

Realm of Battle Rules for LVO Open

(This is a trial run of using the **Realm Rules** at a competitive event the **Features** were narrowed because I wanted options to effect army builds and would not hammer a particular alliance)

SHYISH (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: *The dead are honoured by the living ending the lives of their remaining foes.*

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: *Your general can siphon soul-force from their minions to extend their life.*

You can use this command ability at the **end** 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. **These wounds cannot be stopped by any means.**

REALMSCAPE FEATURES: SHYISH, THE REALM OF DEATH

The following Realm of Battle will be randomly selected for a round

1. **Barren Moorland:** This realmscape feature has no effect on the battle.
2. **Haunted Realm:** Terrain features have the Sinister scenery rule (pg 235), in addition to any other scenery rules that they have.
3. **Eternal War:** Add 1 to the Bravery characteristic of all units.

AQSHY (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 ability 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.

REALM OF BATTLE: 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.

1. **Scorched Landscape:** This realmscape feature has no effect on the battle.
2. **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.
3. **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.

CHAMON (THE REALM OF METAL)

REALM OF BATTLE: 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.

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. **Irresistible Force:** If a casting roll is a double, after re-rolls but before modifiers are applied (changing a die is a modification), 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.

REALM COMMANDS: You can use the following command ability 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.

REALMSPHERE MAGIC

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

Spells of Chamon

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.

RAIN OF LEAD: Casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, subtract 1" from that unit's Move characteristic until your next hero phase.

CURSE OF RUST: Casting value of 7. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Subtract 1 from hit rolls and save rolls for that unit until your next hero phase.

MOLTEN GAZE: Casting value of 6. If successfully cast, pick a point on the battlefield within 12" of the caster that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Each unit other than the caster that has models passed across by this line suffers 1 mortal wound.

RULE OF BURNING IRON: Casting value of 8. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Roll a dice for each model in that unit. For each 6+ that unit suffers 1 mortal wound.

GLITTERING ROBE: Casting value of 6. If successfully cast, re-roll save rolls of 1 for the caster until your next hero phase.

TRANSMUTATION: Casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and roll 3 dice. For each roll that is greater than that unit's Wounds characteristic, 1 model from that unit is slain.

GHUR (THE REALM OF BEASTS)

REALM OF BATTLE: 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.

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. **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.

REALMSPHERE MAGIC

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

Spells of Ghur

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.

THE AMBER SPEAR: Casting value of 6. If successfully cast, pick a point on the battlefield within 12" of the caster that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Each unit other than the caster that has models passed across by this line suffers 1 mortal wound.

BESTIAL SPIRIT: Casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, if the unit suffers 3 mortal wounds from this spell, subtract 1 from its Bravery characteristic until your next hero phase.

FLOCK OF DOOM: Casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and roll 12 dice. For each 6+ that enemy unit suffers 1 mortal wound.

IMPENETRABLE HIDE: Casting value of 6. If successfully cast, you can re-roll failed save rolls for the caster until the start of your next hero phase.

COWER: Casting value of 6. If successfully cast, pick an enemy MONSTER within 12" of the caster that is visible to them and roll 2D6. If the result is higher than that MONSTER's Bravery characteristic, it cannot make a charge move in your opponent's next turn.

PRIMAL HUNTER: Casting value of 8. If successfully cast, pick a friendly HERO within 12" of the caster that is visible to them. Re-roll failed charge rolls and hit rolls for that HERO until your next hero phase

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

PRIMAL VIOLENCE: You can use this command ability at the end of each combat phase. If you do so, pick a friendly unit within 3" of a friendly HERO or 12" of your general. That unit fights in the combat phase again before moving on to the battleshock phase (This starts with the player whose turn it is, and continues till both players decline to use Primal Violence or run out of command points). It cannot be used on a unit more than once per combat phase.

GHYRAN (THE REALM OF LIFE)

REALM OF BATTLE: 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.

1. **Verdant Landscape:** The region is lush and vibrant, and appears to conceal no lurking dangers. This realmscape feature has no effect on the battle.
2. **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.
3. **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.

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 ability 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.

HYSH (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 ability 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.

REALM OF BATTLE: 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.

1. **Gleaming Vista:** This realmscape feature has no effect on the battle.
2. **Dazzling Glow:** Subtract 1 from hit rolls made for attacks that target units that are in cover.
3. **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 up 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.

EXORCISING BEAM: Exorcising Beam has a casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. That unit suffers D3 mortal wounds. If the enemy unit is a DAEMON or DEATH unit, it suffers D6 mortal wounds instead.

LIGHT OF BATTLE: Light of Battle has a casting value of 5. If successfully cast, pick a friendly unit within 18" of the caster. Do not take battleshock tests for that unit until your next hero phase.

VENGEFUL ILLUMINATION: Vengeful Illumination has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Add 1 to hit rolls for attacks made with missile weapons that target that unit until your next hero phase.

AETHERIC NET: Aetheric Net has a casting value of 6. If successfully cast, pick a point on the battlefield within 18" of the caster. Roll a dice for each unit (friend or foe) within 3" of that point. On a 4+ that unit suffers 1 mortal wound, and its Move characteristic is halved until your next hero phase.

HEALING GLOW: Healing Glow has a casting value of 7. If successfully cast, pick a friendly unit within 6" of the caster that is visible to them. Heal D3 wounds allocated to that unit.

BANISHMENT: Banishment has a casting value of 8. If successfully cast, pick 1 enemy unit within 12" of the caster that is visible to them. Your opponent must remove that unit from the battlefield and then set it up again, anywhere on the battlefield more than 24" from the caster and more than 9" from any other models from the caster's army.

ULGU (THE REALM OF SHADOW)

REALM OF BATTLE: 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.

1. **Shrouded Lands:** A veil of gloom hangs over this region, but no dangers are apparent. This realmscape feature has no effect on the battle.
2. **Darkly Shaded:** In this place shadows stretch preternaturally across the landscape, covering all in shade. The maximum range of attacks or spells is 18".
3. **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.

REALMSPHERE MAGIC

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

Spells of Ulgu

MYSTIFYING MIASMA: Mystifying Miasma has a casting value of 4. If successfully cast, select an 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.

LABYRINTH OF SORROWS: Casting value of 5. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Halve the Move characteristic of that unit until your next hero phase.

CROWN OF ASPHYXIATION: Casting value of 6. If successfully cast, roll a dice for each enemy unit within 3" of the caster. On a 4+ that unit suffers 1 mortal wound.

THE ENFEEBLING: Casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster. Re-roll failed wound rolls for attacks that target this unit until your next hero phase.

PHANTASMAL GUARDIAN: Casting value of 6. If successfully cast, roll a dice each time you allocate a wound or mortal wound to the caster until your next hero phase. On a 5+ the wound is negated.

BRIDGE OF SHADOWS: Casting value of 6. If successfully cast, pick a friendly unit wholly within 12" of the caster and remove it from the battlefield. Set it up anywhere on the battlefield that is wholly within 24" of the caster and more than 9" from any enemy models. It may not move in the subsequent movement phase.

AETHERIC TENDRILS: Casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. That unit suffers D3 mortal wounds. If that unit is a HERO or MONSTER, you can make a normal move with that unit as if it had a Move characteristic.

REALM COMMANDS: You can use the following command ability 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 below. 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.

1. **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.

2. **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.

