

YOU ARE UNWORTHY

GIVE THIS CARD TO YOUR OPPONENT, THEY NOW CONTROL THE SPIRITS OF THE CRYPT FROM THE BEGINNING OF THEIR NEXT HERO PHASE.



CURSED SPIRITS OF THE CRYPT



MELEE WEAPONS	Rng	Att	Hit	Wnd	Rend	Dmg
Cursed Blades and Claws	2"	★	3+	3+	-1	2

In life the Cursed Spirits were once trusted members of the Pharon's court, but later turned traitor on the King. Sentenced to eternal damnation, they have been guarding the Ark Crypts ever since.

DESCRIPTION

The Cursed Spirits of the Crypt as a single model armed with Cursed Blades and Claws.

FLY: This model can fly.

ABILITIES

Devourer of Flesh and Souls: At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal up to D3 wounds allocated to this model.

Ethereal: Ignore modifiers (positive or negative) when making save rolls for attacks that target this model.

Frightful Touch: If the unmodified hit roll for an attack made with this model's Cursed Blades and Claws is 6, that attack inflicts 2 mortal wounds and the attack sequence ends (do not make a save roll).

Ghastly Apparition: Subtract 1 from hit rolls for attacks made by enemy models while they are within 6" of any friendly models with this ability.

KEYWORDS

DWELLER OF THE LABYRINTH, MONSTER, CURSED SPIRITS OF THE CRYPT



THE SPHINX OF THE LABYRINTH



DESCRIPTION

A single model. It is armed Gigantic Scything Blades and monstrous Stone Claws. The Sphinx has a Venom-spike Tail.

FLY: This model can fly.

MELEE WEAPONS	Rng	Att	Hit	Wnd	Rend	Dmg
Gigantic Scything Blades	2"	4	3+	★	-3	3
Stone Claws	1"	★	4+	3+	-1	1
Venom-spike Tail	3"	1	3+	3+	-2	D3

Wounds Suffered	DAMAGE TABLE		
	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+	4"	4+	2

ABILITIES

The Riddle of the Sphinx: the start of each battleround, roll a D6. On a 3-6 you have solved one of the Sphinx's riddles and you control the Sphinx. On a 1-2, you have failed to answer and the Sphinx is controlled by your opponent for that battleround.

Untrustworthy Bedfellow: You may wish to attack the Sphinx as if it were an enemy combatant, even if it is friendly at the time. If you do declare an attack against the Sphinx while it is friendly it becomes immediately hostile and is controlled by the other player for the remainder of the game.

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 D6 rather than 2, and use the 2 highest scores.

Sacred War Statue: 1/2 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 Sything Blades target a **Monster** and 2 wound results are a '6', target suffers additional 10 mortal wounds.

KEYWORDS

DWELLER OF THE LABYRINTH, REANIMANT, MONSTER, SPHINX OF THE LABYRINTH



THE SPIDER QUEEN



DESCRIPTION

The Spider Queen is a single model. She attacks her prey with venomous Monstrous Fangs and its massive Chitinous Legs. The Spider Queen carries a howdah of Grot Slaves into battle, who attack those below with Spider-bows and Crooked Spears and has a Queen Spidershrine – a magical artefact tended to by a Grot Slave Shaman.

ABILITIES

Worship the Queen: At the start of each battleround you can choose to sacrifice to the Spider Queen. If you do so, pick a friendly unit within 12" of the Queen. Roll a D6 and apply that many mortal wounds to the unit. The Queen will deem this a worthy sacrifice and she will continue to fight for your army.

However if there are no friendly models within range OR if you choose to refuse the ritual, you have insulted the Spider Queen: your opponent now controls the Spider Queen.

MISSILE WEAPONS	Rng	Att	Hit	Wnd	Rend	Dmg
Slave Crew's Spider-bows	16"	4	5+	5+	-	1
MELEE WEAPONS	Rng	Att	Hit	Wnd	Rend	Dmg
Slave Crew's Crooked Spears	2"	4	5+	4+	-	1
Chitinous Legs	1"	✿	4+	3+	-1	1
Monstrous Fangs	1"	4	✿	3+	-1	D3

Wounds Suffered	DAMAGE TABLE		
	Move	Chitinous Legs	Monstrous Fangs
0-3	8"	8	3+
4-6	6"	6	3+
7-9	5"	5	4+
10-12	4"	4	4+
13+	3"	2	5+

Spider Venom: If you roll a 6 or more to hit for The Spider Queen's Monstrous Fangs, do not make a separate wound roll for that attack – she inflicts D3 mortal wounds on the target instead.

Wall-crawler: The Spider Queen can choose to move across scenery as if it was not there.

MAGIC

The Spider Queen is a Wizard. Due to the power channelled by her Shrine, The Queen can attempt to cast two different spells 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 Gift of the Spider-god spells.

GIFT OF THE SPIDER-GOD

Gift of the Spider-god has a casting value of 4. If successfully cast, select a Spiderfang unit within 8". Until your next hero phase, double the number of mortal wounds inflicted as a result of that unit's Spider Venom ability.

KEYWORDS

DWELLER OF THE LABYRINTH, GROT, SPIDERFANG, HERO, WIZARD, MONSTER, SPIDER QUEEN



LABYRINTH PIT FIGHTER

MELEE WEAPONS	Rng	Att	Hit	Rend	Wnd	Dmg
War Axe	1"	1	4+	3+	-	1
Broadsword	1"	3	3+	3+	-1	1

DESCRIPTION

The Labyrinth Pit Fighter is a single model. He is armed with a mighty Broadsword and a War Axe.

ABILITIES

Berserker Charge: The Labyrinth Pit Fighter makes 6 attacks with his Broadsword instead of 3 if he charged earlier in the turn.

Deathblow: If the Labyrinth Pit Fighter slays any models in the combat phase, each enemy unit within 1" of him at the end of that combat phase suffers 1 mortal wound.

Quest for Glory: Keep track of the number of wounds inflicted by this model during the battle. If the total reaches 8 or more, you can add 1 to all hit rolls made for this model for the remainder of the battle. If the total reaches 16 or more, you can add 1 to all wound rolls made for this model as well.

KEYWORDS

DWELLER OF THE LABYRINTH, MORTAL, SLAVES TO DARKNESS, HERO, LABYRINTH PIT FIGHTER



DOOMSEEKER BOUNTY-HUNTER

MISSILE WEAPONS	Rng	Att	Hit	Rend	Wnd	Dmg
Fyresteel Throwing Axe	8"	1	3+	4+	-	1
MELEE WEAPONS	Rng	Att	Hit	Rend	Wnd	Dmg
Runic War-iron	1"	3	3+	4+	-	1
Doomseeker Axe	1"	3	3+	3+	-1	1

DESCRIPTION

A Doomseeker is a single model. He is armed with a Runic War-iron and a Doomseeker Axe, and has a plentiful supply of Fyresteel Throwing Axes to hurl at the enemy.

ABILITIES

Runic Power: If a Doomseeker slays any models, add 1 to the Damage of its War-iron until the end of the following turn.

Goaded to Fury: You can add 1 to all hit rolls made for a Doomseeker if he has suffered any wounds.

Oathbound: At the start of the first battle round, pick an enemy unit that the Doomseeker has sworn to destroy. If that unit is within 3" of the Doomseeker after he has made his attacks in the combat phase, he can pile in and attack for a second time.

KEYWORDS

DWELLER OF THE LABYRINTH, DUARDIN, FYRESLAYERS, HERO, DOOMSEEKER BOUNTY-HUNTER



LABYRINTH SLAVES

MELEE WEAPONS	Rng	Att	Hit	Rend	Wnd	Dmg
Ancient Spear	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Labyrinth Slaves has 30 or more models and includes a Skeleton Champion, an Icon Bearer and a Hornblower. They are equipped with Ancient Spears. Labyrinth Slaves also carry tall Tomb Shields for protection.

SKELETON CHAMPION

Add 1 to the Attacks characteristic of the Skeleton Champion's Ancient Spear.

ICON BEARER

You can return D6 slain models to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

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 DEATH 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

DWELLER OF THE LABYRINTH, SKELETON, LABYRINTH SLAVES

SHYISH, THE REALM OF DEATH

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Shyish, also known as the Realm of Death.



REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

PALL OF DOOM

Pall of Doom has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Subtract 2 from the Bravery characteristic of the unit you picked until your next hero phase.

REALM COMMANDS

You can use the following command abilities in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

HONOUR THE DEAD

You can use this command ability at the start of any combat phase. If you do so, pick a friendly unit that is within 3" of a friendly HERO or 12" of your general, and roll a dice. If the dice roll is less than the number of models that have been slain from the unit you picked, you can add 1 to the Attacks characteristic of weapons used by that unit in that combat phase.

SOUL-FORCE SACRIFICE

You can use this command ability at the start of your hero phase. If you do so, pick a friendly unit that is within 3" of your general. Allocate any number of wounds to that unit that you wish – you can heal 1 wound that has been allocated to your general for each wound that you allocate.

REALMSCAPE FEATURES

If a battle takes place in this realm, roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 REALMSCAPE FEATURE

- 1 **Barren Moorland:** This realmscape feature has no effect on the battle.
- 2 **Life Leeching:** At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit. That unit suffers D3 mortal wounds.
- 3 **The Winds of Death:** At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit, and then roll a dice for each model in it. For each 5+, that unit suffers 1 mortal wound.
- 4 **Haunted Realm:** Terrain features have the Sinister scenery rule (see core rules terrain), in addition to any other scenery rules that they have.
- 5 **Eternal War:** Add 1 to the Bravery characteristic of all units.
- 6 **Aetherquake Aftershock:** Add 1 to casting rolls.



AQSHY, THE REALM OF FIRE

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Aqshy, also known as the Realm of Fire.



REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

FIREBALL

Fireball has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. If the enemy unit consists of one model it suffers 1 mortal wound, if it has two to nine models it suffers D3 mortal wounds, and if it has ten or more models it suffers D6 mortal wounds.

REALM COMMANDS

You can use the following command abilities in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

FIRESTARTER

You can use this command ability at the start of your movement phase. If you do so, pick a terrain feature that is within 12" of a friendly HERO and within 3" of another friendly unit, and roll a dice. On a 4+ the terrain feature is set alight. If a terrain feature is set alight, for the rest of the battle, any unit with models in or on it at the end of their movement phase suffers D3 mortal wounds. In addition, a model cannot see another model if a straight line drawn from the centre of its base to the centre of the other model's base passes across this terrain feature.

REALMSCAPE FEATURES

If a battle takes place in this realm, roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 REALMSCAPE FEATURE

- 1 **Scorched Landscape:** This realmscape feature has no effect on the battle.
- 2 **Flaming Missiles:** Improve the Rend characteristic of missile weapons by 1 while the range from the attacking unit to the target unit is more than 12".
- 3 **Clouds of Smoke and Steam:** A model cannot see another model if a straight line drawn from the centre of its base to the centre of the other model's base passes across a terrain feature other than open ground and/or hills.
- 4 **Every Step a League:** If a run roll is 6+, or a charge roll is 10+, then you can either say that the unit will not run or charge after all, or you can move the unit but it suffers D3 mortal wounds immediately after the move is completed.
- 5 **Burning Skies:** In the movement phase, if an enemy unit can fly and moves more than 6", roll a dice. On a 4+ the enemy unit suffers 1 mortal wound. On a 6+ it suffers D3 mortal wounds instead.
- 6 **Geysers of Boiling Blood:** At the start of each of your hero phases, roll a dice. On a 6+, a geyser explodes. If it does so, pick a point on the battlefield and roll a dice for each unit within 6" of that point; on a 4+ that unit suffers D3 mortal wounds. On a 6+ the unit suffers D6 mortal wounds instead.

CHAMON, THE REALM OF METAL



The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Chamon, also known as the Realm of Metal.

REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

TRANSMUTATION OF LEAD

Transmutation of Lead has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Until your next hero phase, halve the Move characteristic of the unit you picked, rounding up. In addition, if the unit has a Save characteristic of 2+, 3+ or 4+, then until your next hero phase you can re-roll hit rolls of 1 for attacks that target that unit.

REALM COMMANDS

You can use the following command abilities in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

ADAPT OR DIE

You can use this command ability at the start of your hero phase. If you do so, pick a friendly unit within 3" of a friendly HERO or 12" of your general. Until your next hero phase, roll a dice each time you allocate a wound or mortal wound to a model in the unit you picked. On a 6+ the wound is negated.

REALMSCAPE FEATURES

If a battle takes place in this realm, roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 REALMSCAPE FEATURE

- 1 **Metallic Hinterlands:** This realmscape feature has no effect on the battle.
- 2 **Iron Trees:** Worsen the Rend characteristic of a weapon by 1 (to a minimum of '-') if the target has cover from a Citadel Wood or Sylvaneth Wyldwood.
- 3 **Rust Plague:** At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit that is in cover. Subtract 1 from save rolls made for that unit for the rest of the battle.
- 4 **Steel Rain:** At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit that is not in cover. Roll a dice for each model in that unit. Inflict 1 mortal wound for each roll that is less than the unit's Save characteristic. A Save characteristic of '-' counts as a 6 for the purposes of this rule.
- 5 **Brittle Isles:** Ignore the Rend characteristic of all weapons for the duration of the battle.
- 6 **Irresistible Force:** If a casting roll is a double, after re-rolls but before modifiers are applied, it is successful (even if the roll is less than the casting value of the spell being attempted) and the spell cannot be unbound. After the effects of the spell have been carried out, each unit within 3" of the caster suffers 1 mortal wound.

GHUR, THE REALM OF BEASTS

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Ghur, also known as the Realm of Beasts



REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

WILDFORM

Wildform has a casting value of 5. If successfully cast, pick a friendly unit within 12" of the caster that is visible to them. Add 2 to charge and run rolls made for the unit you picked until your next hero phase.

MONSTROUS BEASTS

After set-up, each player can set up a MONSTER that is not a HERO, starting with the player that finished setting up their army first. These monsters are called 'monstrous beasts' in the rules that follow. They are not part of either army. A monstrous beast can be set up anywhere on the battlefield that is more than 9" from any other monstrous beasts and more than 9" from models from either army.

Monstrous beasts choose their prey at the start of each battle round. Their prey for that battle round will be the army that has a unit closest to them. For the rest of that battle round, the monstrous beast joins the opposing army. If both armies have a unit equally close to a monstrous beast, roll off to determine who picks the monstrous beast's prey. Monstrous beasts will not pick each other as their prey.

Note that a monstrous beast's prey can change each battle round, and monstrous beasts will 'swap sides' depending on which army has the closest unit. Also note that a monstrous beast can attack any unit in their prey's army, not just the closest unit, and cannot itself be attacked or charged by units from the army it has joined.

REALMSCAPE FEATURES

If a battle takes place in this realm, roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 REALMSCAPE FEATURE

- 1 **Savage Hinterlands:** This realmscape feature has no effect on the battle.
- 2 **Hungering Animus:** At the start of your hero phase, roll a dice. On a 6+, pick a point anywhere on the battlefield. Roll a dice for each unit within 6" of that point. On a 4+ the unit being rolled for suffers 1 mortal wound. On a 6+ it suffers D3 mortal wounds instead.
- 3 **Primal Violence:** At the end of each combat phase, roll a dice. On a 6+, carry out the combat phase again before moving on to the battleshock phase (do not roll again at the end of the second combat phase to see if a third combat phase takes place).
- 4 **Reckless Aggression:** Any unit that is within 12" of an enemy unit at the start of their charge phase suffers 1 mortal wound unless they finish that charge phase within 3" of an enemy model. In addition, you can re-roll hit rolls of 1 for units that have made a charge move in the same turn.
- 5 **Beasts of Ghur:** Roll off. The winner can set up an additional monstrous beast using the Monstrous Beasts rule on the left.
- 6 **Territory of Beasts:** Both players can set up an additional monstrous beast using the Monstrous Beasts rule on the left.

GHYRAN, THE REALM OF LIFE

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Ghyran, also known as the Realm of Life.



REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

SHIELD OF THORNS

Shield of Thorns has a casting value of 5. If successfully cast, pick a friendly unit within 18" of the caster that is visible to them. Until your next hero phase, any enemy unit that finishes a charge move within 3" of the unit you picked suffers D3 mortal wounds.

REALM COMMANDS

You can use the following command abilities in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

COMMAND THE LAND

You can use this command ability at the end of your hero phase. If you do so, a friendly HERO can attempt to cast the Shield of Thorns spell (above), even if they are not a WIZARD, and even if the spell has already been attempted in the same hero phase.

If the HERO is a WIZARD, using this command ability allows them to attempt to cast the Shield of Thorns spell in addition to any other spells they have already attempted to cast, and even if the spell has been attempted by either themselves or another WIZARD in the same hero phase.

REALMSCAPE FEATURES

If a battle takes place in this realm, roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 REALMSCAPE FEATURE

- 1 **Verdant Landscape:** This realmscape feature has no effect on the battle.
- 2 **Spontaneous Growth:** At the start of your hero phase, roll a dice. On a 6+, you can set up a Sylvaneth Wyldwood terrain feature anywhere on the battlefield that is more than 1" from any other models or terrain features.
- 3 **Lifesprings:** Before the battle begins, each player picks a HERO from their army. Add 1 to the Wounds characteristic of the heroes that are picked.
- 4 **Hidden Festering Corruption:** At the start of your hero phase, roll a dice. Add 1 to the dice roll if your army has allegiance to NURGLE. On a 5+ pick an enemy unit that is within 1" of a terrain feature. The unit you picked suffers 1 mortal wound.
- 5 **Fecund Quagmire:** Models cannot run unless they are able to fly.
- 6 **Seeds of Hope:** If a battleshock roll is an unmodified 1, then no models from the unit will flee. In addition, heal all wounds that are currently allocated to that unit.

HYSH, THE REALM OF LIGHT

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Hysh, also known as the Realm of Light.



REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

Pha's Protection

Pha's Protection has a casting value of 5. If successfully cast, select a friendly unit within 18" of the caster that is visible to them. Subtract 1 from hit rolls made for attacks that target the unit you picked until your next hero phase.

REALM COMMANDS

You can use the following command abilities in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

STRIKE QUICKLY

You can use this command ability at the start of the combat phase. If you do so, pick a friendly unit within 3" of a friendly HERO or 12" of your general, and within 3" of the enemy. That unit fights immediately, instead of fighting later in that combat phase.

REALMSCAPE FEATURES

If a battle takes place in this realm, roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 REALMSCAPE FEATURE

- Gleaming Vista:** This realmscape feature has no effect on the battle.
- Dazzling Glow:** Subtract 1 from hit rolls made for attacks that target units that are in cover.
- Speed of Light:** At the start of your movement phase, roll a dice. On a 6+, you can pick a friendly unit. Remove that unit from the battlefield, and then set it anywhere on the battlefield that is more than 9" from any enemy models. This counts as that unit's move for that movement phase.
- Domain of Symmetry and Purity:** Subtract 1 from the Bravery characteristic of CHAOS, DESTRUCTION and DEATH units.
- Wilderness of Broken Dreams:** Subtract 1 from the Bravery characteristic of ORDER units.
- Aetheric Beams of Light:** In your hero phase, one friendly WIZARD can craft an aetherquartz prism instead of attempting to cast any spells in that phase. If they do so, they can attempt to cast one extra spell in each of their future hero phases, and attempt to unbind one extra spell in each future enemy hero phase. A WIZARD cannot craft more than one aetherquartz prism per battle (though your other wizards can do so in future hero phases).

ULGU, THE REALM OF SHADOW

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Ulgu, also known as the Realm of Shadow



REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

MYSTIFYING MIASMA

Mystifying Miasma has a casting value of 4. If successfully cast, select a enemy unit within 18" of the caster that is visible to them. That unit cannot run until your next hero phase. In addition, subtract 2 from charge rolls for that unit until your next hero phase.

REALM COMMANDS

You can use the following command abilities in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

LORD OF THE SHADOW REALM

You can use this command ability at the start of your hero phase. If you do so, you can use either the Shadowed Mansions or Shadow Realm realmscape feature on the right. In addition, after transferring or setting up the unit in its new location, you do not have to roll to see if any models from the unit become lost in the shadow realms.

Note that if the Shadowed Mansions or Shadow Realm realmscape features apply in your battle, you can use them normally as well as using them with this command ability.

REALMSCAPE FEATURES

If a battle takes place in this realm, roll a dice and look up the result on the table below to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 REALMSCAPE FEATURE

- 1 **Shrouded Lands:** This realmscape feature has no effect on the battle.
- 2 **Impenetrable Gloom:** The maximum range of attacks or spells is 6".
- 3 **Perpetual Dusk:** The maximum range of attacks or spells is 12".
- 4 **Darkly Shaded:** The maximum range of attacks or spells is 18".
- 5 **Shadowed Mansions:** At the start of your hero phase, pick one friendly unit that is part of a garrison. You can immediately transfer that unit to a different terrain feature that can have a garrison. The unit cannot be transferred to a terrain feature that is garrisoned by an enemy unit, or if doing so would result in the number of models that can garrison the terrain feature being exceeded. Then roll a dice for each model you transfer; on a 1 the model being rolled for becomes lost in the shadows and is slain.
- 6 **Shadow Realm:** At the start of your hero phase, pick one friendly unit that has all of its models within 6" of any edge of the battlefield. You can remove that unit from the battlefield, and then set it up more than 9" from any enemy units, and with all models within 6" of a different edge of the battlefield. Then roll a dice for each model you moved; on a 1 the model being rolled for becomes lost in the shadows and is slain.