a unit to move ‘as if it were the movement phase’, allow a unit to make a normal move.

The distance a model can move and the restrictions that apply to the move vary depending on the type of move being made, as shown on the chart below.

Type of Move	Move Distance	Restrictions
Normal	Move characteristic	Cannot finish the move within 3" of an enemy model. Units can run or retreat when they make a normal move.
Charge	Charge roll	The first model from the unit to charge must finish the move within ½" of an enemy model.
Pile-in	3"	Each model must finish the move closer to the nearest enemy model than they were at the start of the move.

Q: Please clarify when/if it is necessary to count vertical movement as part of the distance a model moves, especially with regard to climbing scenic walls. If the height of the wall exceeds a model’s movement, is the wall unclimbable, or can it be climbed over multiple turns? Can a model run up the wall?

A: The vertical distance needed to climb up and down a wall counts as part of the distance a model is able to move. This may require a model to spend several turns climbing an especially high wall (you will need to remember how far it has climbed each turn). Models can run while climbing a wall. Note that models which can fly ignore scenery (and other models) as they move, and therefore the vertical distance is not included when working out how far they have moved.

Q: A model cannot move through scenery but can move across it or climb it (unless it is stated otherwise on the scenery warscroll, I presume). Are my Drakespawn Chariots allowed to climb a Fortress Wall or move down from a Witchfate Tor or Fortified Manor?

A: For simplicity and ease of play, the core game rules allow any model to climb any piece of scenery. If you wish, you may want to say that models are only allowed to move to places that they could reach ‘in real life’, but you will need to apply a certain amount of common sense and discretion in order to make such a rule work well.

Q: Are models/units allowed to ‘climb up’ trees on the Citadel Wood bases?

A: Yes. For simplicity and ease of play, models are allowed to climb up and down *any* type of scenery.

Q: I have a Magmadroth whose tail protrudes behind the base 1". It is facing forwards and then turns 90° to the right. Do I have to track the journey as the tail rotates when working out how far the model has moved?

A: No, the intent of the rule is that no part of the model can be moved further from its starting location than the model’s Move characteristic. In this example, to measure the Magmadroth’s move, determine which part of the model has moved furthest, and then measure the distance between where that part of the model was at the start of the move, and where it is at the end of the move, adding any ‘vertical movement’ that was required to clear scenery. For example, the Magmadroth has a move of 12" and wants to advance, crossing a low wall that is 2" high which is just in front of it. The wall costs 4" of movement (2" up and 2" down), so a move is ‘legal’ as long as no part of the Magmadroth ends up more than 8" from where it was before the move began.

Q: Is it possible to make a unit/model run if it is retreating and/or flying?

A: Yes.

Q: Are you allowed to move a unit through another friendly unit that is not engaged in combat?

A: Models can move through the gaps between the models in another unit (if they can fit), but are not allowed to move over other models unless they can fly.

SHOOTING PHASE

Q: Can I shoot into combat, or at visible units inside a forest, where the target is clearly visible to my units?

A: Yes, in both cases.

Q: The rules allow units to use missile weapons, even if the attacking unit is in melee combat. Is this correct?

A: Yes. A model armed with a missile weapon may attack with it in the shooting phase, even if the enemy unit is within 3".

CHARGE PHASE

Q: When rolling for a charge move, should you declare who you intend to charge first?

A: No. If you have a unit within 12" of any enemy units, you can declare a charge for that unit. You then roll for the distance the unit may charge, and then see what enemy units, if any, are in range. Note that you don't have to make the charge even if a unit is in range, unless the charger has an ability that specifically says otherwise.

COMBAT PHASE

Q: How is a pile-in move carried out?

A: When a model piles in it must finish the pile-in move closer to the nearest enemy model. As long as you finish the pile-in move closer to the nearest enemy, you can move around friendly models or obstacles to do so.

Q: If you are already in contact with a model, do you still get to pile in and rotate around the enemy units?

A: No.

Q: I still don't understand clearly how to interpret 'closest enemy model'. Is it the closest model at the start of the pile-in move even when inaccessible by friendly models, or the closest reachable enemy model my model could reach by piling in (and possibly by moving around friendly models)?

A: The answer is the former; the closest model is simply measured by distance, not accessibility.

Q: Can a model/unit pile in if there is no line of sight but it is within 3"?

A: Yes.

Q: If a unit has charged but then all enemy models within 3" are slain before it can fight, can it still pile in even if it can't get within 3" of another enemy unit?

A: Yes.

Q: If a unit, like a High Elf Prince on Griffon, has the ability to pile in 6" rather than the standard 3", can they pile in and attack in the combat phase if their unit is more than 3" from the enemy?

A: No, unless specifically stated otherwise.

Q: Some abilities allow a unit to pile in and attack twice, while others allow them to immediately pile in and attack a second time. What is the difference?

A: The former allows you to pick the unit to pile in and attack twice in the combat phase, rather than only once, while the second allows you to pile in and attack with the unit twice in succession. The first version will therefore give your opponent a chance to pick a unit to pile in and attack with, before you can make the second pile-in and attack with your unit, while the second version will not.

Q: What happens when a unit that has been split into two groups because of casualties piles in?

A: The unit must finish the pile-in move as a single group. If this is impossible for any reason, no models from the unit can pile in.

ATTACKING

Q: Let's say you're trying to keep a unit of 20 Dryads within cover in a Sylvaneth Wyldwood with two Citadel Wood bases. Are the Dryads not in cover if any portion of any of their bases extends beyond either Citadel Wood base? As one example, if there is a .3" gap between the two Citadel Wood bases, and one Dryad's base extends over that gap, with its base touching both of the two Citadel Wood bases, does that .3" gap negate cover?

A: Yes. In order to benefit from cover, all of the models in a unit must be *wholly* on or within a terrain feature. Note that in this example, as long as the bases of all of the models from the Dryad unit were wholly on *either* of the two Citadel Wood bases, then the unit would benefit from cover, even if some were wholly on one of the Citadel Wood bases and some wholly on the other. Now, of course, if you and your opponent wish to ignore such pedantry in order to allow the Dryads in this example the benefit of cover, we would fully understand, and indeed would wholeheartedly endorse allowing common sense to prevail in such circumstances.

Q: How do abilities which trigger on 'a roll of 6' interact with modifiers? For example, if an ability states that it has an effect on 'a wound roll of 6' and the model has a modifier which adds 1 to their wound rolls, would a roll of 6 trigger that ability?

A: Yes. In the Warhammer Age of Sigmar rules, 'a roll of 6' is treated as being synonymous with 'a roll of 6 or more'.

Q: What happens if I have two of the same weapon? Do I double the number of attacks made by the weapon?

A: If models are armed with identical weapons they do not double the number of attacks, but will usually gain an extra ability instead.

Q: When a model is armed with two of the same weapon, for which they gain an ability which affects their hit rolls – for example a Tzaangor with Paired Savage Blades – are the hit rolls for all of its attacks affected, or just those made with that pair of weapons?

A: Just those made with that pair of weapons.

Q: Can I choose not to attack with a model, or not to use one or more of a model's weapons when it attacks?

A: Yes.

Q: Do I have to choose the targets for all of the attacks made by a unit before I roll (to hit, etc.) for any of them?

A: Yes.

Q: If a weapon has an Attacks characteristic of more than 1, can I split its attacks amongst different target units?

A: Yes.

Q: Could you please clear up the intention behind allocating damage? Are we intended to allocate damage dealt to a unit to a single model until it's dead and then move on to another, or may we pick a different target for each round of attacks (or even each weapon attack)?

A: When attacking a unit with multiple models, wounds must be allocated to a single model until it is dead (or there are no more wounds left to allocate) before allocating any remaining wounds to another model. This includes wounds caused by all subsequent attacks against the unit, with the intention being that a unit will never have more than one wounded model.

Q: If a mob of 20 models attack, but only 5 are within weapon range, do you only roll for those 5 whose weapons are in range?

A: Yes.

Q: Is it possible for modifiers to make a hit, wound or save roll automatically successful? For example, a save roll of 3 or more with a +2 modifier.

A: Yes. In this example, the save would be made automatically.

Q: With war machines and crew, how should you allocate wounds?

A: A war machine and its crew are two separate units, and so must be targeted separately.

Q: If a model has several characters on a single base with different characteristics (such as an Empire Knight, or the spirits circling around Nagash) that grant different types of attacks, do I have to choose which weapon I use or can I attack with all listed attacks?

A: Any model, including those with multiple characters, may attack with all the weapons specified on its warscroll. So, for example, for the Empire Knight model, both the Empire Knight – with his Lance and Sword or Cavalry Hammer – and his Warhorse – with its Steel-shod Hooves – are allowed to attack.

Q: Does a unit with a Save of '-' get a save for being in cover or from an ability that gives +1?

A: No. See 'Save of -' in the Hints & Tips section for warscrolls.

Q: When a model/unit has a special saving throw arising from an ability that can be used whenever they suffer a wound or mortal wound, is it taken after normal saves but before damage is determined (i.e. between steps 3 and 4 of the attack sequence)?

A: No, such special saving throws are taken after damage is determined and as each individual wound is allocated to a model that has such a save (see 'Inflicting Damage' on the rules sheet). For example, a unit of Phoenix Guard is attacked by a Cannon. The Cannon successfully makes its hit and wound rolls, and the Anointed fail their save roll. The Cannon therefore inflicts D6 wounds in step 4 of the attack sequence. The roll is a 4, inflicting 4 wounds on the Phoenix Guard. The attack sequence is now over, and the wounds are set to be inflicted on the Phoenix Guard. However, the Phoenix Guard's Witness to Destiny ability means they ignore a wound or mortal wound on a roll of 4 or more, so as each wound is allocated, a dice is rolled, and on a 4 or more it is ignored.

Q: What happens when a model with a weapon that does not follow the standard attacking process gets +1 attack? For example, would a Starsoul Mace – which does a flat D3 mortal wounds with no hit or wound rolls – now do 2D3 mortal wounds?

A: It depends on the modifier in question. If the modifier allows the model to attack again, it could use the weapon in question a second time. If the modifier applies to a weapon's Attacks characteristic, then the modifier has no effect on weapons that do not use or do not have an Attacks characteristic. In the example given, the Starsoul Mace does not have an Attacks characteristic or attack in the normal sense – it is effectively an ability that can be used once in each combat phase – so it would be unaffected by either category of modifier.

Q: When a model on a mount is killed does the whole model die or can the rider (if you have a model for it) still be used?

A: The whole model is slain.

Q: Some very short models, such as Goblins, are not able to attack models on flying stands, as the distance between the two models exceeds the range of the smaller model's weapon. Is there any way for the smaller model to attack in such a situation?

A: No – it will need to find some scenery upon which to stand in order to reach the flying model. Likewise, the flying model would be unable to attack those small models unable to reach it, should its melee weapon not have the range to do so.

Q: Can an attack with more than 1 damage kill more than one enemy?

A: Yes, as long as all the enemy models are from the same unit.

WIZARDS

Q: If I have several wizards, can I cast Mystic Shield multiple times on the same unit?

A: Yes.

Q: Can the summoning spells on some warscrolls be used by the appropriate caster even if none of the models from the warscroll are in my army?

A: Yes.

Q: If I summon a wizard, can that wizard use his magic abilities in the same hero phase?

A: Yes, in your hero phase you can cast spells and use abilities that your models have, in any order you chose to. As such, a newly summoned wizard may cast spells.

Q: When models are slain and removed from play, can they be brought back into play as new models using abilities or spells that allow you to summon new models?

A: Yes.

Q: Wizards that can cast multiple spells have the wording that they 'can attempt to cast X different spells' per turn. Does this mean that they cannot cast the same spell more than once in a turn?

A: Yes.

Q: Can you keep summoning slain models (dice permitting) for ever and ever and ever?

A: Yes.

MONSTERS

Q: If a monster heals wounds, does it still count as having taken those wounds for the purpose of making its attacks and abilities weaker?

A: No. You use the line that corresponds to the monster's current number of wounds, so a monster will get better if it can heal wounds.

ABILITIES

Q: When the word 'any' is used in the criteria for an ability, does it mean that the ability is applied only once when the criteria for the ability are fulfilled? For example, if an ability said 'Add 1 to hit rolls for models that are within 6" of any models with this ability', would I add 1 to the hit rolls of a model that was within 6" of three models with the ability, or would I add 3?

A: The ability is applied only once, no matter how many times the criteria are fulfilled – 'any' is treated as being synonymous with 'one or more' in the Warhammer Age of Sigmar rules. In the example, this means that 1 would be added to the hit rolls, not 3.

Q: If several units can use the same ability at the same time, must you say how many of them will use the ability before you carry it out? Or could you carry out the ability with one of the units, and wait to see the outcome before deciding whether the next unit uses the ability? For example, hidden Shadowblade Assassins are revealed at the start of the combat phase and then get to pile in and attack. Could I do this for one Assassin before deciding whether to reveal and attack with another one?

A: The latter – you carry out the ability one unit at a time, and can wait to see the result before moving onto the next unit. This means that in the example you could reveal and attack with one Assassin before deciding if you want to do so with any other Assassins.

Q: Are the effects of multiple duplicate spells and abilities stackable against the target?

A: Yes, unless specifically stated otherwise.

Q: Several abilities trigger when you roll a 6 or more – will a positive or negative modifier from a spell or ability affect this?

A: Yes. A 6 with a -1 modifier would become a 5, for example.

Q: What happens if two abilities affect the same dice roll? For example, if Screemers of Tzeentch – which near any Daemon Heroes of Tzeentch treat all enemy hit rolls of 6 as hit rolls of 1 – were hit by a unit for which a hit roll of 6 produces a mortal wound.

A: Always use abilities that modify dice rolls before applying any abilities that are triggered by the (modified) dice roll in question. For example, a Retributor affected by an enemy ability that applied a -1 modifier to the Retributor's hit rolls would have to apply the modifier before seeing whether it was able to use its Blast to Ashes ability. If there is still a conflict, the player whose turn is taking place applies their abilities first – see 'When to Use Abilities' in the Hints & Tips section for warscrolls.

Q: If an ability doubles the Damage characteristic of a weapon that does random damage, or adds +1 to the damage, do you apply the modifier to the number of dice rolled, or the result of the dice roll? For example, if D3 damage was doubled, would it be 2D3 or D3x2? And if you added 1 to D3 damage, would it become 2D3 or D3+1? Similarly, if an ability halves the Damage characteristic of a weapon, do I halve the number of dice rolled, or the result of the dice roll?

A: The result of the roll is modified, not the number of dice rolled. So, for your examples, the damage would be D3x2 and D3+1 respectively.

Q: If I add a modifier (e.g. +1) to a characteristic that is also being multiplied (e.g. x2), do I apply the modifier before or after the multiplier?

A: In Warhammer Age of Sigmar, modifiers are applied after any multipliers. Note that this means that an ability that multiplies a unit's Move characteristic does so before any modifiers for running are applied.

Q: Some abilities refer to a unit suffering a wound or unsaved wound – do they apply to wounds that are saved, negated or ignored?

A: No. In the Warhammer Age of Sigmar rules, the term ‘suffered’ refers to a wound that has been allocated to a model and has not been negated.

Q: Two rules allow my model to ignore wounds or mortal wounds when it suffers them. Do I roll twice to avoid them as two rules allow it, or only once as both rules trigger the same action at the same time?

A: Roll twice, once for each ability.

Q: If a unit leaves the battlefield for whatever reason and comes back, do they lose any bonuses they had from abilities or spells? Also, if they had a ‘once per game’ ability, does it reset?

A: If it is the same unit, no to both questions. If the models have been slain and are being used to represent a different unit of the same type, then yes to both questions.

Q: There are abilities that come into effect when a roll is made of more than 6 (for example, a Lord-Castellant healing one wound on a target Stormcast Eternal unit on a save roll of 7 or more). How can this be achieved?

A: In Warhammer Age of Sigmar you can only roll 7 or more on a single dice if modifiers are applied to the original roll. A roll of 6 with a +1 modifier becomes a 7. If no positive modifiers apply, then you can’t roll a 7 or more.

Q: Some units – Lord Kroak, Fateweaver and the Coven Throne to name a few – have abilities to ‘re-roll any single dice’ or similar. Are such re-rolls limited to just your own dice rolls, or can you make your opponent re-roll one of theirs?

A: If the ability in question says ‘any dice’ rather than ‘any of your dice’, then it can be used to force a re-roll of an opponent’s dice (in which case the opponent could not use a re-roll of their own to re-roll it again).

Q: Some abilities allow me to re-roll a successful (or unsuccessful) roll. When this is the case, is the success or failure based on the roll before or after any modifiers are applied?

A: Re-rolls happen before any modifiers are applied, so the success or failure will always be based on the unmodified roll.

As an aside, when an ability says you can re-roll a failed roll, you may want to consider the effect that any modifiers will have before deciding to re-roll the dice. For example, if a roll succeeds on a 4 or more and you have a +1 modifier, you don’t want to re-roll ‘failed’ rolls of 3, because they will become successful after the modifier is applied!

Q: Some abilities allow a re-roll on a roll of ‘6 or more’. As re-rolls happen before modifiers are applied, how can the roll ever be ‘or more’?

A: It can’t be – you can ignore the words ‘or more’ in such circumstances.

Q: If an ability or spell allows a model to be set up elsewhere on the battlefield, and the model is originally within 3" of an enemy, does it count as having retreated?

A: No, unless specifically stated otherwise.

Q: Some abilities refer to units that have been ‘destroyed’ or ‘slain’. What does this mean exactly?

A: A unit is considered to be destroyed or slain when the last model from the unit is slain or flees.

WARSCROLLS AND WARSCROLL BATTALIONS

Q: Will warscrolls for models that are being discontinued be maintained?

A: Yes. You can find these by clicking on ‘Warhammer Age of Sigmar rules’ in the Here to Help menu on games-workshop.com.

Q: If I have two different warscrolls for the same unit, can I choose which to use, or must I use the most recently published version?

A: You can choose which warscroll to use, but it may be more convenient for your opponent if you use the most recently published version, especially if the earlier version is no longer readily available.

Q: How do you determine what models and units make up a warscroll battalion? When is it based on a keyword and when is it a unit name?

A: When a warscroll battalion is referring to a keyword, it appears in **KEYWORD BOLD**. Otherwise, it is referring to the name of a unit.

Q: Can a single unit take up several slots in a warscroll battalion?

A: No.

Q: Some units can carry different weapons, like spears or swords – can I build my unit (and my models) with different weapons? For example, 8 spears and 12 swords?

A: It depends on the description; if the description says that the unit is armed with spears or swords, you can only use one. If the description specifically states that the unit can use spears and swords, you can choose both.

Q: How do models like horn blowers and standard bearers work? Do they lose the weapons they would otherwise carry, or do you just gain the benefits of the upgrades without penalty?

A: You just gain the benefits unless specifically stated otherwise. The model is assumed to still have any weapons it had before it was upgraded, even if the weapons are not shown on the model itself.

Q: Can the leader of the unit take special weapons, like a Grandhammer?

A: Yes.

Q: If I take, for example, 3 Razordons and 1 Skink Handler, do all 3 Razordons benefit from the Goaded to Anger ability, allowing them to re-roll all hit rolls of 1 in the shooting phase if they are within 3" of the Skink Handler?

A: Yes.

Q: When selecting units for warscroll battalions that require certain keywords, do units that gain those keywords upon deployment (e.g. Chaos Lords and Daemon Princes) meet the requirements?

A: Yes, but the required keyword must be taken.

Q: If your army meets the requirements of multiple warscroll battalions, do you gain the advantages for all of them?

A: A unit can only belong to one warscroll battalion, unless the battalion it is part of is included in one of the larger warscroll battalions made up of several 'sub-battalions'.

PITCHED BATTLES

Q: If I summon a Balewind Vortex, unsummon it and then summon it again, do I have to pay reinforcement points each time?

A: Yes.

Q: If an ability allows you to replace a model with a different model, does the new model cost reinforcement points in a Pitched Battle?

A: Yes.



MONSTROUS ARCANUM

BONEGRINDER GARGANT



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurled Boulder	☼	1	4+	2+	-2	D6

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Gargantuan Club	3"	☼	3+	3+	-1	2
Thunderous Stomp	2"	1	3+	3+	-2	D6

DAMAGE TABLE

Wounds Suffered	Move	Hurled Boulder	Gargantuan Club
0-4	12"	18"	3D6
5-8	10"	16"	2D6
9-12	8"	14"	2D6
13-16	7"	12"	D6
17+	6"	10"	D6

DESCRIPTION

A Bonegrinder Gargant is a single model. The sheer size, stupidity and propensity for drunken, ill-tempered violence of a Bonegrinder Gargant makes others of their kind seem positively mundane by comparison. Bonegrinder Gargants carry a Gargantuan Club of one sort or another with which to sweep aside entire ranks of soldiery, and can deliver a Thunderous Stomp to crush their puny foes beneath their feet. Bonegrinder Gargants are also fond of squishing their prey with Hurled Boulders (though uprooted trees or screaming horses are just as handy as improvised missiles).

ABILITIES

Longshanks: Such is its vast size that a single step for a Bonegrinder Gargant can cover an astonishing distance. When piling in, a Bonegrinder Gargant may move up to 6".

I'll Bite Yer 'Ead Off!: A Bonegrinder Gargant's cavernous mouth makes for an especially deadly weapon should it fancy a light snack during a battle. After piling in with a Bonegrinder Gargant, pick an enemy model other than a **MONSTER** within 2" of it and then roll 2D6. If the roll is double or higher than the enemy model's Wounds characteristic, the enemy model is slain.

Timber!: Should a gargant fall, it will likely crush those in its path under the weight of its enormous body. If a Bonegrinder Gargant is slain, or you roll a double when making a charge roll for a Bonegrinder Gargant, it will fall over (the charge automatically fails). Both players roll a dice, and whoever rolls highest decides in which direction the Bonegrinder Gargant falls (the player commanding the model wins any ties). Pick a point on the battlefield within 8" of the Bonegrinder Gargant and draw an imaginary straight line 1mm wide between that point and the closest part of the Bonegrinder Gargant. Every unit (friend or foe), apart from the Bonegrinder Gargant, that has models beneath this line suffers D6 mortal wounds.

KEYWORDS

DESTRUCTION, GARGANT, MONSTER, BONEGRINDER GARGANT

BROOD HORROR



MISSILE WEAPONS

Prehensile Tail

Range	Attacks	To Hit	To Wound	Rend	Damage
3"	3	3+	4+	-	1

MELEE WEAPONS

Rancid Fangs

Mauling Claws

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	5	3+	3+	-1	2
1"	6	4+	3+	-1	1

DESCRIPTION

A Brood Horror is a single model. A frightening mutation, this hulking, fecund creature has attained its monstrous size by devouring its kin. It can shear its victims in half with Rancid Fangs and wrack anything it can grasp with its Mauling Claws, all the while lashing at them with its Prehensile Tail.

ABILITIES

Regenerating Monstrosity: A monstrous masterpiece from the breeding pits of the Clans Moulder, the flesh of a Brood Horror can reknit in battle almost as fast as it can be torn. In each of your hero phases, heal D3 wounds that have been allocated to this model.

KEYWORDS

CHAOS, SKAVEN, MOULDER, MONSTER, BROOD HORROR

EXALTED GREATER DAEMON OF KHORNE



MISSILE WEAPONS

Lash of Khorne

Range

8"

Attacks

*

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

MELEE WEAPONS

Mighty Axe of Khorne

Range

2"

Attacks

8

To Hit

3+

To Wound

*

Rend

-2

Damage

3

DAMAGE TABLE

Wounds Suffered	Move	Lash of Khorne	Mighty Axe of Khorne
0-4	12"	5	2+
5-8	10"	4	2+
9-12	9"	4	3+
13-16	8"	3	3+
17+	7"	3	4+

DESCRIPTION

An Exalted Greater Daemon of Khorne is a single model. It wields a barbed Lash of Khorne in one hand and a Mighty Axe of Khorne in the other.

FLY

An Exalted Greater Daemon of Khorne can fly.

ABILITIES

Drawn in for the Kill: Bloodthirsters often use their barbed lashes to entangle worthy opponents and draw them closer in order to savour the killing blow. If an Exalted Greater Daemon of Khorne hits an enemy **HERO** or **MONSTER** with its Lash of Khorne but does not kill it, roll a dice at the end of the shooting phase and move the model that many inches directly towards the Daemon. The model can be moved to within 3" of the Daemon.

The Land Rebels: The ground around an Exalted Greater Daemon of Khorne becomes cracked and broken beneath its stomping hooves, causing molten rock to bubble up from deep below. At the beginning of your hero phase, roll a dice for each enemy unit within 8" of this model. On a 5+, that unit suffers a mortal wound and halves its Move characteristic until your next hero phase.

COMMAND ABILITY

Rejoice in Exalted Slaughter: An Exalted Greater Daemon of Khorne is an unobtrusive leader, driving its subjects into the enemy in great numbers. If you use this command ability, then until your next hero phase friendly **KHORNE DAEMON** units within 24" of this model can move up to 6" when they pile in.

MAGIC

CHAOS WIZARDS know the Summon Exalted Greater Daemon of Khorne spell, in addition to any other spells they know.

SUMMON EXALTED GREATER DAEMON OF KHORNE

Summon Exalted Greater Daemon of Khorne has a casting value of 11. If successfully cast, you can set up an Exalted Greater Daemon of Khorne within 18" of the caster and more than 9" from any enemy models. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, KHORNE, MONSTER, HERO, BLOODTHIRSTER, EXALTED GREATER DAEMON OF KHORNE

EXALTED GREATER DAEMON OF NURGLE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Torrent of Noxious Bile	7"	2D6	3+	*	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Bilesword	2"	*	3+	3+	-2	3

Wounds Suffered	DAMAGE TABLE		
	Move	Torrent of Noxious Bile	Massive Bilesword
0-4	6"	2+	4
5-8	5"	3+	4
9-11	5"	3+	3
12-13	4"	4+	3
14+	4"	4+	2

DESCRIPTION

An Exalted Greater Daemon of Nurgle is a single model. It carries a Massive Bilesword and can vomit forth a Torrent of Noxious Bile.

ABILITIES

Blubber and Bile: The dubious reward for piercing the blubbery hide of a Great Unclean One deep enough to actually cause it harm is to be showered by acidic bile and putrid toxins. Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ the wound is negated. In addition, if the roll is 6+ and it is the combat phase, the attacking unit suffers 1 mortal wound after all of its attacks have been made.

Corpulent Mass: Great Unclean Ones bear Nurgle's gift of fecund new life, enabling their bodies to swiftly regrow damaged flesh and tissue despite their rotten composition. In your hero phase, you can heal D3 wounds that have been allocated to this model.

Mountain of Loathsome Flesh: Such is the size and girth of a Great Unclean One that it can simply run over its foes, crushing or asphyxiating them beneath its monstrous bulk as it does so. Roll a dice for each enemy unit that is within 1" of this model after this model completes a charge move. On a 4+ the enemy unit suffers D3 mortal wounds.

COMMAND ABILITY

Grandfather's Exalted Joy: At the Great Unclean One's command, Nurgle's children are inspired to fight with even greater exuberance. If you use this command ability, pick a friendly **NURGLE DAEMON** unit within 28" of this model. Add 1 to the Attacks characteristic of all melee weapons used by that unit until your next hero phase.

MAGIC

An Exalted Greater Daemon of Nurgle is a **WIZARD**. It can attempt to cast two different spells in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Plague Wind spells.

PLAGUE WIND

The Exalted Greater Daemon of Nurgle summons a whirlwind of maggots and filth, basking in its feculence for a moment before spewing it forth. Plague Wind has a casting value of 7. If successfully cast, pick a point on the battlefield within 14" of the caster and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Every unit (friend or foe) that has models beneath this line suffers D3 mortal wounds. However, each **NURGLE** unit that has models beneath this line heals D3 wounds that have been allocated to that unit instead.

CHAOS WIZARDS know the Summon Exalted Greater Daemon of Nurgle spell, in addition to any other spells they know.

SUMMON EXALTED GREATER DAEMON OF NURGLE

Summon Exalted Greater Daemon of Nurgle has a casting value of 11. If successfully cast, you can set up an Exalted Greater Daemon of Nurgle within 18" of the caster and more than 9" away from any enemy models. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, NURGLE, MONSTER, HERO, WIZARD, GREAT UNCLEAR ONE, EXALTED GREATER DAEMON OF NURGLE

EXALTED GREATER DAEMON OF SLAANESH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-sharp Claws	2"	*	3+	3+	-1	2
Elegant Greatblade	2"	4	3+	*	-2	3

Wounds Suffered	DAMAGE TABLE		
	Move	Razor-sharp Claws	Elegant Greatblade
0-3	14"	7	2+
4-7	12"	6	2+
8-10	10"	5	3+
11-13	8"	4	3+
14+	6"	3	4+

DESCRIPTION

An Exalted Greater Daemon of Slaanesh is a single model. It fights with its Razor-sharp Claws and an Elegant Greatblade.

ABILITIES

Dark Temptations: To heed the whispered promises of a Keeper of Secrets is to flirt with eternal damnation. In your opponent's hero phase, an Exalted Greater Daemon of Slaanesh can tempt a single enemy **HERO** with a gift of power. If your opponent accepts this gift of power they can pick one melee weapon carried by that model and add up to 6 to the Attacks characteristic of that weapon for the rest of the turn. However, if your opponent accepted the gift of power and any of the hit rolls for that hero's weapon are a 1 (before any modifiers are applied), their soul is devoured by the Exalted Greater Daemon of Slaanesh and it is slain after all of its attacks have been carried out.

Delicate Precision: A Keeper of Secrets has an innate knowledge of where to strike their prey in order to inflict the greatest amount of pain. Re-roll wound rolls of 1 for this model.

COMMAND ABILITY

Exalted Excess of Violence: Keepers of Secrets can whip their followers into an ecstatic frenzy. If you use this command ability, pick a **SLAANESH DAEMON** unit within 18" of this model. In your next combat phase, that unit can be picked to pile in and attack twice.

MAGIC

An Exalted Greater Daemon of Slaanesh is a **WIZARD**. It can attempt to cast two different spells in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Cacophonic Choir spells.

CACOPHONIC CHOIR

The Exalted Greater Daemon of Slaanesh screams a sanity-shattering chorus of magical sound. Cacophonic Choir has a casting value of 6. If successfully cast, roll 2D6; any enemy units within 6" of the caster that have a Bravery characteristic less than the roll suffer 3 mortal wounds.

CHAOS WIZARDS know the Summon Exalted Greater Daemon of Slaanesh spell, in addition to any other spells they know.

SUMMON EXALTED GREATER DAEMON OF SLAANESH

Summon Exalted Greater Daemon of Slaanesh has a casting value of 11. If successfully cast, you can set up an Exalted Greater Daemon of Slaanesh within 18" of the caster and more than 9" away from any enemy models. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, SLAANESH, MONSTER, HERO, WIZARD, KEEPER OF SECRETS, EXALTED GREATER DAEMON OF SLAANESH

EXALTED GREATER DAEMON OF TZEENTCH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Tzeentch	3"	4	4+	*	-	3
Curved Beak and Wicked Talons	1"	6	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Staff of Tzeentch	Infernal Gateway
0-4	12"	2+	2 or more
5-8	10"	2+	3 or more
9-12	9"	3+	3 or more
13-16	8"	3+	4 or more
17+	7"	4+	4 or more

DESCRIPTION

An Exalted Greater Daemon of Tzeentch is a single model. It carries a Staff of Tzeentch, and can tear at its foes with its Curved Beak and Wicked Talons.

FLY

An Exalted Greater Daemon of Tzeentch can fly.

ABILITIES

Mastery of Magic: Tzeentch's Daemons are manifestations of the magic in its rawest form; thus can the mightiest of their kind wield sorcerous power with the same ease that a mortal breathes air. When you make a casting or unbinding roll for an Exalted Greater Daemon of Tzeentch, change the result of the lowest dice so that it matches the highest.

Spell-thief: Lords of Change share an insatiable appetite for sorcerous knowledge; greedily gleaning insight from enemy sorcery, they dissipate and instinctively replicate it as if they had spent a lifetime mastering its intricacies. If the result of an unbinding roll for an Exalted Greater Daemon of Tzeentch is 9 or more, it learns the spell that is being cast, and can cast it in subsequent turns.

COMMAND ABILITY

Exalted Beacon of Sorcery: Spreading its arms wide, the Exalted Greater Daemon of Tzeentch saturates the area with magic. If you use this command ability, then until your next hero phase you can add 1 to all casting and unbinding rolls made for **TZEENTCH DAEMON WIZARDS** that are within 24" of the Exalted Greater Daemon of Tzeentch.

MAGIC

An Exalted Greater Daemon of Tzeentch is a **WIZARD**. It can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Infernal Gateway spells.

INFERNAL GATEWAY

The Exalted Greater Daemon of Tzeentch opens a portal to the Realm of Chaos, pulling warriors to their doom. Infernal Gateway has a casting value of 7. If successfully cast, pick a unit within 18" of the caster and visible to it and roll 9 dice. For each roll that equals or beats the number shown on the damage table above, the unit suffers 1 mortal wound.

CHAOS WIZARDS know the Summon Exalted Greater Daemon of Tzeentch spell, in addition to any other spells they know.

SUMMON EXALTED GREATER DAEMON OF TZEENTCH

Summon Exalted Greater Daemon of Tzeentch has a casting value of 11. If successfully cast, you can set up an Exalted Greater Daemon of Tzeentch within 18" of the caster and more than 9" from any enemy models. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, MONSTER, HERO, WIZARD, LORD OF CHANGE, EXALTED GREATER DAEMON OF TZEENTCH

MOURNGUL



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Nightmarish Claws and Fangs	2"	*	3+	3+	-1	2

Wounds Suffered	DAMAGE TABLE	
	Move	Nightmarish Claws and Fangs
0-2	12"	8
3-4	10"	7
5-6	9"	6
7-8	8"	5
9+	7"	4

DESCRIPTION

A Mourngul is a single model. A terrifying, inhuman spectre of monstrous size, the Mourngul attacks with its Nightmarish Claws and Fangs in a frenzied hunger for flesh and souls.

FLY

A Mourngul can fly.

ABILITIES

Devourer of Flesh and Souls: The unholy essence of a Mourngul is nourished by the souls of those it devours. If a Mourngul slays any models, at the end of that combat phase, heal D3 wounds that have been allocated to it.

Ghastly Apparition: Mourngul are a soul-searing horror to look upon, radiating an aura of supernatural terror, unutterable despair and ravenous hunger. Subtract 1 from hit rolls for attacks made by enemy units while they are within 6" of any models with this ability.

Haunter of the Dark: Mourngul are spectral creatures, made more of shadow and icy fogs than physical substance. Ignore the attacking weapon's Rend characteristic when making save rolls for this model. In addition, roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, the wound is negated.

Ravenging Onslaught: Once a Mourngul begins a blood-mad feeding frenzy, there is almost no stopping it. Each time you roll a hit roll of 6+ for a Mourngul's Nightmarish Claws and Fangs, add 1 to the weapon's Damage characteristic for that attack.

MAGIC

DEATH WIZARDS know the Summon Mourngul spell in addition to any other spells they know.

SUMMON MOURNGUL

Summon Mourngul has a casting value of 10. If successfully cast, you can set up a Mourngul within 18" of the caster and more than 9" from any enemy models. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, MONSTER, MOURNGUL

SKAVEN WARLORD ON BROOD HORROR



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brood Horror's Prehensile Tail	3"	3	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brood Horror's Rancid Fangs	1"	5	3+	3+	-1	2
Brood Horror's Mauling Claws	1"	6	4+	3+	-1	1
Warpforged Blade	1"	3	3+	3+	-2	D3

DESCRIPTION

A Skaven Warlord on Brood Horror is a single model. The Warlord is armed with a polearm-mounted Warpforged Blade with which to slash at his foes, whilst his Brood Horror mount can tear its victims in half with Rancid Fangs and wrack anything it can grasp with its Mauling Claws, all the while lashing at them with its Prehensile Tail.

ABILITIES

Imposing Mount: The sight of the Warlord riding such an imposing and blessed beast into battle does wonders for the uncertain loyalty of the Skaven around them. Add 1 to the Bravery characteristic of friendly **VERMINUS** models while they are within 13" of any Skaven Warlord on Brood Horror models.

Regenerating Monstrosity: A monstrous masterpiece from the breeding pits of the Clans Moulder, the flesh of a Brood Horror can reknit almost as fast as it can be torn in battle. In each of your hero phases, heal D3 wounds that have been allocated to this model.

COMMAND ABILITY

Gnash-gnaw on their Bones!: The Warlord ushers forth his minions to gouge, bite and tear at their prey with murderous intensity. If you use this command ability, pick one friendly **VERMINUS** unit within 13" of this model. Until your next hero phase, all models in that unit make one extra attack with each of their melee weapons.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, MONSTER, HERO, SKAVEN WARLORD ON BROOD HORROR

SQUIG GOBBA



MISSILE WEAPONS

Spit-Squigs!

MELEE WEAPONS

Grots' Stickers and Bashers

Cavernous Maw

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	2D6	4+	3+	-	D3
Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	5+	5+	-	1
1"	3	3+	3+	-2	D3

DESCRIPTION

A Squig Gobba is a single model, consisting of an especially large and jowly Squig along with its Grot handlers, who prod, provoke and generally do their best to encourage their enormous charge to do its job. The Gobba itself can, with an extremely varied degree of success, fire narcotically infused Spit-Squigs in the rough direction of the enemy. Thanks to their force-fed diet of noxious mushrooms, these unfortunate – if oblivious – creatures explode into poisonous slime when they crash down amongst their victims. If any foes should stray too close, the Grots who attend it will attempt to defend their charge with a variety of Stickers and Bashers; that is, assuming the Squig Gobba itself doesn't gobble them up first with its Cavernous Maw!

ABILITIES

Arcing Spit: Once gobbled forth, the flailing Spit-Squigs soar in an uncharacteristically graceful, saliva-trailing arc before messily splatting amongst their victims. This model can shoot at enemy units that are not visible to it.

Spittin' Beast: The Grot 'crew' tether their Squig Gobba to the ground with stakes to provide a rudimentary form of stability, and relocating the enormous creature takes time and inevitably disrupts the spittin' process. The Squig Gobba cannot make charge moves or pile-in moves. In addition, add 1 to hit rolls made for this model's Spit-Squigs on a turn in which it did not move.

KEYWORDS DESTRUCTION, GROT, MOONCLAN, SQUIG GOBBA

TROGGOTH HAG



MISSILE WEAPONS

Copious Vomit

Range

10"

Attacks

*

To Hit

3+

To Wound

3+

Rend

-2

Damage

D3

MELEE WEAPONS

Deadwood Staff

Range

2"

Attacks

4

To Hit

4+

To Wound

*

Rend

-1

Damage

3

Crushing Bulk

1"

D3

4+

3+

-1

D3

DAMAGE TABLE

Wounds Suffered	Move	Copious Vomit	Deadwood Staff
0-4	8"	6	2+
5-8	6"	5	3+
9-11	6"	4	3+
12-13	5"	3	4+
14+	4"	2	4+

DESCRIPTION

A Troggoth Hag is a single model. A colossal river troggoth, the Troggoth Hag is both rapaciously hungry and all but impossible to kill. As well as being far more clever and dangerous than her kin, she is possessed not only of malign cunning but also innate arcane power drawn from the foetid rivers and swamps in which she dwells. The Troggoth Hag can pulverise her victims with her Deadwood Staff and squash them beneath her Crushing Bulk. An even worse fate awaits those the Troggoth Hag sprays with her Copious Vomit – they are condemned to a horrific, agonising death as their armour, flesh and bone are dissolved by her noxious bile.

ABILITIES

Hag Regeneration: All Troggoths share an innate ability to regenerate even the most grievous of injuries, and in the case of a Troggoth Hag this trait is augmented further still by the arcane energies coursing through her hulking physique. In each of your hero phases, heal D6 wounds that have been allocated to this model.

Spell-spite: Troggoth Hags carry many strange fetishes and weird and gory relics of their past victims, often held in a decaying fisherman's net repurposed as a sack. These fetishes and carrion fragments serve as a focus for their cursed powers and can bring down a malignant hex upon those that would dare wield any hostile magic against them. Each time you successfully unbind a spell with this model, roll a dice; on a 4+ the wizard that cast that spell immediately suffers D3 mortal wounds.

Terrible Stench: So foul is the foetid smell given off by Troggoth Hags that even the most doughty warrior will retch uncontrollably in their presence. Subtract 1 from hit rolls for melee weapons that target this model.

MAGIC

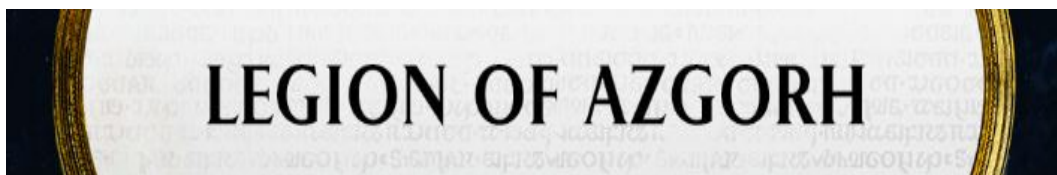
A Troggoth Hag is a **WIZARD**. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Troggoth Hag's Curse spells.

TROGGOTH HAG'S CURSE

The cackling curses of the Troggoth Hag are insidious and vile, robbing her victims of strength and shackling them with ill fortune; all the better to prevent her victims from escaping. The Troggoth Hag's Curse has a casting value of 7. If successfully cast, pick an enemy unit that is within 12" of the caster and visible to her. Subtract 1 from any hit rolls and save rolls made for that unit until your next hero phase.

KEYWORDS

DESTRUCTION, TROGGOTH, FELLWATER, MONSTER, HERO, WIZARD, TROGGOTH HAG



BULL CENTAUR RENDERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Weapon	1"	3	4+	3+	-1	2
Darkforged Great Weapon	1"	3	4+	3+	-2	2
Crushing Hooves	1"	3	4+	4+	-	1

DESCRIPTION

A unit of Bull Centaur Renders has 3 or more models. In some units, each Bull Centaur Render goes to war with a pair of Darkforged Weapons; in other units each will bear a Darkforged Weapon in one hand and a Spiteshield in the other; while some units prefer to field Renders each wielding a doubled-handed Darkforged Great Weapon. Regardless of their favoured armament, all Bull Centaur Renders can use their Crushing Hooves to stomp and trample their foes.

ABILITIES

Paired Darkforged Weapons: Those Bull Centaurs which fight with a Darkforged Weapon in each hand are renowned for hammering down blows with terrifying ferocity. Re-roll hit rolls of 1 for models armed with more than one Darkforged Weapon when attacking with their Darkforged Weapons.

Spireshield: The shields of the Legion of Azgorh are laced with malefic curses to afflict those who would assail them. In the combat phase, each time you make a save roll of 6+ for a unit that includes any models carrying a Spiteshield, the attacking model's unit suffers 1 mortal wound after all of their attacks have been made.

Trample and Gore: Charging Bull Centaurs slam into their victims with wild rage, crushing many beneath their weight and stamping enemies to death beneath their iron-shod hooves. The Crushing Hooves of models in this unit have a Damage characteristic of D3 if they charged in the same turn.

KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, BA'HAL, BULL CENTAUR RENDERS

BULL CENTAUR TAUR'RUK



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Weapons	1"	5	3+	3+	-1	2
Darkforged Great Weapon	1"	5	3+	3+	-2	3
Crushing Hooves	1"	4	4+	4+	-	1

DESCRIPTION

A Bull Centaur Taur'ruk is a single model. Some wield a potent Darkforged Weapon in each hand, while others carry a huge, double-handed Darkforged Great Weapon instead. They can also use their Crushing Hooves to stomp and trample their foes.

ABILITIES

Favour of the Burning God: The bellowing, gore-reeking presence of a Taur'ruk nearby drives others of its malformed kin into heights of zealous frenzy. Add 1 to charge rolls you make for **BA'HAL** units that are wholly within 12" of any friendly Bull Centaur Taur'ruks at the start of your charge phase.

Paired Darkforged Weapons: Those Bull Centaurs which fight with a Darkforged Weapon in each hand are renowned for hammering down blows with terrifying ferocity. Re-roll hit rolls of 1 for models armed with more than one Darkforged Weapon when attacking with their Darkforged Weapons.

Trample and Gore: Charging Bull Centaurs slam into their victims with wild rage, crushing many beneath their weight and stamping enemies to death beneath their iron-shod hooves. This model's Crushing Hooves have a Damage characteristic of D3 if it charged in the same turn.

COMMAND ABILITY

Unstoppable Charge: The Taur'ruk can unleash a roaring command that spurs on its brethren to enraged slaughter. If you use this command ability, you can charge with any friendly **BA'HAL** units that are wholly within 18" of a friendly Bull Centaur Taur'ruk at the start of the charge phase, even if they ran in the same turn.

KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, BA'HAL, HERO, BULL CENTAUR TAUR'RUK

CHAOS SIEGE GARGANT



MELEE WEAPONS

Colossal Hook-blades
Lashing Chains

Range

Attacks

To Hit

To Wound

Rend

Damage

3"

*

4+

3+

-1

2

2"

D6

3+

5+

-

1

DAMAGE TABLE

Wounds Suffered

Move

Colossal Hook-blades

0-2

7"

2D6

3-4

6"

2D6

5-7

5"

D6

8-9

4"

D6

10+

3"

D3

DESCRIPTION

A Chaos Siege Gargant is a single model. Its masters have hammered armour plates into its body and surgically grafted Colossal Hooked-blades and Lashing Chains to its arms, with which it can reap bloody havoc in battle.

ABILITIES

Scaling Spikes and Chains: Created as a kind of living war machine by the Daemonsmiths of the Zharr Goroth, the various hooks, spikes and chains that cover the Siege Gargant make it easier for them to clamber over high walls and crush obstacles than would be normal for their ungainly kind. A Chaos Siege Gargant can move through scenery as if it was not there.

Siege Armour: A Chaos Siege Gargant's body is covered in ragged iron and bronze plates that have been hammered, nailed, fused, strapped and bound directly into its tortured flesh, making it all but impervious to arrow fire. You can re-roll failed save rolls for this model against missile weapons.

Timber!: Should a gargant fall, it will likely crush those in its path under the weight of its enormous body. If a Chaos Siege Gargant is slain, or you roll a double when making a charge roll for a Chaos Siege Gargant, it will fall over (the charge automatically fails). Both players roll a dice, and whoever rolls highest decides in which direction the Chaos Siege Gargant falls (the player commanding the model wins any ties). Pick a point on the battlefield within 5" of the Chaos Siege Gargant and draw an imaginary straight line 1mm wide between that point and the closest part of the Chaos Siege Gargant. Every unit (friend or foe), apart from the Chaos Siege Gargant, that has models beneath this line suffers D3 mortal wounds.

KEYWORDS

CHAOS, GARGANT, LEGION OF AZGORH, MONSTER, SIEGE GARGANT

DAEMONSMITH



MELEE WEAPONS

Darkforged Weapon

Pyre Rune Staff

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

2

3+

3+

-1

D3

1"

1

4+

3+

-1

3

DESCRIPTION

A Daemonsmith is a single model. Each Daemonsmith is clad in a suit of arcane armour saturated in infernal magics of their own creation. Some wield a lethally ensorcelled Darkforged Weapon with which to defend themselves and others a fire-blackened Pyre Rune Staff. Each carries a single flask of the Blood of Hashut.

ABILITIES

Death-touched Armour: The protective spells woven into a Daemonsmith's armour feed on the blood of its wearer. Add 1 to any unbinding rolls made for this model so long as it has at least 1 wound allocated to it.

The Blood of Hashut: The Blood of Hashut is a deadly incendiary alchemical substance that causes flesh to liquefy and metal to burst into all-consuming flames. Once per battle, in the shooting phase, you can pick one enemy unit within 6" of this model; that unit suffers D3 mortal wounds, or D6 mortal wounds if it is a **WAR MACHINE**.

MAGIC

A Daemonsmith is a **WIZARD**. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Ash Storm spells.

ASH STORM

The Daemonsmith conjures a choking cloud of blisteringly hot ash to blind and confuse the enemy. Ash Storm has a casting value of 6. If successfully cast, pick an enemy unit within 20" of the caster and visible to them. Subtract 2 from that unit's run rolls (to a minimum of 0) until your next hero phase. In addition, subtract 2 from hit rolls for missile weapons used by that unit until your next hero phase.

KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, HERO, WIZARD, DAEMONSMITH

DEATHSHRIEKER ROCKET LAUNCHER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathshrieker Rockets	10"-36"	3	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Improvised Weapons	1"	3	5+	5+	-	1

DESCRIPTION

A Deathshrieker Rocket Launcher consists of a Deathshrieker and a Crew of three models. The Deathshrieker fires Deathshrieker Rockets at the enemy, while its Crew will defend it in close combat with an array of Improvised Weapons.

The Deathshrieker Rocket Launcher and its Crew are treated as a single model, using the characteristics given above. The Crew must remain within 1" of the Deathshrieker.

ABILITIES

Deathshrieker Rocket Blast: Deathshrieker Rockets split apart in mid-air to shower their targets with incendiaries that howl with the voices of the damned. Re-roll wound rolls of 1 for Deathshrieker Rockets if the target unit has 10 or more models. In addition, subtract 1 from the Bravery characteristic of a unit until the end of the turn if any of its models were slain by Deathshrieker Rockets in the same turn.

High-altitude Ordnance: A Deathshrieker's rockets can be launched high overhead to rain their fiery payload down upon distant or hidden targets. This model can shoot at enemy units that are not visible to it.

Infernal Engineers: Daemonsmiths are masters in the art of directing the fell artillery they forge. Add 1 to hit rolls made for this model's Deathshrieker Rockets while any friendly Daemonsmiths are within 3" of it.

Zharr Goroth Artillery: This war machine is a heavily armoured and ponderous device. This model cannot make run moves or charge moves. In addition, add 1 to save rolls for this unit against missile weapons.

KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, WAR MACHINE, DEATHSHRIEKER ROCKET LAUNCHER

DRAZHOATH THE ASHEN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cinderbreath's Gouts of Flame	16"	6	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Graven Brazier	1"	1	4+	2+	-1	3
Cinderbreath's Brazen Horns and Teeth	1"	2	3+	3+	-2	*
Cinderbreath's Burning Hooves	1"	*	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Brazen Horns and Teeth	Burning Hooves
0-3	15"	3	6
4-5	13"	D3	5
6-8	11"	D3	4
9-10	9"	1	3
11+	7"	1	2

DESCRIPTION

Drazhoath the Ashen is a single model. He is armed with the Graven Brazier, an artefact of deadly arcane power. He rides Cinderbreath, a mighty Bale Taurus that can immolate his foes with gouts of Flaming Breath and savage them with his Brazen Horns and Teeth, as well as trample them beneath his Burning Hooves.

FLY

Cinderbreath's beating wings allow Drazhoath the Ashen to fly.

ABILITIES

Blazing Body: So fierce is the shimmering heat emitted by the Tauri of Hashut that those nearby can burst into flame as their bodies succumb combustively. In each hero phase, roll a dice for each unit within 3" of this model (friend or foe). On a 6+, that unit suffers 1 mortal wound. Models with the Blazing Body ability are immune to this effect.

Blood Rage: The fury of a Bale Taurus burns like an eternal flame, but never is it more incandescent than when hurtling at its foes in anticipation of the kills to come. In the combat phase, you can re-roll failed wound rolls for Cinderbreath's Brazen Horns and Teeth if this model charged in the same turn.

Hellshard Amulet: This glowing amulet is laced with both protective enchantments and baleful hexes that can strike down those that would seek to harm its master. Roll a dice each time you allocate a mortal wound to this model. On a 5+, the wound is negated. If you negate a mortal wound in this manner in the combat phase, the attacking model's unit suffers 1 mortal wound after all of their attacks have been made.

Prophet of Ash and Flame: Few mortals can channel the fiery magical essence of Aqshy as instinctively as Drazhoath the Ashen. You can add 1 to casting rolls for Drazhoath the Ashen if the battle is taking place in the realm of Aqshy.

MAGIC

Drazhoath the Ashen is a **WIZARD**. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Flames of Azgorh spells.

FLAMES OF AZGORH

Drazhoath the Ashen conjures forth a devastating eruption of molten rock and furnace-hot flames, charring his enemies to ash. Flames of Azgorh has a casting value of 8. If successfully cast, pick a visible enemy unit within 18" of the caster. That unit suffers D6 mortal wounds. If any models are slain by this spell, add 1 to that unit's battleshock test this turn.

KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, HERO, WIZARD, MONSTER, DRAZHOATH THE ASHEN

DREADQUAKE MORTAR



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dreadquake Bomb	12"-40"	1	3+	3+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Improvised Weapons	1"	3	5+	5+	-	1
Slave Ogor Loader's Fists and Chains	1"	2	4+	4+	-	1

DESCRIPTION

A Dreadquake Mortar is a single model. The Dreadquake Mortar launches Dreadquake Bombs, whilst its Crew defend their war machine with an array of Improvised Weapons and the Slave Ogor Loader chained to its chassis will take out its blind rage on any foes foolish enough to approach with its Fists and Chains.

ABILITIES

Arching Shot: A Dreadquake Mortar launches huge Dreadquake Bombs on high-arching trajectories. This model can shoot at enemy units that are not visible to it.

Cruel Slave-masters: Daemonsmiths work their indentured slaves relentlessly, despite the risk of enraged revolt. Before shooting with this model's Dreadquake Bomb, you can choose to lash the Slave Ogor if there are any friendly Daemonsmiths within 3" of it. If you do so, roll a D6. On a 1, this model suffers D3 mortal wounds and you may not attack with this model's Dreadquake Bomb this phase; on a 2-3, you can shoot with this model's Dreadquake Bomb as normal this phase; on a 4+, add 1 to the Attacks characteristic of this model's Dreadquake Bomb this phase.

Quake Blast: Dreadquake bombs are explosive charges so powerful that they can turn dozens of armoured warriors into chunks of burnt meat in an instant. A Dreadquake Bomb has a Damage characteristic of 2D6 if the target unit has 10 or more models. In addition, a unit targeted by a Dreadquake Bomb cannot run in its next turn if any its models were slain.

Zharr Goroath Artillery: This war machine is a heavily armoured and ponderous device. This model cannot make run moves or charge moves. In addition, add 1 to save rolls for this unit against missile weapons.

KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, WAR MACHINE, DREADQUAKE MORTAR

INFERNAL GUARD BATTLE STANDARD BEARER



MELEE WEAPONS

Darkforged Weapon

Range

1"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

An Infernal Guard Battle Standard Bearer is a single model. Selected from among the ranks of the Ironsworn for their stubbornness and contempt for all other races, only they have the privilege to carry one of the Zharr Gorothe Black Banners of Malice – a sacred icon they will defend to the death with their deadly Darkforged Weapon.

ABILITIES

Blackshard Armour: Baleful magic is worked into the fabric of Blackshard Armour by the Daemonsmiths of the Zharr Gorothe, making it all but impervious to enemy missile fire. Re-roll save rolls of 1 for this model against missile weapons.

Black Banner of Malice: The Black Banner of Malice bears fell enchantments, and should they take pause to perform the correct rituals, its bearer can invoke its occult powers to terrible effect. In your hero phase, you can choose for this model to plant the Black Banner of Malice. If you do so, you may not move this model until your next turn, but it gains the following abilities until your next hero phase:

Pall of Darkness: Add 1 to the Bravery characteristic of friendly **LEGION OF AZGORH** units while they are within 15" of this model.

Shadow of the Slave Lord: Re-roll wound rolls of 1 for friendly **LEGION OF AZGORH** units while they are wholly within 15" of this model.

KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, HERO, TOTEM, INFERNAL GUARD BATTLE STANDARD BEARER

INFERNAL GUARD CASTELLAN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pyrelock Pistol	8"	1	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Weapon	1"	4	3+	3+	-1	D3
Darkforged Great Weapon	1"	3	3+	3+	-2	3

DESCRIPTION

An Infernal Guard Castellan is a single model. Infernal Guard Castellans are clad in Blackshard Armour graven in dark runes celebrating their cruel victories. Many enter battle wielding a bitterly ensorcelled Darkforged Weapon in one hand and a Spiteshield in the other. Some choose to wield a Pyrelock Pistol instead of a Spiteshield to gun down the enemy, while others carry a huge double-handed Darkforged Great Weapon instead as their only armament.

ABILITIES

Rune-wrought Blackshard Armour: Each Infernal Guard Castellan's armour is a unique masterpiece of the Daemonsmith's craft. You can re-roll failed save rolls for this unit against attacks with a Rend characteristic of '-' or '-1'.

Pyrelock Pistol: Pyrelock ammunition contains hungry pyre-spirits which seek to ravage the flesh of the foe as they are unleashed. Wound rolls of 6+ for a Pyrelock Pistol have a Damage characteristic of 2.

Spireshield: The shields of the Legion of Azgorh are laced with malefic curses to afflict those who would assail them. In the combat phase, each time you make a save roll of 6+ for a unit that includes any models carrying a Spiteshield, the attacking model's unit suffers 1 mortal wound after all of their attacks have been made.

COMMAND ABILITY

Martial Contempt: The Castellan calls upon his warriors to strike down their foes without mercy. If you use this command ability, pick one enemy unit within 12" of this model. Until your next hero phase, add 1 to wound rolls made for friendly **LEGION OF AZGORH** units that target the unit you picked.

KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, HERO, INFERNAL GUARD CASTELLAN

INFERNAL GUARD FIREGLAIVES



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Pyrelock Fireglave		16"	1	4+	4+	-1	1
Pyrelock Pistol		8"	1	4+	4+	-1	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Pyrelock Fireglave's Bayonet-cleaver		1"	1	4+	5+	-	1
Ashsteel Hand Weapon		1"	1	3+	4+	-1	1

DESCRIPTION

A unit of Infernal Guard Fireglaves has 5 or more models. Infernal Fireglaves are clad in all-encasing Blackshard Armour with the souls of sacrificial victims bound into their metal. Each Infernal Guard Fireglave carries a Pyrelock Fireglave, a deadly spirit-bound musket which is also fitted with a Bayonet-cleaver, allowing it to be used as a hacking weapon at close quarters.

FIREGLAIVE DEATHMASK

The leader of this unit is a Fireglave Deathmask. Most will carry a Pyrelock Fireglave and a Naptha Bomb; others choose to carry a Pyrelock Pistol, an Ashsteel Hand Weapon and a Naptha Bomb instead. Re-roll hit rolls of 1 for missile weapons used by a Fireglave Deathmask.

ICON BEARER

Models in this unit may be Icon Bearers carrying an Icon of Dominion. If the unit contains any Icon Bearers, add 1 to the Bravery characteristic of all models in the unit.

DRUMMER

Models in this unit may be Drummers. If the unit contains any Drummers when it runs, add 1 to the result of the run roll.

ABILITIES

Blackshard Armour: Baleful magic is worked into the fabric of Blackshard Armour by the Daemonsmiths of the Zharr Goroth, making it all but impervious to enemy missile fire. Re-roll save rolls of 1 for models in this unit against missile weapons.

Naptha Bomb: A flask filled with a rare, volatile liquid, this handheld bomb can be hurled to deadly effect. Once per battle, in your shooting phase, a model with a Naptha Bomb can hurl it at the enemy. To do so, pick a target unit within 6" of the model carrying the naptha bomb and roll a dice; on a 2+ the target unit suffers D3 mortal wounds.

Pyrelock Weapons: Pyrelock ammunition contains hungry pyre-spirits which seek to ravage the flesh of the foe as they are unleashed. When using a Pyrelock Pistol or Pyrelock Fireglave in the shooting phase, any wound rolls of 6+ have a Damage characteristic of 2 instead of 1.

Bring Down the Beast!: Infernal Guard Fireglaves have felled monstrous beasts of every description with relentless volleys from their deadly firearms. Add 1 to the wound rolls for Pyrelock Fireglaves if the target is a **MONSTER**.

KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, INFERNAL GUARD FIREGLAIVES

INFERNAL GUARD IRONSWORN



MISSILE WEAPONS

Pyrelock Pistol

Range

8"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-1

Damage

1

MELEE WEAPONS

Ashsteel Hand Weapon

Range

1"

Attacks

1

To Hit

3+

To Wound

4+

Rend

-1

Damage

1

DESCRIPTION

A unit of Infernal Guard Ironsworn has 5 or more models. Infernal Guard Ironsworn are clad in all-encasing Blackshard Armour with the souls of sacrificial victims bound into their metal. Each Infernal Guard Ironsworn marches to war armed with a murderous Ashsteel Hand Weapon in one hand, and a Spiteshield in the other.

DEATHMASK

The leader of this unit is a Deathmask. Some Deathmasks wield an Ashsteel Hand Weapon and Spiteshield, while others choose to carry a Pyrelock Pistol instead of their Spiteshield. A Deathmask makes 2 attacks with his Ashsteel Hand Weapon.

ICON BEARER

Models in this unit may be Icon Bearers carrying an Icon of Dominion. If the unit contains any Icon Bearers, add 1 to the Bravery characteristic of all models in the unit.

DRUMMER

Models in this unit may be Drummers. If the unit contains any Drummers when it runs, add 1 to the result of the run roll.

ABILITIES

Blackshard Armour: Baleful magic is worked into the fabric of Blackshard Armour by the Daemonsmiths of the Zharr Goroth, making it all but impervious to enemy missile fire. Re-roll save rolls of 1 for models in this unit against missile weapons.

Spireshield: The shields of the Legion of Azgorh are laced with malefic curses to afflict those who would assail them. In the combat phase, each time you make a save roll of 6+ for a unit that includes any models carrying a Spiteshield, the attacking model's unit suffers 1 mortal wound after all of their attacks have been made.

Pyrelock Pistol: Pyrelock ammunition contains hungry pyre-spirits which seek to ravage the flesh of the foe as they are unleashed. Wound rolls of 6+ for a Pyrelock Pistol have a Damage characteristic of 2.

KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, INFERNAL GUARD IRONSWORN

IRON DAEMON WAR ENGINE



MISSILE WEAPONS

Steam Cannonade

Range

14"

Attacks

2D6

To Hit

4+

To Wound

*

Rend

-2

Damage

1

MELEE WEAPONS

Crushing Bulk

Range

1"

Attacks

*

To Hit

4+

To Wound

4+

Rend

-

Damage

2

DAMAGE TABLE

Wounds Suffered	Move	Steam Cannonade	Crushing Bulk
0-2	10"	3+	6
3-4	8"	3+	D6
5-6	8"	4+	D6
7-9	6"	4+	D3
10+	6"	5+	D3

DESCRIPTION

An Iron Daemon War Engine is a single model. It is armed with a Steam Cannonade which fires blasts of shrapnel and burning shot at the enemy, and is more than capable of grinding foes to a bloody mess beneath its Crushing Bulk.

ABILITIES

More Power! If the need is dire, the Iron Daemon's crew can goad the half-possessed machine to even greater heights of power from its fire-spewing boiler, though doing so is not without risk... In each of your hero phases, you can choose to try and generate more power by rolling two dice and adding the number of wounds allocated to this model to the roll. If the total is 12 or more, the Iron Daemon suffers D3 mortal wounds. Otherwise, until your next hero phase, this model's Steam Cannonade has an Attacks characteristic of 4D6.

Carriage Hauler: Such is the size and power of this war engine that it can be used to haul the carriages of other artillery pieces into battle. One friendly Deathshrieker Rocket Launcher, Magma Cannon or Dreadquake Mortar can use this model's Move characteristic instead of its own in a movement phase if it starts and ends that movement phase within 1" of this model.

KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, WAR MACHINE, IRON DAEMON WAR ENGINE

K'DAAI FIREBORN



MELEE WEAPONS

Burning Irons

Range

3"

Attacks

4

To Hit

3+

To Wound

4+

Rend

-

Damage

D3

DESCRIPTION

A unit of K'daai Fireborn has 3 or more models. Each K'daai Fireborn bears a pair of Burning Irons, which take the form of iron spikes, axe blades, barbed chain-flails or other implements of slaughter, heated furnace-hot by the creature's hellish flames.

FLY

K'daai Fireborn can fly.

ABILITIES

Burning Bright: The bodies of the K'daai are scorched iron frameworks filled with masses of searing flame, and are impervious to all but the strongest blows. Add 2 to your save rolls against attacks that have a Rend characteristic of '-'.

Kiss of Fire: With a simple gesture, a wave of daemonic flame surges forth from the K'daai Fireborn to indiscriminately immolate those around them. At the end of each combat phase, all units within 3" of a unit of K'daai Fireborn suffer 1 mortal wound unless they are **K'DAAI**.

Paired Burning Irons: The K'daai Fireborn rain blows upon their victims in a murderous flurry with a speed that is entirely inhuman. Re-roll hit rolls of 1 for K'daai Fireborn.

MAGIC

LEGION OF AZGORH WIZARDS know the Summon K'daai Fireborn spell in addition to any other spells they know.

SUMMON K'DAAI FIREBORN

Summon K'daai Fireborn has a casting value of 6. If successfully cast, you can set up a unit of up to 3 K'daai Fireborn within 18" of the caster and more than 9" from any enemy models. The unit is added to your army, but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 K'daai Fireborn instead.

KEYWORDS

CHAOS, DAEMON, K'DAAI, LEGION OF AZGORH, K'DAAI FIREBORN

MAGMA CANNON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magma Blast	18"	1	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Improvised Weapons	1"	3	5+	5+	-	1

DESCRIPTION

A Magma Cannon is a single model. The Magma Cannon fires a deadly Magma Blast at the enemy, while its Crew will defend it in close combat with an array of Improvised Weapons.

ABILITIES

Infernal Engineers: Daemonsmiths are masters in the art of directing the fell artillery they forge. Increase the range of this model's Magma Blast to 24" while any friendly Daemonsmiths are within 3" of it.

Zharr Goroth Artillery: This war machine is a heavily armoured and ponderous device. This model cannot make run moves or charge moves. In addition, add 1 to save rolls for this unit against missile weapons.

Magma Blast: A Magma Cannon is a terrifying weapon, able to unleash blasts of blazing molten magma at the enemy. To shoot a Magma Blast, pick an enemy unit that is visible to this model and within range of its Magma Blast, and roll a dice. On a 3+, the unit suffers a number of mortal wounds equal to the roll. You can roll two dice instead and pick the highest roll to see how many mortal wounds the target unit suffers if the target unit has 10 or more models.

KEYWORDS CHAOS, ZHARR GOROTH, LEGION OF AZGORH, WAR MACHINE, MAGMA CANNON

SHAR'TOR THE EXECUTIONER



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Darktide Axe	2"	5	3+	3+	-2	3
Crushing Hooves	1"	4	4+	3+	-	1

DESCRIPTION

Shar'tor the Executioner is a single model. This malevolent warrior-priest of Hashut carries the terrifying Darktide Axe, a cruel weapon steeped in untold years of slaughter upon which burn vile runes of hatred and malice. Shar'tor can also use his Crushing Hooves to trample prey beneath his monstrous bulk. He also wears Hashut's sacred Mask of the Executioner, marking him as his dark god's favoured headsmen, empowered to call out his god's name with such a malign force that the sound alone is enough to kill the weak of heart, just as it fills those loyal to Hashut with unholy wrath.

ABILITIES

The Mask of the Executioner: Malign spirits are laced within the dark metal of Shar'tor's mask, and with a mighty bellow from the Bull Centaur, a measure of their dark power can be unleashed. Once per battle, at the beginning of the charge phase, instead of conducting a charge, Shar'tor can use the power of his sacred mask to exalt the name of Hashut. If he does so, roll 2D6 to establish the range of the mask's effect in inches. You can re-roll any failed charge rolls for friendly **BA'HAL** units that are within range of Shar'tor the Executioner when the charge roll is made. In addition, roll a dice for each enemy model within range when this ability is used. For each roll of 4+, that model's unit suffers 1 mortal wound.

Darktide Reaping: Legends abound of the murderous spirits bound within the Darktide Axe borne by Hashut's chosen executioner. Each time you roll a hit roll of 6+ for Shar'tor the Executioner's Darktide Axe, add 1 to the weapon's Damage characteristic for that attack.

Trample and Gore: Charging Bull Centaurs slam into their victims with wild rage, crushing many beneath their weight and stamping enemies to death beneath their iron-shod hooves. This model's Crushing Hooves have a Damage characteristic of D3 if it charged in the same turn.

COMMAND ABILITY

Malign Protection: Shar'tor the Executioner can bestow unholy blessings upon those he deems worthy. If you use this command ability, pick a friendly unit within 12" of him. Until your next hero phase, roll a dice each time you allocate a wound or mortal wound to the unit you picked. On a 6, the wound is negated.

KEYWORDS

CHAOS, ZHARR GOROTH, LEGION OF AZGORH, BA'HAL, HERO, SHAR'TOR THE EXECUTIONER

SKULLCRACKER WAR ENGINE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skullcracker Hammers and Picks	3"	*	4+	3+	-1	D3
Crushing Bulk and Spiked Wheels	1"	*	4+	4+	-	2

Wounds Suffered	DAMAGE TABLE		
	Move	Hammers and Picks	Crushing Bulk and Spiked Wheels
0-2	10"	3D6	6
3-4	8"	3D6	D6
5-6	8"	2D6	D6
7-9	6"	2D6	D3
10+	6"	D6	D3

DESCRIPTION

A Skullcracker War Engine is a single model. It is armed with a murderous array of Skullcracker Hammers and Picks, which it can use to pulverise anything before it to bloody ruin. Any survivors are likely to be crushed into an unrecognisable mess beneath its Crushing Bulk and Spiked Wheels as it grinds over them.

ABILITIES

More Power!: If the need is dire, the Skullcracker's crew can goad the half-possessed machine to even greater heights of power from its fire-spewing boiler, though doing so is not without risk... In each of your hero phases, you can choose to try and generate more power by rolling two dice and adding the number of wounds allocated to this model to the roll. If the result is higher than the wounds the Skullcracker has remaining, the Skullcracker suffers D3 mortal wounds. Otherwise, until your next hero phase, add D6 to the Attacks characteristic of this model's Skullcracker Hammers and Picks.

Beaten into Scrap: The war constructs of the enemy can little withstand the relentless, pounding blows of a Skullcracker's weapons array. You can re-roll failed wound rolls for Skullcracker Hammers and Picks attacks that target **WAR MACHINES**.

Carriage Hauler: Such is the size and power of this war engine that it can be used to haul the carriages of other artillery pieces into battle. One friendly Deathshrieker Rocket Launcher, Magma Cannon or Dreadquake Mortar can use this model's Move characteristic instead of its own in a movement phase if it starts and ends that movement phase within 1" of this model.

KEYWORDS CHAOS, ZHARR GOROTH, LEGION OF AZGORH, WAR MACHINE, SKULLCRACKER WAR ENGINE

LEGION OF AZGORH

BLACKSHARD WARHOST

ORGANISATION

A Blackshard Warhost consists of the following units:

- 1 Infernal Guard Castellan
- 1 Infernal Guard Standard Bearer
- 2 units of Infernal Guard Ironsworn
- 2 units of Infernal Guard Fireglaives

ABILITIES

Grinding Assault: The Infernal Guard which form the core of the Blackshard Warhosts are infamous for the methodical butchery they employ in combat, locking shields and standing fast with implacable determination. Breaking against them like waves against unyielding rock, the foe is ground down until nothing remains. Re-roll hit rolls of 1 for Blackshard Warhost units from this battalion that did not move in any way in the same turn.

The Hand of the Black Tower: The iron discipline of the Black Tower's guardians is resolute against all who would oppose it. You can re-roll battleshock tests for units from this battalion.

LEGION OF AZGORH

HASHUT'S WRATH ARTILLERY TRAIN

ORGANISATION

A Hashut's Wrath Artillery Train consists of the following units:

- 1 Daemonsmith
- 2 Iron Daemon War Engines

Any two models chosen from the following:

- Deathshrieker Rocket Launcher
- Magma Cannon
- Dreadquake Mortar

ABILITIES

Sacrificial Flames: The sorcerous furnaces of the Iron Daemons have been stoked to a blazing intensity by bloody rituals prior to battle. Add 1 to the run rolls and charge rolls of any Iron Daemon War Engines from this battalion.

Murderous Barrage: The gunners in a Hashut's Wrath Artillery Train have been brutally and ceaselessly drilled to perfect their deadly art. Re-roll hit rolls of 1 when attacking with missile weapons for units from this battalion that did not move in any way in the same turn.

TAMURKHAN'S HORDE

BILE TROGGOTHS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Infected Vomit	7"	1	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusted Axes and Cleavers	1"	3	4+	3+	-1	2

DESCRIPTION

A unit of Bile Troggoths has 3 or more models. They wield a variety of hulking Rusted Axes and Cleavers, and can spray great gouts of horrific Infected Vomit over their enemies.

ABILITIES

Infected Vomit: Even viler than the acidic spoil vomited forth by the rest of troggoth kind, the stew of plague-filth and meat-maggots held within a Bile Troggoth's stomach is their deadliest weapon. It can eat through flesh and metal, and dissolve whole battle lines into a screaming mess of melting flesh and agony. If the hit roll for a Bile Troggoth's shooting attack is 6 or more, make an additional hit roll with the same weapon against the target unit.

Fecund Regeneration: Like all of their kind, Bile Troggoths heal at an astonishing rate, their rotting flesh knitting together and splitting again before the eyes of their horrified prey. In your hero phase, roll a dice. On a roll of 2 or more, the model heals D3 wounds.

Vile Beyond Belief: Such is the noisome horror and near-fatal stench of a group of Bile Troggoths gathered together that all units, other than **NURGLE** units, within 3" suffer a -1 penalty to their Bravery.

Rot Brained: A Bile Troggoth's rotted brain is even more defective than those of troggoths in general, and they are apt to wander off without the supervision of something both more clever and more powerful than themselves. For each Bile Troggoth unit not within 14" of a **NURGLE HERO** at the start of your hero phase, roll a dice. On a roll of 1, you cannot move that unit in the movement phase of this turn.

KEYWORDS

CHAOS, TROGGOTH, NURGLE, TAMURKHAN'S HORDE, BILE TROGGOTHS

PLAGUE OGORS



MELEE WEAPONS

Corroded Weapons

Range

1"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-

Damage

2

DESCRIPTION

A unit of Plague Ogors has 3 or more models. They bear a variety of corroded blades, brutal clubs and rusted ironfists with which they bludgeon and hack at their enemies.

ABILITIES

Damned Flesh: Plague Ogors are cursed creatures, rather than willing followers of their decaying lord, and often not even death will free them readily from Nurgle's grasp. Whenever a Plague Ogor is slain roll a dice. On a roll of a 6+, the tortured corpse twitches back to life with a single wound remaining.

Insatiably Famished: The lure of fresh victims drives Plague Ogors into a desperate and sorrowful feast of carnage that they know can never satisfy them, for the diseases that gnaw at their ruined flesh mean they can find no end to their hunger. When the unit successfully charges, you may re-roll failed hit rolls for their Corroded Weapon attacks in the subsequent close combat phase.

Plague Contagion: In your hero phase, roll a dice for each unit within 3" of any Plague Ogor. On the roll of a 6, that unit suffers a single mortal wound. **NURGLE** units do not suffer wounds from the contagion, but instead revel in the bite of a fresh gift of their fecund god.

KEYWORDS

CHAOS, OGOR, NURGLE, TAMURKHAN'S HORDE, PLAGUE OGORS

SAYL THE FAITHLESS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Viperous Staff	2"	2	3+	3+	-1	D3

DESCRIPTION

Sayl the Faithless is a single model. Sayl is armed with the Viperous Staff, its sentient snake-heads striking like living serpents in combat.

ABILITIES

Mutant Sight: Sayl’s single eye stares into the beyond, enabling him to navigate the twisted paths of the future. Once per battle, you can re-roll a failed casting or unbinding attempt you make for Sayl.

‘Nightmaw, my slave, protect me!’: Nightmaw is slaved to the will of its master, and will bodily protect him if called upon to do so. If you allocate a wound or mortal wound to Sayl the Faithless while Nightmaw is within 3" of him, you can roll a dice; if you do so, on a 4+, the wound is negated, but Nightmaw suffers 1 mortal wound.

Schalkain’s Teeth: These sigil-etched teeth, each torn from the skull of a slain wizard or shaman, are enchanted with powerful dark magic. Once per battle, in the hero phase, you can pick a single enemy unit within 8" of Sayl; that unit suffers D3 mortal wounds.

MAGIC

Sayl the Faithless is a **WIZARD**. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Traitor’s Mist spells.

TRAITOR’S MIST

Sayl can use his dark arts to enshroud himself or his allies in a dark vortex of magical power and transport them across the battlefield like a shadow across the sun. Traitor’s Mist has a casting value of 7. If successfully cast, pick a friendly **SLAVES TO DARKNESS** unit wholly within 15" of the caster. Remove the unit from the battlefield, and then set it up anywhere on the battlefield more than 9" from any enemy models. If you pick Sayl himself to be the target of this spell and Nightmaw is within 3" of him when the spell is cast, you can also remove Nightmaw from the battlefield and then set it up anywhere on the battlefield that is within 3" of Sayl the Faithless and more than 9" from any enemy models. Units moved in this manner cannot move in the following movement phase.

KEYWORDS	CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, WIZARD, SAYL THE FAITHLESS
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TAMURKHAN'S HORDE

SONS OF THE MAGGOT LORD

ORGANISATION

A Sons of the Maggot Lord battalion consists of the following units:

- Tamurkhan
- Kayzk the Befouled
- 2 units of Plague Ogors
- 1 unit of Bile Troggoths
- 1 Gigantic Chaos Spawn (this gains the **TAMURKHAN'S HORDE** keyword)

ABILITIES

Winds of Corruption: The favour of Nurgle brought foul winds to drive alongside Tamurkhan and his chosen sons, darkening the air with foul vapours and the wails of the dying to dispirit and bedevil those who stood in the horde's path. All enemy models within 16" of **TAMURKHAN'S HORDE** units that are part of the Sons of the Maggot Lord suffer a -1 penalty to their hit rolls when making shooting attacks.

The Tide of Conquest: The earth itself blistered and trembled at the thunderous footfalls of Tamurkhan's monstrous horde, which crashed down upon its enemies like a destroying tide, pounding them into oblivion. **TAMURKHAN'S HORDE** units that are part of the Sons of the Maggot Lord can add 1 to their charge rolls.

TAMURKHAN'S HORDE

THE LEAPING POX

ORGANISATION

A Leaping Pox battalion consists of the following units:

- 3 units of Daemon Pox Riders
- 2 units of Daemon Plague Toads

ABILITIES

Bounding Horrors: Spawned from the corruption of the dead and the dying, the Daemons of the Leaping Pox seemingly appeared from nowhere, bounding from rank swamps and the charnel pits of the battlefield to reap their own tally for Nurgle. Instead of setting up a unit from this battalion at the start of the game, you can set it to one side to appear without warning from some of the dank places of the battlefield. In the movement phase of your second turn, pick an edge of the battlefield and roll a dice for each unit you set aside. If the result is 3 or more, set up the unit so that all its models are within 5" of that edge. This counts as their move for that movement phase. If the result is 1 or 2, the unit does not arrive – roll again in the movement phase of your next turn.

Infectious!: Where the Leaping Pox goes, so do plagues and contagions follow. In each hero phase, roll a dice for every unit that is within 1" of any units from this battalion. On a 6, that unit suffers a mortal wound as it is taken with some hideous illness. Do not roll for **NURGLE** units, as they enjoy this sort of thing!

PITCHED BATTLE PROFILES

TAMURKHAN'S HORDE		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX				
Chaos War Mammoth	1	1	320	Behemoth		
Gigantic Chaos Spawn	1	1	180	Behemoth		
Kayzk the Befouled	1	1	140	Leader		Only one of this model can be included in a Pitched Battle army.
Sayl the Faithless	1	1	120	Leader		Only one of this model can be included in a Pitched Battle army.
Tamurkhan the Maggot Lord	1	1	500	Leader, Behemoth		Only one of this model can be included in a Pitched Battle army.
Bile Troggoths	3	12	180/640			
Daemon Plague Toads of Nurgle	3	12	100/320			
Daemon Pox Riders of Nurgle	3	12	180/640			
Nightmaw	1	1	80			Only one of this model can be included in a Pitched Battle army. This model may only be part of an army if Sayl the Faithless is also present.
Plague Ogors	3	12	160/560			
<i>The Leaping Pox</i>	-	-	80	<i>Warscroll Battalion</i>		
<i>Sons of the Maggot Lord</i>	-	-	120	<i>Warscroll Battalion</i>		

LEGION OF AZGORH		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX				
Deathshrieker Rocket Launcher	1	1	120	Artillery		
Dreadquake Mortar	1	1	160	Artillery		
Magma Cannon	1	1	140	Artillery		
Infernal Guard Ironsworn	10	30	100/240	Battleline		
Chaos Siege Gargant	1	1	200	Behemoth		
Iron Daemon War Engine	1	1	180	Behemoth		
Skullcracker War Engine	1	1	200	Behemoth		
Bull Centaur Taur'ruk	1	1	160	Leader		
Daemonsmith	1	1	100	Leader		
Infernal Guard Battle Standard Bearer	1	1	100	Leader		
Infernal Guard Castellan	1	1	120	Leader		
Shar'tor the Executioner	1	1	220	Leader		Only one of this model can be included in a Pitched Battle army.
Drazhoath the Ashen	1	1	320	Leader, Behemoth		Only one of this model can be included in a Pitched Battle army.
Bull Centaur Renders	3	12	180/640			Battleline if this army has the LEGION OF AZGORH Allegiance and its general is Shar'tor the Executioner
Infernal Guard Fireglaves	10	30	100			Battleline if this army has the LEGION OF AZGORH Allegiance
K'daai Fireborn	3	12	160/560			
Blackshard Warhost	-	-	180	Warscroll Battalion		
Hashut's Wrath Artillery Train	-	-	200	Warscroll Battalion		
Allies: Blades of Khorne, Brayherds, Chaos Gargants, Daemons of Nurgle, Disciples of Tzeentch, Everchosen, Hosts of Slaanesh, Nurgle Rotbringers, Slaves to Darkness, Warherds						

MONSTROUS ARCANUM		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Squig Gobba		1	1	140	Artillery	
Basilisk		1	1	280	Behemoth	
Bonegrinder Gargant		1	1	420	Behemoth	
Brood Horror		1	1	140	Behemoth	
Carmine Dragon		1	1	440	Behemoth	
Colossal Squig		1	1	300	Behemoth	
Curs'd Ettin		1	1	200	Behemoth	
Dread Maw		1	1	440	Behemoth	
Dread Saurian		1	1	380	Behemoth	
Incarnate Elemental of Beasts		1	1	300	Behemoth	
Incarnate Elemental of Fire		1	1	300	Behemoth	
Magma Dragon		1	1	520	Behemoth	
Merwyrn		1	1	300	Behemoth	
Mourngul		1	1	400	Behemoth	
Preyton		1	1	160	Behemoth	
Rogue Idol		1	1	400	Behemoth	
Warfire Dragon		1	1	200	Behemoth	
Exalted Greater Daemon of Khorne		1	1	640	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Exalted Greater Daemon of Nurgle		1	1	500	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Exalted Greater Daemon of Slaanesh		1	1	500	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Exalted Greater Daemon of Tzeentch		1	1	580	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Mazarall the Butcher		1	1	360	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Skaarac the Bloodborn		1	1	500	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Skaven Warlord on Brood Horror		1	1	220	Leader, Behemoth	
Troggoth Hag		1	1	360	Leader, Behemoth	
Warpgnaw Verminlord		1	1	340	Leader, Behemoth	
Fimir Warriors		3	12	120		
Skin Wolves		3	12	120		
Wolf Rats		5	20	100		



BRETONNIA



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

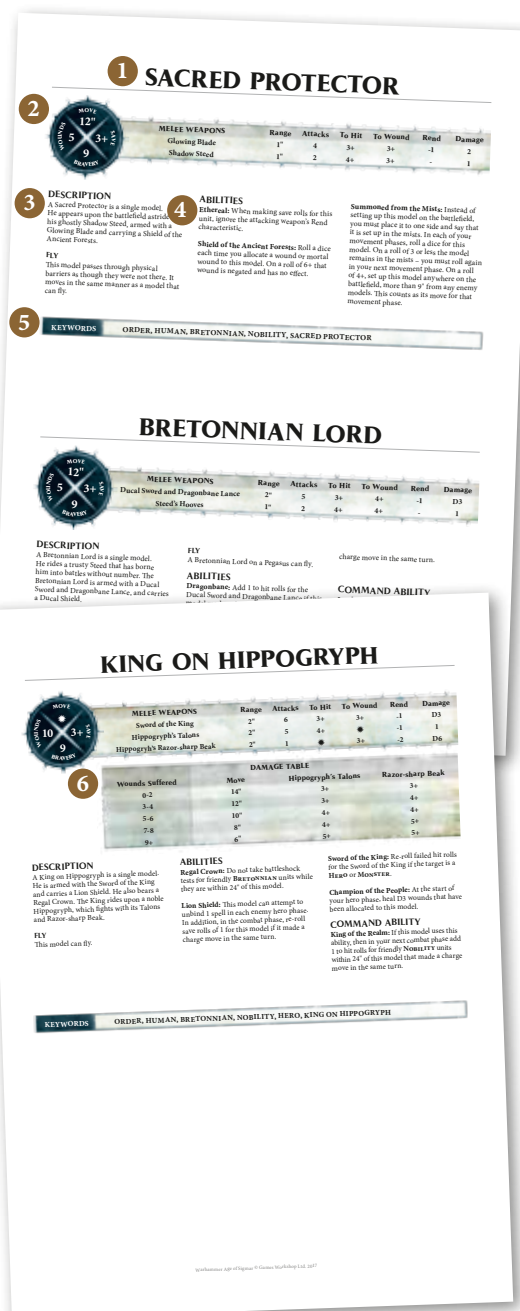
In fair Sigmaron the free people of humanity gather, preserving heraldry and cultural traditions from civilisations ground beneath the weight of unceasing strife. The clamour of warlike souls fills the heavens, united in

Sigmar's name. Though some of these lost tribes have been driven from their homelands, and others cast adrift on the tides of time, every soul amongst them dreams of wreaking bloody revenge upon the forces of Chaos.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll. For example, a rule might say that it applies to 'all **STORMCAST ETERNALS** within 12"'. This means that it would apply to models that have the **STORMCAST ETERNAL** keyword on their warscroll.
- 6. Damage Table:** Some models have a damage table that is used to determine any of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



KING ON HIPPOGRYPH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword of the King	2"	6	3+	3+	-1	D3
Hippogryph's Talons	2"	5	4+	*	-1	1
Hippogryph's Razor-sharp Beak	2"	1	*	3+	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Hippogryph's Talons	Razor-sharp Beak
0-2	14"	3+	3+
3-4	12"	3+	4+
5-6	10"	4+	4+
7-8	8"	4+	5+
9+	6"	5+	5+

DESCRIPTION

A King on Hippogryph is a single model. He is armed with the Sword of the King and carries a Lion Shield. He also bears a Regal Crown. The King rides upon a noble Hippogryph, which fights with its Talons and Razor-sharp Beak.

FLY

This model can fly.

ABILITIES

Regal Crown: Do not take battleshock tests for friendly **BRETONNIAN** units while they are within 24" of this model.

Lion Shield: This model can attempt to unbind 1 spell in each enemy hero phase. In addition, in the combat phase, re-roll save rolls of 1 for this model if it made a charge move in the same turn.

Sword of the King: Re-roll failed hit rolls for the Sword of the King if the target is a **HERO** or **MONSTER**.

Champion of the People: At the start of your hero phase, heal D3 wounds that have been allocated to this model.

COMMAND ABILITY

King of the Realm: If this model uses this ability, then in your next combat phase add 1 to hit rolls for friendly **NOBILITY** units within 24" of this model that made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, HERO, KING ON HIPPOGRYPH

ENCHANTRESS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Enchantress' Blessed Blade	1"	3	4+	4+	-1	1
Unicorn's Enchanted Horn	1"	1	4+	3+	-1	2
Unicorn's Silvershod Hooves	1"	3	4+	4+	-	1

DESCRIPTION

An Enchantress is a single model. She rides to battle on an elegant Unicorn and wields a Blessed Blade. The Unicorn defends its mistress with its Enchanted Horn and Silvershod Hooves.

ABILITIES

Chalice of Potions: In your hero phase, you can re-roll one failed casting roll for this model. If you do and the result of the re-roll is a 2 before any modifiers are applied, then you cannot use this ability again for the rest of the battle.

Saintly Guardians: In the combat phase, re-roll failed hit rolls for friendly **GRAIL KNIGHTS** units while they are within 10" of this model.

Spiteful Glance: At the start of the combat phase, pick an enemy unit within 3" of this model and roll 2D6. The enemy unit suffers 1 mortal wound if the result of the roll is equal to or higher than its Bravery characteristic.

Blessed: In your hero phase, heal D3 wounds that have been allocated to this model.

MAGIC

An Enchantress is a wizard. She can attempt to cast two spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Divine Favour spells.

DIVINE FAVOUR

Divine Favour has a casting value of 6. If successfully cast, pick a friendly **BRETONNIAN** unit that is visible to the caster and within 16" of them. Until your next hero phase, add 1 to hit rolls for that unit's melee weapons.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, HERO, WIZARD, DAMSEL, ENCHANTRESS

SACRED PROTECTOR



MELEE WEAPONS

Glowing Blade

Shadow Steed

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

4

3+

3+

-1

2

1"

2

4+

3+

-

1

DESCRIPTION

A Sacred Protector is a single model. He appears upon the battlefield astride his ghostly Shadow Steed, armed with a Glowing Blade and carrying a Shield of the Ancient Forests.

FLY

This model passes through physical barriers as though they were not there. It moves in the same manner as a model that can fly.

ABILITIES

Ethereal: When making save rolls for this unit, ignore the attacking weapon's Rend characteristic.

Shield of the Ancient Forests: Roll a dice each time you allocate a wound or mortal wound to this model. On a roll of 6+ that wound is negated and has no effect.

Summoned from the Mists: Instead of setting up this model on the battlefield, you must place it to one side and say that it is set up in the mists. In each of your movement phases, roll a dice for this model. On a roll of 3 or less the model remains in the mists – you must roll again in your next movement phase. On a roll of 4+, set up this model anywhere on the battlefield, more than 9" from any enemy models. This counts as its move for that movement phase.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, SACRED PROTECTOR

BRETONNIAN LORD



MELEE WEAPONS

Ducal Sword and Dragonbane Lance

Steed's Hooves

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

5

3+

4+

-1

D3

1"

2

4+

4+

-

1

DESCRIPTION

A Bretonnian Lord is a single model. He rides a trusty Steed that has borne him into battles without number. The Bretonnian Lord is armed with a Ducal Sword and Dragonbane Lance, and carries a Ducal Shield.

PEGASUS

Some Bretonnian Lords ride a Pegasus; these have a Move characteristic of 16" rather than 12".

FLY

A Bretonnian Lord on a Pegasus can fly.

ABILITIES

Dragonbane: Add 1 to hit rolls for the Ducal Sword and Dragonbane Lance if this model made a charge move in the same turn. In addition, re-roll failed hit rolls for the Ducal Sword and Dragonbane Lance if the target is a **MONSTER**.

Ducal Shield: In the combat phase, re-roll save rolls of 1 for this model if it made a

charge move in the same turn.

COMMAND ABILITY

Lord of the Realm: If this model uses this ability, until your next hero phase re-roll failed charge rolls for friendly **NOBILITY** units that are within 15" of this model when the charge roll is made.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, HERO, BRETONNIAN LORD

NOBLE CHAMPION



MELEE WEAPONS

Relic Weapon

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A Noble Champion is a single model. He goes to war armed with a Relic Weapon and carrying a Champion's Shield.

ABILITIES

Relic Weapon: Add 1 to the Damage characteristic of the Relic Weapon if the target is a **DAEMON** or **DEATH** unit.

Virtue of Empathy: In the battleshock phase, friendly **PEASANTRY** units can use this model's Bravery characteristic when they take a battleshock test if they are within 6" of this model when the test is taken.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, HERO, NOBLE CHAMPION

NOBLE STANDARD BEARER



MELEE WEAPONS

Relic Weapon

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

Destrier's Iron-shod Hooves

1"

2

4+

4+

-

1

DESCRIPTION

A Noble Standard Bearer is a single model. He is armed with a Relic Weapon and carries a Valorous Banner. He rides into battle upon a Destrier that lashes out with Iron-shod Hooves.

ABILITIES

Relic Weapon: Add 1 to the Damage characteristic of the Relic Weapon if the target is a **DAEMON** or **DEATH** unit.

Valorous Banner: In the battleshock phase, you can re-roll battleshock tests for friendly **NOBILITY** units that were within 12" of this model when the test was taken.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, HERO, TOTEM, NOBLE STANDARD BEARER

DAMSEL



MELEE WEAPONS

Staff of Purity

Mount's Hooves

Range

1"

Attacks

1

2

To Hit

4+

4+

To Wound

3+

4+

Rend

-1

-

Damage

D3

1

DESCRIPTION

A Damsel is a single model. She is armed with a Staff of Purity.

PUREBRED HORSE OR PEGASUS

A Damsel can ride a Purebred Horse; if she does, she has a Move characteristic of 12". Alternatively, she can ride a Pegasus; if she does, she has a Move characteristic of 16". Both mounts attack with their Hooves.

FLY

A Damsel on a Pegasus can fly.

ABILITIES

Soothing Aura: In your hero phase, you can heal 1 wound allocated to a friendly **BRETONNIAN** model that is within 6" of this model.

MAGIC

A Damsel is a wizard. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Divine Blessing spells.

DIVINE BLESSING

Divine Blessing has a casting value of 5. If successfully cast, pick a friendly **BRETONNIAN** unit that is within 16" of the caster. Until your next hero phase, roll a dice each time you allocate a wound or mortal wound to that unit. Add 1 to the dice roll if the unit has **NOBILITY** keyword. On a roll of 6+, the wound is negated and has no effect.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, HERO, WIZARD, DAMSEL

KNIGHTS ERRANT



MELEE WEAPONS

Pendant Lance and Blade

Warhorse's Hooves

Range

2"

1"

Attacks

1

2

To Hit

4+

4+

To Wound

4+

4+

Rend

-

-

Damage

1

1

DESCRIPTION

A unit of Knights Errant has 5 or more models. They ride to war on mighty warhorses, driving their foes before them in a thunder of Hooves, and striking at them with Pendant Lances and Blades. On their left arms they carry Knight's Shields.

CAVALIER

The leader of this unit is a Cavalier. Add 1 to the Attacks characteristic of the Cavalier's Pendant Lance and Blade.

BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Banner Bearers if it made a charge move in the same turn.

TRUMPETER

Models in this unit can be Trumpeters. Roll 3D6 instead of 2D6 when you make a charge roll for a unit that includes any Trumpeters, and then pick two of the dice to determine the result of the roll.

ABILITIES

Eager to Impress: In the combat phase, re-roll hit rolls of 1 for this unit if it was within 18" of a **DAMSEL** at the start of the phase.

Pendant Lances: Add 1 to the wound rolls and Damage characteristic of this unit's Pendant Lances and Blades if it made a charge move in the same turn.

Knight's Shield: In the combat phase, re-roll save rolls of 1 for this unit if it made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, KNIGHTS ERRANT

KNIGHTS OF THE REALM



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pendant Lance and Blade	2"	1	3+	4+	-	1
Warhorse's Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Knights of the Realm has 5 or more models. They go to war armed with Pendant Lances and Blades, and carry Knight's Shields. They ride warhorses that are trained to stave in the skulls of the enemy with their Hooves.

GALLANT

The leader of this unit is a Gallant. Add 1 to the Attacks characteristic of the Gallant's Pendant Lance and Blade.

BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Banner Bearers if it made a charge move in the same turn.

TRUMPETER

Models in this unit can be Trumpeters. Roll 3D6 instead of 2D6 when you make a charge roll for a unit that includes any Trumpeters, and then pick two of the dice to determine the result of the roll.

ABILITIES

Massed Cavalry: Re-roll hit rolls of 1 for this unit if it contains 10 or more models when the hit roll is made.

Pendant Lances: Add 1 to the wound rolls and Damage characteristic of this unit's Pendant Lances and Blades if it made a charge move in the same turn.

Knight's Shield: In the combat phase, re-roll save rolls of 1 for this unit if it made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, KNIGHTS OF THE REALM

QUESTING KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Knightly Greatblade	1"	2	3+	3+	-1	1
Charger's Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Questing Knights has 5 or more models. They ride Bretonnian Chargers that trample the foe beneath their Hooves, and wield Knightly Greatblades and Knight's Shields.

PARAGON

The leader of this unit is a Paragon. Add 1 to the Attacks characteristic of the Paragon's Knightly Greatblade.

BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Banner Bearers if it made a charge move in the same turn.

LUTIST

Models in this unit can be Lutists. Roll 3D6 instead of 2D6 when you make a charge roll for a unit that includes any Lutists, and then pick two of the dice to determine the result of the roll.

ABILITIES

The Questing Vow: Add 1 to the Damage characteristic of a Knightly Greatblade if the target has the **MONSTER** keyword. In addition, you can re-roll charge rolls for this unit if there is an enemy unit with the **MONSTER** keyword within 12" of it when the charge roll is made.

Knight's Shield: In the combat phase, re-roll save rolls of 1 for this unit if it made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, QUESTING KNIGHTS

GRAIL KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword and Sacred Lance	1"	2	3+	4+	-1	1
Destrier's Iron-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Grail Knights has 5 or more models. They are armed with Swords and Sacred Lances, and carry Knight's Shields. They ride into battle atop powerful Destriers that trample the foe beneath their Iron-shod Hooves.

GRAIL BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Grail Banner Bearers if it made a charge move in the same turn.

TRUMPETER

Models in this unit can be Trumpeters. Roll 3D6 instead of 2D6 when you make a charge roll for a unit that includes any Trumpeters, and then pick two of the dice to determine the result of the roll.

ABILITIES

Sacred Lances: Add 1 to the Damage characteristic of this unit's Swords and Sacred Lances if the target of its attacks is a **DAEMON** or **DEATH** unit. In addition, add 1 to wound rolls made for, and the Damage characteristic of, this unit's Swords and Sacred Lances if it made a charge move in the same turn.

Knight's Shield: In the combat phase, re-roll save rolls of 1 for this model if it made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, GRAIL KNIGHTS

PEGASUS KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lance and Blade	2"	2	3+	4+	-	1
Pegasus' Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Pegasus Knights has 3 or more models. They are armed with Lances and Blades, and carry Knight's Shields. Each rides a Pegasus that lashes at the foe with their Hooves.

FLY

Pegasus Knights can fly.

GALLANT

The leader of this unit is a Gallant. Add 1 to the Attacks characteristic of the

Gallant's Lance and Blade.

BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Banner Bearers if it made a charge move in the same turn.

TRUMPETER

Models in this unit can be Trumpeters. Roll 3D6 instead of 2D6 when you make a charge roll for a unit that includes any Trumpeters, and then pick two of the dice

to determine the result of the roll.

ABILITIES

Swooping Charge: Add 1 to wound rolls and 1 to the Damage characteristic of this unit's Lances and Blades if it made a charge move in the same turn.

Knight's Shield: In the combat phase, re-roll save rolls of 1 for this model if it made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, PEGASUS KNIGHTS

BATTLE PILGRIMS



MELEE WEAPONS

Reliquary Sword

Range

1"

Attacks

1

To Hit

5+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Battle Pilgrims has 6 or more models. The Battle Pilgrims are armed with Reliquary Swords and Pilgrim Shields.

GRAIL RELIQUAE

A unit of Battle Pilgrims can have one Grail Reliquae. A Grail Reliquae has a Wounds characteristic of 3 instead of 1. Add 2 to the attacks characteristic of the Grail Reliquae's Reliquary Sword.

ABILITIES

Inspired Fervour: Add 1 to hit rolls for this unit if it includes a Grail Reliquae when the hit roll is made. In addition, add 1 to any wound rolls for this unit if it has 10 or more models when the wound roll is made.

Pilgrim Shields: Re-roll save rolls of 1 for this unit. Re-roll save rolls of 1 or 2 instead if this unit includes a Grail Reliquae when the save roll is made

KEYWORDS

ORDER, HUMAN, BRETONNIAN, PEASANTRY, BATTLE PILGRIMS

MEN-AT-ARMS



MELEE WEAPONS

Polearm

Range

2"

Attacks

1

To Hit

5+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Men-at-arms has 10 or more models. The unit is armed with Polearms and Tower Shields.

WARDEN

The leader of this unit is a Warden. Add 1 to the Attacks characteristic of a Warden's Polearm.

DRUMMER

Models in this unit can be Drummers. Add 1 to charge rolls for this unit if it includes any Drummers.

TRUMPETER

Models in this unit can be Trumpeters. Add 1 to run rolls for this unit if it includes any Trumpeters.

STANDARD BEARER

Models in this unit can be Standard Bearers. You can re-roll battleshock tests for this unit if it includes any Standard Bearers when the test is taken.

ABILITIES

Rowdy Mob: Add 1 to hit rolls for this unit if it has 20 models or more when the hit roll is made. Add 2 to hit rolls instead if it has 30 models or more when the hit roll is made.

Tower Shields: Add 1 to save rolls for this unit unless it made charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, PEASANTRY, MEN-AT-ARMS

PEASANT BOWMEN



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Longbow	20"	1	5+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Skinning Knife	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Peasant Bowmen has 10 or more models. They are armed with Longbows and Skinning Knives. Some Peasant Bowmen prepare Stakes to protect them against enemy charges, and Burning Braziers to set their arrows aflame.

VILLEIN

The leader of this unit is a Villein. Add 1 to the Attacks characteristic of the Villein's Longbow.

DRUMMER

Models in this unit can be Drummers. Add 1 to charge rolls for this unit if it includes any Drummers.

TRUMPETER

Models in this unit can be Trumpeters. Add 1 to run rolls for this unit if it includes any Trumpeters.

STANDARD BEARER

Models in this unit can be Standard Bearers. You can re-roll battleshock tests for this unit if it includes any Standard Bearers when the test is taken.

ABILITIES

Arrowstorm: Once per battle, at the start of your shooting phase, you can declare that this unit will fire an Arrowstorm. If you do, add 2 to the Attacks characteristics of this unit's Longbows until the end of the phase. Add 3 to the Attacks characteristics instead if this unit has 20 or more models when the Arrowstorm is declared. A unit cannot use this ability if it is within 3" of any enemy units at the start of its shooting phase.

Stakes: When you set this unit up, you can declare that it is protecting itself with a barricade of sharpened stakes (you can use the stake models provided with this unit as a reminder of this if you wish). An enemy unit that finishes a charge move within 3" of a unit protected by stakes suffers D3 mortal wounds. The protection of the stakes is lost for the rest of the battle if this unit moves or is attacked by an enemy unit in the combat phase.

Burning Braziers: Re-roll wound rolls of 1 for Longbows used by a unit with burning braziers. The benefit of the burning braziers is lost for the rest of the battle if this unit moves or is attacked by an enemy unit in the combat phase.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, PEASANTRY, PEASANT BOWMEN

MOUNTED YEOMEN



MISSILE WEAPONS

Yeoman's Bow

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	1	4+	4+	-	1

MELEE WEAPONS

Hunting Spear

Palfrey's Sharp Teeth

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	1	4+	4+	-	1
1"	2	4+	5+	-	1

DESCRIPTION

A unit of Mounted Yeomen can have any number of models. They are armed with Yeoman's Bows and Hunting Spears, and sometimes bear small Wooden Shields. They ride lightweight Palfreys that bite their enemies with their Sharp Teeth.

WARDEN

The leader of this unit is a Warden. Add 1 to the Attacks characteristic of the Warden's Hunting Spear.

TRUMPETER

Models in this unit can be Trumpeters. Add 1 to run rolls for this unit if it includes any Trumpeters.

STANDARD BEARER

Models in this unit can be Standard Bearers. You can re-roll battleshock tests for this unit if it includes any Standard Bearers when the test is taken.

ABILITIES

Scouts: After deployment but before the first battle round, this unit can make a move as if it were the movement phase (though it cannot run).

Wooden Shields: In the combat phase, re-roll save rolls of 1 for this model if it made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, PEASANTRY, MOUNTED YEOMEN

FIELD TREBUCHET

WAR MACHINE



MISSILE WEAPONS

Rocks and Masonry

Range

12"-48"

Attacks



To Hit

4+

To Wound

3+

Rend

-2

Damage

D6

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Rocks and Masonry
4 models	4"	2
3 models	3"	2
2 models	2"	1
1 model	1"	1
No models	0	0

CREW



MELEE WEAPONS

Crew's Tools

Range

1"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A Field Trebuchet consists of a Trebuchet and a unit of five crew. The Trebuchet can hurl Rocks and Masonry at the foe, and its crew defend themselves in close combat with a variety of Tools.

ABILITIES

Heavy Artillery: This model can only move if its **CREW** are within 1" of it at the start of the movement phase. If its Crew are within 1" of the Trebuchet in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The Crew are in cover while they are within 1" of their war machine.

Arcing Shot: This unit can shoot at enemy units that are not visible to it. If it does, subtract 1 from the hit roll for the unit's Rocks and Masonry attack.

Seismic Impact: Roll a dice before making the hit roll for a Rocks and Masonry attack. If the roll is less than the number of models in the target unit, the attack scores a hit without needing the hit roll to be made.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, FIELD TREBUCHET

CREW

KEYWORDS

ORDER, HUMAN, BRETONNIAN, PEASANTRY, CREW

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Bretonnian Lord on foot.	Noble Champion
Bretonnian Lord on Hippogryph	King on Hippogryph
The Fay Enchantress	Enchantress
The Green Knight	Sacred Protector
Louen Leoncouer.	King on Hippogryph
Paladin on Pegasus	Bretonnian Lord on Pegasus
Paladin on Warhorse	Bretonnian Lord
Prophetess of the Lady	Damsel

PITCHED BATTLE PROFILES

UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Field Trebuchet	1	1	220	Artillery	
Knights Errant	8	24	200	Battleline	
Knights of the Realm	8	24	220	Battleline	
Men-at-Arms	16	48	120	Battleline	
Bretonnian Lord	1	1	140	Leader	
Damsel	1	1	100	Leader	
King On Hippogryph	1	1	400	Leader	
Noble Champion	1	1	80	Leader	
Noble Standard Bearer	1	1	80	Leader	
Enchantress	1	1	160	Leader	
Sacred Protector	1	1	200	Leader	
Battle Pilgrims	6	30	80		
Grail Knights	5	20	180		
Mounted Yeomen	5	20	100		
Peasant Bowmen	16	48	200		
Pegasus Knights	3	12	200		
Questing Knights	5	20	180		



BEASTMEN



WARSCROLLS
COMPENDIUM

INTRODUCTION

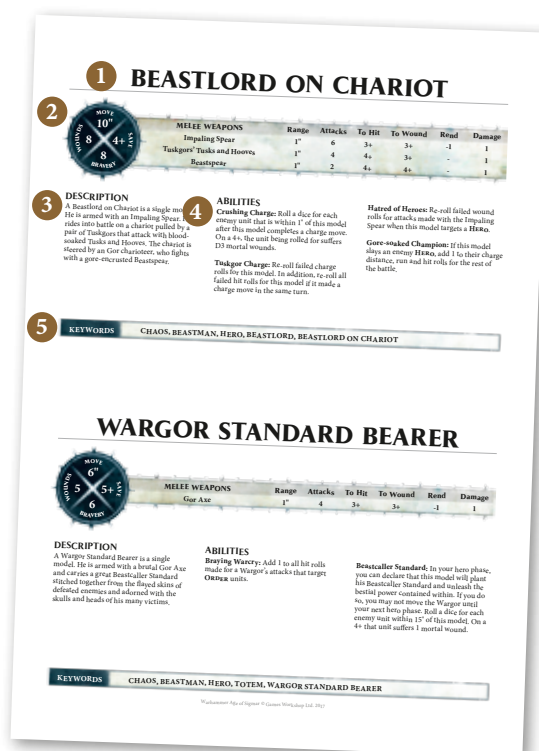
The haunted forests and wastelands of the realms are home to savage creatures that live only to trample and despoil. Some call them the horned ones, others the true children of Chaos, but to mortal men they are known as

Beastmen. When the horns of battle call, the warherds mass alongside their bull-headed brethren to fight alongside the armies of Chaos. The only reward they seek is the chance to wreak utter havoc upon everything in their path.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.



BEASTLORD ON CHARIOT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Impaling Spear	1"	6	3+	3+	-1	1
Tuskgor's Tusks and Hooves	1"	4	4+	3+	-	1
Beastspear	1"	2	4+	4+	-	1

DESCRIPTION

A Beastlord on Chariot is a single model. He is armed with an Impaling Spear. He rides into battle on a chariot pulled by a pair of Tuskgor's that attack with blood-soaked Tusks and Hooves. The chariot is steered by an Gor charioteer, who fights with a gore-encrusted Beastspear.

ABILITIES

Crushing Charge: Roll a dice for each enemy unit that is within 1" of this model after this model completes a charge move. On a 4+, the unit being rolled for suffers D3 mortal wounds.

Tuskgor Charge: Re-roll failed charge rolls for this model. In addition, re-roll all failed hit rolls for this model if it made a charge move in the same turn.

Hatred of Heroes: Re-roll failed wound rolls for attacks made with the Impaling Spear when this model targets a **HERO**.

Gore-soaked Champion: If this model slays an enemy **HERO**, add 1 to their charge distance, run and hit rolls for the rest of the battle.

KEYWORDS

CHAOS, BEASTMAN, HERO, BEASTLORD, BEASTLORD ON CHARIOT

WARGOR STANDARD BEARER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gor Axe	1"	4	3+	3+	-1	1

DESCRIPTION

A Wargor Standard Bearer is a single model. He is armed with a brutal Gor Axe and carries a great Beastcaller Standard stitched together from the flayed skins of defeated enemies and adorned with the skulls and heads of his many victims.

ABILITIES

Braying Warcry: Add 1 to all hit rolls made for a Wargor's attacks that target **ORDER** units.

Beastcaller Standard: In your hero phase, you can declare that this model will plant his Beastcaller Standard and unleash the bestial power contained within. If you do so, you may not move the Wargor until your next hero phase. Roll a dice for each enemy unit within 15" of this model. On a 4+ that unit suffers 1 mortal wound.

KEYWORDS

CHAOS, BEASTMAN, HERO, TOTEM, WARGOR STANDARD BEARER

CENTIGOR WARHOOF



MELEE WEAPONS

Mansmasher

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Centigor Warhoof is a single model. It is armed with a mighty Mansmasher.

ABILITIES

Drunken Courage: Roll a dice for this model in your hero phase. Add the result of the roll to its Bravery until your next hero phase.

Horned Armour: Pick an enemy unit that is within 1" of this model after this model completes a charge move. Roll a dice; on a 4+ the unit being rolled for suffers 1 mortal wound.

KEYWORDS

CHAOS, CENTIGOR, HERO, CENTIGOR WARHOOF

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Substitute Warscroll
Bray-Shaman	Great Bray-Shaman
Ghorros Warhoof	Centigor Warhoof
Giant	Chaos Gargant
Gorebull	Doombull
Gorthor on Foot	Beastlord
Gorthor the Beastlord	Beastlord on Chariot
Great Bray-Shaman on Chariot	Beastlord on Chariot
Khazrak the One-eye	Beastlord
Malagor, the Dark Omen	Great Bray-Shaman
Minotaurs	Bullgors
Moonclaw, Son of Morrslieb	Great Bray-Shaman
Morghur, Master of Skulls	Great Bray-Shaman
Razorgor Chariot	Tuskgor Chariot
Slugtongue	Great Bray-Shaman
Taurox, the Brass Bull	Doombull
Ungrol Four-horn	Ungor Halfhorn (see the Ungors warscroll)
Wargor	Beastlord

PITCHED BATTLE PROFILES

UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Beastlord on Chariot	1	1	180	Leader	
Centigor Warhoof	1	1	100	Leader	
Wargor Standard Bearer	1	1	80	Leader	



DARK ELVES



WARSCROLLS
COMPENDIUM

INTRODUCTION

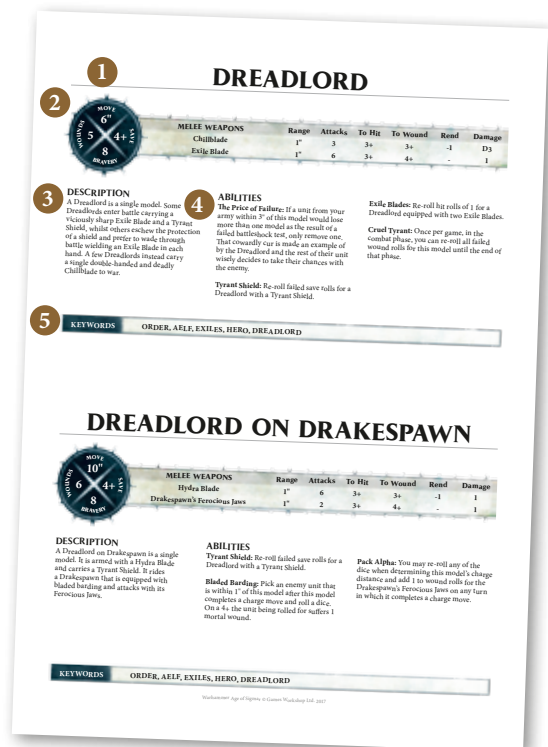
Embittered and cruel, the aelf Exiles roam the Mortal Realms bringing death to every foe they meet. These swift and vicious warriors are ostensibly allies of Sigmar. In truth, they serve only the shadowy Malerion, and themselves.

Emerging from the darkened places of the realms, the Exile warbands engage in lightning raids that leave ravaged corpses piled high in their wake. Then they vanish as quickly as they came, like smoke melting away on the breeze.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
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DREADLORD



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Chillblade	1"	3	3+	3+	-1	D3
Exile Blade	1"	6	3+	4+	-	1

DESCRIPTION

A Dreadlord is a single model. Some Dreadlords enter battle carrying a viciously sharp Exile Blade and a Tyrant Shield, whilst others eschew the protection of a shield and prefer to wade through battle wielding an Exile Blade in each hand. A few Dreadlords instead carry a single double-handed and deadly Chillblade to war.

ABILITIES

The Price of Failure: If a unit from your army within 3" of this model would lose more than one model as the result of a failed battleshock test, only remove one. That cowardly cur is made an example of by the Dreadlord and the rest of their unit wisely decides to take their chances with the enemy.

Tyrant Shield: Re-roll failed save rolls for a Dreadlord with a Tyrant Shield.

Exile Blades: Re-roll hit rolls of 1 for a Dreadlord equipped with two Exile Blades.

Cruel Tyrant: Once per game, in the combat phase, you can re-roll all failed wound rolls for this model until the end of that phase.

KEYWORDS

ORDER, AELE, EXILES, HERO, DREADLORD

DREADLORD ON DRAKESPAWN



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Hydra Blade	1"	6	3+	3+	-1	1
Drakespaw's Ferocious Jaws	1"	2	3+	4+	-	1

DESCRIPTION

A Dreadlord on Drakespaw is a single model. It is armed with a Hydra Blade and carries a Tyrant Shield. It rides a Drakespaw that is equipped with bladed barding and attacks with its Ferocious Jaws.

ABILITIES

Tyrant Shield: Re-roll failed save rolls for a Dreadlord with a Tyrant Shield.

Bladed Barding: Pick an enemy unit that is within 1" of this model after this model completes a charge move and roll a dice. On a 4+ the unit being rolled for suffers 1 mortal wound.

Pack Alpha: You may re-roll any of the dice when determining this model's charge distance and add 1 to wound rolls for the Drakespaw's Ferocious Jaws on any turn in which it completes a charge move.

KEYWORDS

ORDER, AELE, EXILES, HERO, DREADLORD

SORCERESS ON DRAKESPAWN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witchstaff	2"	1	4+	3+	-1	D3
Drakespawn's Ferocious Jaws	1"	2	3+	4+	-	1

DESCRIPTION

A Sorceress on Drakespawn is a single model. The Sorceress carries a Witchstaff and a dagger which she can use to sacrifice her allies and boost her magical powers. She rides a Drakespawn which attacks with its Ferocious Jaws.

ABILITIES

Blood Ritual: Add 2 to casting rolls made for this model if any models were slain within 3" of it in the preceding turn.

MAGIC

A Sorceress on Drakespawn is a wizard. She can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Chillwind spells.

CHILLWIND

Chillwind has a casting value of 5. If successfully cast, pick an enemy unit within 18" of, and visible to, the caster. Roll a number of dice equal to the casting roll you made in order to cast this spell (for example, if the casting roll was 9, roll 9 dice); the target unit suffers a mortal wound for each roll of 6.

KEYWORDS

ORDER, AELF, EXILES, HERO, WIZARD, SORCERESS

BEASTMASTER ON MANTICORE



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Scourge	2"	3	4+	4+	-	1
Savage Jaws and Claws	2"	3	4+	✱	-1	2
Barbed Tail	2"	✱	4+	3+	-	D3

DAMAGE TABLE

Wounds Suffered	Move	Savage Jaws and Claws	Barbed Tail
0-2	12"	3+	3
3-4	10"	3+	2
5-6	8"	4+	2
7-8	6"	4+	1
9+	4"	5+	1

DESCRIPTION

A Beastmaster on Manticore is a single model. The Beastmaster is armed with a Great Scourge and wears a Sea Dragon Cloak, while its Manticore mount attacks with its Savage Jaws and Claws and swipes its Barbed Tail.

ABILITIES

Spiteful Dominance: In your hero phase, pick this model or a **MONSTER** from your army that is within 10". Re-roll hit rolls of 1 for that model until your next hero phase.

Sea Dragon Cloak: Re-roll save rolls of 1 for a Beastmaster on Manticore in the shooting phase.

KEYWORDS

ORDER, AELF, MANTICORE, EXILES, HERO, MONSTER, BEASTMASTER

MASTER WITH BATTLE STANDARD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Blade	1"	4	3+	3+	-	1
Dark Steed's Vicious Bite	1"	2	4+	5+	-	1

DESCRIPTION

A Master with Battle Standard is a single model. It is armed with a Barbed Blade and carries a Banner of Murder.

DARK STEED

Some Masters ride to war upon a Dark Steed; these increase their Move to 14" and gain the Dark Steed's Vicious Bite attack. Mounted Masters can fight with a Barbed Blade in each hand, their banner strapped to their steed's side; you can re-roll hit rolls of 1 for this model's Barbed Blade.

ABILITIES

Treachery and Power: If your general is an **EXILE**, a Master with Battle Standard can attempt to slit his throat if he is within 1" at the start of the hero phase. If he does so, roll a dice; on a 1 this model is slain. On a 2+ your general is slain; this model becomes your general and gains all the command abilities known by his former lord.

Banner of Murder: Subtract 1 from the Bravery characteristic of enemy units within 10" of this model in the battleshock phase. In your hero phase, you can declare that the Master will hold his banner aloft. If you do, until your next hero phase you may not move the Master but the Banner of Murder will affect all enemy units within 18" of it instead.

KEYWORDS

ORDER, AELF, EXILES, HERO, TOTEM, MASTER WITH BATTLE STANDARD

SHADES



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Sword	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Shades has 5 or more models. They are armed with Repeater Crossbows and Barbed Swords.

ABILITIES

A Shadow Moves Unseen: Instead of setting up this unit on the battlefield, you can place it to one side and say that it is skulking in the shadows. At the end of your first movement phase, set this unit up anywhere on the battlefield that is more than 9" from any enemy models.

Blend with Darkness: Subtract 1 from any hit rolls made in the shooting phase for attacks that target this unit if it is in cover.

KEYWORDS

ORDER, AELF, EXILES, SHADES

REAPER BOLT THROWER

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Reaper Bolts	36"	☼	4+	3+	-1	1

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Reaper Bolts
2 models	4"	12
1 model	2"	6
No models	0	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Druchii Sword	1"	1	4+	4+	-	1

DESCRIPTION

A Reaper Bolt Thrower consists of a vicious war machine that can loose deadly volleys of Reaper Bolts at the enemy, and a unit of two Dark Elf Crew armed with Druchii Swords.

ABILITIES

Crewed War Machine: A Reaper Bolt Thrower can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the Reaper Bolt Thrower in the shooting phase, they can fire the war machine. The Reaper Bolt Thrower cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Reaper Bolts: If you make a wound roll of a 6+ for a Reaper Bolt, it inflicts 2 damage instead of 1.

WAR MACHINE

KEYWORDS	ORDER, WAR MACHINE, REAPER BOLT THROWER
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CREW

KEYWORDS	ORDER, AELF, EXILES, CREW
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SORCERESS ON DARK PEGASUS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Staff	2"	2	3+	3+	-1	D3
Dark Pegasus' Cruel Horns	1"	2	4+	3+	-	1

DESCRIPTION

A Sorceress on Dark Pegasus is a single model. She fights with a Barbed Staff and rides a Dark Pegasus who has Cruel Horns.

FLY

A Sorceress on Dark Pegasus can fly.

ABILITIES

Staff of Dark Power: You can add 1 to casting rolls for this model.

Enchanting Beauty: Subtract 1 from hit rolls that target this model in the combat phase.

MAGIC

A Sorceress on Dark Pegasus is a wizard. She can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Roiling Blackness spells.

ROILING BLACKNESS

Roiling Blackness has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and roll a dice. On a 1 that unit suffers a mortal wound, on a 2 or 3 it suffers D3 mortal wounds, and on a 4+ it suffers D6 mortal wounds.

KEYWORDS

ORDER, AELE, EXILES, HERO, WIZARD, SORCERESS ON DARK PEGASUS

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Black Guard of Naggarond.....	Black Guard
Cold One Chariots.....	Drakespawn Chariots
Cold One Knights.....	Drakespawn Knights
Dark Elf Assassin.....	Assassin
Dark Elf Sorceress.....	Sorceress
Dreadlord on Cold One.....	Dreadlord on Drakespawn
Dreadlord on Cold One Chariot.....	Drakespawn Chariot
Dreadlord on Dark Pegasus.....	Dreadlord on Drakespawn (this model can Fly)
Dreadlord on Dark Steed.....	Master with Battle Standard on Dark Steed
Dreadlord on Manticore.....	Beastmaster on Manticore
Har Ganeth Executioners.....	Executioners
Hellebron.....	Death Hag
High Beastmaster on Scourgerunner Chariot ..	Scourgerunner Chariot
High Beastmaster on Manticore.....	Beastmaster on Manticore
Kouran Darkhand.....	Dreadlord
Lokhir Fellheart.....	Black Ark Fleetmaster
Malekith (on Cold One).....	Dreadlord on Drakespawn
Malekith (on Cold One Chariot).....	Drakespawn Chariot
Malekith (on foot).....	Dreadlord
Malekith, The Witch King.....	Dreadlord on Black Dragon
Malus Darkblade.....	Dreadlord on Drakespawn
Master.....	Dreadlord
Mengil's Manflayers.....	Shades
Morathi.....	Sorceress on Dark Pegasus
Shadowblade.....	Assassin
Sorceress on Cold One.....	Sorceress on Drakespawn
Sorceress on Manticore.....	Sorceress on Black Dragon
Supreme Sorceress.....	Sorceress
Supreme Sorceress on Dark Pegasus.....	Sorceress on Dark Pegasus
Supreme Sorceress on Dark Steed.....	Sorceress on Drakespawn
Tullaris Dreadbringer.....	Dreadlord
Witch Elves.....	Witch Aelves

PITCHED BATTLE PROFILES

DARK ELVES	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Reaper Bolt Thrower	1	1	120	Artillery	
Dreadlord	1	1	100	Leader	
Dreadlord on Drakespawn	1	1	100	Leader	
Master with Battle Standard	1	1	80	Leader	
Sorceress on Dark Pegasus	1	1	220	Leader	
Sorceress on Drakespawn	1	1	100	Leader	
Beastmaster on Manticore	1	1	140	Leader, Behemoth	
Shades	5	20	100		



DWARFS



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

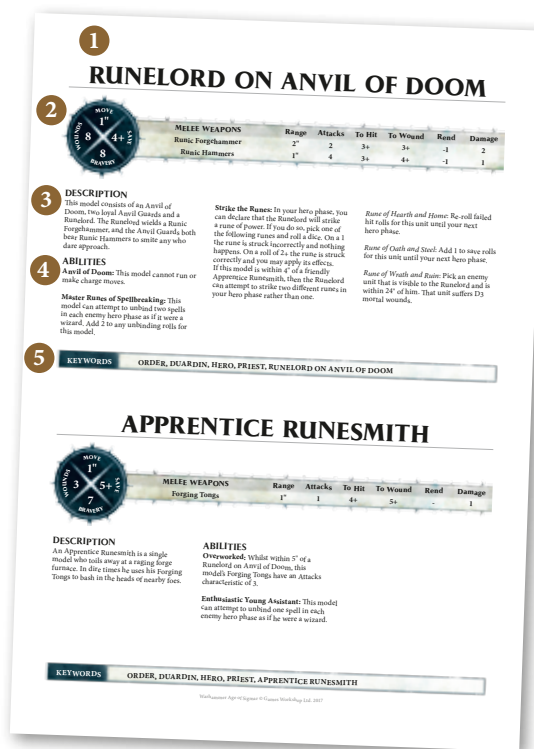
The air rings with cannon fire and booming Khazalid hymns as the Dispossessed go to war. No more resolute or resilient force is there in all the Mortal Realms, and when these duardin set forth from the gates of

Azyrheim the ground shakes to their marching tread. The Dispossessed have lost everything they held dear to the servants of Chaos. All these duardin have left is their grudges, and they fight harder than ever to see them avenged.

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WARDEN KING ON THRONE OF POWER



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Axe of Grimnir	1"	4	3+	3+	-2	3
Runic Hammers	1"	4	3+	4+	-	1

DESCRIPTION

A Warden King on Throne of Power is a single model that consists of the Throne of Power, four Thronebearers and the Warden King himself. The Warden King wields an Axe of Grimnir, wears Ancestral Armour and bears a Great Book of Grudges into battle. His Thronebearers each wield a Runic Hammer.

ABILITIES

Ancestral Armour: Re-roll failed save rolls for this model.

Great Book of Grudges: At the start of the first battle round, pick an enemy unit on the battlefield. Re-roll failed wound rolls for this model for attacks made against that enemy unit.

Throne of Power: Once per game, in the charge phase, you may re-roll one of the dice when determining this unit's charge distance. In addition, re-roll hit rolls of 1 for this unit.

KEYWORDS

ORDER, DUARDIN, HERO, WARDEN KING ON THRONE OF POWER

RUNELORD ON ANVIL OF DOOM



MELEE WEAPONS

Runic Forgehammer

Runic Hammers

Range

2"

1"

Attacks

2

4

To Hit

3+

3+

To Wound

3+

4+

Rend

-1

-1

Damage

2

1

DESCRIPTION

This model consists of an Anvil of Doom, two loyal Anvil Guards and a Runelord. The Runelord wields a Runic Forgehammer, and the Anvil Guards both bear Runic Hammers to smite any who dare approach.

ABILITIES

Anvil of Doom: This model cannot run or make charge moves.

Master Runes of Spellbreaking: This model can attempt to unbind two spells in each enemy hero phase as if it were a wizard. Add 2 to any unbinding rolls for this model.

Strike the Runes: In your hero phase, you can declare that the Runelord will strike a rune of power. If you do so, pick one of the following runes and roll a dice. On a 1 the rune is struck incorrectly and nothing happens. On a roll of 2+ the rune is struck correctly and you may apply its effects. If this model is within 4" of a friendly Apprentice Runesmith, then the Runelord can attempt to strike two different runes in your hero phase rather than one.

Rune of Hearth and Home: Re-roll failed hit rolls for this unit until your next hero phase.

Rune of Oath and Steel: Add 1 to save rolls for this unit until your next hero phase.

Rune of Wrath and Ruin: Pick an enemy unit that is visible to the Runelord and is within 24" of him. That unit suffers D3 mortal wounds.

KEYWORDS

ORDER, DUARDIN, HERO, PRIEST, RUNELORD ON ANVIL OF DOOM

APPRENTICE RUNESMITH



MELEE WEAPONS

Forging Tongs

Range

1"

Attacks

1

To Hit

4+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

An Apprentice Runesmith is a single model who toils away at a raging forge furnace. In dire times he uses his Forging Tongs to bash in the heads of nearby foes.

ABILITIES

Overworked: Whilst within 5" of a Runelord on Anvil of Doom, this model's Forging Tongs have an Attacks characteristic of 3.

Enthusiastic Young Assistant: This model can attempt to unbind one spell in each enemy hero phase as if he were a wizard.

KEYWORDS

ORDER, DUARDIN, HERO, PRIEST, APPRENTICE RUNESMITH

FAR-RANGER



MISSILE WEAPONS

Marksman's Crossbow

Range

Attacks

To Hit

To Wound

Rend

Damage

20"

1

3+

4+

-

1

MELEE WEAPONS

Ranger Axe

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

4

3+

3+

-1

1

DESCRIPTION

A Far-Ranger is a single model. He is armed with a sturdy Ranger Axe, a Marksman's Crossbow, and carries his family Heirloom Tankard.

ABILITIES

Veteran Ranger: Instead of setting up this unit on the battlefield, you can place it to one side in hiding. At the end of your movement phase you may set this unit up anywhere on the battlefield that is more than 9" from any enemy models.

Heirloom Tankard: Once per battle, in your hero phase, you may choose for this model to drink from this tankard to refresh and restore themselves. If you do so, heal D3 wounds that have been allocated to this unit.

KEYWORDS

ORDER, DUARDIN, HERO, FAR-RANGER

THANE WITH BATTLE STANDARD



MELEE WEAPONS

Ancestral Hammer

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

4

3+

3+

-

1

DESCRIPTION

A Thane with Battle Standard is a single model. He is armed with an Ancestral Hammer and carries the War Throng's Ancestral Rune Standard.

ABILITIES

Honour of the Clan: Re-roll failed hit rolls when attacking with this model.

Ancestral Rune Standard: In your hero phase, you can declare that this model will plant his Runic Standard. If you do, you may not move this model until your next hero phase, but until then he gains the following abilities:

Defiance of the Ancestors: Re-roll failed save rolls for this model.

Rune of Spellbreaking: Subtract 2 from casting rolls for all enemy **WIZARDS** that are within 16" of an Ancestral Rune Standard.

KEYWORDS

ORDER, DUARDIN, HERO, TOTEM, THANE WITH BATTLE STANDARD

MINERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blasting Charges	6"	1	4+	3+	-2	1
Steam Harpoon	16"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Miner's Pickaxe	1"	1	4+	3+	-1	1
Steam Drill	1"	1	4+	3+	-3	D3
Mule's Bite	1"	1	5+	6+	-	1

DESCRIPTION

A unit of Miners has 10 or more models. Miners are armed with double-handed Miner's Pickaxes.

PROSPECTOR

The leader of this unit is the Prospector. Some Prospectors fight with a Miner's Pickaxe, but some instead wield a Steam Drill in battle. Add 1 to the Attacks characteristic of the Prospector's Miner's Pickaxe.

MINING CART

A unit of Miners can have one Mining Cart. A Mining Cart has a Wounds characteristic of 4 instead of 1. It is pulled by a stubborn Mule that will Bite any foe that annoys it – it cannot attack with any other weapons. A Mining Cart is filled with all sorts of mining equipment that the miners can use in battle – whilst a unit of Miners includes a Mining Cart they gain the Blasting Charges weapon. Some Mining Carts also carry Steam Harpoons.

HORNBLOWERS

Models in this unit can be Hornblowers. When a unit containing any Hornblowers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

STANDARD BEARER

Models in this unit may be Standard Bearers. Standard Bearers can carry either a Runic Icon or a Clan Banner.

ABILITIES

Underground Advance: Instead of setting up a Miners unit on the battlefield, you may place it to one side and say that it is set up underground. In any of your movement phases, the Miners can surface. When they do so, set up the unit on the battlefield more than 9" from any enemy models. This is the unit's move for that movement phase.

Runic Icon: Roll a dice if a spell affects a unit with any Runic Icons. On a roll of a 5+, that spell has no effect on the unit (but it will affect other units normally).

Clan Banner: If you fail a battleshock test for a unit that has any Clan Banners, halve the number of models that flee (rounding up).

Steam Harpoon: If a unit of Miners includes a Mining Cart with a Steam Harpoon, and the unit did not move in its movement phase (or arrive on the battlefield using the Underground Advance ability), they can ready the Steam Harpoon and use it as a makeshift weapon. If they do so, one Miner within 1" of the Mining Cart can fire the Steam Harpoon in the shooting phase.

KEYWORDS

ORDER, DUARDIN, MINERS

SLAYERS



MELEE WEAPONS

Slayer Axes

Range

1"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Slayers has 5 or more models. Slayers are armed with a variety of Axes.

GIANT SLAYER

The leader of this unit is the Giant Slayer. Add 1 to the Attacks characteristic of the Giant Slayer's Slayer Axes.

ICON BEARER

Models in this unit may be Icon Bearers. Roll a dice if a spell affects a unit with any Icon Bearers. On a roll of a 5+, that spell has no effect on the unit (but it will affect other units normally).

HORNBLOWER

Models in this unit can be Hornblowers. When a unit containing any Hornblowers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

ABILITIES

Seeking a Glorious Death: If there is an enemy **MONSTER** visible to this unit you do not need to take battleshock tests for this unit.

Deathblow: If a Slayer is slain in the combat phase, roll a dice before it is removed. On a roll of 4+, you can inflict 1 mortal wound on the enemy unit that struck the fatal blow after all of its attacks have been made.

Slayer Oath: You can add 1 to wound rolls for attacks made with Slayer Axes if the target unit has a Wounds characteristic of 2 or more.

KEYWORDS

ORDER, DUARDIN, SLAYERS

DUARDIN BOLT THROWER

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Runic Bolts	38"	☀	3+	3+	-1	D3

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Runic Bolts
3 models	4"	2
2 models	3"	2
1 model	2"	1
No models	0"	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	4+	5+	-	1

DESCRIPTION

A Duardin Bolt Thrower consists of a war machine that can fire Runic Bolts across the battlefield and a unit of 3 Duardin Crew, who are equipped with a variety of engineering and artillery Tools.

ABILITIES

Duardin Artillery: A Duardin Bolt Thrower can only move if its **CREW** are within 1" at the start of the movement phase. If its Crew are within 1" of the Bolt Thrower in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The Crew are in cover while they are within 1" of their war machine.

Penetrating Shot: If a wound roll for a Runic Bolt is 6+, that shot has a Damage characteristic of D6 and a Rend characteristic of -3.

Rune of Skewering: Add 1 to wound rolls for Runic Bolts if the target unit has 20 or more models.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, DUARDIN BOLT THROWER

CREW

KEYWORDS

ORDER, DUARDIN, CREW

FLAME CANNON

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flame Burst	☀	1		See below		

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Flame Burst
3 models	4"	24"
2 models	3"	18"
1 model	2"	12"
No models	0"	0"

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	4+	5+	-	1

DESCRIPTION

A Flame Cannon consists of a single war machine that can belch a devastating Flame Burst, and a unit of 3 Duardin Crew equipped with Tools.

ABILITIES

Duardin Artillery: A Flame Cannon can only move if its **CREW** are within 1" at the start of the movement phase. If its Crew are within 1" of the Flame Cannon in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The Crew are in cover while they are within 1" of their war machine.

Flame Burst: When firing a Flame Burst, pick a unit within range to suffer D3 mortal wounds. After firing a Flame Burst, roll a dice; on a 1, 2 or 3, the flames die out and the unit you shot suffers no further damage, but on a 4+ it is set ablaze and suffers another D3 mortal wounds before the flames are extinguished.

Rune of Burning: A Flame Burst inflicts D6 mortal wounds on the target instead of D3 if the target unit has 20 or more models (it will also inflict an additional D6 mortal wounds instead of D3 if the unit is set ablaze, as described in Flame Burst).

WAR MACHINE

KEYWORDS	ORDER, WAR MACHINE, FLAME CANNON
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CREW

KEYWORDS	ORDER, DUARDIN, CREW
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GRUDGE THROWER

WAR MACHINE



MISSILE WEAPONS

Grudge Rock

Range	Attacks	To Hit	To Wound	Rend	Damage
8"-40"	1	☀	3+	-2	3

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Grudge Rock
3 models	4"	3+
2 models	3"	4+
1 model	2"	5+
No models	0	-

CREW



MELEE WEAPONS

Crew's Tools

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	4+	5+	-	1

DESCRIPTION

A Grudge Thrower consists of a single catapult that launches rune-inscribed Grudge Rocks, and a unit of 3 Duardin Crew equipped with Tools.

ABILITIES

Duardin Artillery: A Grudge Thrower can only move if its **CREW** are within 1" at the start of the movement phase. If its Crew are within 1" of the catapult in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The Crew are in cover while they are within 1" of their war machine.

Lobbed Shot: A Grudge Thrower can hurl Grudge Rocks at units that are not visible to it.

Settling a Grudge: At the start of the first battle round, pick an enemy unit on the battlefield. Re-roll failed hit and wound rolls for this Grudge Thrower when it targets that unit.

Rune of Shattering: Grudge Rocks have a Damage characteristic of 6 instead of 3 if the target unit has 20 or more models.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, GRUDGE THROWER

CREW

KEYWORDS

ORDER, DUARDIN, CREW

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Belegar Ironhammer	Warden King
Daemon Slayer	Unforged
Doomseekers	Slayers
Dragon Slayer	Unforged
Drunken Dwarfs	Warriors
Dwarf Adventurers	Warriors
Dwarf Bolt Thrower	Duardin Bolt Thrower
Dwarf Cannon	Cannon
Dwarf Engineer	Cogsmith
Dwarf Lord	Warden King
Dwarf Lord on Oath Stone	Warden King
Dwarf Warriors	Warriors
Garagrim Ironfist	Unforged
Gotrek	Unforged
Grimm Burloksson	Cogsmith
High King Thorgrim Grudgebearer	Warden King on Throne of Power
Josef Bugman	Far-Ranger
Kraggi	Apprentice Runesmith
Malakai Makaisson's Goblin Hower	Organ Gun
Master Engineer	Cogsmith
Rangers	Quarrellers
Runesmith	Runelord
Thane	Warden King
Thorek Ironbrow	Runelord on Anvil of Doom
Ungrim Ironfist	Unforged or Warden King
The White Dwarf	Warden King

PITCHED BATTLE PROFILES

DWARFS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Duardin Bolt Thrower	1	1	120	Artillery	
Flame Cannon	1	1	200	Artillery	
Grudge Thrower	1	1	180	Artillery	
Warden King on Throne of Power	1	1	220	Leader	
Far-Ranger	1	1	100	Leader	
Apprentice Runesmith	1	1	70	Leader	
Thane with Battle Standard	1	1	80	Leader	
Runelord on Anvil of Doom	1	1	140	Leader	
Slayers	5	30	60		
Miners	10	30	120		



THE EMPIRE



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

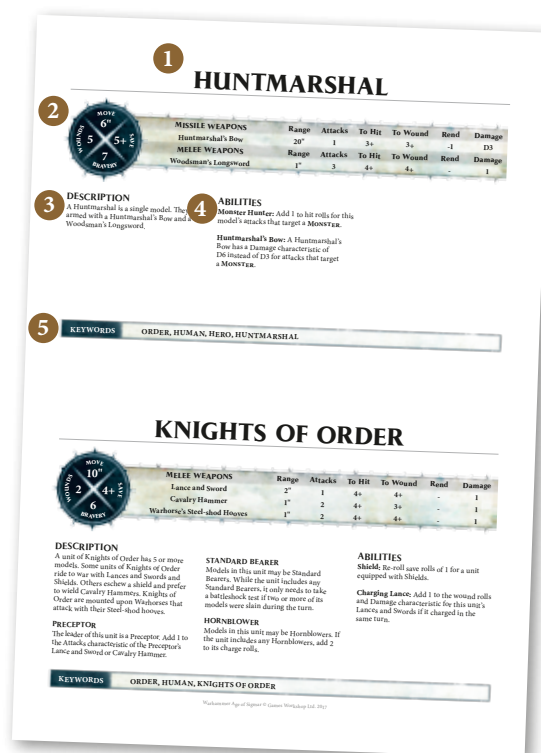
In fair Sigmaron the free people of humanity gather, preserving heraldry and cultural traditions from civilisations ground beneath the weight of unceasing strife. The clamour of warlike souls fills the heavens, united in

Sigmar's name. Though some of these lost tribes have been driven from their homelands, and others cast adrift on the tides of time, every soul amongst them dreams of wreaking bloody revenge upon the forces of Chaos.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll. For example, a rule might say that it applies to 'all **STORMCAST ETERNALS** within 12"'. This means that it would apply to models that have the **STORMCAST ETERNAL** keyword on their warscroll.



BATTELMAGE ON PEGASUS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Battlemage's Staff	1"	2	4+	3+	-1	D3
Pegasus' Iron-hard Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A Battlemage on Pegasus is a single model. The Battlemage carries a Staff and wears an Amulet of Negation. They ride to war on the back of a swift Pegasus that attacks with its Iron-hard Hooves.

FLY

A Battlemage on Pegasus can fly.

ABILITIES

Amulet of Negation: Add 1 to unbinding rolls for this model for each enemy **WIZARD** within 18" of them.

MAGIC

A Battlemage on Pegasus is a wizard. They can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. They know the Arcane Bolt, Mystic Shield and Searing Doom spells.

SEARING DOOM

Searing Doom has a casting value of 6. If successfully cast, pick an enemy unit that is visible to the caster and within 18" of them and roll 6 dice. That unit suffers 1 mortal wound for each dice rolled that is equal to or higher than that unit's Save characteristic (for example, a unit with a save of 4+ would suffer a mortal wound for each dice result that was a 4 or more). Units with a save of '-' cannot be affected by this spell.

KEYWORDS

ORDER, HUMAN, HERO, WIZARD, BATTELMAGE ON PEGASUS

HUNTMARSHAL



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Huntmarshal's Bow	20"	1	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Woodsman's Longsword	1"	3	4+	4+	-	1

DESCRIPTION

A Huntmarshal is a single model. They are armed with a Huntmarshal's Bow and a Woodsman's Longsword.

ABILITIES

Monster Hunter: Add 1 to hit rolls for this model's attacks that target a **MONSTER**.

Huntmarshal's Bow: A Huntmarshal's Bow has a Damage characteristic of D6 instead of D3 for attacks that target a **MONSTER**.

KEYWORDS

ORDER, HUMAN, HERO, HUNTMARSHAL

KNIGHTS OF ORDER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lance and Sword	2"	1	4+	4+	-	1
Cavalry Hammer	1"	2	4+	3+	-	1
Warhorse's Steel-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Knights of Order has 5 or more models. Some units of Knights of Order ride to war with Lances and Swords and Shields. Others eschew a shield and prefer to wield Cavalry Hammers. Knights of Order are mounted upon Warhorses that attack with their Steel-shod hooves.

PRECEPTOR

The leader of this unit is a Preceptor. Add 1 to the Attacks characteristic of the Preceptor's Lance and Sword or Cavalry Hammer.

STANDARD BEARER

Models in this unit may be Standard Bearers. While the unit includes any Standard Bearers, it only needs to take a battleshock test if two or more of its models were slain during the turn.

HORNBLOWER

Models in this unit may be Hornblowers. If the unit includes any Hornblowers, add 2 to its charge rolls.

ABILITIES

Shield: Re-roll save rolls of 1 for a unit equipped with Shields.

Charging Lance: Add 1 to the wound rolls and Damage characteristic for this unit's Lances and Swords if it charged in the same turn.

KEYWORDS

ORDER, HUMAN, KNIGHTS OF ORDER

ENGINEER ON MECHANICAL STEED



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Save	Damage
	Handgun	16"	1	4+	3+	-1	1
	Grenade Launching Blunderbuss	10"	1	4+	3+	-2	D3
	Repeater Handgun	14"	D3	4+	3+	-1	1
	Long Rifle	30"	1	3+	3+	-1	2
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Save	Damage
	Mechanical Steed's Steel Hooves	1"	2	5+	4+	-1	1

DESCRIPTION

An Engineer on Mechanical Steed is a single model. These eccentric Engineers carry a favoured firearm into battle, either a trusted Handgun, a multibarrelled Repeater Handgun, a compact Grenade Launching Blunderbuss or an elegantly crafted Long Rifle. They ride atop Mechanical Steeds that stamp the foe to death in close quarters with their Steel Hooves.

ABILITIES

Range-finding Optics: Re-roll hit rolls of 1 for this model in the shooting phase if they did not move in their preceding movement phase and there are no enemy models within 3" of them.

Clockwork Charge: Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 4+ the unit being rolled for suffers 1 mortal wound.

KEYWORDS

ORDER, HUMAN, HERO, ENGINEER ON MECHANICAL STEED

GREATCANNON

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cannon Ball	40"	☀	4+	2+	-2	D6

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Cannon Ball
3 models	4"	2
2 models	3"	2
1 model	2"	1
No models	0	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	5+	5+	-	1

DESCRIPTION

A Greatcannon consists of a war machine that can hurl Cannon Balls into the enemy's ranks, and a unit of 3 Crew that tend their charge and, if necessary, defend it using their Tools as improvised weapons.

ABILITIES

Crewed Artillery: A Greatcannon can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the cannon in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The Crew are in cover while they are within 1" of their war machine.

Grapeshot: Instead of firing a Cannon Ball using the profile above in the shooting phase, the Crew can load their war machine with grapeshot; if they do, then select a target that is visible to the Greatcannon. Roll one dice for each model in the target unit that is within 10" of the Greatcannon; for each roll of a 6, that unit suffers a mortal wound.

WAR MACHINE

KEYWORDS	ORDER, WAR MACHINE, GREATCANNON
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CREW

KEYWORDS	ORDER, HUMAN, CREW
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FIELD MORTAR

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mortar Shell	10-30"	1	☀	3+	-1	D3

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Mortar Shell
3 models	4"	2+
2 models	3"	3+
1 model	2"	4+
No models	0	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	5+	5+	-	1

DESCRIPTION

A Field Mortar consists of an artillery piece that fires Mortar Shells, and a unit of 3 Crew who load and fire their war machine. The Crew can, in desperate times, defend the Mortar using their Tools as improvised weapons.

ABILITIES

Crewed Artillery: A Field Mortar can only move if its **CREW** are within 1" at the start of the movement phase. If its Crew are within 1" of the mortar in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The Crew are in cover while they are within 1" of their war machine.

Artillery Barrage: A Field Mortar can fire Mortar Shells at units that are not visible to it.

High Explosive: If a Mortar Shell hits a unit that has 10 or more models, increase its Damage characteristic to D6. If it hits a unit that has 20 or more models, increase its Damage characteristic to 2D6 instead.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, FIELD MORTAR

CREW

KEYWORDS

ORDER, HUMAN, CREW

SUBSTITUTE WARSCROLLS

The following do not have their own warscrolls. Instead, use the substitute warscroll indicated below.

Unit	Warscroll
Amber Battle Wizard on Imperial Griffon . . .	Battlemage on Griffon
Ar-Ulric	Warrior Priest
Arch Lector	Warrior Priest
Arch Lector on War Altar of Sigmar	War Altar of Sigmar
Balthasar Gelt	Battlemage on Pegasus
Battle Wizard Lord	Battlemage
Battle Wizard Lord on Pegasus	Battlemage on Pegasus
Captain	Freeguild General
Empire Archers	Freeguild Archers
Empire Battle Wizard	Battlemage
Empire Cannon	Greatcannon
Empire Crossbowmen	Freeguild Crossbowmen
Empire Flagellants Warband	Flagellants
Empire Free Company Militia	Freeguild Guard
Empire General	Freeguild General
Empire Greatswords	Freeguild Greatswords
Empire Handgunners	Freeguild Handgunners
Empire Knights	Knights of Order
Empire Master Engineer	Gunmaster
Empire Mortar	Field Mortar
Empire Outriders	Freeguild Outriders
Empire Pistoliers	Freeguild Pistoliers
Empire State Troops	Freeguild Guard
Empire Steam Tank	Steam Tank
Felix	Freeguild Guard Sergeant (see Freeguild Guard warscroll)
General of the Empire on Imperial Griffon . .	Freeguild General on Griffon
General of the Empire on Pegasus	Freeguild General on Warhorse (the model can fly)
Grand Master	Freeguild General on Warhorse
Huntsmen	Freeguild Archers
Imperial Halfling Hot Pot	Field Mortar
Karl Franz on Deathclaw	Freeguild General on Griffon
Karl Franz on foot	Freeguild General
Karl Franz on Imperial Pegasus	Freeguild General on Warhorse (the model can fly)
Karl Franz on the Imperial Dragon	Freeguild General on Griffon
Karl Franz on Warhorse	Freeguild General on Warhorse
Kurt Helborg	Freeguild General on Warhorse
Ludwig Schwartzhelm	Freeguild General on Warhorse with Stately War Banner
Luthor Huss	Warrior Priest on Warhorse
Master Engineer on Mechanical Steed	Engineer on Mechanical Steed
Master Engineer on Warhorse	Engineer on Mechanical Steed
Marius Leitdorf	Freeguild General on Warhorse
Markus Wulfhart	Huntmarshal
Reiksguard Knights	Knights of Order
Teutogen Guard	Greatswords
Valten	Warrior Priest or Freeguild General
Valten on Warhorse	Warrior Priest or Freeguild General on Warhorse
Volkmar the Grim	Warrior Priest
Volkmar the Grim on War Altar	War Altar of Sigmar

PITCHED BATTLE PROFILES

THE EMPIRE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Greatcannon	1	1	180	Artillery	
Field Mortar	1	1	140	Artillery	
Battlemage on Pegasus	1	1	160	Leader	
Huntmarshal	1	1	80	Leader	
Engineer on Mechanical Steed	1	1	80	Leader	
Knights of Order	5	30	140		



HIGH ELVES



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

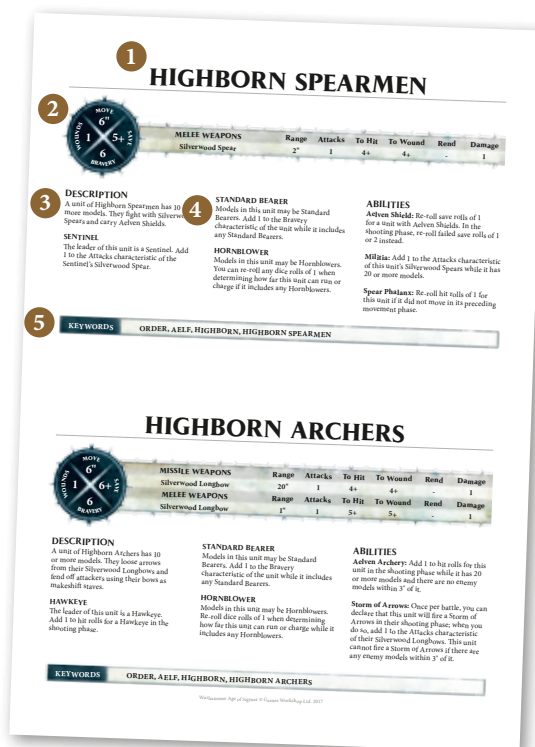
Once, the aelf Highborn were mighty. They ruled, proud and regal, over glittering cities and wonders beyond count. All of that is gone now. In place of their lost lands the Highborn have only the endless war against Chaos.

Though they defend enclaves throughout the Mortal Realms, the greatest concentration of Highborn dwells in Azyrheim. Here they fight for Sigmar's alliance, raising militia armies to hold back the tides of darkness.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was..

WARSCROLL KEY

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HIGHBORN SPEARMEN



MELEE WEAPONS

Silverwood Spear

Range

2"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Highborn Spearmen has 10 or more models. They fight with Silverwood Spears and carry Aelven Shields.

SENTINEL

The leader of this unit is a Sentinel. Add 1 to the Attacks characteristic of the Sentinel's Silverwood Spear.

STANDARD BEARER

Models in this unit may be Standard Bearers. Add 1 to the Bravery characteristic of the unit while it includes any Standard Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. You can re-roll any dice rolls of 1 when determining how far this unit can run or charge if it includes any Hornblowers.

ABILITIES

Aelven Shield: Re-roll save rolls of 1 for a unit with Aelven Shields. In the shooting phase, re-roll failed save rolls of 1 or 2 instead.

Militia: Add 1 to the Attacks characteristic of this unit's Silverwood Spears while it has 20 or more models.

Spear Phalanx: Re-roll hit rolls of 1 for this unit if it did not move in its preceding movement phase.

KEYWORDS

ORDER, AELF, Highborn, Highborn Spearmen

HIGHBORN ARCHERS



MISSILE WEAPONS

Silverwood Longbow

Range

20"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

MELEE WEAPONS

Silverwood Longbow

Range

1"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A unit of Highborn Archers has 10 or more models. They loose arrows from their Silverwood Longbows and fend off attackers using their bows as makeshift staves.

HAWKEYE

The leader of this unit is a Hawkeye. Add 1 to hit rolls for a Hawkeye in the shooting phase.

STANDARD BEARER

Models in this unit may be Standard Bearers. Add 1 to the Bravery characteristic of the unit while it includes any Standard Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. Re-roll dice rolls of 1 when determining how far this unit can run or charge while it includes any Hornblowers.

ABILITIES

Aelven Archery: Add 1 to hit rolls for this unit in the shooting phase while it has 20 or more models and there are no enemy models within 3" of it.

Storm of Arrows: Once per battle, you can declare that this unit will fire a Storm of Arrows in their shooting phase; when you do so, add 1 to the Attacks characteristic of their Silverwood Longbows. This unit cannot fire a Storm of Arrows if there are any enemy models within 3" of it.

KEYWORDS

ORDER, AELF, Highborn, Highborn Archers

HIGHBORN SILVER HELMS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ithilmar Lance and Sword	1"	1	4+	4+	-	1
Aelven Purebreed's Swift Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Highborn Silver Helms has 5 or more models. They wield Ithilmar Lances and Swords and carry Aelven Shields. Their steeds are robust Aelven Purebreeds that strike out with their Swift Hooves.

HIGH HELM

The leader of this unit is a High Helm. Add 1 to the Attacks characteristic of the High Helm's Ithilmar Lance and Sword.

STANDARD BEARER

Models in this unit may be Standard Bearers. Add 1 to the Bravery characteristic of the unit while it includes any Standard Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. Re-roll any dice rolls of 1 when determining how far this unit can run or charge while it includes any Hornblowers.

ABILITIES

Aelven Shield: Re-roll save rolls of 1 for a unit with Aelven Shields. In the shooting phase, re-roll failed save rolls of 1 or 2 instead.

Lance Charge: Add 1 to wound rolls for this unit's Ithilmar Lances and Swords and increase the Damage characteristic of the weapons by 1 if it made a charge move in the same turn.

KEYWORDS

ORDER, AELF, Highborn, Highborn Silver Helms

HIGHBORN REPEATER BOLT THROWER

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ithilmar Bolt	36"	☀	3+	3+	-2	D3
Repeating Bolts	36"	☀	4+	3+	-1	1

WAR MACHINE CREW TABLE			
Crew Within 1"	Move	Ithilmar Bolt	Repeating Bolts
2 models	4"	2	12
1 model	2"	1	6
No models	0"	0	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ithilmar Blade	1"	1	4+	4+	-	1

DESCRIPTION

A Highborn Repeater Bolt Thrower is a graceful war machine that can loose either devastating Ithilmar Bolts or volleys of smaller Repeating Bolts at the enemy. It is crewed by a unit of 2 Highborn Crew armed with Ithilmar Blades.

ABILITIES

Crewed War Machine: A Highborn Repeater Bolt Thrower can only move if its **CREW** are within 1" at the start of the movement phase. If its Crew are within 1" of the Highborn Repeater Bolt Thrower in the shooting phase, they can fire the war machine. The Highborn Repeater Bolt Thrower cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The Crew are in cover while they are within 1" of their war machine.

Bolt Selection: Each time a Highborn Repeater Bolt Thrower is fired in the shooting phase, the crew can load and fire either Ithilmar Bolts or volleys of Repeating Bolts. They cannot load and fire both in the same turn.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, Highborn Repeater Bolt Thrower

CREW

KEYWORDS

ORDER, AElf, Highborn, Crew

GREAT EAGLES



MELEE WEAPONS

Beak and Talons

Range

2"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-

Damage

1

DESCRIPTION

A unit of Great Eagles has any number of models. They assail their foes with their sharp Beaks and Talons.

FLY

Great Eagles can fly.

ABILITIES

Death from the Skies: Increase the Attacks characteristic of this unit's Beaks and Talons by 2 if it made a charge move this turn.

Soar Away: At the end of the combat phase, if there are no enemy models within 3" of this unit, you may declare that it will swoop out of combat and soar away. If you do, roll 3 dice; the total scored is how far you can immediately move this unit. The Great Eagles must end this move

more than 3" from any enemy units – if they cannot do so, then they are unable to escape and may not move.

KEYWORDS

ORDER, GREAT EAGLES

SEAWARDEN ON FOOT



MELEE WEAPONS

Zephyr Trident

Range

2"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-

Damage

2

Ithilmar Blade

1"

3

4+

4+

-

1

DESCRIPTION

A Seawarden is a single model armed with an Ithilmar Blade and an Enchanted Shield. Some Seawardens also wield a Zephyr Trident, while others carry a Sea Drake Pennant to inspire their warriors.

ABILITIES

Enchanted Shield: Re-roll failed save rolls for this model.

Sea Drake Pennant: A Seawarden with a Sea Drake Pennant gains the **TOTEM** keyword. Add 1 to all wound rolls for **HIGHBORN** units from your army if they are within 8" of a friendly Sea Drake Pennant when they attack.

COMMAND ABILITY

Stand Fast!: If a Seawarden uses this ability, pick a friendly **HIGHBORN** unit within 16". That unit cannot move or charge this turn, but you can re-roll hit rolls, wound rolls and save rolls for it until your next hero phase.

KEYWORDS

ORDER, AELE, HIGHTBORN, HERO, SEAWARDEN

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below:

Unit	Warscroll
Alarielle the Radiant	Archmage
Alith Anar	Dragon Noble
Anointed of Asuryan	Anointed
Anointed on Flamespyre Phoenix	Flamespyre Phoenix
Archmage on Great Eagle	Glade Lord on Great Eagle (see compendium Wood Elves)
Caradryan	Anointed
Caradryan on Ashtari	Frostheart Phoenix
Dragon Mage	Drakeseer
Dragon Princes of Caledor	Dragon Blades
Eagle Claw Bolt Thrower	Highborn Repeater Bolt Thrower
Ellyrian Reavers	Reavers
Eltharion on foot	Dragon Noble
Eltharion on Stormwing	High Warden
Handmaiden of the Everqueen	Dragon Noble
High Elf Archers	Highborn Archers
High Elf Archmage on Dragon	Archmage on Dragon
High Elf Mage	Archmage
High Elf Prince	Dragon Noble
High Elf Prince on Dragon	Dragonlord
High Elf Prince on Griffon	High Warden
High Elf Repeater Bolt Thrower	Highborn Repeater Bolt Thrower
High Elf Spearmen	Highborn Spearmen
High Elf Swordmasters of Hoeth	Swordmasters
Korhil	Dragon Noble
Korhil on Lion Chariot	White Lion Chariot
Lion Chariot of Chrace	White Lion Chariot
Loremaster of Hoeth	Loremaster
Lothorn Sea Guard	Spireguard
Lothorn Sea Helm on Skycutter	Skywarden
Lothorn Skycutters	Skycutters
Mage on Great Eagle	Glade Lord on Great Eagle (see compendium Wood Elves)
Mage on Tiranoc Chariot	Chariots
Noble	Dragon Noble
Prince Althran	Dragon Noble
Prince Imrik	Dragonlord
Prince on Tiranoc Chariot	Chariots
Prince on Great Eagle	Glade Lord on Great Eagle (see compendium Wood Elves)
Silver Helms	Highborn Silver Helms
Sisters of Avelorn	Sisters of the Watch
Teclis	Archmage
Tiranoc Chariots	Chariots
Tyrion	Dragon Noble
White Lions of Chrace	White Lions

PITCHED BATTLE PROFILES

HIGH ELVES		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Highborn Repeater Bolt Thrower		1	1	120	Artillery	
Highborn Spearmen		10	40	80	Battleline	
Highborn Silver Helms		5	20	140	Battleline	
Seawarden on Foot		1	1	100	Leader	
Great Eagles		1	3	60		
Highborn Archers		10	30	100		



LIZARDMEN



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

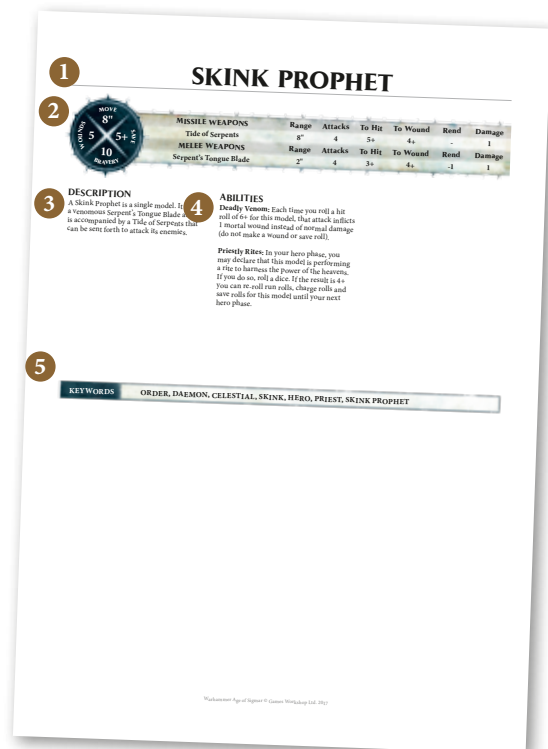
The Seraphon are beings of order, creatures of the stars whose minds and bodies sing with Azyrite energy. They are the sworn enemies of Chaos, ever-opposed to the Dark Gods and the bedlam they bring.

The cold-blooded savagery of the Seraphon is legendary. Directed by the inscrutable slann, their tightly disciplined cohorts and roaring saurian beasts tear through their enemies with the ferocity of true predators.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

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SKINK PROPHET



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tide of Serpents	8"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Serpent's Tongue Blade	2"	4	3+	4+	-1	1

DESCRIPTION

A Skink Prophet is a single model. It wields a venomous Serpent's Tongue Blade and is accompanied by a Tide of Serpents that can be sent forth to attack its enemies.

ABILITIES

Deadly Venom: Each time you roll a hit roll of 6+ for this model, that attack inflicts 1 mortal wound instead of normal damage (do not make a wound or save roll).

Priestly Rites: In your hero phase, you may declare that this model is performing a rite to harness the power of the heavens. If you do so, roll a dice. If the result is 4+ you can re-roll run rolls, charge rolls and save rolls for this model until your next hero phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SKINK, HERO, PRIEST, SKINK PROPHET

CHAMELEON SKINK STALKER



MISSILE WEAPONS

Stalker Blowpipe

Range

Attacks

To Hit

To Wound

Rend

Damage

16"

6

3+

4+

-

1

MELEE WEAPONS

Dart

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

2

5+

5+

-

1

DESCRIPTION

A Chameleon Skink Stalker is a single model. It fires a hail of poisoned darts from its Stalker Blowpipe, and can defend itself in melee by wielding an envenomed Dart as an improvised dagger.

ABILITIES

Chameleon Ambush: Instead of setting up this model, you can place it to one side and say that it is in hiding. At the end of your movement phase you can reveal it by setting it up anywhere on the battlefield, more than 9" from any enemy models.

Disappear from Sight: In your hero phase, you can declare that the Skink Stalker will vanish from sight and go into hiding. If it does so, remove this model from the battlefield. You can reveal it as described in the Chameleon Ambush ability in this turn or any subsequent turn.

Flawless Mimicry: If this model is within or on a terrain feature, its Save characteristic is 3+ rather than 6+. This includes the bonus for being in cover.

Master Hunter: Add 2 to the result of wound rolls for this model's Stalker Blowpipe if it did not move, and was not set up, in the movement phase of the same turn.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SKINK, HERO, CHAMELEON SKINK STALKER

SKINK CHIEF



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Blowpipe	16"	1	4+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ornate Club	1"	4	4+	3+	-	1
Golden Sickle	1"	4	4+	4+	-1	1

DESCRIPTION

A Skink Chief is a single model. It is armed either with a Golden Sickle or an Ornate Club, and carries a Star-buckler. Some Skink Chiefs also spit poisoned darts from a Blowpipe.

ABILITIES

Marked for Greatness: You can re-roll a single dice for this model in each phase.

Star-buckler: When making save rolls for this model, ignore the attacking weapon's Rend characteristic unless it is -2 or better.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SKINK, HERO, SKINK CHIEF

CELESTIAL SWARM



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Envenomed Teeth and Fangs	1"	5	5+	5+	-	1

DESCRIPTION

A Celestial Swarm can have any number of models. The many small creatures that make up a Celestial Swarm bite their prey with Envenomed Teeth and Fangs.

ABILITIES

Swarming Tide: In your hero phase, you may heal D3 wounds allocated to this unit, as more creatures materialise to supplement their number.

Deadly Venom: Each time you roll a hit roll of 6+ for this unit, that attack inflicts 1 mortal wound instead of normal damage (do not make a wound or save roll).

KEYWORDS

ORDER, DAEMON, CELESTIAL, CELESTIAL SWARM

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Ancient Stegadon.....	Stegadon
Chakax, the Eternity Warden	Saurus Eternity Warden
Gor-Rok.....	Saurus Sunblood
Kroq-Gar on Carnosaur.....	Saurus Oldblood on Carnosaur
Lord Mazdamundi.....	Engine of the Gods
Oxyotl	Chameleon Skink Stalker
Saurus Knights.....	Saurus Cavalry
Saurus Oldblood on Cold One	Saurus Scar-Veteran on Cold One
Saurus Scar-Veteran	Saurus Oldblood
Scar-Veteran with Battle Standard.....	Saurus Astrolith Bearer
Skink Chief on Ancient Stegadon.....	Stegadon
Skink Chief on Ripperdactyl.....	Ripperdactyl Alpha (see Ripperdactyl Riders warscroll)
Skink Chief on Stegadon	Stegadon
Skink Chief on Terradon	Master of the Skies (see Terradon Riders warscroll)
Skink Chief with Battle Standard.....	Skink Chief
Skink Cohort	Skinks and Kroxigor warscrolls
Skink Priest on Ancient Stegadon.....	Engine of the Gods
Skink Skirmishers	Skinks
Slann Mage-Priest	Slann Starmaster
Slann Mage-Priest with Battle Standard	Slann Starmaster
Tehenhauin.....	Skink Prophet
Tehenhauin on Ancient Stegadon.....	Engine of the Gods
Temple Guard.....	Saurus Guard
Tetto'eko	Skink Starseer
Tiktaq'to	Master of the Skies (see Terradon Riders warscroll)

PITCHED BATTLE PROFILES

LIZARDMEN	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
Chameleon Skink Stalker	1	1	100	Leader	
Skink Chief	1	1	60	Leader	
Skink Prophet	1	1	80	Leader	
Celestial Swarm	2	8	120		



ORCS & GOBLINS



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

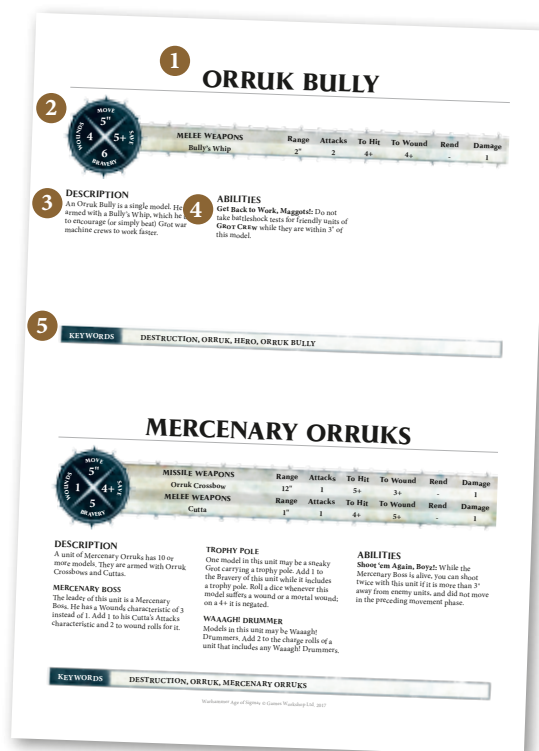
Nothing slaps a grin onto a greenskin's face like a good bit of smashing stuff up. Whether thuggish orruks or sneaky grots, drunken gargants or dumb-as-rock troggoths, all live for the day the Great Waaagh! is declared.

Part holy crusade, part anarchic riot, the Great Waaagh! sweeps across the realms laying waste to all in its path. So do the greenskins worship Gorkamorka, through total destruction and indiscriminate mayhem.

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ORRUK BULLY



MELEE WEAPONS

Bully's Whip

Range

2"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

An Orruk Bully is a single model. He is armed with a Bully's Whip, which he uses to encourage (or simply beat) Grot war machine crews to work faster.

ABILITIES

Get Back to Work, Maggots!: Do not take battleshock tests for friendly units of **GROT CREW** while they are within 3" of this model.

KEYWORDS

DESTRUCTION, ORRUK, HERO, ORRUK BULLY

MERCENARY ORRUKS



MISSILE WEAPONS

Orruk Crossbow

Range

12"

Attacks

1

To Hit

5+

To Wound

3+

Rend

-

Damage

1

MELEE WEAPONS

Cutta

Range

1"

Attacks

1

To Hit

4+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A unit of Mercenary Orruks has 10 or more models. They are armed with Orruk Crossbows and Cuttas.

MERCENARY BOSS

The leader of this unit is a Mercenary Boss. He has a Wounds characteristic of 3 instead of 1. Add 1 to his Cutta's Attacks characteristic and 2 to wound rolls for it.

TROPHY POLE

One model in this unit may be a sneaky Grot carrying a trophy pole. Add 1 to the Bravery of this unit while it includes a trophy pole. Roll a dice whenever this model suffers a wound or a mortal wound; on a 4+ it is negated.

WAAAGH! DRUMMER

Models in this unit may be Waaagh! Drummers. Add 2 to the charge rolls of a unit that includes any Waaagh! Drummers.

ABILITIES

Shoot 'em Again, Boyz!: While the Mercenary Boss is alive, you can shoot twice with this unit if it is more than 3" away from enemy units, and did not move in the preceding movement phase.

KEYWORDS

DESTRUCTION, ORRUK, MERCENARY ORRUKS

GITBOSS ON WOLF CHARIOT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Gitsplitta	1"	3	3+	3+	-1	D3
Charioteer's Slasha	1"	2	5+	5+	-	1
Giant Wolves' Slavering Jaws	1"	6	4+	4+	-	1

DESCRIPTION

A Gitboss on Wolf Chariot is a single model. The Gitboss is armed with a Great Gitsplitta. The charioteer assistant is armed with a Slasha and carries a Lucky Banner. They ride to battle on a great chariot pulled by a trio of Giant Wolves, who attack with their Slavering Jaws.

ABILITIES

Fat on Troggoth Flesh: Roll a dice in your hero phase. On a 4+ you can heal 1 wound that has been allocated to this model.

Lucky Banner: Roll a dice whenever this model suffers a wound or a mortal wound. On a 6 that wound or mortal wound is negated.

Gitwaaagh!: Re-roll failed hit rolls for this model in the combat phase if it made a charge move this turn.

KEYWORDS

DESTRUCTION, GROT, HERO, GITBOSS, GITBOSS ON WOLF CHARIOT

GITBOSS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Git-cutta	1"	5	3+	4+	-	1
Git-slicer	1"	3	3+	4+	-1	D3
Giant Wolf's Slavering Jaws	1"	2	4+	4+	-	1

DESCRIPTION

A Gitboss is a single model. Many Gitbosses are armed with a Git-cutta and a Git Shield, while others wield a pair of Git-cuttas. Some Gitbosses instead enter battle with a single Git-slicer.

GIANT WOLVES

Gitbosses often ride to battle on giant wolves; these models have Move 12" instead of 5" and gain the Giant Wolf's Slavering Jaws weapon.

ABILITIES

Kunnin' (or just Lucky): Each time this model is allocated a wound or mortal wound, you may choose another unit from your army that is within 3" and roll a dice. On a 5+ that wound or mortal wound is allocated to that unit instead.

Git Shield: Re-roll failed save rolls for a Gitboss with a Git Shield.

Git-cuttas: Re-roll hit rolls of 1 for a model attacking with two Git-cuttas.

KEYWORDS

DESTRUCTION, GROT, HERO, GITBOSS

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Substitute Warscroll
Azhag the Slaughterer.....	Orruk Warboss on Wyvern
Black Orcs.....	Orruk Ardboys
Black Orc Big Boss.....	Orruk Warboss
Black Orc Big Boss on War Boar.....	Orruk Warboss on War Boar
Black Orc Big Boss with Army Standard.....	Orruk Warboss with Great Waaagh! Banner
Black Orc Warboss.....	Orruk Warboss
Black Orc Warboss on Orc Boar Chariot.....	Orruk Boar Chariot
Black Orc Warboss on Wyvern.....	Orruk Warboss on Wyvern
Forest Goblin Spider Riders.....	Grot Spider Riders
Giant.....	Aleguzzler Gargant
Gitilla Da Hunter.....	Gitboss on Giant Wolf
Goblins.....	Grots
Goblin Big Boss.....	Gitboss
Goblin Big Boss on Giant Spider.....	Grot Big Boss on Gigantic Spider
Goblin Big Boss on Gigantic Spider.....	Grot Big Boss on Gigantic Spider
Goblin Big Boss on Wolf Chariot.....	Grot Wolf Chariot
Goblin Big Boss with Army Standard.....	Grot Flag Waver (see Grots warscroll)
Goblin Great Shaman.....	Grot Shaman
Goblin Great Shaman on Wolf Chariot.....	Grot Wolf Chariot
Goblin Rock Lobber.....	Grot Rock Lobber
Goblin Shaman.....	Grot Shaman
Goblin Shaman on Wolf Chariot.....	Grot Wolf Chariot
Goblin Spear Chukka.....	Grot Spear Chukka
Goblin Warboss on Giant Spider.....	Grot Big Boss on Gigantic Spider
Goblin Warboss on Wolf Chariot.....	Gitboss on Wolf Chariot
Goblin Warboss on Gigantic Spider.....	Grot Big Boss on Gigantic Spider
Goblin Wolf Chariots.....	Grot Wolf Chariots
Goblin Wolf Riders.....	Grot Wolf Riders
Gorbad Ironclaw.....	Orruk Warboss
Grimgor Ironhide.....	Orruk Warboss
Grom the Paunch.....	Gitboss on Wolf Chariot
Night Goblins.....	Grots
Night Goblin Big Boss.....	Grot Warboss
Night Goblin Big Boss on Great Cave Squig.....	Grot Warboss on Great Cave Squig
Night Goblin Big Boss with Army Standard.....	Grot with Grot Flag (see Grots warscroll)
Night Goblin Fanatics.....	Grot Fanatics
Night Goblin Great Shaman.....	Grot Shaman
Night Goblin Shaman.....	Grot Shaman
Night Goblin Squig Herders.....	Grot Squig Herders
Night Goblin Squig Hoppers.....	Grot Squig Hoppers
Night Goblin Warboss.....	Grot Warboss
Night Goblin Warboss on Great Cave Squig.....	Grot Warboss on Great Cave Squig
Orcs.....	Orruks
Orc Arrer Boyz.....	Orruks
Orc Big Boss.....	Orruk Warboss
Orc Boar Boyz.....	Orruk Boarboys
Orc Boar Chariots.....	Orruk Boar Chariots
Orc Great Shaman.....	Orruk Great Shaman
Orc Great Shaman on Wyvern.....	Orruk Warboss on Wyvern
Orc Great Shaman on Orc Boar Chariot.....	Orruk Boar Chariot
Orc Shaman.....	Orruk Great Shaman
Orc Warboss.....	Orruk Warboss
Orc Warboss on Orc Boar Chariot.....	Orruk Boar Chariot
River Trolls.....	Fellwater Troggoths
Savage Orcs.....	Savage Orruks
Savage Orc Big Boss.....	Savage Big Boss
Savage Orc Big Boss with Army Standard.....	Orruk Warboss with Great Waaagh! Banner
Savage Orc Boar Boyz.....	Savage Orruk Boarboys
Savage Orc Great Shaman.....	Wurrzog Prophet
Savage Orc Great Shaman on Orc Boar Chariot.....	Orruk Boar Chariot
Savage Orc Great Shaman on Wyvern.....	Orruk Warboss on Wyvern
Savage Orc Shaman.....	Wardokk
Savage Orc Shaman on War Boar.....	Maniak Weirdnob
Savage Orc Warboss.....	Savage Orruk Warboss
Savage Orc Warboss on Wyvern.....	Orruk Warboss on Wyvern
Skarsnik and Gobbla.....	Grot Warboss
Snagla Grobspit.....	Grot Spider Rider Boss (See Grot Spider Riders Warscroll)
Stone Trolls.....	Rockgut Troggoths
Trolls.....	Sourbreath Troggoths
Wurrzag, Da Great Green Prophet.....	Wurrzog Prophet
Wurrzag on War Boar.....	Maniak Weirdnob

PITCHED BATTLE PROFILES

ORCS & GOBLINS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Gitboss		1	1	60	Leader	
Gitboss on Wolf Chariot		1	1	120	Leader	
Orruk Bully		1	1	40	Leader	
Mercenary Orruks		5	30	140		



OGRE KINGDOMS



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

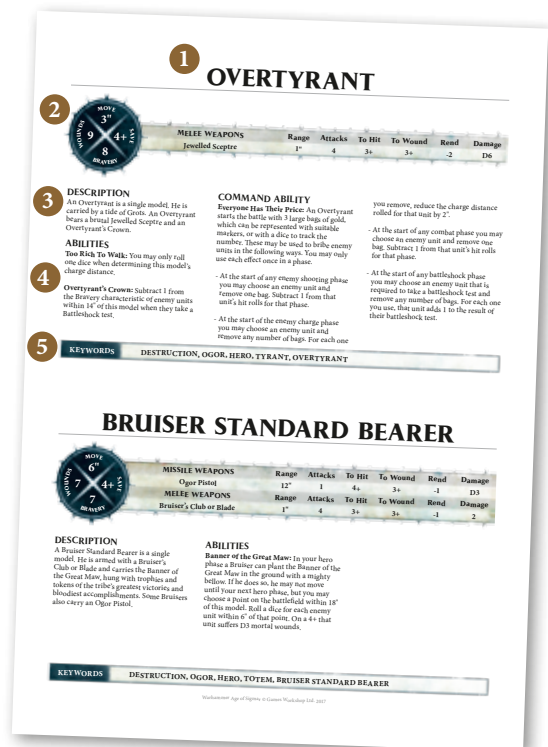
The hulking ogors are obsessed with two things – eating and fighting. Given the chance, they will indulge in both at the same time. Emerging from their lairs in cave networks, mountainsides and tumbled ruins, the ravenous ogors

and their savage beasts go to war in every Mortal Realm. Brutish and dense, a single ogor can flatten a dwelling-place, whilst a rampaging horde of the gluttonous bullies can topple an entire city.

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OVERTYRANT



MELEE WEAPONS

Jewelled Sceptre

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-2

Damage

D6

DESCRIPTION

An Overtyrant is a single model. He is carried by a tide of Grots. An Overtyrant bears a brutal Jewelled Sceptre and an Overtyrant's Crown.

ABILITIES

Too Rich To Walk: You may only roll one dice when determining this model's charge distance.

Overtyrant's Crown: Subtract 1 from the Bravery characteristic of enemy units within 14" of this model when they take a Battleshock test.

COMMAND ABILITY

Everyone Has Their Price: An Overtyrant starts the battle with 3 large bags of gold, which can be represented with suitable markers, or with a dice to track the number. These may be used to bribe enemy units in the following ways. You may only use each effect once in a phase.

- At the start of any enemy shooting phase you may choose an enemy unit and remove one bag. Subtract 1 from that unit's hit rolls for that phase.
- At the start of the enemy charge phase you may choose an enemy unit and remove any number of bags. For each one

you remove, reduce the charge distance rolled for that unit by 2".

- At the start of any combat phase you may choose an enemy unit and remove one bag. Subtract 1 from that unit's hit rolls for that phase.
- At the start of any battleshock phase you may choose an enemy unit that is required to take a battleshock test and remove any number of bags. For each one you use, that unit adds 1 to the result of their battleshock test.

KEYWORDS

DESTRUCTION, OGOR, HERO, TYRANT, OVERTYRANT

BRUISER STANDARD BEARER



MISSILE WEAPONS

Ogor Pistol

Range

12"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

MELEE WEAPONS

Bruiser's Club or Blade

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

DESCRIPTION

A Bruiser Standard Bearer is a single model. He is armed with a Bruiser's Club or Blade and carries the Banner of the Great Maw, hung with trophies and tokens of the tribe's greatest victories and bloodiest accomplishments. Some Bruisers also carry an Ogor Pistol.

ABILITIES

Banner of the Great Maw: In your hero phase a Bruiser can plant the Banner of the Great Maw in the ground with a mighty bellow. If he does so, he may not move until your next hero phase, but you may choose a point on the battlefield within 18" of this model. Roll a dice for each enemy unit within 6" of that point. On a 4+ that unit suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, OGOR, HERO, TOTEM, BRUISER STANDARD BEARER

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Warscroll
Bragg the Gutsman	Maneater
Bruiser	Tyrant
Giant	Aleguzzler Gargant
Golfag Maneater	Tyrant or Maneater
Gnoblar Fighters	Grots
Gnoblar Scraplauncher	Grot Scraplauncher
Gnoblar Trappers	Grots
Greasus Goldtooth	Overtyrant
Ogres	Ogors
Skrag the Slaughterer	Butcher
Slaughtermaster	Butcher

PITCHED BATTLE PROFILES

OGRE KINGDOMS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Bruiser Standard Bearer		1	1	140	Leader	
Overtyrant		1	1	160	Leader	



SKAVEN



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

Screeching and scrabbling throughout time and space, the skaven gnaw at the fringes of every nation. The Children of the Horned Rat infest the Mortal Realms much as vermin infest a sewer, watching, lurking and sniffing out

opportunities to further their vile agendas. They are each desperate to rise above friend and foe alike, and will commit acts of shocking betrayal to do so, for all skaven possess a vicious ingenuity born of a desire for conquest.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.



SKAVEN CHIEFTAIN WITH BATTLE STANDARD



MELEE WEAPONS

Jagged Blade

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-

Damage

1

DESCRIPTION

A Skaven Chieftain with Battle Standard is a single model. He wields a Jagged Blade and carries a Sacred Banner of the Horned Rat daubed with evil runes.

ABILITIES

Treacherous Progression: If your general is a **SKAVEN** and has only 1 wound remaining, a Skaven Chieftain with Battle Standard can stab-stab him in the back if he is within 1" of him at the start of your hero phase. If he does so, your general is slain; this model then becomes your general and gains any command abilities known by his former master.

Sacred Banner of the Horned Rat: In your hero phase you can declare that this model will plant his battle standard and call upon the curse of the Horned Rat. If you do, you may not move this model until your next hero phase, but you may immediately roll a dice for every enemy unit within 10" of this model. On a 4+ that unit suffers 1 mortal wound.

KEYWORDS

CHAOS, SKAVEN, HERO, TOTEM, SKAVEN CHIEFTAIN WITH BATTLE STANDARD

SKAVENSLAVES



MISSILE WEAPONS

Sling

Range

9"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

MELEE WEAPONS

Range

2"

Attacks

1

To Hit

6+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Skavenslaves has 20 or more models. Many Skavenslave units wield Rusty Spears, whilst others fight with Rusty Blades; some units also have Scavenged Shields to protect them. Some Skavenslave units are instead armed only with Slings.

PAWLEADER

The leader of this unit is the Pawleader. Add 1 to hit rolls for attacks made by a Pawleader.

BELL CHIMERS

Models in this unit may be Bell Chimers. If the unit includes any Bell Chimers, it can move an extra 2" whenever it runs or retreats.

ABILITIES

Scavenged Shield: Add 1 to the save rolls for a unit with Scavenged Shields against attacks that have a Damage characteristic of 1.

Cornered Rats: Roll a dice each time a Skavenslave flees, before the model is removed. On a roll of a 6 the nearest other unit within 6" (friend or foe) of the model being removed suffers 1 mortal wound as the terrified Skavenslave bites and claws manically in its attempt to escape. If two units are equidistant, you may choose which unit is affected.

KEYWORDS

CHAOS, SKAVEN, SKAVENSLAVES

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Warscroll
Deathmaster Snikch	Skaven Assassin
Ikit Claw	Arch-Warlock
Lord Skrolk	Plague Priest
Master Moulder	Packmaster
Packmaster Skweel Gnawtooth	Packmaster
Plagueclaw Catapult	Plagueclaw
Plague Priest on Great Pox Rat	Plague Priest
Plaguelord Nurglitch	Plague Priest
Poisoned Wind Globadiers	Skryre Acolytes
Queek Headtaker	Skaven Warlord
Rat Ogres	Rat Ogors
Skaven Chieftain	Skaven Warlord
Skaven Grey Seer	Grey Seer
Skaven Warlord on a Rat Ogre Bonebreaker.	Rat Ogors
Skaven Warlord on a War-litter or Great Pox Rat ..	Skaven Warlord
Throt the Unclean	Packmaster
Tretch Craventail	Skaven Warlord
Verminlord	Verminlord Corruptor, Verminlord Deceiver, Verminlord Warbringer or Verminlord Warpseer
Warlord Spinetail	Skaven Warlord

PITCHED BATTLE PROFILES

SKAVEN UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Skaven Chieftain with Battle Standard	1	1	140	Leader	
Skavenslaves	20	60	140		



TOMB KINGS



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

The lands of the dead are home to revenant armies, and amongst them are the phalanxes of the Tomb Kings. These undying legions are led to war by megalomaniacal conquerors whose dynasty stretches across the aeons.

Beside serried ranks of skeletons and chariots fight stone-hard reanimants and creatures from the barren deserts of the afterlife. When bound to the will of Nagash and the other masters of death, the Tomb Kings are unstoppable.

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WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- 6. Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.

1

TOMB QUEEN

2

3

4

5

MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Reid	Damage
Venom Staff	12"	1	1	2+	3+	-	D6

MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Reid	Damage
Venom Staff	1"	1	2+	3+	-	-	D6

DESCRIPTION
A Tomb Queen is a single model. She is armed with a Venom Staff, a magical staff that writhes with a life of its own, spitting bolts of magical venom and striking out at foes with lightning speed in close combat.

ABILITIES
The Tomb Queen's Curse: If this model is slain, the unit that inflicted the final wound upon it suffers D3 mortal wounds after all of its attacks have been made.

Supernatural Speed: When an enemy unit within 3" of this model is picked to pile in and attack in the combat phase, if this model has not yet attacked this phase, you can immediately pile in and attack with it before that enemy unit does.

COMMAND ABILITY
Blazing of Accusation: If a Tomb Queen uses this command ability, add 1 to hit rolls made by friendly **DEATH** Legions units during your next shooting phase.

KEYWORDS DEATH, TOMB KINGS, ENBALMED, HERO, TOMB QUEEN

TOMB KING

MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Reid	Damage
Dynastic Blade	1"	4	3+	3+	3+	-1	D3
Monarch's Great Blade	1"	3	3+	3+	3+	-2	3

DESCRIPTION
A Tomb King is a single model. He can either be armed with a Dynastic Blade and carry a Royal Tomb Shield, or wield a two-handed Monarch's Great Blade.

ABILITIES
The Tomb King's Curse: If a Tomb King is slain, the unit that inflicted the final wound upon him suffers D3 mortal wounds after all of its attacks have been made.

COMMAND ABILITY
My Will Be Done: If a Tomb King uses this command ability, pick one **DEATH** Legion unit within 12". Until your next hero phase add 1 to all hit rolls made by that unit.

ROYAL WARSPHINX

MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Reid	Damage
Fiery Roar	12"	1	3+	3+	3+	-1	D6

MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Reid	Damage
Stout Claws and Teeth	1"	6	3+	3+	3+	-1	1
Bladed Tail	3"	3	4+	3+	3+	-1	1
Venom-spoke Tail	3"	1	3+	3+	3+	-2	D3
Tomb King's Glaive of Kings	1"	1	3+	3+	3+	-2	3

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Wounds Suffered	DAMAGE TABLE		
	Fiery Roar	Stout Claws and Teeth	Glaive of Kings
0-2	2+	3+	3
3-4	3+	4+	3
5-7	4+	4+	2
8-9	5+	5+	2
10+	6+	5+	1

DESCRIPTION
A Royal Warspinx is a single model. It cradles its foe with its gigantic, stone claws and teeth and smashes them into the ground with its Thundercrash Attack. A Royal Warspinx can also annihilate the enemy from afar with its Fiery Roar. Some Royal Warspinxes have a Venom-spoke Tail, whilst others have a Bladed Tail. A Royal Warspinx has an ornate howdah on its back, upon which sits a Tomb King, armed with a Glaive of Kings.

ABILITIES
Thundercrash Attack: After this model completes a charge move, pick one enemy unit that is within 1" of it and roll a dice. If the dice roll is less than or equal to the number of models in the chosen unit, that unit suffers D3 mortal wounds.

The Tomb King's Curse: If a Royal Warspinx is slain, the unit that inflicted the final wound upon it suffers D3 mortal wounds after all of its attacks have been made.

Sacred War Statute: Halve the Damage characteristic (rounding up) of weapons that target this model. In addition, halve the number of mortal wounds this model suffers from spells and abilities (rounding up).

COMMAND ABILITY
Who Dares Disturb My Slumber?: If this model uses this ability, pick an enemy unit that is visible to it. Until your next hero phase, add 1 to all wound rolls for friendly **ENBALMED** and **DEATH** Legion units that target the chosen unit.

KEYWORDS DEATH, TOMB KINGS, ENBALMED, REANIMANT, MONSTER, HERO, ROYAL WARSPHINX

TOMB KING ON EXALTED CHARIOT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blessed Blade	2"	4	3+	3+	-2	3
Steeds' Thundering Hooves	1"	8	4+	5+	-	1

DESCRIPTION

A Tomb King on Exalted Chariot is a single model. He is armed with a Blessed Blade, wears a Crown of the Desert Kingdoms upon his head and a Scarab Amulet upon his breast. He rides upon the a scythed Exalted Chariot, which is drawn into battle by four Skeletal Steeds that attack with their Thundering Hooves.

ABILITIES

Crown of the Desert Kingdoms: If this model is your general, **EMBALMED HEROES** from your army that are within 18" of it in your hero phase can use command abilities even though they are not your general. Note that a unit can only be affected by each of the following command abilities once per battle round: 'And He Did Say 'War'', and the World Did Tremble...', 'Blessing of Accuracy', 'My Will Be Done' and 'Who Dares Disturb My Slumber?'

Exalted Chariot: In the combat phase, if this model made a charge move in the same turn, add 2 to the Attacks characteristic of its Blessed Blade. In addition, double the Attacks characteristic of, and add 1 to wound rolls for, the Skeletal Steeds' Thundering Hooves.

Incantation of the Desert Wind: In your hero phase this model can invoke the Incantation of the Desert Wind. If he does so, pick a **DESERT LEGIONS** unit within 18" and roll a dice; on a roll of 1 this model suffers a mortal wound. On a roll of 2+ the incantation is successfully carried out – the chosen unit's Move characteristic is doubled and it can fly for the duration of your next movement phase.

Scarab Amulet: Roll a dice each time this model suffers a wound or a mortal wound. On a roll of 5+ the wound is negated.

Ancient Curse: If this model is slain, the unit that inflicted the final wound upon him suffers D6 mortal wounds after all of its attacks have been made.

COMMAND ABILITY

And He Did Say 'War', and the World Did Tremble...: If a Tomb King on Exalted Chariot uses this command ability, then in your next combat phase you can add 1 to hit rolls for **TOMB KINGS** units in your army while they are within 18" of this model. If a **DESERT LEGIONS** unit is affected by this ability, you can also add 1 to their wound rolls in the combat phase.

KEYWORDS

DEATH, TOMB KINGS, EMBALMED, HERO, PRIEST, TOMB KING ON EXALTED CHARIOT

TOMB QUEEN



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Venom Staff	18"	1	2+	3+	-	D6

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Venom Staff	1"	1	2+	3+	-	D6

DESCRIPTION

A Tomb Queen is a single model. She is armed with a Venom Staff, a magical stave that writhes with a life of its own, spitting bolts of magical venom and striking out at foes with lightning speed in close combat.

ABILITIES

The Tomb Queen's Curse: If this model is slain, the unit that inflicted the final wound upon it suffers D3 mortal wounds after all of its attacks have been made.

Supernatural Speed: When an enemy unit within 3" of this model is picked to pile in and attack in the combat phase, if this model has not yet attacked this phase, you can immediately pile in and attack with it before that enemy unit does.

COMMAND ABILITY

Blessing of Accuracy: If a Tomb Queen uses this command ability, add 1 to hit rolls made by friendly **DESERT LEGIONS** units during your next shooting phase.

KEYWORDS

DEATH, TOMB KINGS, EMBALMED, HERO, TOMB QUEEN

TOMB KING



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Dynastic Blade	1"	4	3+	3+	-1	D3
Monarch's Great Blade	1"	3	3+	3+	-2	3

DESCRIPTION

A Tomb King is a single model. He can either be armed with a Dynastic Blade and carry a Royal Tomb Shield, or wield a two-handed Monarch's Great Blade.

ABILITIES

The Tomb King's Curse: If a Tomb King is slain, the unit that inflicted the final wound upon him suffers D3 mortal wounds after all of its attacks have been made.

Royal Tomb Shield: You can re-roll failed save rolls for a Tomb King with a Royal Tomb Shield.

COMMAND ABILITY

My Will Be Done: If a Tomb King uses this command ability, pick one **DESERT LEGIONS** unit within 18". Until your next hero phase add 1 to all hit, run and charge rolls for that unit.

KEYWORDS

DEATH, TOMB KINGS, EMBALMED, HERO, TOMB KING

TOMB KING IN ROYAL CHARIOT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dynastic Blade	1"	4	3+	3+	-1	D3
Steeds' Thundering Hooves	1"	4	4+	5+	-	1

DESCRIPTION

A Tomb King in Royal Chariot is a single model. The Tomb King is armed with a Dynastic Blade. The chariot is drawn into battle by a pair of Skeletal Steeds that attack with their Thundering Hooves.

ABILITIES

The Tomb King's Curse: If a Tomb King in Royal Chariot is slain, the unit that inflicted the final wound upon him suffers D3 mortal wounds after all of its attacks have been made.

Royal Chariot: In the combat phase, if this model charged in the same turn, add 2 to the Attacks characteristic of the Tomb King's Dynastic Blade and double the Attacks characteristic of the Skeletal Steed's Thundering Hooves.

COMMAND ABILITY

'And the Tomb Kings Rode to War...': If a Tomb King in Royal Chariot uses this command ability you can re-roll charge rolls for this model and friendly units of **DESERT LEGION CHARIOTS** that are within 18" of him in your next charge phase.

KEYWORDS

DEATH, TOMB KINGS, EMBALMED, HERO, TOMB KING

SCARAB PRINCE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tide of Scuttling Scarabs	10"	2D6	3+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Dagger	1"	5	3+	3+	-	1

DESCRIPTION

A Scarab Prince is a single model. He is armed with the Cursed Dagger, and can send forth a Tide of Scuttling Scarabs to engulf his enemies.

FLY

A Scarab Prince can fly.

ABILITIES

Soul Reaper: Add 1 to hit and wound rolls for this model's Cursed Dagger if the target is a **HERO**.

Scarab Prince: This model heals one wound in each of your hero phases. If this model is slain, before it is removed it can immediately make a Tide of Scuttling Scarabs attack as if it were the shooting phase.

Desert Revenant: Instead of setting up this model on the battlefield, you can place it to one side and say that it is set up entombed beneath the sands. In any of your movement phases, you can set it up on the battlefield more than 9" from any enemy models. This counts as this models move for that movement phase.

KEYWORDS

DEATH, TOMB KINGS, HERO, EMBALMED, SCARAB PRINCE

TOMB HERALD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Blade	1"	4	3+	3+	-1	1
Steed's Thundering Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A Tomb Herald is a single model. He is armed with an Ancient Blade, and carries a Standard of the Undying Legion.

SKELETAL STEED

A Herald can ride a skeletal steed. If he does so, his Move is increased to 12" and his steed can attack with its Thundering Hooves.

ABILITIES

Sworn Bodyguard: If a friendly **EMBALMED** model from your army is allocated a wound or mortal wound while within 3" of this model, the Tomb Herald can leap in front of the attack. Roll a dice for each wound or mortal wound. On a 2+ that wound or mortal wound is allocated to the Tomb Herald instead.

Standard of the Undying Legion: In your hero phase, a Tomb Herald can plant his standard and cause fallen warriors to return to the fight once more. If he does so, you may not move the Tomb Herald until your next hero phase, but you can immediately return 1 slain model to each friendly **DESERT LEGIONS** unit within 24".

KEYWORDS

DEATH, TOMB KINGS, SKELETON, DESERT LEGIONS, HERO, TOTEM, TOMB HERALD

LICHE PRIEST



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mortuary Staff	1"	1	4+	3+	-1	D3
Steed's Thundering Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A Liche Priest is a single model. He is armed with a Mortuary Staff.

SKELETAL STEED

A Liche Priest can ride a skeletal steed. If he does so, his Move is increased to 12" and he gains the Thundering Hooves attack.

ABILITIES

Hierophant's Scrolls: Once per game, when a Liche Priest attempts to unbind a spell, he can read from his ancient scrolls; if he does, that unbinding attempt is automatically successful.

MAGIC

A Liche Priest is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Righteous Smiting spells.

RIGHTEOUS SMITING

Righteous Smiting has a casting value of 5. If successfully cast, pick a **DESERT LEGIONS** or **REANIMANT** unit within 18". Until your next hero phase, all models in the unit are imbued with magical power; each time you roll a hit roll of 6+ for a model in this unit, make one additional hit roll for the same weapon at the same target.

KEYWORDS

DEATH, TOMB KINGS, MORTUARY PRIESTHOOD, HERO, WIZARD, PRIEST, LICHE PRIEST

CASKET OF SOULS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Keeper's Mortuary Dagger and Glaive	1"	1	4+	3+	-1	D3
Casket Guards' Double-handed Swords	1"	4	4+	3+	-1	1

DESCRIPTION

A Casket of Souls is attended by the Keeper of the Casket and 2 Casket Guards. The Keeper can unleash the tortured souls contained within the Casket, sending them across the battlefield to vent their fury. The Keeper is armed with a Mortuary Dagger and Glaive, and the Casket Guards with Double-handed Swords.

ABILITIES

Covenant of Power: While a **LICHE PRIEST** from your army is within 18" of this model, add 1 to their casting rolls.

Casket: This model cannot make charge moves. However, you can add 1 to all save rolls for this model in the shooting phase.

Keeper's Scrolls: The Keeper can attempt to unbind one spell in the enemy hero phase as if he were a wizard.

Unleashed Souls: In your hero phase you can declare that the Keeper of the Casket will unleash the tortured souls of the damned. If you do so, pick a visible enemy unit within 20" and roll a dice. On a 3+ that unit suffers D3 mortal wounds (if its Bravery is 4 or less it suffers D6 mortal wounds instead). Then roll a dice for each other enemy unit within 6" of the first unit. On a 5+ that unit is also attacked by the vengeful souls, and suffers D3 mortal wounds (if its Bravery is 4 or less it suffers D6 mortal wounds instead).

KEYWORDS

DEATH, TOMB KINGS, MORTUARY PRIESTHOOD, HERO, PRIEST, CASKET OF SOULS

SKELETAL LEGIONNAIRES



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Blade	1"	1	4+	4+	-	1
Ancient Spear	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Skeletal Legionnaires has 10 or more models. Some units are equipped with Ancient Blades, whilst others go to war with Ancient Spears. Skeletal Legionnaires also carry tall Tomb Shields for protection.

SKELETON CHAMPION

The leader of this unit is a Skeleton Champion. Add 1 to the Attacks characteristic of the Skeleton Champion's Ancient Blade or Ancient Spear.

ICON BEARER

Models in this unit may be Icon Bearers. You can return D6 slain models to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Serve in Death: Add 1 to this unit's hit rolls while it is within 18" of any friendly **EMBALMED HERO**.

Skeleton Legion: Add 1 to the Attacks characteristic of this unit's melee weapons if it has 20 or more models. If it has 30 or more models, add 2 instead.

Tomb Shield: A unit carrying Tomb Shields can create a shield fortress instead of running or charging in its turn. If it does so, add 1 to save rolls for the unit until its next movement phase.

KEYWORDS

DEATH, TOMB KINGS, SKELETON, DESERT LEGIONS, SKELETAL LEGIONNAIRES

SKELETON ARCHERS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Bow	20"	1	5+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Arrow	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Skeleton Archers has 10 or more models. They are armed with Ancient Bows and can stab foes in close combat using an Arrow as an improvised dagger.

MASTER OF ARROWS

The leader of this unit is a Master of Arrows. Add 1 to hit rolls for a Master of Arrows' attacks in the shooting phase.

ICON BEARER

Models in this unit may be Icon Bearers. You can return D6 slain models to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher. In addition, a unit that includes any Hornblowers can shoot even if they ran in the same turn.

ABILITIES

Hail of Ancient Arrows: Add 1 to the Attacks characteristic of this unit's Ancient Bows while it has 20 or more models and there are no enemy models within 3" of it.

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, SKELETON, SKELETON ARCHERS

SKELETON HORSEMEN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bronze-tipped Cavalry Spears	2"	1	4+	4+	-	1
Steed's Thundering Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Skeleton Horsemen has 5 or more models. They are armed with Bronze-tipped Cavalry Spears and carry Horsemen's Shields. They are mounted upon Skeletal Steeds that attack with their Thundering Hooves.

MASTER OF HORSE

The leader of this unit is a Master of Horse. Add 1 to the Attacks characteristic of the Master of Horse's Bronze-tipped Cavalry Spear.

ICON BEARER

Models in this unit may be Icon Bearers. You can return D3 slain models to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Deathly Charge: Add 1 to wound rolls for attacks made with this unit's Bronze-tipped Cavalry Spears if it charged in the same turn.

Horsemen's Shield: Add 1 to the save rolls for this unit in the combat phase.

First to Face the Foe: This unit can charge even if it ran in the same turn.

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, SKELETON, SKELETON HORSEMEN

SKELETON HORSE ARCHERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Bow	20"	2	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Arrow	1"	1	5+	5+	-	1
Steed's Thundering Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Skeleton Horse Archers has 5 or more models. They are armed with Ancient Bows and can stab foes in close combat using Arrows as improvised daggers. They are mounted upon Skeletal Steeds that attack with their Thundering Hooves.

MASTER OF SCOUTS

The leader of this unit is a Master of Scouts. Add 1 to hit rolls for a Master of Scouts' attacks in the shooting phase.

ICON BEARER

Models in this unit may be Icon Bearers. You can return D3 slain models to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher. In addition, a unit that includes any Hornblowers can shoot even if it ran in the same turn.

ABILITIES

Like the Angry Desert Wind: This unit can shoot instead of moving in the movement phase. If it does so, it can move in the shooting phase of the same turn, but cannot shoot. If it moves in the shooting phase, it can retreat.

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, SKELETON, SKELETON HORSE ARCHERS

SKELETON CHARIOTS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Bows	18"	2	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Charioteer's Spears	2"	2	4+	4+	-	1
Steeds' Thundering Hooves	1"	4	4+	5+	-	1

DESCRIPTION

A unit of Skeleton Chariots has 3 or more models. Each chariot is crewed by a pair of Skeleton Warriors who are equipped with Charioteer's Spears and Ancient Bows. The chariots are drawn into battle by a pair of Skeletal Steeds that attack with their Thundering Hooves.

MASTER OF CHARIOTS

The leader of this unit is a Master of Chariots; Add 1 to the Attacks characteristic of the Master of Chariot's Charioteer's Spear.

ICON BEARER

Models in this unit may be Icon Bearers. You can return 1 slain model to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher. In addition, a unit that includes any Hornblowers can shoot even if it ran in the same turn.

ABILITIES

Crush them Beneath Our Wheels: If this unit makes a charge move, then in the subsequent combat phase you may double the number of attacks it makes with its melee weapons.

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, SKELETON, SKELETON CHARIOTS

TOMB GUARD



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Tomb Blade	1"	2	3+	4+	-1	1
Bronze Halberd	1"	2	4+	3+	-1	1

DESCRIPTION

A unit of Tomb Guard has 5 or more models. Some units of Tomb Guard are equipped with Tomb Blades, whilst other units carry Bronze Halberds. In either case, Tomb Guard always carry Tomb Shields.

TOMB CAPTAIN

The leader of this unit is a Tomb Captain. Add 1 to the Attacks characteristic of the Tomb Captain's Tomb Blade or Bronze Halberd.

ICON BEARER

Models in this unit may be Icon Bearers. You can return D3 slain models to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Cursed Weapons: If the wound roll for an attack made by a model from this unit is 6+, add 1 to the Damage characteristic of their Tomb Blade or Bronze Halberd for that attack.

Tomb Shield: This unit can create a shield fortress instead of running or charging in its turn. If it does so, add 1 to save rolls for the unit until its next movement phase.

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, SKELETON, TOMB GUARD

NECROTECT



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Overseer's Whip	2"	2	4+	4+	-	1
Dagger of Ages	1"	2	4+	3+	-	1

DESCRIPTION

A NecroTECT is a single model. He is armed with an Overseer's Whip and a Dagger of Ages.

ABILITIES

Stern Taskmaster: In your hero phase, you can pick a friendly **DESERT LEGIONS** unit within 8" of this model. That unit can move an extra 3" in your next movement phase. In addition, re-roll wound rolls of 1 for that unit in your next combat phase.

KEYWORDS

DEATH, TOMB KINGS, EMBALMED, HERO, PRIEST, NECROTECT

NECROPOLIS KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Knight's Heavy Spear	2"	2	3+	3+	-1	1
Necroserpent's Poisoned fangs	2"	3	4+	3+	-1	D3

DESCRIPTION

A unit of Necropolis Knights has 3 or more models. The Knights are armed with Heavy Spears that can carve through mortal flesh, and some carry large Necropolis Shields to protect them in combat. The Knights ride large Necroserpents that snap at the foe with Poisoned Fangs.

NECROPOLIS CAPTAIN

The leader of this unit is a Necropolis Captain. Add 1 to the Attacks characteristic of the Necropolis Captain's Knight's Heavy Spear.

ICON BEARER

Models in this unit may be Icon Bearers. You can return 1 slain model to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Necrovenom: Each time you make a wound roll of 6+ for a Necroserpent's Poisoned Fangs, that attack inflicts 1 mortal wound in addition to its normal damage.

Necropolis Shield: Add 1 to the save rolls for a unit of Necropolis Knights with Necropolis shields in the combat phase.

KEYWORDS

DEATH, TOMB KINGS, REANIMANT, SKELETON, DESERT LEGIONS, NECROPOLIS KNIGHTS

TOMB SCORPIONS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Tail Stinger	3"	1	3+	3+	-1	3
Powerful Pincers	2"	2	4+	3+	-2	D3

DESCRIPTION

A unit of Tomb Scorpions can have any number of models. Tomb Scorpions can snap an opponent in two with their Powerful Pincers, or cause them to die in agony with the virulent poison in their Tail Stingers.

Liche Priest's Sarcophagi: Roll a dice each time a model in this unit suffers a wound or a mortal wound caused by a spell. Add 1 to the roll if the model is within 18" of a friendly **NECROTECT**. On a 5+ that wound or mortal wound is negated and has no effect.

ABILITIES

Entombed Beneath the Sands: Instead of setting up a unit of Tomb Scorpions on the battlefield, you can place them to one side and say that they are set up beneath the ground. In any of your movement phases, you can set the unit up on the battlefield more than 9" from any enemy models. This is the unit's move for that movement phase.

KEYWORDS

DEATH, TOMB KINGS, REANIMANT, TOMB SCORPIONS

USHABTI



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Bow	24"	1	4+	3+	-1	D3

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Stone Fists	1"	3	4+	3+	-	1
Ritual Blade-stave	1"	3	3+	3+	-1	D3

DESCRIPTION

A unit of Ushabti can have any number of models. Some units of Ushabti are armed with two-handed Ritual Blade-staves. Other units of Ushabti carry Great Bows and pummel foes in close combat with blows from their Stone Fists.

ABILITIES

War-Statuary: Add 2 to save rolls for this unit against attacks that have a Damage characteristic of 1.

The Likeness of Ancient Gods: Re-roll save rolls of 1 for this unit while it is within 18" of a friendly **NECROTECT**.

KEYWORDS

DEATH, TOMB KINGS, REANIMANT, USHABTI

WARSPHINX



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Fiery Roar	8"	1	3+	✱	-1	D6

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Stone Claws and Teeth	1"	6	✱	3+	-1	1
Bladed Tail	3"	3	4+	3+	-1	1
Venom-spike Tail	3"	1	3+	3+	-2	D3
Tomb Guards' Spears	2"	✱	3+	3+	-	1

DAMAGE TABLE

Wounds Suffered	Fiery Roar	Stone Claws and Teeth	Tomb Guards' Spears
0-2	2+	3+	8
3-4	3+	4+	7
5-7	4+	4+	6
8-9	5+	5+	5
10+	6+	5+	4

DESCRIPTION

A Warsphinx is a single model. It crushes its foes with its gigantic Stone Claws and Teeth and smashes them into the ground with its Thundercrush Attack. A Warsphinx can also immolate the enemy from afar with its Fiery Roar. Some Warsphinxes have a Venom-spike Tail, whilst others have a Bladed Tail. A Warsphinx bears an ornate howdah on its back, filled with a crew of four Tomb Guard armed with long Spears.

ABILITIES

Thundercrush Attack: After this model makes a charge move, pick one enemy unit that is within 1" of it and roll a dice. If the dice roll is less than or equal to the number of models in the chosen unit, that unit suffers D3 mortal wounds.

Sacred War Statue: Halve the Damage characteristic (rounding up) of weapons that target this model. In addition, halve the number of mortal wounds this model suffers from spells and abilities (rounding up).

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, REANIMANT, SKELETON, MONSTER, WARSPHINX

ROYAL WARSPHINX



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Fiery Roar		8"	1	3+	✱	-1	D6
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Stone Claws and Teeth		1"	6	✱	3+	-1	1
Bladed Tail		3"	3	4+	3+	-1	1
Venom-spike Tail		3"	1	3+	3+	-2	D3
Tomb King's Glaive of Kings		1"	✱	3+	3+	-2	3

DAMAGE TABLE			
Wounds Suffered	Fiery Roar	Stone Claws and Teeth	Glaive of Kings
0-2	2+	3+	3
3-4	3+	4+	3
5-7	4+	4+	2
8-9	5+	5+	2
10+	6+	5+	1

DESCRIPTION

A Royal Warsphinx is a single model. It crushes its foes with its gigantic Stone Claws and Teeth and smashes them into the ground with its Thundercrush Attack. A Royal Warsphinx can also immolate the enemy from afar with its Fiery Roar. Some Royal Warsphinxes have a Venom-spike Tail, whilst others have a Bladed Tail. A Royal Warsphinx bears an ornate howdah on its back, atop which stands a Tomb King, armed with a Glaive of Kings.

ABILITIES

Thundercrush Attack: After this model completes a charge move, pick one enemy unit that is within 1" of it and roll a dice. If the dice roll is less than or equal to the number of models in the chosen unit, that unit suffers D3 mortal wounds.

The Tomb King's Curse: If a Royal Warsphinx is slain, the unit that inflicted the final wound upon it suffers D3 mortal wounds after all of its attacks have been made.

Sacred War Statue: Halve the Damage characteristic (rounding up) of weapons that target this model. In addition, halve the number of mortal wounds this model suffers from spells and abilities (rounding up).

COMMAND ABILITY

Who Dares Disturb My Slumber?: If this model uses this ability, pick an enemy unit that is visible to it. Until your next hero phase, add 1 to all wound rolls for friendly **EMBALMED** and **DESERT LEGION** units that target the chosen unit.

KEYWORDS

DEATH, TOMB KINGS, EMBALMED, REANIMANT, MONSTER, HERO, ROYAL WARSPHINX

NECROSPHINX



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gigantic Scything Blades	2"	4	3+	✱	-3	3
Stone Claws	1"	✱	4+	3+	-1	1
Bladed Tail	3"	3	4+	3+	-1	1
Venom-spike Tail	3"	1	3+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Scything Blades	Stone Claws
0-2	12"	2+	4
3-4	10"	3+	4
5-7	8"	3+	3
8-9	6"	4+	3
10-11	4"	4+	2

DESCRIPTION

A Necrosphinx is a single model. It is armed Gigantic Scything Blades and monstrous Stone Claws. Some Necrosphinxes have a Venom-spike Tail, whilst others have a Bladed Tail.

FLY

A Necrosphinx can fly.

ABILITIES

Need to Destroy: If a Necrosphinx is within 12" of the enemy in the charge phase, it must attempt to charge even if it ran in the preceding movement phase. In addition, when you make a charge roll for this model, roll 3 dice rather than 2 and use the two highest rolls.

Sacred War Statue: Halve the Damage characteristic (rounding up) of weapons that target this model. In addition, halve the number of mortal wounds this model suffers from spells and abilities (rounding up).

Decapitating Strike: If a Necrosphinx directs all of its attacks with its Gigantic Scything Blades at the same **MONSTER**, and two or more of the wound rolls have a result of 6+, the **MONSTER** suffers 10 mortal wounds in addition to the normal damage.

KEYWORDS

DEATH, TOMB KINGS, REANIMANT, MONSTER, NECROSPHINX

SEPULCHRAL STALKERS



MISSILE WEAPONS

Transmogrifying Gaze

Range

10"

Attacks

To Hit

To Wound

Rend

Damage

See below

MELEE WEAPON

Ornate Stave

Range

2"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-1

Damage

2

DESCRIPTION

A unit of Sepulchral Stalkers has 3 or more models. The Stalkers are armed with Ornate Staves with which they impale their victims, and anyone foolish enough to meet their Transmogrifying Gaze is turned to sand!

ABILITIES

Transmogrifying Gaze: When this unit makes a Transmogrifying Gaze attack, choose an enemy unit within 10". Roll a dice for each model in the attacking unit; for each roll of 1, a Sepulchral Stalker has caught a glimpse of its own reflection and the attacking unit suffers 1 mortal wound. On a 2 or 3 the target unit keeps its eyes shut and nothing happens. On a 4 or 5 the target unit suffers 1 mortal wound as it briefly meets the Stalker's gaze, but on a 6 it suffers D3 mortal wounds as it foolishly stares into the Stalker's eyes and crumbles to sand.

Underground Stalkers: Instead of setting up a unit of Sepulchral Stalkers on the battlefield, you can place them to one side and say that they are set up beneath the ground. In any of your movement phases, you can set the unit up on the battlefield more than 9" from any enemy models. This is the unit's move for that movement phase. The Sepulchral Stalkers can burrow back underground in any of your future movement phases. If they do, remove the unit from the battlefield – it can return in a later turn as described above.

KEYWORDS

DEATH, TOMB KINGS, REANIMANT, SEPULCHRAL STALKERS

BONE GIANT



MELEE WEAPONS

Gigantic Blades
Heavy Footfalls

Range

2"
1"

Attacks

3
4

To Hit

4+
4+

To Wound

3+
3+

Rend

-2
-1

Damage

3
1

DESCRIPTION

A Bone Giant is a single model. It is armed with Gigantic Blades that it wields to devastating effect, and can crush those that stand before it beneath its Heavy Footfalls.

ABILITIES

Unstoppable Assault: For each hit roll of 6+ for a Bone Giant's attacks, it can immediately make one extra attack using the same weapon.

Colossus of War: After this unit has attacked for the first time in the combat phase, roll a dice. Add 1 to the result if a friendly **NECROTECT** is within 18". On a 5+ this unit can immediately pile in and attack for a second time this turn.

KEYWORDS

DEATH, TOMB KINGS, REANIMANT, MONSTER, BONE GIANT

SCREAMING SKULL CATAPULT

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Screaming Skulls	6-36"	1	4+	3+	-1	★

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Screaming Skulls
3 models	4"	4
2 models	3"	3
1 model	2"	2
No models	0	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	5+	5+	-	1

DESCRIPTION

A Screaming Skull Catapult consists of a catapult equipped with Screaming Skull ammunition and a unit of 3 Skeleton Crew, who can defend their war machine using their Tools as improvised weapons.

ABILITIES

Crewed War Machine: A Screaming Skull Catapult can only move if its **CREW** are within 1" at the start of the movement phase. If its Crew are within 1" of the catapult in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Arcing Skulls: This war machine can shoot at targets that are not visible to it.

Screaming Ammunition: A unit that suffers any wounds from Screaming Skulls must subtract 2 from its Bravery characteristic until the end of the turn.

Deathless Overseer: You can fire Screaming Skulls an additional time in your shooting phase if there are any friendly Necrotects within 1" of the war machine.

WAR MACHINE

KEYWORDS

DEATH, TOMB KINGS, WAR MACHINE, SCREAMING SKULL CATAPULT

CREW

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, SKELETON, CREW

CARRION



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotting Talons and Sharp Beaks	1"	4	4+	3+	-	1

DESCRIPTION

A unit of Carrion can have any number of models. They swoop down upon their prey from on high, eviscerating them with their Rotting Talons and Sharp Beaks.

FLY

Carrion can fly.

ABILITIES

Circling High Above: When first set up, units of Carrion are assumed to be flying high above the battlefield. As long as they remain high in the sky, they cannot be charged, attacked, targeted by spells or

affected by abilities used by either side, and they also cannot make any attacks themselves as they soar far above their foes. Other units ignore the Carrion as they move (they move underneath them).

Scavenger's Dive: The first time this unit declares a charge, you can roll 3 dice rather than 2 to see how far it charges (when doing so, you can declare a charge if it is within 18" of the enemy, rather than 12"). As they charge, the Carrion are assumed to drop down to low level, and the Circling High Above ability no longer applies to the unit for the rest of the battle.

KEYWORDS

DEATH, TOMB KINGS, CARRION

TOMB SWARM



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bites and Stingers	1"	5	5+	5+	-	1

DESCRIPTION

A Tomb Swarm can have any number of models. The creatures that make up the swarm attack with Bites and Stingers.

ABILITIES

Underground Scuttlers: Instead of setting up a Tomb Swarm on the battlefield, you can place them to one side and say that they are set up beneath the ground. In any of your movement phases, you can set the unit up on the battlefield more than 9" from any enemy models. This is the unit's

move for that movement phase. The unit can burrow back underground in any of your future movement phases. If it does, remove the unit from the battlefield – it can return in a later turn as described above.

Hidden Abodes: If a Tomb Swarm burrows back underground as described above, it is joined by more of its scuttling brethren who had remained hidden. You may restore D3 slain models to the unit.

KEYWORDS

DEATH, TOMB KINGS, TOMB SWARM

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Warscroll
Arkhan the Black on Foot	Liche Priest
Arkhan the Black on Skeletal Chariot	Tomb King on Exalted Chariot
Grand Hierophant Khatep	Liche Priest
The Herald Nekaph	Tomb Herald
Hierotitan	Bone Giant
High Queen Khalida	Tomb Queen
Khemrian Warsphinx	Warsphinx
Liche High Priest	Liche Priest
Necrolith Colossus	Bone Giant
Prince Apophas	Scarab Prince
Ramhotep the Visionary	Necrotect
Settra the Imperishable	Tomb King on Exalted Chariot
Skeleton Warriors	Skeletal Legionnaires
Tomb Herald on Chariot	Tomb King in Royal Chariot
Tomb King on Khemrian Warsphinx	Royal Warsphinx
Tomb Prince	Tomb King
Tomb Prince on Khemrian Warsphinx	Royal Warsphinx
Tomb Prince on Skeletal Chariot	Tomb King in Royal Chariot

PITCHED BATTLE PROFILES

TOMB KINGS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Screaming Skull Catapult	1	1	160	Artillery	
Skeleton Chariots	3	12	140	Battleline	
Skeleton Horsemen	5	30	100	Battleline	
Skeletal Legionnaires	10	40	80	Battleline	
Bone Giant	1	1	200	Behemoth	
Casket of Souls	1	1	160	Leader, Behemoth	
Necrosphinx	1	1	440	Behemoth	
Warsphinx	1	1	280	Behemoth	
Tomb Queen	1	1	120	Leader	
Liche Priest	1	1	120	Leader	
Necrotect	1	1	100	Leader	
Scarab Prince	1	1	80	Leader	
Tomb Herald	1	1	100	Leader	
Tomb King	1	1	100	Leader	
Tomb King on Exalted Chariot	1	1	460	Leader	
Tomb King in Royal Chariot	1	1	160	Leader	
Royal Warsphinx	1	1	440	Leader, Behemoth	
Carrion	3	12	80		
Necropolis Knights	3	12	240		
Sepulchral Stalkers	3	12	140		
Skeleton Archers	10	30	100		Battleline if army has TOMB KINGS allegiance and a Tomb Queen is the army general.
Skeleton Horse Archers	5	20	140		
Tomb Guard	5	30	80		
Tomb Scorpions	1	3	80		
Tomb Swarm	2	8	80		
Ushabti	3	12	120		



VAMPIRE COUNTS



WARSCROLLS COMPENDIUM

INTRODUCTION

In the war-torn Mortal Realms, the unquiet dead are plentiful indeed. Some have the power to bind the slain to their will, from the most bestial corpse to the most kingly of spectres. Their revenant armies walk abroad

in every realm, grave-cold blades hacking into warm flesh whenever their masters seek dominion over the living. None can rival Nagash, the Great Necromancer – even Sigmar himself has cause to fear his name.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.



VAMPIRE LORD ON ABYSSAL TERROR



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathlance	1"	3	3+	3+	-1	2
Vampiric Sword	1"	4	3+	3+	-1	D3
Abyssal Terror's Claws and Tusks	2"	6	4+	3+	-1	1

DESCRIPTION

A Vampire Lord on Abyssal Terror is a single model. Most Vampire Lords wield a Deathlance, but some prefer to wield a Vampiric Sword. Some Vampire Lords also carry an Ancient Shield for protection. The Vampire's Abyssal Terror attacks its prey with its Claws and Tusks.

FLY

A Vampire Lord on Abyssal Terror can fly.

ABILITIES

The Hunger: At the end of any combat phase in which it killed any models, heal one wound that has been allocated to this model.

Deathlance Charge: In the combat phase, this model's Deathlance has a Damage characteristic of 3 if it made a charge move in the same turn.

Ancient Shield: A model with an Ancient Shield has a Save characteristic of 3+.

Supernatural Terror: Enemy units within 6" of any Vampire Lords on Abyssal Terrors must roll an extra dice and discard the lowest when they take a battleshock test.

MAGIC

A Vampire Lord is a wizard. They can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. They know the Arcane Bolt, Mystic Shield and Hellish Vigour spells.

HELLISH VIGOUR

Hellish Vigour has a casting value of 6. If successfully cast, pick a friendly **DEATH** unit within 18". That unit's Move characteristic is doubled in its next movement phase.

KEYWORDS

DEATH, VAMPIRE, HERO, WIZARD, VAMPIRE LORD ON ABYSSAL TERROR

NECROMANCER ON NIGHTMARE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Necromancer's Staff	2"	1	4+	3+	-1	D3
Nightmare's Hooves and Teeth	1"	2	4+	4+	-	1

DESCRIPTION

A Necromancer on Nightmare is a single model. He is armed with a Necromancer's Staff and mounted on a Nightmare steed which lashes out with its Hooves and Teeth.

ABILITIES

Undead Minions: Each time this model is allocated a wound you may pick a unit of Zombies or Skeleton Warriors from your army within 3" and roll a dice. On a 4+ the wound is allocated to that unit instead.

MAGIC

A Necromancer is a wizard. He can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Vanhel's Danse Macabre spells.

VANHEL'S DANSE MACABRE

Vanhel's Danse Macabre has a casting value of 6. If successfully cast, pick a unit of Zombies or Skeleton Warriors within 18"; that unit can pile in and attack twice in your next combat phase.

KEYWORDS

DEATH, DEATHMAGES, NECROMANCER, HERO, WIZARD

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Warscroll
Count Mannfred	Vampire Lord
Count Mannfred on Abyssal Terror	Vampire Lord on Abyssal Terror
Heinrich Kemmler	Necromancer
Isabella von Carstein	Vampire Lord
Konrad von Carstein	Vampire Lord
Krell, Lord of Undeath	Wight King with Black Axe
Master Necromancer	Necromancer
Master Necromancer on Abyssal Terror	Arkhan the Black
Mannfred the Acolyte	Count Mannfred
Necromancer on Corpse Cart	Corpse Cart
Strigoi Ghoul King	Abhorrant Ghoul King
Vampire	Vampire Lord
Vampire Lord on Coven Throne	Coven Throne
Vlad von Carstein	Vampire Lord

PITCHED BATTLE PROFILES

VAMPIRE COUNTS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Necromancer on Nightmare		1	1	140	Leader	
Vampire Lord on Abyssal Terror		1	1	300	Leader	



WARRIORS OF CHAOS



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

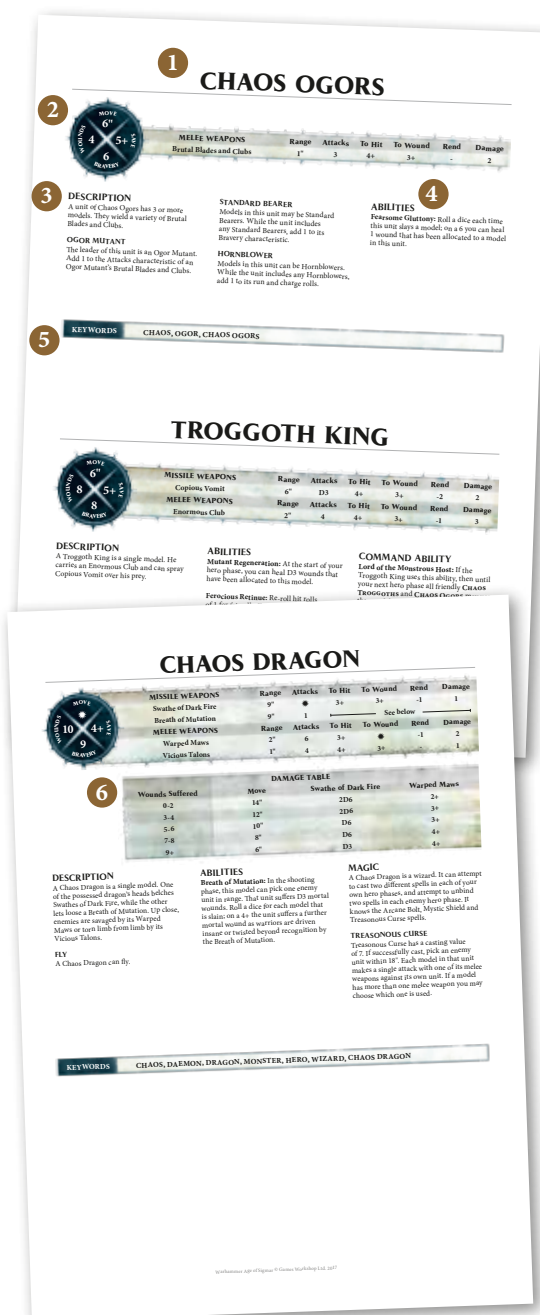
The mortal worshippers of Chaos gather together in warbands mighty enough to conquer entire nations. Though the tyrannical lords that lead the armoured hordes believe themselves to be warrior kings born to

rule the Mortal Realms with an iron fist, they are bound to higher powers in their turn. In truth, every murderer, monster and mutant in their armies is but a slave to darkness and a puppet of the Dark Gods.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll.
- 6. Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



EXALTED HERO WITH BATTLE STANDARD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darksteel Axe	1"	4	3+	4+	-	1

DESCRIPTION

An Exalted Hero with Battle Standard is a single model. He wields a Darksteel Axe and carries a Chaos Runeshield. He bears a great Battle Standard of the Dark Gods, hung with icons of the Chaos pantheon.

ABILITIES

Chaos Runeshield: Roll a dice each time this model is allocated a mortal wound. On a 5+ that mortal wound is negated.

Eager for Glory: Re-roll hit rolls of 1 for this model when targeting a **HERO** or a **MONSTER**.

Battle Standard of the Dark Gods: In your hero phase, you can declare that this model will plant the Battle Standard of the Dark Gods. If you do, then until your next hero phase you may not move the model, but you may immediately roll a dice for each enemy unit within 10". On a 4+ that unit suffers a mortal wound.

KEYWORDS	CHAOS, MORTAL, HERO, TOTEM, EXALTED HERO WITH BATTLE STANDARD
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FORSAKEN



MELEE WEAPONS

Freakish Mutations

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

D3

4+

4+

-

1

DESCRIPTION

A unit of Forsaken has 5 or more models. They fight with an assortment of Freakish Mutations, from spiked clubs and taloned hands to tentacles and crab-like claws.

ABILITIES

Freakish Mutations: Before this unit makes its attacks in the combat phase, roll a dice to see what mutation they have for the duration of that phase:

Roll Effect

- 1 *Writhing Tentacles:* This unit's Freakish Mutations have a Range characteristic of 3" instead of 1".
- 2 *Razor Talons:* This unit's Freakish Mutations have a Rend characteristic of -1 instead of '-'.
- 3 *Extra Arms:* Add 1 to the result of the roll when determining the Attacks characteristic for this unit's Freakish Mutations.

- 4 *Lashing Tongues:* Add 1 to hit rolls for this unit's Freakish Mutations.
- 5 *Venomous Fangs:* Add 1 to wound rolls for this unit's Freakish Mutations.
- 6 *Decapitating Claws:* Add 1 to the Damage characteristic of this unit's Freakish Mutations.

KEYWORDS

CHAOS, MORTAL, FORSAKEN

HELLCANNON

WAR MACHINE



MISSILE WEAPONS

Doomfire

Range

12-48"

Attacks

☀

To Hit

4+

To Wound

—

Rend

See below

Damage

—

MELEE WEAPONS

Daemonic Maw

Range

1"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

WAR MACHINE CREW TABLE		
Crew within 1"	Caged Fury	Doomfire
3 models	2 or more	2
2 models	3 or more	2
1 model	4 or more	1
No models	Cannot cage fury	0

CREW



MELEE WEAPONS

Crew's Improvised Weapons

Range

1"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A Hellcannon is a single model that is attended by a unit of 3 Chaos Dwarf Crew. It is a mighty, daemonforged war machine that launches goutts of Doomfire across the battlefield, and snatches the foe up into its Daemonic Maw. Its crew do their best to keep it under control, attacking any who come near with a variety of Improvised Weapons.

ABILITIES

Caged Fury: If the Hellcannon is not within 3" of an enemy unit at the start of your movement phase, roll a dice and consult the War Machine Crew Table above. If the dice roll is equal to or greater than the score shown, the crew have caged the Hellfire's fury this turn. Otherwise, the Hellcannon must move as far as it can towards the closest enemy unit that is visible to it.

Doomfire: The Hellcannon can only make Doomfire attacks if its crew are within 1" of the war machine in the shooting phase. To make a Doomfire attack, pick an enemy unit within range, even if it is not visible to the Hellcannon, and roll to hit. Add 1 to the hit roll if the Hellcannon did not move in your preceding movement phase and add another 1 if the target unit has 20 or more models. A unit hit by Doomfire suffers D6 mortal wounds.

Daemon-forged Cover: A Hellcannon's Crew can use their war machine as cover while they are within 1" of it.

WAR MACHINE

KEYWORDS

CHAOS, DAEMON, WAR MACHINE, HELLCANNON

CREW

KEYWORDS

CHAOS, DUARDIN, CREW

CHAOS DRAGON



MISSILE WEAPONS

Swathe of Dark Fire

Range

9"

Attacks

☀

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

Breath of Mutation

9"

1

See below

MELEE WEAPONS

Range

Attacks

To Hit

To Wound

Rend

Damage

Warped Maws

2"

6

3+

☀

-1

2

Vicious Talons

1"

4

4+

3+

-

1

DAMAGE TABLE

Wounds Suffered	Move	Swathe of Dark Fire	Warped Maws
0-2	14"	2D6	2+
3-4	12"	2D6	3+
5-6	10"	D6	3+
7-8	8"	D6	4+
9+	6"	D3	4+

DESCRIPTION

A Chaos Dragon is a single model. One of the possessed dragon's heads belches Swathes of Dark Fire, while the other lets loose a Breath of Mutation. Up close, enemies are savaged by its Warped Maws or torn limb from limb by its Vicious Talons.

FLY

A Chaos Dragon can fly.

ABILITIES

Breath of Mutation: In the shooting phase, this model can pick one enemy unit in range. That unit suffers D3 mortal wounds. Roll a dice for each model that is slain; on a 4+ the unit suffers a further mortal wound as warriors are driven insane or twisted beyond recognition by the Breath of Mutation.

MAGIC

A Chaos Dragon is a wizard. It can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Treasonous Curse spells.

TREASONOUS CURSE

Treasonous Curse has a casting value of 7. If successfully cast, pick an enemy unit within 18". Each model in that unit makes a single attack with one of its melee weapons against its own unit. If a model has more than one melee weapon you may choose which one is used.

KEYWORDS

CHAOS, DAEMON, DRAGON, MONSTER, HERO, WIZARD, CHAOS DRAGON

CHAOS OGORS



MELEE WEAPONS
Brutal Blades and Clubs

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	4+	3+	-	2

DESCRIPTION

A unit of Chaos Ogors has 3 or more models. They wield a variety of Brutal Blades and Clubs.

OGOR MUTANT

The leader of this unit is an Ogor Mutant. Add 1 to the Attacks characteristic of an Ogor Mutant's Brutal Blades and Clubs.

STANDARD BEARER

Models in this unit may be Standard Bearers. While the unit includes any Standard Bearers, add 1 to its Bravery characteristic.

HORNBLOWER

Models in this unit can be Hornblowers. While the unit includes any Hornblowers, add 1 to its run and charge rolls.

ABILITIES

Fearsome Gluttony: Roll a dice each time this unit slays a model; on a 6 you can heal 1 wound that has been allocated to a model in this unit.

KEYWORDS

CHAOS, OGOR, CHAOS OGORS

TROGGOTH KING



MISSILE WEAPONS

Copious Vomit

Range	Attacks	To Hit	To Wound	Rend	Damage
6"	D3	4+	3+	-2	2

MELEE WEAPONS

Enormous Club

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	4	4+	3+	-1	3

DESCRIPTION

A Troggoth King is a single model. He carries an Enormous Club and can spray Copious Vomit over his prey.

ABILITIES

Mutant Regeneration: At the start of your hero phase, you can heal D3 wounds that have been allocated to this model.

Ferocious Retinue: Re-roll hit rolls of 1 for friendly **CHAOS TROGGOTH** units and **CHAOS OGOR** units within 8" of this model.

COMMAND ABILITY

Lord of the Monstrous Host: If the Troggoth King uses this ability, then until your next hero phase all friendly **CHAOS TROGGOTHS** and **CHAOS OGORS** may use this model's Bravery characteristic instead of their own.

KEYWORDS

CHAOS, TROGGOTH, HERO, TROGGOTH KING

CHAOS TROGGOTHS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Disgusting Vomit	6"	1	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scavenged Clubs and Axes	1"	3	4+	3+	-1	2

DESCRIPTION

A unit of Chaos Troggoths has 3 or more models. They wield a variety of Scavenged Clubs and Axes, and spray Disgusting Vomit over their foes.

ABILITIES

Regeneration: At the start of your hero phase, roll a dice. On a 2+ you can heal D3 wounds that have been allocated to models in this unit.

Mutating Trollflesh: For each hit roll of 6+ with this unit's Scavenged Clubs and Axes, make an additional hit roll with the same weapon against the same unit.

KEYWORDS

CHAOS, TROGGOTH, CHAOS TROGGOTHS

CHAOS FAMILIARS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Knife or Club	1"	1	6+	5+	-	1

DESCRIPTION

A unit of Chaos Familiars can have any number of models. Chaos Familiars vary widely in appearance. They are typically diminutive creatures that wield small but wicked Knives or Clubs.

ABILITIES

Arcane Meddling: Subtract 1 from casting and unbinding rolls for enemy **WIZARDS** while they are within 6" of any units of Chaos Familiars.

KEYWORDS

CHAOS, CHAOS FAMILIARS

GREAT TAURUS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Belch Fire	16"	6	4+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Horns and Teeth	1"	1	4+	3+	-1	D3
Burning Hooves	1"	4	4+	3+	-	1

DESCRIPTION

A Great Taurus is a single model. It is a monster of rage wreathed in heat and fire; smoke curls from its nostrils and with each snorting exhalation it can Belch Fire at its foes. It gores and stamps its prey to death with its Horns and Teeth, and Burning Hooves.

ABILITIES

Blazing Body: In each hero phase, roll a dice for every unit (friend or foe) within 3" of any **GREAT TAURUS**. On a 6+ that unit suffers a mortal wound. This ability has no effect on **GREAT TAURUS**.

Blood Rage: If this unit made a charge move this turn, re-roll failed wound rolls for its Horns and Teeth.

FLY

A Great Taurus can fly.

KEYWORDS

CHAOS, MONSTER, GREAT TAURUS

LAMMASU



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Horns and Teeth	1"	2	4+	3+	-1	1
Clawed Forelimbs	1"	4	4+	4+	-	1

DESCRIPTION

A Lammasu is a single model. It is a cruel monster possessed of potent spellcasting abilities. It gores its prey with its Horns and Teeth and swipes with its Clawed Forelimbs. A Lammasu is surrounded by a thick fog of black sorcery that befouls the magic of spellcasters unused to its noxious embrace.

ABILITIES

Sorcerous Miasma: Subtract 1 from casting rolls for **WIZARDS** (friend or foe) while they are within 18" of any Lammasu. This ability does not affect **CHAOS WIZARDS**.

MAGIC

A Lammasu is a wizard. It can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt and Mystic Shield spells.

FLY

A Lammasu can fly.

KEYWORDS

CHAOS, MONSTER, WIZARD, LAMMASU

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Archaon on foot	Lord of Chaos
Archaon the Everchosen.	Chaos Lord on Daemonic Mount
Chaos Lord	Lord of Chaos
Chaos Lord on Barded Steed	Chaos Lord on Daemonic Mount
Chaos Lord on Steed of Slaanesh	Slaanesh Chaos Lord on Daemonic Mount
Chaos Lord on Palanquin of Nurgle.	Nurgle Chaos Lord on Daemonic Mount
Chaos Lord on Chaos Dragon	Chaos Lord on Manticore
Chaos Lord on Chaos Chariot.	Chaos Chariot
Chaos Lord on Gorebeast Chariot	Gorebeast Chariot
Chaos Lord on Chaos Warshrine	Chaos Warshrine
Chaos Lord of Tzeentch on foot	Lord of Chaos with Mark of Tzeentch
Chaos Marauders.	Marauders of Chaos
Chaos Sorcerer Lord on Disc of Tzeentch	Tzeentch Chaos Lord on Disc of Tzeentch
Chaos Sorcerer Lord on Steed of Slaanesh	Slaanesh Chaos Lord on Daemonic Mount
Chaos Sorcerer Lord on Palanquin of Nurgle.	Nurgle Chaos Lord on Daemonic Mount
Chaos Sorcerer Lord on Chaos Dragon	Chaos Sorcerer Lord on Manticore
Chaos Sorcerer Lord on Chaos Chariot.	Chaos Chariot
Chaos Sorcerer Lord on Gorebeast Chariot	Gorebeast Chariot
Chaos Sorcerer Lord on Chaos Warshrine	Chaos Warshrine
Chaos Sorcerer	Chaos Sorcerer Lord
Chaos Warriors	Warriors of Chaos
Champions of Chaos.	Warriors of Chaos
Crom the Conqueror.	Exalted Hero of Chaos
Dragon Ogres	Dragon Ogors
Dragon Ogre Shaggoth.	Dragon Ogor Shaggoth
Exalted Hero.	Exalted Hero of Chaos
Famous Familiars	Chaos Familiars
Galrauch	Chaos Dragon
Giant	Chaos Gargant
Kholek Suneater.	Dragon Ogre Shaggoth
Khorne Exalted Hero	Aspiring Deathbringer
Nurgle Chaos Lord	Lord of Plagues
Nurgle Chaos Sorcerer	Rotbringers Sorcerer
Nurgle Lord on Daemonic Mount	Harbinger of Decay
Sigvald the Magnificent	Chaos Lord of Slaanesh
Skullcrushers of Khorne.	Mighty Skullcrushers
Throgg	Troggoth King
Vilitch the Curseling.	Curseling, Eye of Tzeentch
Warriors of Chaos	Chaos Warriors
Wulfrik the Wanderer	Lord of Chaos

PITCHED BATTLE PROFILES

WARRIORS OF CHAOS	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Hellcannon	1	1	300	Artillery	
Chaos Dragon	1	1	340	Behemoth	
Great Taurus	1	1	140	Behemoth	
Lammasu	1	1	140	Behemoth	
Exalted Hero with Battle Standard	1	1	80	Leader	
Troggoth King	1	1	160	Leader	
Chaos Familiars	2	8	40		
Chaos Ogors	3	12	120		
Chaos Troggoths	3	12	180		
Forsaken	10	30	200		



WOOD ELVES



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

Amid the forests of the Mortal Realms, aelven peoples roam at will. Travelling in nomadic warbands led by mighty heroes and mages, these wanderers deal swift death to their enemies wherever they may be found.

The aelves of the deep woods are servants of order, with a strange bond to the sylvaneth – yet they are also capricious beings and lethal wayfarers, who are swift to exact a toll in blood from any who would wrong them.

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WARSCROLL KEY

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- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- 6. Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.

1. GLADE CAPTAIN BATTLE STANDARD BEARER

2. CHARACTERISTICS: MOVEMENT 6, WOUNDS 7, ARMOUR 5, RESISTANCE 7.

3. WEAPONS: MELEE WEAPONS: Swiftblade. Ranged: 1", Attacks: 4, To Hit: 3+, To Wound: 3+, Rend: -, Damage: 1.

4. DESCRIPTION: A Glade Captain Battle Standard Bearer is a single model. He is armed with a Swiftblade and carries a magical Banner of the Forest.

5. ABILITIES: **To Their Dying Breath:** If this model is slain in the combat phase, before you remove it you can immediately make a pile in move and then attack with it.

6. BANNER OF THE FOREST: In your hero phase you can declare that this model will plant his standard in the ground. If you do so, you may not move this model until your next hero phase. Roll a dice for each enemy unit within 10". On a 4+, halve that unit's Move characteristic (rounding up) until the start of your next hero phase.

7. KEYWORDS: ORDER, AELF, HERO, TOTEM, GLADE CAPTAIN BATTLE STANDARD BEARER

GLADE LORD ON GREAT EAGLE

2. CHARACTERISTICS: MOVEMENT 16", WOUNDS 7, ARMOUR 4, RESISTANCE 8.

3. WEAPONS: MISSILE WEAPONS: Greatwood Bow. Ranged: 20", Attacks: 3, To Hit: 3+, To Wound: 4+, Rend: -1, Damage: 1. MELEE WEAPONS: Glade Lord's Spiny Blade. Ranged: 1", Attacks: 4, To Hit: 3+, To Wound: 3+, Rend: -, Damage: 2. Great Eagle's Beak and Talons. Ranged: 2", Attacks: 4, To Hit: 4+, To Wound: 3+, Rend: -, Damage: 2.

4. DESCRIPTION: A Glade Lord on Great Eagle is a single model. Some Glade Lords soar to war armed with a Spiny Blade, but others instead prefer to rain arrows down on their enemies using a Greatwood Bow. The Glade Lord rides upon a Great Eagle, which usually is 20" long.

5. ABILITIES: **Death from the Skies:** Add 2 to the Attacks characteristic of the Great Eagle's Beak and Talons if this model made a charge move this turn.

6. KEYWORDS: ORDER, AELF, HERO, TOTEM, GLADE CAPTAIN BATTLE STANDARD BEARER

GLADE LORD ON FOREST DRAGON

2. CHARACTERISTICS: MOVEMENT 12", WOUNDS 8, ARMOUR 4, RESISTANCE 8.

3. WEAPONS: MELEE WEAPONS: Starlight Spear. Ranged: 2", Attacks: 4, To Hit: 3+, To Wound: 4+, Rend: -1, Damage: 1. Dragon's Gaping Maw. Ranged: 3", Attacks: 2, To Hit: 4+, To Wound: 4+, Rend: -2, Damage: 2. Dragon's Dagger-like Talons. Ranged: 2", Attacks: 4, To Hit: 4+, To Wound: 3+, Rend: -1, Damage: 2.

4. DESCRIPTION: A Glade Lord on Forest Dragon is a single model. The Glade Lord fights with a long Starlight Spear and carries a Kindred Shield. His Forest Dragon mount attacks the foe with its Gaping Maw and Dagger-like Talons, and can breath a Supportive Breath that slows and berates the foe.

5. ABILITIES: **Supportive Breath:** Enemy units within 3" of a Forest Dragon cannot be chosen to make attacks in the combat phase until all other units have made their attacks.

6. DAMAGE TABLE:

Wounds Suffered	Move	Gaping Maw	Dagger-like Talons
0-2	14"	2+	6
3-4	12"	3+	5
5-7	10"	3+	4
8-9	8"	4+	3
10+	6"	4+	2

7. KEYWORDS: ORDER, AELF, DRAGON, HERO, MONSTER, GLADE LORD

GLADE CAPTAIN BATTLE STANDARD BEARER



MELEE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	3+	3+	-	1

DESCRIPTION

A Glade Captain Battle Standard Bearer is a single model. He is armed with a Swiftblade and carries a magical Banner of the Forests.

ABILITIES

To Their Dying Breath: If this model is slain in the combat phase, before you remove it you can immediately make a pile in move and then attack with it.

Banner of the Forests: In your hero phase, you can declare that this model will plant his standard in the ground. If you do so, you may not move this model until your next hero phase. Roll a dice for each enemy unit within 10". On a 4+, halve that unit's Move characteristic (rounding up) until the start of your next hero phase.

KEYWORDS

ORDER, AELE, HERO, TOTEM, GLADE CAPTAIN BATTLE STANDARD BEARER

GLADE LORD ON GREAT EAGLE



MISSILE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
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Greatwood Bow

20"	3	3+	4+	-1	1
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MELEE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
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Glade Lord's Spirit Blade

1"	4	3+	3+	-1	2
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Great Eagle's Beak and Talons

2"	4	4+	3+	-	1
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DESCRIPTION

A Glade Lord on Great Eagle is a single model. Some Glade Lords soar to war armed with a Spirit Blade, but others instead prefer to rain arrows down on their enemies using a Greatwood Bow. The Glade Lord rides upon a Great Eagle, which assails their foes with its sharp Beaks and Talons.

FLY

A Glade Lord on Great Eagle can fly.

ABILITIES

Death from the Skies: Add 2 to the Attacks characteristic of the Great Eagle's Beak and Talons if this model made a charge move this turn.

KEYWORDS

ORDER, AELE, GREAT EAGLE, HERO, GLADE LORD

GLADE LORD ON GREAT STAG



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Greatwood Bow	20"	3	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Kindred Blade	1"	3	3+	4+	-	1
Starlight Spear	2"	3	3+	3+	-1	1
Great Stag's Mighty Antlers	1"	3	4+	3+	-1	1

DESCRIPTION

A Glade Lord on Great Stag is a single model. A Glade Lord is armed with a Kindred Blade and a Starlight Spear. Some Glade Lords also carry a Greatwood Bow to shoot their foes from afar. The Glade Lord rides upon a majestic Great Stag, which attacks its foes with its Mighty Antlers.

ABILITIES

Impaling Charge: Add 1 to the Damage characteristic of the Great Stag's Mighty Antlers if this model made a charge move this turn.

KEYWORDS

ORDER, AELF, HERO, GLADE LORD

GLADE LORD ON FOREST DRAGON



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starlight Spear	2"	4	3+	4+	-1	1
Dragon's Gaping Maw	3"	2	4+	✱	-2	D6
Dragon's Dagger-like Talons	2"	✱	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Gaping Maw	Dagger-like Talons
0-2	14"	2+	6
3-4	12"	3+	5
5-7	10"	3+	4
8-9	8"	4+	3
10+	6"	4+	2

DESCRIPTION

A Glade Lord on Forest Dragon is a single model. The Glade Lord fights with a long Starlight Spear and carries a Kindred Shield. His Forest Dragon mount attacks the foe with its Gaping Maw and Dagger-like Talons, and can belch a Soporific Breath that slows and befuddles the foe.

FLY

A Glade Lord on Forest Dragon can fly.

ABILITIES

Soporific Breath: Enemy units within 3" of a Forest Dragon cannot be chosen to make attacks in the combat phase until all other units have made their attacks.

Kindred Shield: Re-roll failed save rolls for this model.

Starlight Strike: Add 1 to the Damage characteristic of the Glade Lord's Starlight Spear if this model made a charge move this turn.

KEYWORDS

ORDER, AELE, DRAGON, HERO, MONSTER, GLADE LORD

GLADE LORD ON PUREBRED STEED



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starlight Hunting Spear	2"	4	3+	3+	-1	1
Steed's Stamping Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A Glade Lord on Purebred Steed is a single model. He is armed with a Starlight Hunting Spear and a Kindred Shield. He rides upon a mighty Purebred Steed that crushes skulls with its Stamping Hooves.

ABILITIES

Hunter's Strike: Increase the Damage characteristic of the Glade Lord's Starlight Hunting Spear to D3 if this model made a charge move this turn.

Kindred Shield: Re-roll failed save rolls for this model.

KEYWORDS

ORDER, AELE, HERO, GLADE LORD

AVATAR OF THE HUNT



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hawk's Talon	24"	6	3+	3+	-1	1
Hunting Spear	12"	1	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Spear	3"	4	3+	3+	-2	3

DESCRIPTION

An Avatar of the Hunt is a single model. It is armed with a Hawk's Talon bow and can hurl a Hunting Spear, which returns to its hand so it can be wielded at close range. It also wears the Cloak of Leaves and bears the Horn of the Wild Hunt.

ABILITIES

Cloak of Leaves: In your hero phase, you can heal 1 wound that has been allocated to this model. In addition, this model can attempt to unbind one spell in the enemy hero phase in the same manner as a wizard.

Horn of the Wild Hunt: You may re-roll the dice when determining the charge distance for this model and friendly **HUNTING HOUNDS** units within 8" of it at the start of the charge phase.

KEYWORDS

ORDER, AELE, HERO, MONSTER, AVATAR OF THE HUNT

HUNTING HOUNDS



MELEE WEAPONS

Savage Teeth

Range

1"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Hunting Hounds can have any number of models. They bite their foes using their Savage Teeth.

ABILITIES

Hounds of the Wild Hunt: Add 1 to the Attacks characteristic of this unit's Savage Teeth while it is within 6" of any friendly Avatars of the Hunt.

KEYWORDS

ORDER, HUNTING HOUNDS

TWILIGHT SISTERS ON FOREST DRAGON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dawnbow	20"	1	3+	3+	-1	D6
Duskbow	20"	2D6	3+	5+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Twilight Sisters' Spears	2"	6	3+	4+	-1	1
Dragon's Gaping Maw	2"	2	4+	✱	-2	D6
Dragon's Dagger-like Talons	2"	✱	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Gaping Maw	Dagger-like Talons
0-2	14"	2+	6
3-4	12"	3+	5
5-7	10"	3+	4
8-9	8"	4+	3
10+	6"	4+	2

DESCRIPTION

A Twilight Sisters on Forest Dragon is a single model. Each Twilight Sister wields a Spear. One Sister attacks with a Dawnbow, whilst the other attacks with a Duskbow. The Forest Dragon savages foes with his Gaping Maw and Dagger-like Talons. It can also belch a Soporific Breath that slows and befuddles the foe.

FLY

A Twilight Sisters on Forest Dragon can fly.

ABILITIES

Soporific Breath: While enemy units are within 3" of this model they cannot be chosen to make attacks in the combat phase until all other units have made their attacks.

Impetuous Beast: If this model is within 12" of any enemy model at the start of your charge phase, you must attempt to charge with it.

Dawnbow: Add 1 to wound rolls for this model's Dawnbow when targeting a **CHAOS** unit.

Duskbow: Add 1 to wound rolls for this model's Duskbow when targeting an **ORDER** unit.

Conjoined Destiny: Roll a dice for this unit in your hero phase. If the result is odd, nothing happens. If the result is even, you can heal a number of wounds that have been allocated to this model equal to the dice result.

KEYWORDS

ORDER, AELE, DRAGON, HERO, MONSTER, TWILIGHT SISTERS ON FOREST DRAGON

SHADOWDANCER



MELEE WEAPONS

War Stave

Weaving Blade

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

2

3+

4+

-1

1

1"

2

3+

4+

-

1

DESCRIPTION

A Shadowdancer is a single model. They fight with a Weaving Blade in one hand and a War Stave in the other.

ABILITIES

Talismanic Tattoos: Roll a dice each time a wound or mortal is allocated to this model. On a 6 the wound or mortal wound is negated.

Shadow Dance: At the start of your hero phase, you may declare that the Shadowdancer will perform a shadow dance. Choose one of the dances from the list below. The dance lasts until the start of your next hero phase. The same dance cannot be performed by the same Shadowdancer in consecutive battle rounds.

Whirling Death: Add one to wound rolls for this model's Weaving Blade and change its Rend characteristic to -1.

Storm of Blades: Add 2 to the Attacks characteristic of this model's Weaving Blade.

The Shadow's Coil: Add 2 to this model's save rolls.

MAGIC

A Shadowdancer is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. A Shadowdancer knows the Arcane Bolt, Mystic Shield and Bridge of Shadows spells.

BRIDGE OF SHADOWS

Bridge of Shadows has a casting value of 5. If successfully cast, for the duration of your next Movement phase this model's Move characteristic is doubled and it can fly.

KEYWORDS

ORDER, AELE, HERO, WIZARD, SHADOWDANCER

WARDANCERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bladesinger's War Stave	2"	1	3+	4+	-1	1
Weaving Blades	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Wardancers has 5 or more models. They fight with Weaving Blades.

DRUMMER

Models in this unit may be Drummers. You can re-roll the dice when determining how far this unit runs if it includes Drummers.

BLADESINGER

The leader of this unit is the Bladesinger. A Bladesinger fights with Weaving Blades and a War Stave.

ABILITIES

Shadow Dance: At the start of your hero phase, you may declare that this unit will perform a shadow dance. Choose one of the dances from the list below. The dance lasts until the start of your next hero phase. The same dance cannot be performed by the same unit of Wardancers in consecutive battle rounds.

Whirling Death: Add 1 to wound rolls for this unit's Weaving Blades and change their Rend characteristic to -1.

Storm of Blades: Add 1 to the Attacks characteristic of this unit's Weaving Blades.

The Shadow's Coil: Add 2 to this unit's save rolls.

Talismanic Tattoos: Roll a dice each time a wound or mortal is allocated to this unit. On a 6 the wound or mortal wound is negated.

KEYWORDS

ORDER, AELE, WARDANCERS

WAYWATCHERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Longbow	20"	1	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Glade Knives	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Waywatchers has 5 or more models. They can choose to loose Fast Shots or Precise Shots from their Longbows, and carry a pair of Glade Knives for the close kill.

WAYWATCHER SENTINEL

The leader of this unit is a Waywatcher Sentinel. Add 1 to the Attacks characteristic of the Waywatcher Sentinel's Longbow.

ABILITIES

Hawk-eyed Archers: Each time this unit shoots its Longbows, you can declare that it will make either Fast Shots or Precise Shots:

Fast Shots: Add 1 to the Attacks characteristic of this unit's Longbows until the end of this phase. In addition, for each hit roll of 6+, the attacking model can make one additional attack with its Longbow.

Precise Shots: Add 1 to the Damage characteristic of this unit's Longbows until the end of this phase. In addition, for each wound roll of 6+, that attack is resolved with a Rend characteristic of -2 instead of '-'.

Invisible Hunter: If this unit is in cover, subtract 1 from hit rolls that target it.

KEYWORDS

ORDER, AELE, WAYWATCHERS

GLADE RIDERS



MISSILE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
20"	2	4+	4+	-	1

Longbow

MELEE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	1	4+	4+	-	1
1"	2	4+	5+	-	1

Riding Spear

Steed's Stamping Hooves

DESCRIPTION

A unit of Glade Riders has 5 or more models. They loose arrows from Longbows and ride down their foes with Riding Spears. They ride Purebred Steeds that lash out with their Stamping Hooves.

GLADE KNIGHT

The leader of this unit is a Glade Knight. Add 1 to the Attacks characteristic of the Glade Knight's Riding Spear.

PENNANT BEARER

Models in this unit may be Pennant Bearers. While the unit includes any Pennant Bearers, add 1 to its Bravery characteristic. Add 2 to its Bravery characteristic instead if the unit is in cover.

HORNBLOWER

Models in this unit may be Hornblowers. You can re-roll the dice when determining how far this unit can run while it includes any Hornblowers.

ABILITIES

Fire on the Move: This unit can run and shoot in the same turn.

KEYWORDS

ORDER, AELF, GLADE RIDERS

WARHAWK RIDERS



MISSILE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
20"	2	4+	4+	-	1

Longbow

MELEE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	1	4+	4+	-	1
2"	2	4+	4+	-	1

Hunting Spear

Warhawk's Beak and Talons

DESCRIPTION

A unit of Warhawk Riders has any number of models. Each rider is armed with a Hunting Spear and a Longbow. Their Warhawk mounts swoop down to attack their prey with Beak and Talons.

FLY

Warhawk Riders can fly.

ABILITIES

Predator's Descent: Add 1 to the Damage characteristic of this unit's Hunting Spears if it made a charge move this turn.

Swift of Wing: You always count as having rolled a 6 when making a run move for this unit – do not roll a dice.

Sweep Through Their Lines: If, after this unit has made its attacks in the combat phase, there are no enemy models within 3", it can immediately pile in 6" and attack again.

KEYWORDS

ORDER, AELF, WARHAWK RIDERS

GREAT EAGLES



MELEE WEAPONS

Beak and Talons

Range

2"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-

Damage

1

DESCRIPTION

A unit of Great Eagles has any number of models. They assail their foes with their sharp Beaks and Talons.

FLY

Great Eagles can fly.

ABILITIES

Death from the Skies: Add 2 to the Attacks characteristic of this unit's Beaks and Talons if it made a charge move this turn.

Soar Away: At the end of the combat phase you may declare that this unit will swoop out of combat and soar away as long as there are enemy models within 3" of it. If you do, roll 3D6; the result is how far you can immediately move this unit. The unit must end this move more than 3" from any enemy units – if they are unable to do so then they fail to escape and cannot swoop out of combat and soar away.

KEYWORDS

ORDER, GREAT EAGLES

TREE KIN



MELEE WEAPONS

Bludgeoning Branches

Range

2"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-

Damage

2

DESCRIPTION

A unit of Tree Kin has 3 or more models. They fight with their large Bludgeoning Branches.

ABILITIES

Roused to War: Add 1 to hit rolls for this unit's Bludgeoning Branches if it made a charge move this turn.

KEYWORDS

ORDER, TREE KIN

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Araloth	Nomad Prince
Ariel	Spellweaver
Ceithin-Har/Forest Dragon	Twilight Sisters on Forest Dragon
Deepwood Scouts	Glade Guard
Drycha	Branchwraith
Durthu	Spirit of Durthu
Glade Captain	Nomad Prince/Shadowdancer/Waystrider
Glade Lord	Nomad Prince/Shadowdancer/Waystrider
Orion, the King in the Woods	Avatar of the Hunt
Sisters of Twilight on Gwindalor	Glade Lord on Great Eagle with Greatwood Bow
Spellsinger	Spellweaver
Spellweaver on Great Eagle	Glade Lord on Great Eagle
Spellweaver on Purebred Steed	Glade Lord on Purebred Steed
Spellweaver on Unicorn	Glade Lord on Purebred Steed
Treeman Ancient	Treelord Ancient
Treeman	Treelord
Waystalker	Waywatcher
Waywatcher Lord	Waywatcher
Wood Elf Chariot	Chariots

PITCHED BATTLE PROFILES

WOOD ELVES		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Glade Riders		8	24	200	Battleline	
Glade Captain Battle Standard Bearer		1	1	80	Leader	
Glade Lord		1	1	100	Leader	
Glade Lord on Great Eagle		1	1	120	Leader	
Glade Lord on Great Stag		1	1	100	Leader	
Glade Lord on Purebred Steed		1	1	100	Leader	
Shadowdancer		1	1	100	Leader	
Avatar of the Hunt		1	1	380	Leader, Behemoth	
Glade Lord on Forest Dragon		1	1	340	Leader, Behemoth	
Twilight Sisters on Forest Dragon		1	1	420	Leader, Behemoth	
Great Eagles		1	3	60		
Hunting Hounds		1	5	20		
Tree Kin		3	12	100		
Wardancers		5	30	60		
Warhawk Riders		1	6	40		
Waywatchers		5	15	80		



SCENERY



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

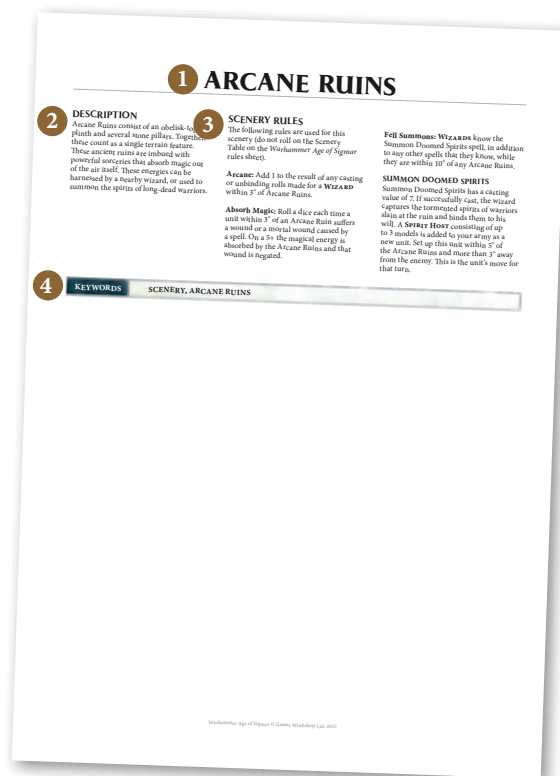
The dominion of Chaos spreads across the Mortal Realms. Once proud cities are reduced to haunted ruins, wherein strange magics coil like restless snakes. Castles loom, hollow and dead, over carrion fields that stretch

to the far horizon. Portals glow with otherworldly light, while shadows whisper beneath the eaves of dark forests. It is amid such arcane ruins and tainted lands that the armies of the Age of Sigmar fight their battles.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

1. **Title:** The name of the model that the warscroll describes.
2. **Description:** The description tells you exactly which models the scenery warscroll is used for.
3. **Scenery Rules:** The scenery rules are used to represent the effects this scenery will have on a battle that are not covered by the standard game rules.
4. **Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll.



ARCANE RUINS

DESCRIPTION

Arcane Ruins consist of an obelisk-topped plinth and several stone pillars. Together, these count as a single terrain feature. These ancient ruins are imbued with powerful sorceries that absorb magic out of the air itself. These energies can be harnessed by a nearby wizard, or used to summon the spirits of long-dead warriors.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Arcane: Add 1 to the result of any casting or unbinding rolls made for a **WIZARD** within 3" of Arcane Ruins.

Absorb Magic: Roll a dice each time a unit within 3" of an Arcane Ruin suffers a wound or a mortal wound caused by a spell. On a 5+ the magical energy is absorbed by the Arcane Ruins and that wound is negated.

Fell Summons: **WIZARDS** know the Summon Doomed Spirits spell, in addition to any other spells that they know, while they are within 10" of any Arcane Ruins.

SUMMON DOOMED SPIRITS

Summon Doomed Spirits has a casting value of 7. If successfully cast, the wizard captures the tormented spirits of warriors slain at the ruin and binds them to his will. A **SPIRIT HOST** consisting of up to 3 models is added to your army as a new unit. Set up this unit within 5" of the Arcane Ruins and more than 3" away from the enemy. This is the unit's move for that turn.

KEYWORDS

SCENERY, ARCANE RUINS

CHAPEL

DESCRIPTION

A Chapel consists of a single building. These relics of lost civilisation inspire Sigmar's followers to acts of great bravery, and enable priests to pray for miraculous healing.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Shrine of Sigmar: You do not need to take battleshock tests for **ORDER** units garrisoning a Chapel, or within 6" of one.

Garrisons: A unit can garrison a Chapel if all of the models in the unit are within 6" of it at the start of their movement phase, or if they could be set up within 6" of the Chapel when deploying for the battle. Remove the garrisoning unit from the battlefield and place it to one side.

A unit garrisoning a building can attack and be attacked as normal, except that the range and visibility for the models in the building is measured from the building instead. The garrison counts as being in cover if it is attacked.

One **HERO** and one other unit can garrison a Chapel. Models cannot enter a building garrisoned by the enemy.

A garrisoning unit can exit a building as its move in a future movement phase. To do so, set it up so that all models from the unit are within 6" of the building and more than 3" from any enemy units.

Holy Prayer: If a **PRIEST** from your army is garrisoning a Chapel or is within 6" of one in your hero phase, you can declare it will offer up a prayer of healing. If you do so, select a friendly model within 3" of the Priest and roll a dice; on a 2 or more that model heals D3 wounds.

KEYWORDS

SCENERY, CHAPEL

DEATHKNELL WATCH

DESCRIPTION

A Deathknell Watch consists of a single building. It has an elaborate signalling device that can be used to direct missile fire at enemy formations.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Signalling Device: If this building is garrisoned by models from your army, you can, in your hero phase, pick an enemy unit that is visible from the building. You can re-roll any hit rolls made against that unit in your next shooting phase.

Garrisons: A unit can garrison a Deathknell Watch if all of the models in the unit are within 6" of it at the start of their movement phase, or if they could be set up within 6" of the Deathknell Watch when deploying for the battle. Remove the garrisoning unit from the battlefield and place it to one side.

A unit garrisoning a building can attack and be attacked as normal, except that the range and visibility for the models in the building is measured from the building model. The garrison counts as being in cover if it is attacked.

One **HERO** and one other unit can garrison a Deathknell Watch. Models cannot enter a building garrisoned by the enemy.

A garrisoning unit can exit a building as its move in a future movement phase. To do so, set it up so that all models from the unit are within 6" of the building and more than 3" from any enemy units.

Battlements: Models garrisoning a Deathknell Watch can be placed upon its battlements. You can simply place any models from the garrison on the battlements if you wish to do so – they are treated as part of the garrison in all respects, but it is a useful way to show which unit is occupying the building and that you control it! This does not prevent enemy models from charging the battlements (provided there is room to place them of course).

KEYWORDS

SCENERY, DEATHKNELL WATCH

DREADFIRE PORTAL

DESCRIPTION

A Dreadfire Portal consists of a single model. It is a narrow staircase that leads to a great dais, atop which stand two magical pillars that burn with mystical flame. Dreadfire Portals emanate an aura of grim fear, and warlords of sufficient might are able to harness and absorb this power. Wizards that stand upon the Dreadfire Portal can also cast bolts of blazing fire between its burning pillars.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Aura of Dread: A **HERO** from your army that is on the top platform of a Dreadfire Portal can attempt to harness its aura of terror in your hero phase. If they do so, roll a dice; on a 1 the Hero has failed and suffers a mortal wound. On a 2+ they have succeeded; for the rest of the game enemy units must subtract 1 from their Bravery characteristic while they are within 3" of that Hero.

Dreadfire: A **WIZARD** that is on the top platform of a Dreadfire Portal knows the Dreadfire spell in addition to any others they know.

DREADFIRE

Harnessing the power of the Dreadfire Portal, the wizard conjures forth a sheet of mystic flame and hurls it towards the foe. Dreadfire has casting value of 7. If successfully cast, pick an enemy unit that is visible to the caster. That unit suffers D6 mortal wounds as it is engulfed in magical fire. Then roll a dice for each other unit, friend or foe, within 3" of that unit. On a roll of 4 or more, flames leap to that unit and it suffers 1 mortal wound.

KEYWORDS

SCENERY, DREADFIRE PORTAL

DREADSTONE BLIGHT

DESCRIPTION

A Dreadstone Blight consists of a single model. These arcane places were once used to harness magical power, but have long since fallen into ruin. Now they are stained with the blood of a thousand sacrifices, and dark rituals carried out by those who would make pacts with evil spirits in exchange for unknowable power.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Arcane: Add 1 to the result of any casting or unbinding rolls made for a friendly **WIZARD** within 3" of a Dreadstone Blight.

Accursed Bolt: If a **WIZARD** from your army casts Arcane Bolt whilst within 3" of a Dreadstone Blight with a casting roll of 7+, the spell inflicts D6 mortal wounds on the target instead of D3. If the casting roll was 9+, the spell inflicts 6 mortal wounds instead.

Damned: If any of your units are within 3" of a Dreadstone Blight in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.

KEYWORDS

SCENERY, DREADSTONE BLIGHT

ETERNITY STAIR

DESCRIPTION

An Eternity Stair consists of a single model. These ancient fulcrums of power consist of a tall colonnade about which coils a long, spiral staircase. At the top lies a mystical platform inscribed with runes of magic that can infuse warriors with power, or leave them teetering on the edge of insanity. A warrior of note that climbs an Eternity Stair can beseech their gods to bring down an eternity of suffering on the enemy.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Mystical: Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.

Eternity of Pain: If a **HERO** from your army is on the top level of the Eternity Stair in your hero phase, they can beseech their gods for an eternity of pain to be brought upon the enemy. If they do so, pick an enemy unit that is visible to the Hero and roll a dice, adding one to the result if the Hero is a **PRIEST**. On a roll of 5+, that unit is wracked by pain and suffering; your opponent must re-roll hit rolls of 6 made for that unit for the rest of the battle.

KEYWORDS

SCENERY, ETERNITY STAIR

GARDEN OF MORR

DESCRIPTION

A Garden of Morr consists of three mausoleums, a statue, a gate and several wall sections. Together, these count as a single terrain feature. A Garden of Morr is a haunted and desolate place, cursed with a powerful energy that empowers those that use the magic of death.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Domain of the Dead: In your hero phase, each **DEATH** model from your army that is within 3" of a Garden of Morr heals 1 wound.

Monument of Shyish: Add 1 to the result of any casting or unbinding rolls for **DEATH WIZARDS** that are within 3" of the statue in a Garden of Morr.

Deathly Awakening: **WIZARDS** from your army know the following spell, in addition to any other spells that they know, whilst they are within 3" of a Garden of Morr.

RAISE THE DEAD

Raise the Dead has a casting value of 6. If successfully cast, you can set up a unit of up to 20 **ZOMBIES**. Set up this unit within 5" of the Garden of Morr and more than 3" away from the enemy. This is the unit's move for that turn.

KEYWORDS

SCENERY, GARDEN OF MORR

TEMPLE OF SKULLS

DESCRIPTION

A Temple of Skulls consists of a single model. It is a shrine to the gods of Chaos, who give power to those who offer up sacrifice, and empower any of their dark champions that can reach it. These temples are also built on strategic sites, places where heroes can be seen from far and wide if they stand atop their cracked summits, by both their followers and the gods themselves.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Cracked Summit: If a **TOTEM** in your army is standing atop a Temple of Skulls, double the range of all its abilities. If your general is standing atop a Temple of Skulls, double the range of his Inspiring Presence command ability.

Chaos Shrine: You can re-roll failed hit rolls for any **CHAOS HERO** that is standing on a Temple of Skulls, as they bask in the watchful gaze of their patron. In addition to this, you can also re-roll one casting or unbinding roll in each hero phase for **CHAOS WIZARDS** that are standing on a Temple of Skulls.

Damned: If any of your units are within 3" of a Temple of Skulls in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.

KEYWORDS

SCENERY, TEMPLE OF SKULLS

WALLS AND FENCES

DESCRIPTION

A set of walls and fences consists of four walls, five fences and a pair of signposts. They can be set up on the battlefield as a single terrain feature, or can be split into several pieces if desired. Found wherever mortals make their home, walls and fences can be pressed into service as a barricades during a battle.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Barricade: If all of the models from a unit are within 3" of a wall or fence, and are on the same side of it, then the unit receives the benefits of cover against attacks made by models that are on the other side of the wall or fence.

Signpost to War: Units that start their movement phase within 6" of a signpost can move an extra inch in that phase.

KEYWORDS

SCENERY, WALLS AND FENCES

WATCHTOWER

DESCRIPTION

A watchtower consists of a single building model. A watchtower makes a powerful bastion against enemy attack, and an ideal command point from which a counter-attack can be ordered upon the foe.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Command Tower: If a **HERO** from your army is garrisoning a Watchtower, you can add 6" to the range of any of its command abilities. In addition, at the start of your charge phase, it can signal the Counter-attack. For the rest of the phase, you can re-roll charge rolls for units that are within 18" of the Watchtower.

Garrisons: A unit can garrison a Watchtower if all of the models in the unit are within 6" of it at the start of their movement phase, or if they could be set up within 6" of the Watchtower when deploying for the battle. Remove the garrisoning unit from the battlefield and place it to one side.

A unit garrisoning a building can attack and be attacked as normal, except that the range and visibility for the models in the building is measured from the building model. The garrison counts as being in cover if it is attacked.

One **HERO** and one other unit can garrison a Watchtower. Models cannot enter a building garrisoned by the enemy.

A garrisoning unit can exit a building as its move in a future movement phase. To do so, set it up so that all models from the unit are within 6" of the building and more than 3" from any enemy units.

Battlements: Models garrisoning a Watchtower can be placed upon its battlements. You can simply place any models from the garrison on the battlements if you wish to do so – they are treated as part of the garrison in all respects, but it is a useful way to show which unit is occupying the building and that you control it! This does not prevent enemy models from charging the battlements (provided there is room to place them of course).

KEYWORDS

SCENERY, WATCHTOWER

WITCHFATE TOR

DESCRIPTION

A Witchfate Tor consists of a single model. This abandoned sorcerers' tower is still filled with artefacts which a cunning wizard can turn to their own purposes.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Garrisons: A unit can garrison a Witchfate Tor if all of the models in the unit are within 6" of it at the start of their movement phase, or if they could be set up within 6" of a Witchfate Tor when deploying for the battle. Remove the garrisoning unit from the battlefield and place it to one side.

A unit garrisoning a building can attack and be attacked as normal, except that the range and visibility for the models in the building is measured from the building model. The garrison counts as being in cover if it is attacked.

One **HERO** and two other units can garrison a Witchfate Tor. Models cannot enter a building garrisoned by the enemy. A garrisoning unit can exit a building as its move in a future movement phase. To do so, set it up so that all models from the unit are within 6" of the building and more than 3" from any enemy units.

Battlements: Models garrisoning a Witchfate Tor can be placed upon its battlements. You can simply place any models from the garrison on the battlements if you wish to do so – they are treated as part of the garrison in all

respects, but it is a useful way to show which unit is occupying the building and that you control it! This does not prevent enemy models from charging the battlements (provided there is room to place them of course).

Arcane Library: Add 1 to any casting and unbinding rolls made for **WIZARDS** garrisoning a Witchfate Tor. In addition, if any wizard on the battlefield casts a spell, a wizard garrisoning a Witchfate Tor can consult the library in an attempt to learn the spell themselves. Roll a dice; on a roll of 4 or more, the wizard learns that spell, and knows it for the rest of the battle. On a roll of 1, 2 or 3 the wizard mistakenly unlocks a cursed tome and suffers a mortal wound instead.

KEYWORDS

SCENERY, WITCHFATE TOR

SKULLVANE MANSE, LAIR OF THE ASTROMANCER

DESCRIPTION

A Skullvane Manse consists of a single building model. It is a rickety agglomeration of wood and stone, originally constructed as a dwelling fit for a powerful astromancer but built and rebuilt over long centuries. While some Skullvane Manses retain their astral observatories – repositories of arcane equipment much sought after by fortune tellers and astro-scryers – others have been repurposed into military buildings with crenellated battlements instead. Whether because of the commanding view of the battlefield they gain, or through some mystic knowledge of the future granted them by ancient magics, generals display uncanny strategic insight whilst atop the battlements of a Skullvane Manse.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Garrisons: A unit can garrison a Skullvane Manse if all of the models in the unit are within 6" of it at the start of their movement phase, or if they could be set up within 6" of the Skullvane Manse when deploying for the battle. Remove the garrisoning unit from the battlefield and place it to one side.

A unit garrisoning a building can attack and be attacked as normal, except that the range and visibility for the models in the building is measured from the building model. The garrison counts as being in cover if it is attacked.

One **HERO** and two other units can garrison a Skullvane Manse. Models cannot enter a building garrisoned by the enemy.

A garrisoning unit can exit a building as its move in a future movement phase. To do so, set it up so that all models from the unit are within 6" of the building and more than 3" from any enemy units.

Battlements: Models garrisoning a Skullvane Manse can be placed upon its battlements, if it has any. You can simply place any models from the garrison on the battlements if you wish to do so – they are treated as part of the garrison in all respects, but it is a useful way to show which unit is occupying the building and that you control it! This does not prevent enemy models from charging the battlements (provided there is room to place them of course).

Sheer Rock: If a unit garrisoning a Skullvane Manse is attacked in the combat phase, subtract 1 from the result of any hit rolls made for the attacking unit unless it is a **MONSTER** or can fly.

Uncanny Strategic Overview: If your general is atop the battlements of a Skullvane Manse when players roll to decide who will take the first turn in a battle round, you can add 1 to your roll.

Astral Observatory: If a **CELESTIAL WIZARD** from your army is garrisoning a Skullvane Manse with an astral observatory, you can re-roll a single casting or unbinding roll for them in each hero phase.

Astral Fate: A **WIZARD** that is garrisoning a Skullvane Manse knows the Astral Fate spell in addition to any others they know.

ASTRAL FATE

A skilled practitioner of the mystic arts can use the arcane instruments within the astromancer's lair to predict, and even change, the future. Astral Fate has a casting value of 5. If the spell is successfully cast, roll a D3; you can re-roll that many dice before your next hero phase.