

WARHAMMER AGE OF SIGMAR SPEARHEAD



FIRE & JADE

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SPEARHEAD

The Age of Sigmar grows fraught. On horizons yonder, the forces of Chaos loom, threatening to engulf the Mortal Realms in mayhem and violence once more. In the wake of these troubling times, Spearhead forces are dispatched across the realms to seek out ancient sites of power that still reside deep within the uncharted hinterlands. Will you take up the call to battle and lead a Spearhead force to victory?

Welcome to the world of Spearhead. In this game mode, players engage in small-scale battles that are fast and tactical, suitable for newcomers and veterans alike. In Spearhead, each army is available as a self-contained box set, allowing players to quickly muster a force. In addition, Spearhead battles are fought upon a compact battlefield, meaning you can set up a game even with limited space. Spearhead uses specially tailored rules to ensure that every battle is a tense and exciting affair that comes right down to the final moments.

SPEARHEAD BOX SETS

Fighting a Spearhead battle could not be easier. Each player picks their army by choosing one of the many **Spearhead box sets** available. Each of these is a complete army, including all the miniatures a player will need to do battle. The rules for 25 different Spearhead box sets (pg 16-113) are included in this book, allowing you to get stuck in as soon as your models are assembled.



SPEARHEAD BATTLEPACKS

Veteran players will notice similarities between the rules in Spearhead battlepacks and those found in battletomes. However, they have been tweaked to make sure they work specifically with Spearhead. This means a battletome is not required to play Spearhead – all you need are the Core Rules and a Spearhead battlepack, one of which you will find on the following pages. This makes Spearhead the ideal format for newcomers to Warhammer Age of Sigmar, as well as for players looking for a quick and casual format with lots of re-playability and tactical depth.

SPEARHEAD AND BEYOND

Once you have mastered one Spearhead army, you may find yourself looking for a fresh challenge. Some players choose to 'collect broad' – this means picking up different Spearhead box sets to use with Spearhead battlepacks. Perhaps you want to see how a different **faction** plays in Spearhead, or you want to collect a Spearhead army from each of the Grand Alliances: **Order, Chaos, Death and Destruction**.

Other players choose to 'collect deep'. This means picking up further units from their Spearhead army's faction to build an army they can use with different battlepacks, such as Path to Glory and Matched Play battlepacks. If you choose to do so, picking up your faction's **battletome** should be your first port of call.

BATTLETOMES

Battletomes are the ultimate guide to the different factions of the Mortal Realms. Each is filled with detailed lore, inspiring artwork and awesome showcases of miniatures. Crucially, they contain the **faction rules** and **warscrolls** you'll need to use your army in most games of Warhammer Age of Sigmar.

HOW SHOULD I BUILD MY MODELS?

When assembling the miniatures in your Spearhead box, you may find options to build one of two different units. Check the Spearhead rules for the army to see which unit to build.

Many more units will have options, such as adding a **champion, standard bearer** and **musician**, or perhaps a special weapon or two. While the rules for these options have in most cases been simplified in Spearhead, we still recommend you assemble your units with these extras. Not only will they look glorious on the battlefield, if you decide to use the army in other battlepacks, you'll be able to take advantage of the additional rules they provide!



*Tree-Revenant Musician
Sylvaneth*



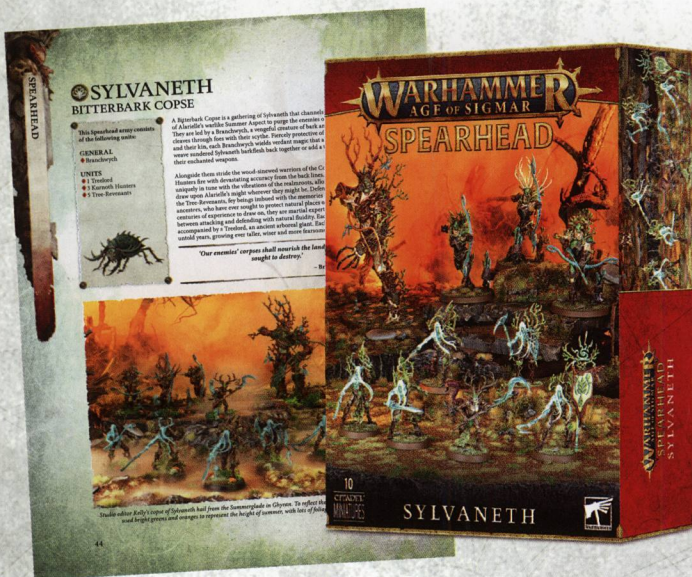
With Spearhead, setting up a game of Warhammer Age of Sigmar with friends has never been quicker or simpler. Just put your Spearhead force on the table, shuffle your cards and get playing!

GETTING STARTED

Below is a handy step-by-step guide to help you prepare for your first few Spearhead battles. Following these steps will help you get up and running with Spearhead in no time!

1. PICK A SPEARHEAD ARMY

In Spearhead, players use a fixed set of units called a **Spearhead army** that has its own rules and **warscrolls**. Each has a corresponding box set that contains all the models you need (see **Spearhead Armies**, pg 6).



- Every Spearhead army has a **Spearhead box set** and a set of Spearhead rules. On pages 16-113, you can find the rules for 25 different Spearhead armies.
- Hailing from one of Warhammer Age of Sigmar's many **factions**, each Spearhead army offers not only a different set of miniatures but a unique theme and playstyle.
- The first page of each set of **Spearhead rules** details the lore of the army and the units that make it up. It also showcases an example of the army that has been built and painted by one of the studio members, showing how simple but effective painting methods can result in a glorious-looking army of your own!

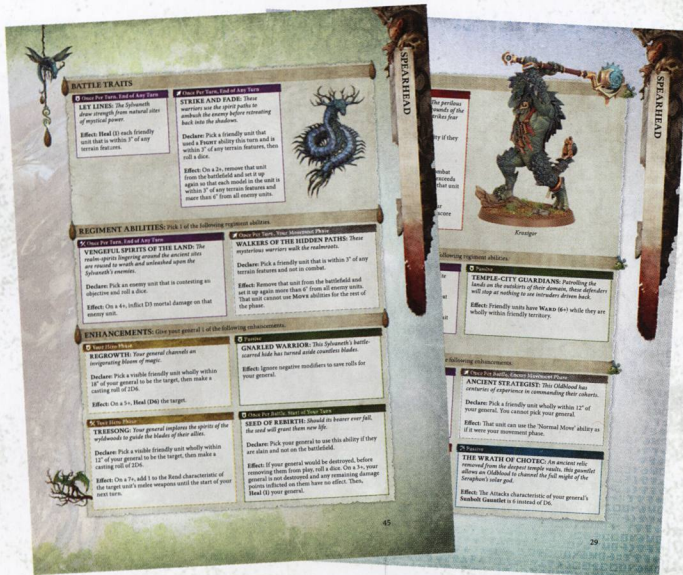
2. CHOOSE A REALM BATTLEFIELD

Spearhead battles are fought on **realm battlefields**. Each side of a realm battlefield is themed around one of the eight **Mortal Realms** (see **Realm Battlefields**, pg 7).



3. PICK YOUR REGIMENT ABILITY AND ENHANCEMENT

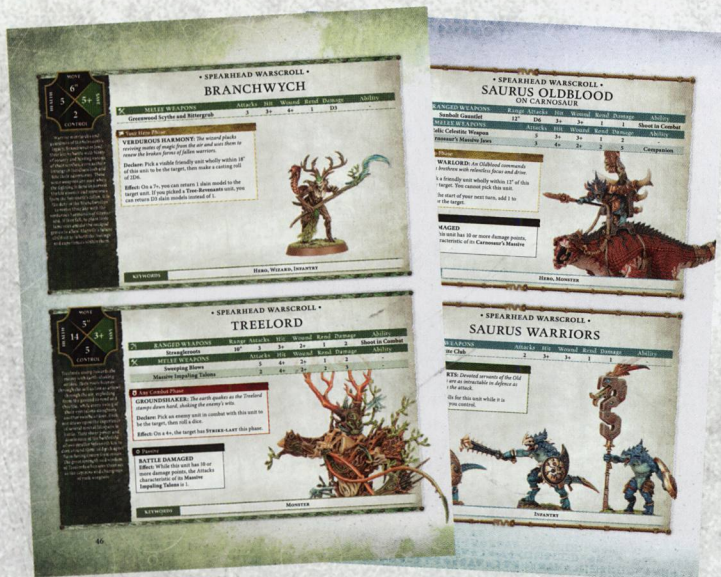
Each Spearhead army has a choice of 2 different **regiment abilities** and 4 different **enhancements** for your general. At the start of the battle, you must pick 1 of each for your army (see *Spearhead Armies*, pg 6).



- Every Spearhead army has a set of **battle traits**, **regiment abilities** and **enhancements**.
- The **battle traits** are rules and abilities for your army that you will use in every battle.
- The **regiment abilities** and **enhancements** are picked at the start of every battle. You can experiment with different combinations to see what works best for you. Some regiment abilities and enhancements are better against certain foes, so it pays to study the strengths and weaknesses of the enemy before making your choice!

4. PREPARE YOUR WARSCROLLS

Each set of Spearhead rules includes the **warscrolls** for all the units used in your Spearhead army. A warscroll details how fast and tough a unit is, as well as what weapons it is armed with and any special abilities it has.



- Every unit in a Spearhead army has its own **warscroll**, where you can see its **characteristics** and **weapons**.
- Any unique **abilities** the unit can use will also be found on its warscroll.
- At the bottom of every warscroll you can find its keywords, such as **HERO**, **WIZARD**, **MONSTER** or **INFANTRY**.

5. FIGHT THE BATTLE!

Spearhead battles usually last around an hour and a half. During the battle, the players will each try to score **victory points**, and at the end of the battle, the player with the most is declared the **winner!**

THE CORE RULES

To play a game using this battlepack, you'll need the **Core Rules**. The Core Rules explain the basics of Warhammer Age of Sigmar, such as how to move your models and how to use abilities. You can find the Core Rules on pages 116-138.

You don't need the Advanced Rules to use this battlepack.

WIZARDS AND PRIESTS IN SPEARHEAD

Some units in Spearhead have the **WIZARD** or **PRIEST** keyword. If you are familiar with other battlepacks, it is important to note the Magic module in the Advanced Rules (see the Core Book) is not used in Spearhead. As a result, there are no unbinding rolls and no chance of miscasts (among other things). Spells and prayers are resolved like any other ability.

SPEARHEAD BATTLEPACK FIRE AND JADE

I. SPEARHEAD ARMIES

Each player in a Spearhead battle is the **commander** of a **Spearhead army**. A Spearhead army is a set of units that comes with its own **rules** and **warscrolls**. You can find the rules for 25 different Spearhead armies on pages 16-113.

I.1 ARMY COMPOSITION

On the first page of every Spearhead army's rules, you will find the **army composition**. This lists which units are included in the Spearhead army and who the **general** is. Unlike other Warhammer Age of Sigmar armies, the composition of a Spearhead army is fixed and cannot be changed.

I.2 BATTLE TRAITS

Every Spearhead army has one or more **battle traits**. These are powerful and thematic abilities that apply to some or all of the units in the army. For example, the 'Holy Orders' battle trait enables the Stormcast Eternals to use powerful once-per-battle abilities to smite their foes, while the 'Gnawhole Ambush' battle trait allows Skaven warriors to arrive on the battlefield behind enemy lines.

I.3 REGIMENT ABILITIES

Every Spearhead army has a choice of 2 **regiment abilities**, each of which provides the army with a different strength in battle.

I.4 ENHANCEMENTS

Every Spearhead army has a set of 4 **enhancements** to pick from. These are upgrades for the army's **general** that make them more powerful in a variety of ways.

I.5 SPEARHEAD WARSCROLLS

The **warscrolls** for all of the units in each Spearhead army are included in this battlepack. Although **Spearhead warscrolls** are similar to the warscrolls found in battletomes, they have been tailored to work specifically with Spearhead and cannot be used with other battlepacks.

MOVE
D6+8"

HEAD 2

6+ WOUNDS

CONTROL 1

• SPEARHEAD WARSCROLL •

SQUIG HOPPERS

MELEE WEAPONS	Attacks	Hit	Wound	Repd	Damage	Ability
Slitla	2	4+	5+	-	1	-
Squig's Fang-filled Gob	3	4+	3+	1	1	Companion

✗ **Any Movement Phase**

BOING! BOING! BOING! Squig Hoppers can cause considerable damage simply by bouncing on top of their foes as they make their way across the battlefield.

Declare: Pick an enemy unit that any models in this unit passed across this phase to be the target, then roll a dice for each model in this unit that did so.

Effect: For each 4+, inflict 1 mortal damage on the target.



KEYWORDS

CAVALRY, FLY

2. REALM BATTLEFIELDS

Spearhead battles are fought on **realm battlefields**. Once the players have picked their Spearhead armies, they must agree on a realm battlefield to use. Each realm battlefield comes with a matching **Spearhead deck**, along with a **battleplan** that explains how to fight a battle on that realm battlefield.

A **realm battlefield** is 30" x 22" and double-sided, with each side corresponding to a different **Mortal Realm**. The first realm battlefield is **Fire and Jade**, which has one side representing **Aqshy**, the Realm of Fire, and the reverse representing **Ghyran**, the Realm of Life.

3. SPEARHEAD DECKS

Spearhead decks are sets of cards that are used in Spearhead battles. Each realm battlefield has its own Spearhead deck. Each Spearhead deck consists of **2 twist decks** (one for each side of the realm battlefield) and **2 battle tactic decks** (one for each player).

3.1 TWIST CARDS

Each **twist deck** is made up of **twist cards**. A **twist** is a special rule that applies to the battle round being played. Each deck of twist cards corresponds to a specific side of the realm battlefield.

3.2 BATTLE TACTIC CARDS

Each **battle tactic deck** is made up of **battle tactic cards**. The rules on each are split into 2 parts: a **battle tactic** and a **command**. You can either score the battle tactic at the **end of your turn** if you meet its conditions (to gain **victory points**) or you can use the command on the card for a more immediate benefit. You cannot do both, so choose wisely!

Each command will say **when it can be used** and what **effect** it has. After the effect has been resolved, the card is **discarded**. You can issue multiple commands to the same unit in the same phase.

4. SPEARHEAD BATTLEPLANS

Each realm battlefield has a corresponding **battleplan**. The battleplan is a set of instructions on how to fight the battle and how to determine the **winner**.

You can find the battleplan for the **Fire and Jade** realm battlefield on pages 12-13.

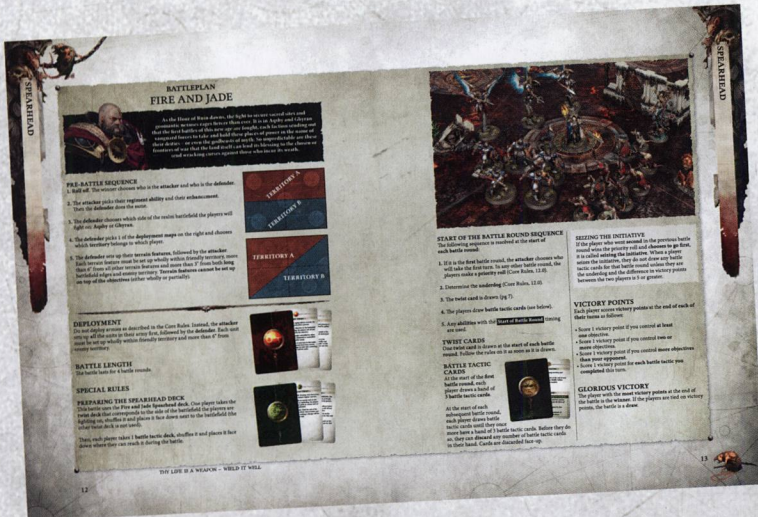
Aqshy Twist Deck



Ghyran Twist Deck



Battle Tactic Deck



5. TERRAIN

In every Spearhead battle, the armies fight around 2 **large terrain features** and 2 **small terrain features**.

Before the armies are deployed, each player will set up 1 large terrain feature and 1 small terrain feature wholly within their territory. Each terrain feature has certain **passive abilities** depending on its size:

Large Terrain Feature: Cover, Obscuring, Unstable

Small Terrain Feature: Cover, Unstable

COVER: Subtract 1 from **hit rolls** for attacks that target a unit that is behind or wholly on this terrain feature, unless that unit **charged** or has the **FLY** keyword.

OBSCURING: A unit cannot be targeted by shooting attacks if it is behind or wholly on this terrain feature, unless it has the **FLY** keyword.

UNSTABLE: Models can move across but cannot be set up on or end any type of move on any part of this terrain feature that is more than 1" tall.



Ruined Domicile
(Large Terrain Feature)



Ravaged Shrine
(Small Terrain Feature)



Ravaged Shrine
(Small Terrain Feature)



Ruined Domicile
(Large Terrain Feature)

6. OBJECTIVES

In Spearhead battles, **objectives** are printed on the surface of each realm battlefield (the objective is the whole circle, not just the symbol in the centre).

6.1 CONTESTING OBJECTIVES

In Spearhead battles, while a model is on an objective (wholly or partially), it is **contesting** it.

Each objective is named after a mythical **godbeast**, as shown below:



7. REINFORCEMENTS

Some units have the **REINFORCEMENTS** keyword. These units can be brought back to the battlefield after being destroyed as **replacement units** (Core Rules, 24.2).

If any of your units have the **REINFORCEMENTS** keyword, you can use the following ability:

Once Per Turn, Your Movement Phase

CALL FOR REINFORCEMENTS: *A second wave of troops enters the fray, replacing those lost to the rigours of battle.*

Declare: Pick a friendly **REINFORCEMENTS** unit that has been **destroyed**.

Effect: Set up an identical **replacement unit** on the battlefield, wholly within friendly territory, wholly within 6" of the battlefield edge and not in combat.

Each **REINFORCEMENTS** unit can only be replaced once. Replacement units cannot themselves be replaced.

KEYWORDS **CORE**

Units with the **REINFORCEMENTS** keyword have this icon in the top-right corner of their warscrolls for ease of use.

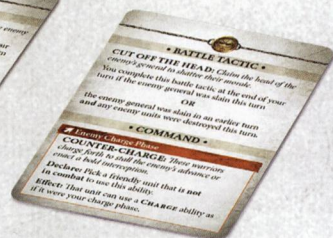


A SPEARHEAD BATTLE

Below you can see a game of Spearhead that is underway. Upon the scorched plains of the Great Parch in Aqshy, a force of Stormcast Eternals clashes with a Skaven clawpack that seeks to bring ruin to a Dawnbringer outpost.

1 Flying units, such as these Prosecutors, can soar directly over other models and terrain, meaning they are very good at capturing objectives at the last moment.

10 This unit of Clanrats has been destroyed but it can return to the battlefield because their warscroll has the **REINFORCEMENTS** keyword.



9 A player's battle tactics are normally kept secret from their opponent.

8 The large terrain features block visibility, so units can hide behind them – but not from units with **FLY**!

2 The unit of Liberators is contesting the Dracothion objective in the centre of the battlefield, but the Clanrats to their flank are in a good position to charge and swarm the objective.

3 Each Spearhead army has a general, a powerful unit that has access to enhancements. Here, a Lord-Vigilant astride a Gryph-stalker is locked in a duel with a devious Clawlord mounted on a Gnaw-beast.

4 Each player has a hand of battle tactic cards, which tell them what they should be trying to achieve. Battle tactics can instead be used as commands for a more immediate benefit.



5 The twist deck is placed at the side of the battlefield in reach of both players. Each battle round, a twist card is drawn, which can lead to interesting opportunities or hazards for either player. Generally, twists favour the underdog.

6 Because he has a ranged weapon in the form of a Warplock Musket, the Warlock Engineer can hang back and shoot whilst also contesting an objective.

7 Six-sided dice and measuring sticks (or tape measures) are your essential tools in any Warhammer Age of Sigmar battle. The 3" measuring stick is perfect for measuring combat ranges.

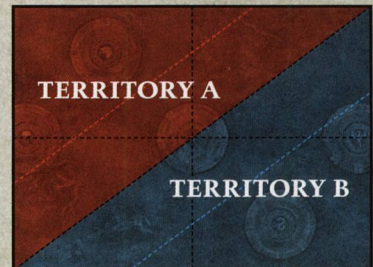
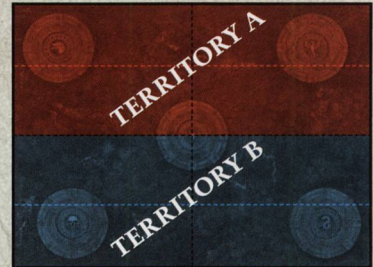
BATTLEPLAN FIRE AND JADE



As the Hour of Ruin dawns, the fight to secure sacred sites and geomantic nexuses rages fiercer than ever. It is in Aqshy and Ghyran that the first battles of this new age are fought, each faction sending out vanguard forces to take and hold these places of power in the name of their deities – or even the godbeasts of myth. So unpredictable are these frontiers of war that the land itself can lend its blessing to the chosen or send wracking curses against those who incur its wrath.

PRE-BATTLE SEQUENCE

1. **Roll off.** The winner chooses who is the **attacker** and who is the **defender**.
2. The **attacker** picks their **regiment ability** and their **enhancement**. Then the **defender** does the same.
3. The **defender** chooses which side of the realm battlefield the players will fight on: **Aqshy** or **Ghyran**.
4. The **defender** picks 1 of the **deployment maps** on the right and chooses which **territory** belongs to which player.
5. The **defender** sets up their **terrain features**, followed by the **attacker**. Each terrain feature must be set up wholly within friendly territory, more than 6" from all other terrain features and more than 3" from both **long** battlefield edges and enemy territory. **Terrain features cannot be set up on top of the objectives** (either wholly or partially).



DEPLOYMENT

Do not deploy armies as described in the Core Rules. Instead, the **attacker** sets up **all** the units in their army first, followed by the **defender**. Each unit must be set up wholly within friendly territory and more than 6" from enemy territory.

BATTLE LENGTH

The battle lasts for 4 battle rounds.

SPECIAL RULES

PREPARING THE SPEARHEAD DECK

This battle uses the **Fire and Jade Spearhead deck**. One player takes the **twist deck** that corresponds to the side of the battlefield the players are fighting on, shuffles it and places it face down next to the battlefield (the other twist deck is not used).

Then, each player takes 1 **battle tactic deck**, shuffles it and places it face down where they can reach it during the battle.





START OF THE BATTLE ROUND SEQUENCE

The following sequence is resolved at the **start of each battle round**:

1. If it is the **first** battle round, the **attacker** chooses who will take the first turn. In any other battle round, the players make a **priority roll** (Core Rules, 12.0).
2. Determine the **underdog** (Core Rules, 12.0).
3. The **twist card** is drawn (pg 7).
4. The players draw **battle tactic cards** (see below).
5. Any **abilities** with the **Start of Battle Round** timing are used.

TWIST CARDS

One **twist card** is drawn at the **start of each battle round**. Follow the rules on it as soon as it is drawn.

BATTLE TACTIC CARDS

At the start of the **first battle round**, each player draws a hand of **3 battle tactic cards**.

At the start of each subsequent battle round, each player draws battle tactic cards until they once more have a hand of 3 battle tactic cards. Before they do so, they can **discard** any number of battle tactic cards in their hand. Cards are discarded face-up.



SEIZING THE INITIATIVE

If the player who went **second** in the previous battle round wins the priority roll and **chooses to go first**, it is called **seizing the initiative**. When a player seizes the initiative, they do not draw any battle tactic cards for that battle round unless they are the underdog and the difference in victory points between the two players is 5 or greater.

VICTORY POINTS

Each player scores **victory points** at the **end of each of their turns** as follows:

- Score 1 victory point if you control **at least one** objective.
- Score 1 victory point if you control **two or more** objectives.
- Score 1 victory point if you control **more objectives than your opponent**.
- Score 1 victory point for **each battle tactic you completed** this turn.

GLORIOUS VICTORY

The player with the **most victory points** at the end of the battle is the **winner**. If the players are tied on victory points, the battle is a **draw**.



SPEARHEAD ARMIES



STORMCAST ETERNALS

VIGILANT BROTHERHOOD

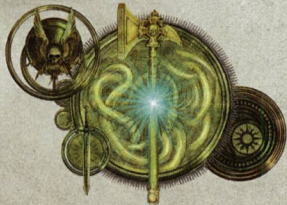
This Spearhead army consists of the following units:

GENERAL

- ◆ Lord-Vigilant on Gryph-stalker

UNITS

- ◆ 1 Lord-Veritant
- ◆ 3 Prosecutors
- ◆ 5 Liberators



Only when the hordes of Chaos threaten to choke all life from the realms does the God-King call upon the Vigilant Brotherhoods. These are elite formations led by Stormcasts of the Ruination chambers, warriors who have seen battle so many times and whose souls have been so eroded that they are close to pure vessels of Sigmar's will. Though their lack of humanity renders them ruthless, they are nigh incorruptible, their sense of self too diminished for Chaos to find true purchase. This allows them to traverse lands that are so twisted that other warriors would soon wither or mutate upon entering them.

Each Vigilant Brotherhood is led by a Lord-Vigilant. These masterful commanders are hewn from centuries of service, and they tread the thin line between preserving humanity and achieving victory at all costs. Each is chosen by their Gryph-stalker mount, creatures born under the waxing of the fell moon Dharroth and that can detect which Stormcast souls are most resistant to entropy. Swooping above them come Prosecutors wielding flaming sigmarite spears. Though each is an exemplar of Sigmar's creed, their exposure to the Cursed Skies has transformed them into shells of their former selves, leading them to pursue the eradication of Chaos at the expense of all else. A Lord-Veritant always accompanies each Vigilant Brotherhood, keeping watch over the state of their comrades' fading identities whilst adding their considerable might to the force. The final element of the Brotherhood is a core of Liberators, unyielding champions of Order who have perished again and again in defence of the Mortal Realms.



The Stormcast Eternals of studio editor Steve bear sigmarite armour with obsidian trim. The gemstone also features on their bases, giving them a dark and foreboding appearance.

BATTLE TRAITS

HOLY ORDERS

In the years before the Age of Sigmar began, the Stormcast Eternals honed their martial skills and tactical prowess in High Azyr, readying themselves to retake the Mortal Realms. They have fought ever since.

During the battle, you can use the following abilities:

U Once Per Battle, Your Hero Phase

SHIELD OF AZYR: Roaring oaths to Sigmar, these warriors are surrounded by an aura of divine protection.

Declare: Pick a friendly unit.

Effect: Until the start of your next turn, that unit has **WARD** (5+).

➤ Once Per Battle, Your Charge Phase

STORM CHARGE: These warriors are driven forward by their faith, ever eager to bring Sigmar's holy retribution to his enemies.

Declare: Pick a friendly unit that is not in combat.

Effect: That unit can use **CHARGE** abilities this turn even if it used a **RUN** ability in the same turn.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➤ Once Per Battle, Reaction: You declared a RETREAT ability

STRIKE WHERE NEEDED: Though often outnumbered by their foes, the Stormcast Eternals are accustomed to fighting on many fronts and focusing their efforts where they will have the greatest impact.

Used By: The unit using that **RETREAT** ability.

Effect: No mortal damage is inflicted on that unit by that **RETREAT** ability. In addition, that unit can still use **CHARGE** abilities this turn even though it used a **RETREAT** ability.

✘ Once Per Battle, Any Combat Phase

BLAZE OF GLORY: As these warriors are struck down, Sigmar's holy lightning wreaks devastation around them before they are called back to the heavens to be Reforged.

Declare: Pick a friendly unit that is in combat.

Effect: Until the end of the phase, each time a model in that unit is slain, make a **vengeance** roll of D6. On a 4+, inflict 1 mortal damage on an enemy unit in combat with that unit.

ENHANCEMENTS: Give your general 1 of the following enhancements.

U Passive

HALLOWED SCROLLS: Sacred parchments inscribed with Sigmarite blessings adorn this warrior.

Effect: Your general has **WARD** (5+).

✘ Passive

MORRDA'S TALON: Enemies of the God-King know this weapon by name and fear its keen blade.

Effect: Your general's **Hallowed Greataxe** has **Crit (Mortal)**.

✘ Once Per Battle, Any Combat Phase

QUICKSILVER DRAUGHT: This potion lends uncanny speed to the one who imbibes it.

Effect: Your general has **STRIKE-FIRST** this phase.

● Once Per Battle, End of Any Turn

NULL PENDANT: This dark amulet holds magic within that can sap the resolve of the enemy.

Declare: Roll a dice for each enemy unit contesting the same objective as your general.

Effect: On a 2+, subtract the roll from the control score of that enemy unit this turn.

MOVE
12"
HEALTH 8 SAVE 3+
CONTROL 2

The Lord-Vigilants are the steadfast commanders of the Ruination chambers. They wield not only hallowed greataxes but also centuries of experience, leading the charge in the God-King's name. Like the rest of their chamber, they struggle to maintain their memories and empathy, though the Gryph-stalker mounts ridden by the Lord-Vigilants are rumoured to slow the degradation of their souls. This allows them to strike a careful balance as merciless fighters and shrewd commanders. Their ability to read the tides of battle borders on the prophetic. They use this to great effect in order to deliver the judgement of the God-King, spurring their troops to redouble their efforts against key enemy strongpoints even as they ride hard into the foe.

• SPEARHEAD WARSCROLL •
LORD-VIGILANT
ON GRYPH-STALKER

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Hallowed Greataxe	5	3+	3+	2	2	-
Gryph-stalker's Beak and Talons	3	4+	3+	1	2	Companion

✘ **Once Per Battle, Any Combat Phase**

DELIVER JUDGEMENT: *This warrior orders Sigmar's wrath to be delivered unto their enemies.*

Declare: Pick a friendly non-HERO unit wholly within 12" of this unit to be the target.

Effect: The target can use 2 FIGHT abilities this phase. After the first is used, however, the target has STRIKE-LAST for the rest of the phase.

✘ **Your Hero Phase**

PLAN THE ATTACK: *With honed tactical skill, the Lord-Vigilant orders a vital position to be taken.*

Declare: Pick an objective you do not control.

Effect: For the rest of the turn, add 1 to hit rolls for combat attacks made by friendly units that target enemy units contesting that objective.



KEYWORDS

HERO, CAVALRY

MOVE
5"
HEALTH 6 SAVE 3+
CONTROL 2

Long have the Lord-Veritants been known as the witchfinders of the realms, their bright fires allowing them to judge the spiritual state of mortals – and, in the heat of battle, send forth a blast of cleansing flame into the foe. Those who serve in the Ruination chambers look not only for corruption of the soul but also any kind of spiritual void. Blindfolded to better focus the spirit-sight with which they scry the souls of friend and foe, they are daunting figures known for their lack of mercy. At their feet bound faithful Gryph-crows, creatures drawn to condemned beings.

• SPEARHEAD WARSCROLL •
LORD-VERITANT

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Staff of Abjuration	1	3+	3+	1	3	-
Judgement Blade	3	3+	3+	1	D3	Anti-WIZARD (+1 Rend), Anti-PRIEST (+1 Rend)

🛡️ **Passive**

SENSE UNHOLY SORCERY: *Gryph-crows are sensitive to spiritual corruption and immediately alert their masters whenever unholy energies are nearby.*

Effect: This unit's Gryph-crow is a token. This unit has WARD (5+) while its Gryph-crow is on the battlefield.

If you make an unmodified ward roll of 1 for this unit, remove its Gryph-crow from the battlefield.

✘ **Your Hero Phase**

CLEANSING FIRES: *Erupting forth from the Lord-Veritant's brazier, a torrent of holy fire engulfs the enemy.*

Declare: Pick a visible enemy unit within 12" of this unit to be the target, then make a chanting roll of D6.

Effect: On a 3+, roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target unit.



KEYWORDS

HERO, PRIEST

MOVE
12"
HEALTH 2 3+ SAVE
CONTROL 1

Though the Prosecutors once shone with the light of Azyr, Be'lakor's fell rituals forced a great many of them to share the skies with billowing clouds of Chaos corruption. Whilst their unshakeable faith in the God-King has afforded them protection against the worst effects of the Cursed Skies, their exposure has left the majority of them hollow-eyed and eerily quiet. Each Reforging claims much more from these warriors than it does their kin. Now they swoop alongside the Rination chambers, their crumbling souls watched closely by their Lord-Veritants. To see them vent their righteous fury in a death-defying, breakneck charge is to see something of the simmering anger within.

• SPEARHEAD WARSCROLL •
PROSECUTORS



RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Stormcall Javelin	10"	1	3+	3+	1	D3	-
MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
Stormcall Javelin		3	3+	3+	1	1	-

⚙️ **Passive**
SKIRMISHERS: *These warriors fight in a dispersed formation.*
Effect: This unit has a coherency range of 2".

➡️ **Passive**
HERALDS OF RIGHTEOUSNESS: *Prosecutors speed across the battlefield in blurs of light.*
Effect: When you make a charge roll for this unit, roll 1 additional dice.



KEYWORDS: INFANTRY, FLY, REINFORCEMENTS

MOVE
5"
HEALTH 2 3+ SAVE
CONTROL 1

Countless tyrants have fallen to the Liberators. These staunch souls are the most famed warriors of the Redeemer conclaves; whether forming implacable shieldwalls to defend key strongpoints or expertly wielding paired weapons, they are undeniably the soul of their Stormhost made manifest. The iconic line infantry of the Stormcast Eternals, Liberators are depicted in a thousand statues and tapestries, their hammers raised and their Masks Impassive staring down with intimidating intensity. Their appearance has brought hope to countless struggling townships and beleaguered defenders across the realms.

• SPEARHEAD WARSCROLL •
LIBERATORS



MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Warhammer	2	3+	3+	1	1	Crit (Mortal)
Grandhammer	2	3+	3+	1	2	Crit (Mortal)

This unit has 4 Liberators armed with a Warhammer and 1 Liberator armed with a Grandhammer.

● **Passive**
STALWART DEFENDERS: *Liberators fiercely guard the lands brought into Sigmar's domain.*
Effect: Add 3 to this unit's control score while it contests an objective wholly within friendly territory.



KEYWORDS: INFANTRY, REINFORCEMENTS

STORMCAST ETERNALS

YNDRASTA'S SPEARHEAD

This Spearhead army consists of the following units:

GENERAL

- ◆ Yndrasta, the Celestial Spear

UNITS

- ◆ 1 Knight-Vexillor
- ◆ 3 Annihilators
- ◆ 5 Vanquishers
- ◆ 5 Vanquishers
- ◆ Stormstrike Chariot



The warriors under Yndrasta's command ensure that the enemy overextend themselves before the killing strike is dealt. That deadly blow is almost always struck by Sigmar's Huntress herself. It is her spear that plunges into the heart of the enemy's most monstrous champion, and it is her hand that raises their decapitated head to the skies to the thunder of Sigmar's approval.

Yndrasta is one of Sigmar's mightiest champions, her role to hunt down the deadliest and most evil of foes. Her Spearhead formation works in two distinct elements. The first is based around a small force of Vanquishers that strike from the heavens in a blinding column of lightning. At their head, a Knight-Vexillor raises a magical Banner of Apotheosis to heal any wounds they suffer, while a Stormstrike Chariot adds some serious punch to their charge. When the foe musters a counter-attack, its commanders and warbeasts seeking to overrun the Stormcast Eternals infantry, the second part of this dual assault descends in a blaze of force. Here the Annihilators are in their element, their meteoric charge crushing all but the most formidable foes. Yndrasta, waiting for the foe to reveal their hand, is often the last to strike – and when she does so, she is quite capable of slaying even a rampaging gargant with a series of pinpoint spear-thrusts.

'Let the vengeance of the God-King blast these fools from our sight. Attack!'

– Yndrasta, the Celestial Spear



Background writer Leila's Anvils of the Heldenhammer, a chamber from Lethis, are a labour of love. Taking the chance to do something special with their centrepiece model, they carefully blended the teal on Yndrasta's wings.

BATTLE TRAITS

SCIONS OF THE STORM

Upon blessed bolts of lightning do the Stormcast Eternals ride to war, the furious rumble of thunder heralding their arrival.

Yndrasta and your **Annihilators** unit are not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

⚙ Your Movement Phase

LIGHTNING-STRIKE ARRIVAL: *With a clap of thunder, Yndrasta and her allies strike down onto the battlefield.*

Effect: Set up this unit anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS CORE



Knight-Vexillor

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

⚔ End of Any Turn

DRIVE THEM BACK: *Not an inch is given to the enemies of Sigmar.*

Declare: Pick any number of friendly units that are both contesting an objective and in combat.

Effect: Each of those units can make a pile-in move (Core Rules, 15.3). For each unit that did so, pick an enemy unit within 1" of it and roll a dice. On a 4+, inflict 1 mortal damage on that enemy unit.

🛡 Passive

DEFEND TO THE LAST: *These fearless warriors refuse to fall until their task is completed.*

Effect: Friendly units have **WARD (6+)** while they are contesting an objective you control.

ENHANCEMENTS: Give your general 1 of the following enhancements.

🛡 Passive

THE PRIME HUNTRESS: *Yndrasta relishes hunting the mightiest and most terrifying quarry.*

Effect: The Damage characteristic of **Thengavar** (Yndrasta's spear) is 2D6 for attacks that target a **MONSTER**.

⚔ Passive

STRIKE WITH THE TEMPEST'S RAGE: *Yndrasta's enemies know that to catch her gaze is to be marked for annihilation.*

Effect: Your general has **STRIKE-FIRST** if they charged in the same turn.

🏹 Once Per Battle, Your Movement Phase

DAZZLING RADIANCE: *Yndrasta's god-touched brilliance can call stranded Stormcast souls into the fray once more.*

Declare: Pick your general to use this ability if they were set up this phase.

Effect: You can return 1 slain model to each friendly unit wholly within 12" of your general.

⚔ Once Per Battle, Any Combat Phase

HAWK OF THE CELESTIAL SKIES: *The sight of Yndrasta's seraphic form inspires her warriors with immeasurable resolve.*

Effect: Until the end of the phase, add 1 to hit rolls for attacks made by friendly units while they are wholly within 12" of your general.

MOVE
12"
HEALTH 8 3+ SAVE
CONTROL 2

Yndrasta is Sigmar's Huntress. Her spear, Thengavar, is steel-sister to the God-King's own legendary polearm; when hurled, it seeks out her prey, piercing its monstrous heart before returning to Yndrasta's grip. There are those who whisper that lifetimes of battle have hollowed out Yndrasta's soul and replaced it with pitiless starfire, her divine aura so intense it can protect her even from the emanations of Chaos. Even other Stormcasts mutter a prayer as she hunts the deadliest prey in the realms, for her transformation into an unfeeling instrument of vengeance sparks unease. Yet she remains one of Sigmar's greatest champions, and her might is questioned by none.

• SPEARHEAD WARSCROLL •

YNDRASTA
THE CELESTIAL SPEAR

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Thengavar	12"	1	3+	2+	2	4	Shoot in Combat
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Blade of the High Heavens	5	3+	3+	2	3	-	

Once Per Battle, Any Combat Phase

CHAMPION OF SIGMAR: Forged by Sigmar's own hand, Yndrasta is protected by a divine aura so potent that swords and arrows simply rebound off her.
Effect: This unit has WARD (5+) this phase.



KEYWORDS HERO, FLY, WARD (6+)

MOVE
10"
HEALTH 10 3+ SAVE
CONTROL 2

Stormstrike Chariots are potent linebreakers. When the clarion call to attack sounds, they thunder across even the most rugged terrain, with the archer in their carriage sending killing shafts from their great stormbow as they come. The chariot's most devastating weapon, however, is its charge. As the charioteers build up speed, they draw the energies of Azyr to themselves until a crackling aurora surrounds them. Upon impact into the enemy lines, the Stormcasts unleash this energy in thunderous blasts even as they strike out with axe and blade.

• SPEARHEAD WARSCROLL •

STORMSTRIKE CHARIOT

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Great Stormbow	18"	2	3+	3+	1	1	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Stormstrike Axe	3	3+	3+	1	1	-	
Gryph-chargers' Beaks and Claws	6	4+	3+	1	1	Companion	

Any Charge Phase

AZYR UNLEASHED: The impact of a Stormstrike Chariot on the charge can obliterate even the most durable of shieldwalls.
Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target and roll a dice.
Effect: On a 2+, inflict D3 mortal damage on the target.



KEYWORDS WAR MACHINE

MOVE
5"
HEALTH 2 3+ SAVE
1 CONTROL

Vanquishers bear swords that incorporate shards of celestium, a mineral that radiates the power of foresight. This, combined with their expert bladecraft, makes them deadly fighters indeed. The more foes they face, the higher the toll they take.

• SPEARHEAD WARSCROLL •
VANQUISHERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Celestial Greatsword	2	3+	3+	1	1	-

Passive
LIGHTNING STRIKES: *Vanquishers utilise a stance that allows them to make a flurry of rapid strikes against a numerous foe.*
Effect: Add 1 to the Damage characteristic of this unit's Celestial Greatswords for attacks that target an enemy unit that has 5 or more models.



KEYWORDS INFANTRY

MOVE
4"
HEALTH 3 2+ SAVE
1 CONTROL

Clad in the thickest plate and wielding weaponry hewn from enchanted celestium rock, Annihilators shrug off bolts and arrows as they charge forward with meteoric force. Those struck by them are bowled over even as the death blows rain down to finish the job.

• SPEARHEAD WARSCROLL •
ANNIHILATORS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Meteoric Hammer	3	3+	3+	1	2	-

Any Charge Phase
FORCE OF A FALLING STAR: *As Annihilators build up momentum, their charge turns the shockwave of their arrival into a deadly bludgeoning assault.*
Declare: If this unit charged this phase and the unmodified charge roll was 8+, pick an enemy unit within 1" of it to be the target.
Effect: The target has STRIKE-LAST this turn.



KEYWORDS INFANTRY

MOVE
5"
HEALTH 6 3+ SAVE
5 CONTROL

The Knight-Vexillors are warriors of unshakeable will, proving themselves so many times that they have been entrusted with the sacred standards of Azyr. These relics, woven from star-silk by Sigmarite saints, have the power to restore the forms of those who have undergone Reforging.

• SPEARHEAD WARSCROLL •
KNIGHT-VEXILLOR

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Sigmarite Warblade	4	3+	3+	1	2	-

Your Hero Phase
BANNER OF THE REFORGED: *When a Banner of Apotheosis is planted, its energies heal flesh and restore armour.*
Declare: Pick a friendly unit wholly within 12" of this unit to be the target.
Effect: Heal (D3) the target. In addition, add 3 to that unit's control score until the start of your next turn.



KEYWORDS HERO, INFANTRY

CITIES OF SIGMAR

CASTELITE COMPANY

This Spearhead army consists of the following units:

GENERAL

- ◆ Freeguild Cavalier-Marshal

UNITS

- ◆ 10 Freeguild Steelhelms
- ◆ 5 Freeguild Cavaliers
- ◆ 1 Ironweld Great Cannon



Although, at its core, the tactical doctrine of Sigmar's mortal armies relies upon massed firepower and defence in depth, there are times when Freeguild commanders must be more flexible. On occasions where the deployment of a full army corps is not viable, smaller formations such as the Castelite Company will be dispatched to seize vital ground and defend it against threats.

Commanded by an experienced Cavalier-Marshal who has displayed particular adaptability and initiative in the face of the enemy, a Castelite Company specialises in absorbing the fury of an enemy attack before unleashing a devastating riposte in return. Freeguild Steelhelms form a sturdy core, advancing into battle with shields locked together, relying on discipline and faith to hold the line against whatever horror comes at them. With this anvil in place, the process of breaking the enemy upon it can begin. An Ironweld Great Cannon sends bone-shattering ordnance blasting through the enemy ranks, while the Cavalier-Marshal leads a thunderous counter-charge to sweep them from the field. Freeguild Cavaliers sing Sigmarite battle-hymns as they crush the opposition beneath the grinding hooves of their destriers or bash in their skulls with hammers and flails.

'Steady yourselves, lads. Raise your shields and stir your spirits. I've never lost a battle, and I don't intend to start today.'

– Cavalier-Marshal Guillam Marcanrothe of Settler's Gain



Studio photographer Adam painted his Castelite Company in the proud livery of Settler's Gain in Hysh. We suspect that there may be more than a trace of aetherquartz in their ration packs, thanks to their aëlvén benefactors.

**BATTLE TRAITS****● Once Per Battle, Start of Battle Round**

THE OFFICAR'S ORDER: *Reading the flow of battle, a ranking Freeguilder dispatches an order that could well turn the tide in the Sigmarites' favour.*

Declare: Pick a battle tactic card in your hand and place it face-down separately next to your other battle tactic cards. The information on it is still hidden from your opponent but make it clear which card is separate. The card stays separate until you use the command on it or score the battle tactic on it as described below.

Effect: When you use the command on that card, it is not discarded but returns to your hand. Your opponent can check the information on it before it returns to your hand. The card goes back to being a

normal battle tactic card, with the exception that you cannot use the command on it in the same phase it went back into your hand.

If you did not use the command on the card you separated, you can still score the battle tactic on it at the end of your turn as normal if you met its conditions. If you do so, discard it as normal. If you neither used the command nor scored the battle tactic on the card, it automatically returns to your hand at the end of your turn.

Designer's Note: *This ability essentially lets you use a command 'for free', but you have to choose the command at the start of the battle round, so it requires some planning ahead!*

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.**✂ Once Per Battle, Your Charge Phase**

FOR SIGMAR, CHARGE!: *With their blade raised high, the Marshal signals the charge of the Cavaliers.*

Declare: Use this ability before any **CHARGE** abilities are used this phase.

Effect: Friendly **CAVALRY** units that charge this phase have **STRIKE-FIRST** this turn.

⚔ Once Per Battle, Enemy Shooting Phase

IRONWELD DISCIPLINE: *With nerves of steel, the crew of the Great Cannon prepare to fire even as enemies close in on all sides.*

Declare: Pick your **Ironweld Great Cannon** to use this ability.

Effect: It can use the 'Shoot' ability as if it were your shooting phase.

ENHANCEMENTS: Give your general 1 of the following enhancements.**🛡 Once Per Battle, Start of Any Turn**

FLASK OF LETHISIAN DARKWATER: *Sourced from the lakewaters of the city of Lethis, when this potion is carefully sipped, its black liquid soothes the body and soul.*

Effect: Heal (D6) your general.

⚔ Passive

HEIRLOOM BLADE: *Wielded in countless battles, the edge of this blade is as keen as the day it was forged.*

Effect: Add 1 to the Rend characteristic of your general's **Master-forged Longsword**.

🏹 End of Any Turn

BRAZIER OF HOLY FLAME: *The torch borne by this champion symbolises the light of civilisation being carried forth into the darkness of the wilds, a sacred act that emboldens those who march alongside them.*

Declare: Pick a friendly **Freeguild Steelhelms** unit within your general's combat range.

Effect: You can return up to D3 slain models to that unit.

⚔ Passive

GLIMMERING: *The glinting facets of this tiny fragment of Mallus offer fleeting glimpses of the future.*

Effect: Each phase, you can re-roll 1 hit roll, or 1 wound roll, or 1 save roll made for your general.

MOVE
10"
HEALTH 7 3+ SAVE
2 CONTROL

Every Cavalier-Marshal is trained to be bold and aggressive, taking the fight to the foe when they are at their weakest. Nigh unstoppable on the charge, they gallop hard into the enemy ahead of their soldiers, collapsing battlelines in a single decisive attack even as they spur their fellow Sigmarites into battle with rousing calls to action. Though they often carry the weight of a Dawnbringer Crusade upon their shoulders, they are inspiring champions well used to leading by example.

• SPEARHEAD WARSCROLL •

FREEGUILD CAVALIER-MARSHAL

⚔	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Dragoon Pistol	10"	2	3+	4+	1	1	Shoot in Combat
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Master-forged Longsword		5	3+	4+	1	2	-
	Warhorse's Steel-shod Hooves		2	5+	3+	-	1	Companion

⚙️ Your Hero Phase

DECISIVE COMMANDER: *In the face of the oncoming enemy, Freeguild Marshals employ rousing oratory to inspire their soldiers to stand strong in the name of Sigmar.*

Declare: Pick a friendly Freeguild Steelhelms unit wholly within 12" of this unit to be the target and roll a dice.

Effect: On a 2+, pick 1:

On Your Feet!: If the target unit is not in combat, you can return D3 slain models to it.

Yield No Quarter!: Add 3 to the target unit's control score until the start of your next turn.



KEYWORDS

HERO, CAVALRY

MOVE
3"
HEALTH 8 4+ SAVE
2 CONTROL

The massive artillery pieces known as Ironweld Great Cannons act as the bastions of the Castelite formations. Protected by thick oaken gunshields affixed to the weapon's fore, the crew tirelessly load and reload their weapon to ensure the barrage upon the enemy is relentless. Should foes draw too close, a muzzle full of grapeshot will bring their charge to an abrupt and gory halt.

• SPEARHEAD WARSCROLL •

IRONWELD GREAT CANNON

⚔	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Great Cannon: Cannonball	24"	2	4+	2+	2	D3+2	-
	Great Cannon: Grapeshot	12"	5	3+	3+	1	2	-
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Crew's Tools and Sidearms		2	4+	4+	-	1	-

⚔ Passive

SHOT AND SHELL: *The engineers of the Ironweld Arsenal have developed different ammunition for the Great Cannon to fire.*

Effect: Each time this unit uses a SHOOT ability, choose either the Cannonball or Grapeshot weapon characteristics for all the attacks it makes with its Great Cannon. The Cannonball can only be chosen if this unit has not used a MOVE ability that turn.



KEYWORDS

WAR MACHINE

MOVE
10"
HEALTH 3 3+ SAVE
1 CONTROL

The battlefield shakes as the heavy cavalry of the Sigmarite cities make their charge. No idle jonsters are the Freeguild Cavaliers but men and women hardened by bitter experience and keen to take out their wrath on the enemies of the God-King. These knights are at their most fearsome when they crash into the foe at full speed, but they are certainly no strangers to brutal attritional melees in which rider and steed are expected to fight for hours at a time without rest.

• SPEARHEAD WARSCROLL •

FREEGUILD CAVALIERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Cavalier Weapon	3	4+	4+	1	1	Charge (+1 Damage)
Warhorse's Steel-shod Hooves	2	5+	3+	-	1	Companion

✘ Any Charge Phase

DEVASTATING CHARGE: *Thundering across the battlefield, the Cavaliers build up momentum before smashing deep into the enemy's ranks, laying about themselves with blade, axe, hammer and flail.*

Declare: If this unit charged this phase, pick an enemy unit in combat with it to be the target and roll a dice.

Effect: On a 2+, inflict D3 mortal damage on the target.



KEYWORDS

CAVALRY

MOVE
5"
HEALTH 1 4+ SAVE
1 CONTROL

While the hard-slogging Freeguild Steelhelms are often individually outmatched by the myriad threats they face in their mission to retake the realms, they have three things on their side: discipline, gutsy determination and their faith in Sigmar. With shields locked together and voices joined in song, they can prove a difficult prospect for even the most hardened killers. The Battle Priests who accompany them are experts in reconsecrating those lands tainted by Chaos, and turning the innate power of the land to their advantage – even if it takes the sacrifice of their comrades-in-arms to do so.

• SPEARHEAD WARSCROLL •

FREEGUILD STEELHELMS



MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Freeguild Weapon	2	4+	4+	-	1	-

U Your Movement Phase

CONSECRATE THE LAND: *Bellowing Sigmarite hymns, the Battle Priest who accompanies the Steelhelms purges the taint of Chaos from the land and consecrates it in the name of the God-King.*

Declare: If this unit is contesting an objective you control that is not contested by any enemy models, roll a dice.

Effect: On a 3+, that objective is considered by you to be **consecrated**. Friendly units have **WARD (6+)** while they are contesting a consecrated objective. If your opponent gains control of a consecrated objective, it is no longer consecrated.



KEYWORDS

INFANTRY, REINFORCEMENTS

SERAPHON **STARSCALE WARHOST**

This Spearhead army consists of the following units:

GENERAL

- ◆ Saurus Oldblood on Carnosaur

UNITS

- ◆ 5 Saurus Warriors
- ◆ 5 Saurus Warriors
- ◆ 3 Kroxigor



Cold-blooded and enigmatic, the Seraphon are a merciless race. These reptilian warriors are utterly committed to their masters' Great Plan, and any who interfere – intentionally or otherwise – with that cosmic design are marked for obliteration. Often, it is a Starscale Warhost that will be dispatched to ensure the Plan's continuation. Whether tracking down a target marked for death by the esoteric slann or defending the enchanted jungles in which the Seraphon dwell, these forces are more than a match for their warm-blooded adversaries.

Cohorts of Saurus Warriors are the heart of each Starscale Warhost. As savage on the attack as they are formidable on the defence, they can excel even when outnumbered. At their side lumber the Kroxigor; though these towering brutes are primarily labourers, their immense strength makes them well suited for battle, making red ruin of more stubborn adversaries. The greatest weapon of a Starscale Warhost, however, is its saurus overlord and the monstrous Carnosaur upon which they ride. Coaxed from the deepest jungles, Carnosaurs are living engines of destruction, capable of swallowing warriors whole. Guided by the strategic instincts of the Oldbloods, a Starscale Warhost is a brutal weapon in service of the Great Plan.

'Warmbloods come. Warmbloods die.'

– Oldblood Groq



Contrast paints and drybrushing helped graphic designer Emma get the warhost of Oldblood Kor'loq painted quickly. She envisions them as Starborne warriors filled with celestial magic, glowing with the very power of the heavens.

BATTLE TRAITS

Any Combat Phase

BEAST OF THE DARK JUNGLES: *The perilous jungles of the Seraphon are the hunting grounds of the mighty Carnosaur, a reptilian titan that strikes fear and awe into the hearts of its enemies.*

Declare: Pick your general to use this ability if they are in combat.

Effect: Pick 1 of the following:

Gargantuan Jaws: Pick an enemy unit in combat with your general and roll a dice. If the roll exceeds that unit's Health characteristic, 1 model in that unit is slain.

Roar: Pick an enemy unit in combat with your general. Subtract D6 from that unit's control score this turn.



Kroxigor

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Once Per Phase, End of Any Turn

PREDATORY FIGHTERS: *These warriors bite bloody chunks of flesh from their foes in battle.*

Declare: Roll a dice for each enemy unit in combat with any friendly units.

Effect: On a 3+, inflict 1 mortal damage on the unit being rolled for.

Passive

TEMPLE-CITY GUARDIANS: *Patrolling the lands on the outskirts of their domain, these defenders will stop at nothing to see intruders driven back.*

Effect: Friendly units have **WARD (6+)** while they are wholly within friendly territory.

ENHANCEMENTS: Give your general 1 of the following enhancements.

End of Any Turn

SOTEK'S GAZE: *The eyes of this gilded war-mask resonate with the pitiless hunger of the Serpent God. With it, the Oldblood brutally cows lesser foes.*

Effect: Roll a dice. Add the roll to your general's control score this turn.

Once Per Battle, Enemy Movement Phase

ANCIENT STRATEGIST: *This Oldblood has centuries of experience in commanding their cohorts.*

Declare: Pick a friendly unit wholly within 12" of your general. You cannot pick your general.

Effect: That unit can use the 'Normal Move' ability as if it were your movement phase.

Passive

BLADE OF REALITIES: *Entrusted only to the most formidable Oldbloods, this pan-dimensional weapon exists to bring about the end of tyrants.*

Effect: Add 1 to the Rend characteristic of your general's **Relic Celestite Weapon**.

Passive

THE WRATH OF CHOTEC: *An ancient relic removed from the deepest temple vaults, this gauntlet allows an Oldblood to channel the full might of the Seraphon's solar god.*

Effect: The Attacks characteristic of your general's **Sunbolt Gauntlet** is 6 instead of D6.

MOVE
10"
HEALTH 14
4+ SAVE
5 CONTROL

As a saurus ages, their body become even more finely honed for war, and greater degrees of tactical skill are unlocked within them. They become able to orchestrate grand flanking attacks and sudden feints, though they still act upon instinct above all. They also grow to possess the will not only to wield the destructive relics of the Old Ones but to master a Carnosaur – a huge bipedal monster of ancient times. The battle frenzy of a Carnosaur is, if anything, even greater than its saurus rider, and together beast and master can tear apart even the most terrible of adversaries.

• SPEARHEAD WARSCROLL •
SAURUS OLDBLOOD
ON CARNOSAUR

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Sunbolt Gauntlet	12"	D6	3+	3+	1	1	Shoot in Combat
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Relic Celestite Weapon	5	3+	3+	1	2	-	
☠ Carnosaur's Massive Jaws	3	4+	2+	2	3	Companion	

➤ Your Hero Phase

ANCIENT WARLORD: *An Oldblood commands their saurian brethren with relentless focus and drive.*

Declare: Pick a friendly unit wholly within 12" of this unit to be the target. You cannot pick this unit.

Effect: Until the start of your next turn, add 1 to charge rolls for the target.

☠ Passive

BATTLE DAMAGED
Effect: While this unit has 10 or more damage points, the Attacks characteristic of its Carnosaur's Massive Jaws is 1.



KEYWORDS

HERO, MONSTER

MOVE
5"
HEALTH 2
4+ SAVE
1 CONTROL

The saurus are the warrior caste of the Seraphon race. From the moment they emerge from the spawning pools, they are perfectly adapted for their task: muscular, protected by iron-hard scales and possessing vicious claws and teeth. Saurus are predators by nature, capable of fighting with immense savagery, yet though their minds are focused entirely on war, they are not mindless. They share a bond with their spawn-kin that goes beyond words, allowing them to fight with uncanny coordination and discipline in the prosecution of the Great Plan.

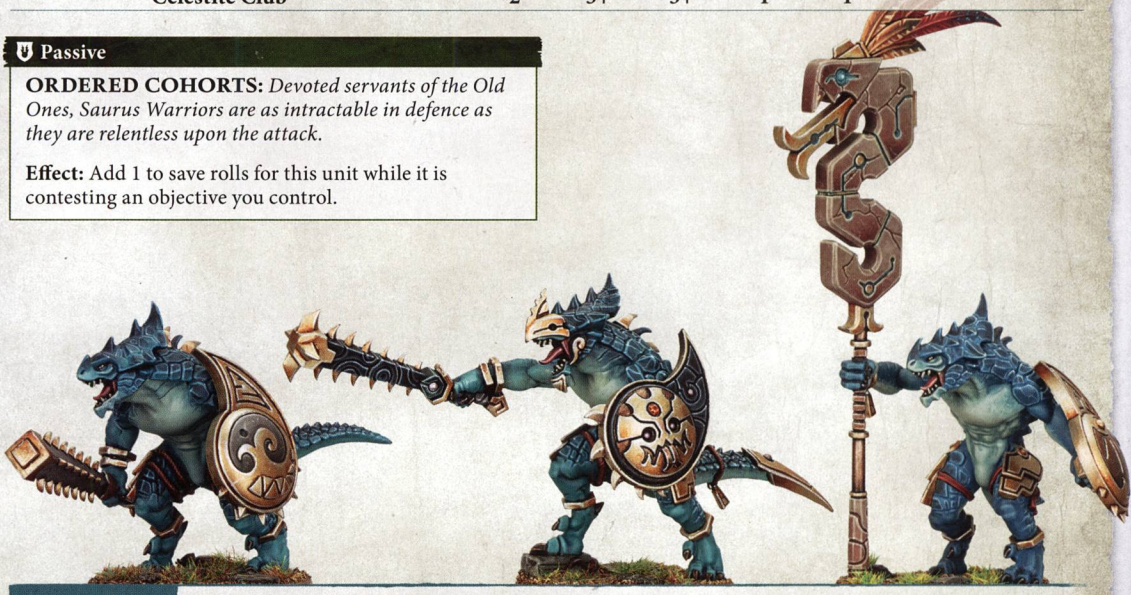
• SPEARHEAD WARSCROLL •
SAURUS WARRIORS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Celestite Club	2	3+	3+	1	1	-

U Passive

ORDERED COHORTS: *Devoted servants of the Old Ones, Saurus Warriors are as intractable in defence as they are relentless upon the attack.*

Effect: Add 1 to save rolls for this unit while it is contesting an objective you control.



KEYWORDS

INFANTRY

• SPEARHEAD WARSCROLL •

KROXIGOR

MOVE 5"
HEALTH 6
SAVE 4+
CONTROL 2

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Drakebite Maul	4	4+	2+	1	2	-

Passive
BRUTAL BLOWS: *Kroxigor swing their weapons in wide arcs, smashing aside a multitude of foes with each blow.*
Effect: This unit's melee weapons have Crit (2 Hits) if the target unit has 5 or more models.



KEYWORDS

INFANTRY



LUMINETH REALM-LORDS

GLITTERING PHALANX

This Spearhead army consists of the following units:

GENERAL

- ◆ Scinari Cathallar

UNITS

- ◆ 5 Vanari Auralan Sentinels
- ◆ 5 Vanari Auralan Sentinels
- ◆ 10 Vanari Auralan Wardens
- ◆ 5 Vanari Bladelords



The culture of the Lumineth enshrines subtlety and precision over overwhelming force. While the aelves of Hysh can muster truly vast warhosts when necessity demands, this is seen as a needless and crass expenditure of lives. Far better, they believe, to send small phalanxes of warriors to those places where their skills can have the greatest impact – be that eradicating some troublesome warband or burning a great white-flame rune of arcane purification into the earth at a key nexus.

Auralan Wardens, armed with pikes of burning sunmetal, are the rock against which enemies break; they do not fulfil this duty through crude and bloody-minded endurance but rather by drawing upon the energies of aetherquartz to speed pre-emptive strikes. Auralan Sentinels loose swift arrows, bleeding the foe by precise degrees. Incautious usage of aetherquartz has led to disaster in the past, and so each of these shining formations will be accompanied by a single mote of darkness – a Scinari Cathallar, skilled in turning the negative emotions stored within aetherquartz against the enemy. Cathallars are protected at all times by the war-sages of the Bladelords, each willing to give their life for the good of the realms.

'We have already peered into the darkness of the soul. Our duty spurs no fear in us – only resolve.'

– Asa'nai, the Veiled Sage



The proud pinks, purples and greens of studio scheduler and resident chronomage Stef's Lumineth were inspired by the cherry blossom trees of Syar's enchanted vales. Pink also happens to be her favourite colour!

BATTLE TRAITS

⚙ Once Per Battle Round, Start of Battle Round

FACETS OF WAR: *The arts of war practised by the Lumineth are subtle, precise and devastating.*

Effect: You must use this ability at the start of the battle round. Pick 1 **FACET OF WAR** ability. That **FACET OF WAR** ability can be used this battle round but the other two cannot.

🛡 Once Per Phase (Army), Reaction: Opponent declared an ATTACK ability

SHINING COMPANY: *Numinous light shines from this aelven formation, bedazzling the foe.*

Used By: A friendly unit targeted by that **ATTACK** ability and that has not made a pile-in move this turn.

Effect: Subtract 1 from hit rolls for the attacks that target that friendly unit.

KEYWORDS FACET OF WAR

⚡ Once Per Turn (Army), Your Hero Phase

POWER OF HYSH: *Vanari can use their innate arcane abilities to empower their sunmetal weapons.*

Declare: Pick a friendly unit.

Effect: Roll a dice. On a 2+, until the start of your next turn, attacks made by that unit score critical hits on unmodified hit rolls of 5+.

KEYWORDS FACET OF WAR

⚡ Passive

LIGHTNING REACTIONS: *Lumineth possess a natural alacrity beyond that of most rivals.*

Effect: When players are alternating picking units to use a **FIGHT** ability, when it is your turn to pick a unit, you can pick 2 units instead of 1. Resolve the second **FIGHT** ability immediately after the first.

KEYWORDS FACET OF WAR

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

⚙ Passive

ARCANE PROWESS: *The Cathallar of this Glittering Phalanx keeps a hidden reserve of aetherquartz to bolster their sorcery in battle.*

Effect: Add 1 to casting rolls for your general.

🛡 Passive

HEIGHTENED REFLEXES: *The keen senses of these warriors are second to none.*

Effect: Add 1 to save rolls for friendly units that use a **FIGHT** ability immediately after another friendly unit because of the 'Lightning Reactions' ability, until the end of the phase.

ENHANCEMENTS: Give your general 1 of the following enhancements.

⚙ Your Hero Phase

OVERWHELMING HEAT: *The Cathallar summons oppressive heat to sap their foes' strength.*

Declare: Pick a visible enemy unit within 24" of your general, then make a casting roll of 2D6.

Effect: On a 7+, halve the Move characteristic of that unit until the start of your next turn and roll a dice. If the roll equals or exceeds that unit's Save characteristic, inflict D3 mortal damage on it.

🛡 Your Hero Phase

PROTECTION OF HYSH: *The caster opens their arms wide, creating a field of glowing energy that protects all of the caster's allies that are nearby.*

Declare: Pick a visible friendly unit wholly within 12" of your general to be the target, then make a casting roll of 2D6.

Effect: On a 7+, the target has **WARD** (5+) until the start of your next turn.

➡ Your Movement Phase

WAYSTONE: *This sliver of dark rock illuminates hidden paths around the bearer in stark relief.*

Effect: Remove your general from the battlefield and set them up again anywhere on the battlefield more than 6" from all enemy units.

➡ Your Hero Phase

SPEED OF HYSH: *The Cathallar magically empowers their allies to move with light's swiftness.*

Declare: Pick a visible friendly unit wholly within 18" of your general, then make a casting roll of 2D6.

Effect: On a 5+, double the Move characteristic of that unit until the start of your next turn.

KEYWORDS CORE

MOVE 6"

HEALTH 5

SAVE 6+

CONTROL 2

It is the noble duty of a Scinari Cathallar to take the spiritual anguish locked within spent aetherquartz and redirect it against their enemies. They are the lone point of darkness in the brilliance of a Lumineth line, capable of wielding despair itself as a weapon. The burdens of a Cathallar forever mark them out from their fellows, for the Lumineth are a people who shun emotion where possible. It is a task that the Cathallars accept without complaint; few know better than they the dangers of using aetherquartz unchecked.

• SPEARHEAD WARSCROLL •

SCINARI CATHALLAR

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Despairing Touch	3	3+	4+	-	D3	-

● **Your Hero Phase**

DARKNESS OF THE SOUL: *Cathallars wield the negative energy locked in aetherquartz as a weapon.*

Declare: Pick an enemy unit within 12" of this unit to be the target, then roll a dice.

Effect: On a 3+, subtract D6 from the control score of the target unit this turn.



KEYWORDS HERO, WIZARD, INFANTRY

MOVE 6"

HEALTH 2

SAVE 4+

CONTROL 1

Bladelords are amongst the most elite Lumineth warriors. Each has formed a deep connection with the essence of their weapon and views combat as a series of elegant and artful equations. To kill with the perfectly calculated cut or degree of force is seen as the greatest of virtues – not out of a sense of ego or self-aggrandisement, they say, but because it brings them closer to true enlightenment. Bladelords serve as guardians to the mages of the Scinari, souls who share their quest for mental perfection and will give their lives in service of their honoured charges.

• SPEARHEAD WARSCROLL •

VANARI BLADELORDS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Sunmetal Greatblade: Perfect Strike	1	—	—	—	—	—
Sunmetal Greatblade: Flurry of Blows	3	3+	4+	1	1	Crit (Mortal), Anti-Infantry (+1 Rend)

✂ **Passive**

SWORDMASTERS: *Vanari Bladelords adopt different fighting styles depending upon the nature of their opponents.*

Effect: Each time this unit uses a **FIGHT** ability, you must pick either the **Perfect Strike** or **Flurry of Blows** weapon characteristics for all the attacks it makes with its Sunmetal Greatblade. In addition:

Do not use the attack sequence for an attack made with **Perfect Strike**. Instead, roll a dice. On a 2+, inflict 1 mortal damage on the target unit.

🛡 **Passive**

GUARDIANS: *Bladelords are tasked with protecting the Scinari from harm.*

Effect: While your general is wholly within this unit's combat range, both this unit and your general have **WARD** (5+).



KEYWORDS INFANTRY

• SPEARHEAD WARSCROLL •

VANARI AURALAN SENTINELS



⚡	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Auralan Bow	18"	2	3+	4+	1	1	Crit (Auto-wound)
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Vanari Dagger		1	3+	4+	-	1	-

⚡ Your Shooting Phase

LOFTED SHOTS: To strike a distant target, these warriors point their bows to the sky before launching a volley up high.

Effect: Until the end of the phase, add 6" to the Range characteristic of this unit's Auralan Bows but subtract 1 from hit rolls for this unit's shooting attacks.



KEYWORDS

INFANTRY, REINFORCEMENTS

MOVE 6"
HEALTH 1 5+ SAVE
CONTROL 1

The bow is considered a noble weapon in Lumineth society, for the ability to send an arrow soaring through the radiant skies appeals greatly to aelven sensibilities – as does avoiding the need to close with their base adversaries. Sentinels are the archers of the Vanari, each having trained until they can shoot a foe through the eye from great distance. Their bows use a complex series of strings that allow them to moderate range and power, and their armour shines with the power of Hysh, capable of temporarily blinding any foes who weather their storm of sunmetal-tipped arrows.

• SPEARHEAD WARSCROLL •

VANARI AURALAN WARDENS



⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Warden's Pike	2	3+	4+	-	1	Crit (Mortal), Anti-charge (+1 Rend)

⚡ Once Per Battle, Any Combat Phase

MOONFIRE FLASK: The High Warden carries a flask filled with a burning silvery liquid that can be hurled at the incoming enemy.

Declare: Pick an enemy unit in combat with this unit and that charged this turn to be the target, then roll a dice.

Effect: On a 2+, inflict D3 mortal damage on the target.



KEYWORDS

INFANTRY, REINFORCEMENTS

MOVE 6"
HEALTH 1 4+ SAVE
CONTROL 1

The Auralan Wardens are the lynchpins of the Vanari military. These phalanxes of skilled aelven warriors embody the Tyrionic traditions of their people; they do not flinch in the face of danger, nor do they hesitate to wield their pikes to impale oncoming enemies. The Wardens' strength is built upon unity of purpose and a discipline that only those as long-lived as the aelves can hope to master. Empowered by the energies of aetherquartz and the arcane moonfire entrusted to their High Warden, they are the proud fortress wall upon which the forces of disorder break.

DAUGHTERS OF KHAINE

HEARTFLAYER TROUPE

This Spearhead army consists of the following units:

GENERAL

- ◆ Melusai Ironscale

UNITS

- ◆ 5 Witch Aelves
- ◆ 5 Witch Aelves
- ◆ 5 Doomfire Warlocks
- ◆ 5 Blood Stalkers



Eager for worthy kills to offer to their goddess, the most zealous disciples of Morathi-Khaine set out in Heartflayer Troupes to massacre her enemies. These Khainites are darting, blood-slick killers upon the battlefield, eschewing heavy armour in order to maximise their dexterity and speed. Each Troupe is led by a Melusai Ironscale, most loyal of Morathi-Khaine's Scáthborn guard. These serpentine champions are powerhouses in their own right, viciously striking down foes with their keldrisaíth staves or blasting them from afar with bolts of umbral magic. They are backed up by the Melusai archers known as Blood Stalkers, who pick off opponents from a distance with preternatural skill, piercing hearts with enchanted arrows.

Surging forward to break through the front lines are the Doomfire Warlocks, incinerating enemies with flames made of pure shadow before beheading stragglers with their darkly gleaming scimitars. Throngs of Witch Aelves scream in their wake, eager to commit murder in the name of their bloody-handed goddess. These priestesses of battle place great religious import on wanton slaughter, and they will relentlessly stab and slice until they are stained as red as the corpses that surround them.

'Let us gouge out the hearts of these fools and offer them to the Bloody-Handed One!'

– Cariadra Hagg-Mawr



Lead rules writer Matt's paint scheme is inspired by Celtic traditional colours, representing a Khainite force from the Aelfgrove Wetlands of Ghyran. He has applied blue warpaint to the skin of his aelves and used plenty of natural shades.

BATTLE TRAITS

BLOOD RITES

Before battle, the Daughters take part in holy rites of blood-letting. With each sacrifice, the faithful are imbued with a fraction of their goddess's furious power.

At the start of each battle round, all friendly units gain the **Blood Rites** passive ability that corresponds to the current battle round number, as shown in the table on the right (units keep all Blood Rites abilities gained in previous battle rounds).

ROUND ABILITY

- | ROUND | ABILITY |
|-------|--|
| 1 | QUICKENING BLOODLUST: <i>The Khainites' hearts beat harder and their strides lengthen in anticipation of battle.</i>
Effect: Add 1 to run rolls for this unit. |
| 2 | HEADLONG FURY: <i>Reciting the catechism of Crimson Hate, the Khainites rush ahead in their eagerness to slaughter.</i>
Effect: Add 1 to charge rolls for this unit. |
| 3 | ZEALOT'S RAGE: <i>The faithful draw the god's murderous spirit to the battlefield.</i>
Effect: Add 1 to hit rolls for combat attacks made by this unit. |
| 4 | SLAUGHTERER'S STRENGTH: <i>Khaine's flock are imbued with shocking strength.</i>
Effect: Add 1 to wound rolls for combat attacks made by this unit. |

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Once Per Battle, Your Hero Phase

MURDEROUS EPIPHANY: *The Khainites are struck by a terrible vision of the Bloody-Handed God that drives their zeal to ever greater heights.*

Effect: All friendly units gain the **Blood Rites** passive ability they would have gained at the start of the next battle round (they keep this ability for the rest of the battle, but they do not gain it for a second time at the start of the next battle round).

Any Combat Phase

BLESSING OF KHAINE: *Sacred rites have been performed on this Melusai Ironscale by the priestesses of the temple, and it is said that she can bestow the blessing of Khaine upon her sisters in battle.*

Declare: Pick a friendly unit wholly within 12" of your general. You cannot pick your general.

Effect: Add 1 to ward rolls for that unit this phase.

ENHANCEMENTS: Give your general 1 of the following enhancements.

Passive

BATHED IN BLOOD: *Your general draws vigour from the gore that splatters over her in battle.*

Effect: Each time a model is slain by your general, Heal (1) your general.

Passive

FUELLED BY REVENGE: *This general inspires a wrathful lust for vengeance in her Scáthborn kin.*

Effect: Add 1 to the Rend characteristic of melee weapons used by friendly **Blood Stalkers** units while they are wholly within 12" of your general.

Once Per Battle, Any Combat Phase

FLASK OF SHADEMIST: *Filled with an obscuring mist harvested from the Ulguan coast, when this flask is shattered, the battlefield is plunged into darkness.*

Effect: Until the end of the phase, subtract 1 from hit rolls for attacks that target friendly units while they are wholly within 12" of your general.

Your Hero Phase

ZEALOUS ORATOR: *Your general is a wild demagogue who inspires her followers to fight on in the face of impossible odds.*

Declare: Pick a friendly unit wholly within 9" of your general that is **not** in combat. Roll a dice for each slain model from that unit.

Effect: For each 5+, you can return 1 slain model to that unit.

MOVE 8"
HEALTH 6 SAVE 5+
CONTROL 2

Crafted from the souls of aelves that blazed brightest with the need for revenge, the Melusai Ironscales serve Morathi-Khaine as elite war leaders amongst the Scáthborn and are terrifying martial champions in their own right. Each of the Scáthborn is bound in loyalty to Morathi-Khaine, and they are her eyes and ears outside her temple within Hagg Nar. Their baleful magic is capable of transforming their enemies into statues of living crystal, in which they remain forever imprisoned at the agonising point of death.

• SPEARHEAD WARSCROLL •

MELUSAI IRONSCALE

⚔	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Keldrisaith	12"	2	3+	3+	1	D3	-
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Keldrisaith		6	3+	4+	1	2	-

⚔ Your Hero Phase

ALL-OUT SLAUGHTER: *The Melusai Ironscale exhorts their warriors to commit acts of terrible bloodshed.*

Declare: Pick a friendly unit wholly within 12" of this unit to be the target. You cannot pick this unit.

Effect: Until the start of your next turn, add 1 to hit rolls for combat attacks made by the target.

⚔ End of Any Turn

TURNED TO CRYSTAL: *The touch of an Ironscale can permanently transmute an enemy into a crystal statue.*

Declare: Pick an enemy unit within 1" of this unit to be the target and roll a dice.

Effect: On a 2+, inflict 1 mortal damage on the target.



KEYWORDS HERO, INFANTRY, WARD (6+)

MOVE 8"
HEALTH 2 SAVE 5+
CONTROL 1

Drawing their ornate heartseeker bows, the slithering Melusai archers known as Blood Stalkers loose terrifyingly accurate volleys. Their bows are carved from wood taken from the sentient ashdusk tree, and their arrows are blessed by the Hag Queens of their coven. Each missile fired by these serpentine hunters is guided by these enchantments straight towards an enemy's heart.

• SPEARHEAD WARSCROLL •

BLOOD STALKERS

⚔	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Heartseeker Bow	18"	3	3+	4+	1	1	Crit (Auto-wound)
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Scianlar		2	3+	4+	-	1	-

⚔ Passive

HEARTSEEKERS: *The blood-blessed arrows loosed by these Melusai unerringly seek out the enemy's vital organs.*

Effect: Shooting attacks made by this unit score critical hits on unmodified hit rolls of 5+ if this unit did not use a MOVE ability in the same turn.



KEYWORDS INFANTRY, WARD (6+)

MOVE 14"
HEALTH 3 SAVE 5+
CONTROL 1

Doomfire Warlocks are expert light cavalry, adept at harrying flanks with crossbow fire or cutting down targets with their cursed scimitars. They can harness the power of shadow, hurling bolts of black flame to destroy their targets. Each is branded with a painful rune upon their forehead, without which they would gradually wither away, for the majority of males in the temple-cities are born weak of body and spirit. These sigils greatly amplify the Warlocks' magical potential, allowing them to cast searing bolts of magical doomfire at those nearby, but forever leash them to Morathi-Khaine's service.

• SPEARHEAD WARSCROLL •

DOOMFIRE WARLOCKS



⚔ RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Doomfire Crossbow	10"	2	3+	4+	-	1	-
⚔ MELEE WEAPONS	Attacks		Hit	Wound	Rend	Damage	Ability
Cursed Scimitar	2		3+	4+	1	1	-
Dark Steed's Vicious Bite	2		5+	3+	-	1	Companion

⚔ Your Hero Phase

DOOMFIRE: *The Doomfire Warlocks hurl bolts of blazing black flame at their foes.*

Declare: Pick a visible enemy unit within 12" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, inflict D3 mortal damage on the target.



KEYWORDS CAVALRY, REINFORCEMENTS, WARD (6+)

MOVE 6"
HEALTH 1 SAVE 6+
CONTROL 1

Witch Aelves are devotees of bloodshed and murder, eschewing heavy armour in favour of high-supernatural agility. As they charge headlong into the foe, they enter an ecstatic killing frenzy. For the Witch Aelves, battle is a sacred ritual where they can truly express their devotion to their Murder God. Each carries a sciansá, a holy tool tempered in blood – one twist of this notched blade causes extreme pain as it slices through foes' guts and severs their arteries in a crimson spray.

• SPEARHEAD WARSCROLL •

WITCH AELVES



⚔ MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Paired Sciansá	3	3+	4+	-	1	Crit (Auto-wound)

⚔ Passive

FRENZIED FERVOUR: *Witch Aelves hurl themselves at the enemy with no fear of death, cutting down foes in a whirlwind of blades.*

Effect: Add 1 to the Rend characteristic of this unit's melee weapons if it charged in the same turn.



KEYWORDS INFANTRY, REINFORCEMENTS, WARD (6+)

IDONETH DEEPKIN

SOULRAID HUNT

This Spearhead army consists of the following units:

GENERAL

◆ Isharann Soulscryer

UNITS

- ◆ 3 Akhelian Morrsarr Guard
- ◆ 1 Akhelian Alloplex
- ◆ 5 Namarti Thralls
- ◆ 5 Namarti Thralls



A Soulraid Hunt is launched whenever the Idoneth Deepkin sense valuable souls for the taking and wish to harvest them as swiftly and subtly as possible. An Isharann Soulscryer leads the hunt to its quarry, travelling along the eddying paths of the realms' waterways before bursting upon the unsuspecting foe without warning or mercy. Bands of Namarti Thralls circle their targets like ocean predators, herding them like schools of panicked fish with sweeping strikes from their lanmari blades, their own losses considered to be of little importance when balanced against the greater Idoneth cause.

With the enemy corralled, it falls to the noble Akhelians to deliver a killing blow. The ethersea shifts as streamlined forms slither through the air, angling towards the foe with sinister eagerness. Their Fangmora Eel mounts snapping eagerly, the Morrsarr Guard charge into the fray, lances crackling with voltaic force as they punch through armour and flesh. In the cavalry's wake comes the razor-finned nightmare known as an Alloplex, its powerful jaws shredding its prey as an Akhelian rider fires shots from the harpoon launcher fixed to its harness. Soon the ethersea is stained red with the blood of the slain, and the aelves of the deeps can begin the process of harvesting precious souls.

'The ocean knows all secrets.'

– Lagaeous, Isharann Soulscryer



Graphic designer Daniel's Idoneth were inspired not only by the aqua and deep blue of the Ionrach enclave but also by an image he found of a deep-sea anglerfish. Be wary of gazing on them for too long – they might come for your soul too!

BATTLE TRAITS

TIDES OF DEATH

The Idoneth Deepkin destroy their enemies like the relentless tides of a perilous sea, building up their attack to a crashing crescendo and then receding to leave nothing but death in their wake.

In each battle round, all friendly units have the **Tides of Death** passive ability that corresponds to the current **battle round number**, as shown in the table below.

ROUND	ABILITY
1	<p>U LOW TIDE: <i>The Idoneth move towards the foe, their appearance eerily refracted and distorted.</i></p> <p>Effect: Subtract 1 from hit rolls for shooting attacks that target this unit.</p>
2	<p>U FLOOD TIDE: <i>The Idoneth attack suddenly, swirling around the foe and trapping the unwary.</i></p> <p>Effect: This unit can use a RUN ability and still use SHOOT and/or CHARGE abilities later in the turn.</p>
3	<p>X HIGH TIDE: <i>The Idoneth smash into the foe with the speed and fury of gale-blown waves.</i></p> <p>Effect: This unit has STRIKE-FIRST.</p>
4	<p>U EBB TIDE: <i>The Idoneth withdraw, leaving the enemy's dead behind like flotsam on a storm-wracked beach.</i></p> <p>Effect: This unit can use a RETREAT ability and still use SHOOT and/or CHARGE abilities later in the turn.</p>

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

X Passive

WAY OF THE CRESTING WAVE: *The Thralls of this raiding party have been trained in techniques that see them strike like a tsunami.*

Effect: Add 1 to the Rend characteristic of melee weapons used by friendly **Namarti Thralls** units that charged in the same turn.

U End of Any Turn

ETHERSEA PREDATORS: *The deep-sea beasts these warriors ride are driven into a feeding frenzy during battle.*

Effect: Pick a friendly **CAVALRY** unit that used a **FIGHT** ability this turn. **Heal (D3)** that unit.

ENHANCEMENTS: Give your general 1 of the following enhancements.

O Passive

ARCH-RITUALIST: *This general is a master at manipulating the ethersea to conceal the approach of their forces.*

Effect: Add 1 to rolls for your general's 'Ritual of the Creeping Mist' ability.

U Passive

STEELSHELL ARMOUR: *This pearlescent armour offers uncanny protection, regardless of the strength behind the blows that strike it.*

Effect: Ignore all modifiers to save rolls for your general (positive and negative).

U Once Per Battle, Any Combat Phase

MIND FLARE: *A brilliant pulse of bioluminescence suddenly illuminates the gloom of the ethersea, temporarily blinding those unprepared for it.*

Declare: Pick an enemy unit in combat with your general.

Effect: Until the end of the phase, attacks made by that unit only score hits on unmodified hit rolls of 6.

U Your Hero Phase

DELICIOUS MORSELS: *This general carries with them rare crustaceans favoured by Allopexes and Fangmora Eels.*

Effect: **Heal (1)** each friendly **CAVALRY** unit within your general's combat range.

MOVE 6"
HEALTH 5 SAVE 5+
CONTROL 2

Reclusive and mysterious even by the standards of the Isharann caste, Soulscryers are able to sense the richest sources of soul-stuff across the realms. They work their strange magics to navigate the utter darkness of the deep places and blanket the lands in creeping mists to disorient the foe. Their eldritch senses allow them to guide other Idoneth along hidden paths in the realms' oceans and rivers, so that they can strike the foe from unexpected angles.

• SPEARHEAD WARSCROLL •

ISHARANN SOULSCRYER

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Scryfish Shoal	10"	8	5+	5+	-	1	Shoot in Combat, Companion

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Abyssal Touch	3	3+	4+	-	D3	-

Your Hero Phase

RITUAL OF THE CREEPING MIST:

This ritual beckons the chilling fogs of the ethersea to blind the enemy.

Declare: Pick a visible friendly unit wholly within 12" of this unit to be the target, then roll a dice.

Effect: On a 4+, until the start of your next turn, the target unit cannot be targeted by shooting attacks unless the attacking model is within its combat range.



KEYWORDS HERO, INFANTRY

MOVE 14"
HEALTH 4 SAVE 4+
CONTROL 1

Swift and hard-hitting, Morrarr Guard are the shock cavalry of the Akhelian warrior caste. Carried by their fearsomely swift Fangmora Eel steeds, the lowered voltspears of these elite riders strike with devastating force, unleashing a concentrated pulse of biovoltaic energy on impact.

• SPEARHEAD WARSCROLL •

AKHELIAN MORRSARR GUARD

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Voltspear	2	3+	4+	1	1	Charge (+1 Damage)
Fangmora's Fangs and Lashing Tail	3	4+	3+	1	D3	Companion

Once Per Battle, Any Charge Phase

BIOVOLTAIC BLAST: *The biovoltaic energy produced by Fangmora Eels is stored by Morrarr Guard, ready to be discharged as a bolt of force when the time is right.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target, then roll a number of dice equal to the number of models in this unit.

Effect: For each 4-5, inflict 1 mortal damage on the target. For each 6+, inflict D3 mortal damage on the target. Add 1 to each roll if there are more models in the target unit than this unit.



KEYWORDS CAVALRY, FLY

MOVE
12"
HEALTH 8 4+ SAVE
2 CONTROL

Allopexes are vicious predators of the deep known for their voracious appetites. As Akhelian bond-beasts, they are more dangerous still, boasting scythe fins and deadly back-mounted harpoon launchers. Even the bravest fear these blank-eyed terrors, and with good reason: as soon as it scents fresh blood, an Allopex enters a thrashing frenzy, tearing its prey limb from limb.

• SPEARHEAD WARSCROLL •

AKHELIAN ALLOPEX

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Razorshell Harpoon Launcher	18"	2	3+	2+	1	3	Anti-MONSTER (+1 Rend)
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Barbed Hooks and Blades	4	3+	4+	1	1	-	
Allopex's Ferocious Bite	3	4+	2+	2	2	Companion	

Passive
BLOODTHIRSTY PREDATORS: *Allopexes are drawn towards the scent of freshly spilt blood.*
Effect: Add 1 to the Attacks characteristic of this unit's **Allopex's Ferocious Bite** if it is within 6" of any damaged enemy units or if it is within 6" of any enemy units that have had any models slain in the same turn.



KEYWORDS CAVALRY, FLY

MOVE
6"
HEALTH 1 5+ SAVE
1 CONTROL

The core infantry of the Idoneth Deepkin, Namarti Thralls advance into battle brandishing massive two-handed weapons known as lanmari. Despite their blindness and the heft of their blades, they whirl and chop with aelven grace, adapting their attacks to deal with whatever foe they face.

• SPEARHEAD WARSCROLL •

NAMARTI THRALLS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Lanmari	2	3+	4+	1	1	Anti-INFANTRY (+1 Rend)

Passive
SWEEPING BLOWS: *Lanmari can cut through weaker opponents as an Allopex cuts through a shoal of Scryfish, or they can be used to inflict grievous wounds on larger enemies.*
Effect: Add 1 to the Damage characteristic of this unit's **Lanmari** for attacks that target an enemy **MONSTER**.



KEYWORDS INFANTRY, REINFORCEMENTS

SYLVANETH

BITTERBARK COPSE

This Spearhead army consists of the following units:

GENERAL

◆ Branchwych

UNITS

- ◆ 1 Treelord
- ◆ 3 Kurnoth Hunters
- ◆ 5 Tree-Revenants



A Bitterbark Copse is a gathering of Sylvaneth that channels the spirit-song of Alarielle's warlike Summer Aspect to purge the enemies of natural law. They are led by a Branchwych, a vengeful creature of bark and briar that cleaves through foes with their scythe. Fiercely protective of both their forest and their kin, each Branchwych wields verdant magic that allows them to weave sundered Sylvaneth barkflesh back together or add a thorned edge to their enchanted weapons.

Alongside them stride the wood-sinewed warriors of the Copse. Kurnoth Hunters fire with devastating accuracy from the back lines. They are uniquely in tune with the vibrations of the realmroots, allowing them to draw upon Alarielle's might wherever they might be. Defending them are the Tree-Revenants, fey beings imbued with the memories of their fallen ancestors, who have ever sought to protect natural places of power. With centuries of experience to draw on, they are martial experts, able to switch between attacking and defending with natural fluidity. Each Copse is also accompanied by a Treelord, an ancient arboreal giant. Each one has lived for untold years, growing ever taller, wiser and more fearsome in battle.

'Our enemies' corpses shall nourish the lands that they sought to destroy.'

– Branchwych Saoirsa



Studio editor Kelly's copse of Sylvaneth hail from the Summerglade in Ghyran. To reflect their lush habitat, she has used bright greens and oranges to represent the height of summer, with lots of foliage and flowers.

BATTLE TRAITS

☞ Once Per Turn, End of Any Turn

LEY LINES: *The Sylvaneth draw strength from natural sites of mystical power.*

Effect: Heal (1) each friendly unit that is within 3" of any terrain features.

☞ Once Per Turn, End of Any Turn

STRIKE AND FADE: *These warriors use the spirit paths to ambush the enemy before retreating back into the shadows.*

Declare: Pick a friendly unit that used a **FIGHT** ability this turn and is within 3" of any terrain features, then roll a dice.

Effect: On a 2+, remove that unit from the battlefield and set it up again so that each model in the unit is within 3" of any terrain features and more than 6" from all enemy units.



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

☞ Once Per Turn, End of Any Turn

VENGEFUL SPIRITS OF THE LAND: *The realm-spirits lingering around the ancient sites are roused to wrath and unleashed upon the Sylvaneth's enemies.*

Declare: Pick an enemy unit that is contesting an objective and roll a dice.

Effect: On a 4+, inflict D3 mortal damage on that enemy unit.

☞ Once Per Turn, Your Movement Phase

WALKERS OF THE HIDDEN PATHS: *These mysterious warriors walk the realmroots.*

Declare: Pick a friendly unit that is within 3" of any terrain features and not in combat.

Effect: Remove that unit from the battlefield and set it up again more than 6" from all enemy units. That unit cannot use **MOVE** abilities for the rest of the phase.

ENHANCEMENTS: Give your general 1 of the following enhancements.

☞ Your Hero Phase

REGROWTH: *Your general channels an invigorating bloom of magic.*

Declare: Pick a visible friendly unit wholly within 18" of your general to be the target, then make a casting roll of 2D6.

Effect: On a 5+, Heal (D6) the target.

☞ Passive

GNARLED WARRIOR: *This Sylvaneth's battle-scarred hide has turned aside countless blades.*

Effect: Ignore negative modifiers to save rolls for your general.

☞ Your Hero Phase

TREESONG: *Your general implores the spirits of the wyldwoods to guide the blades of their allies.*

Declare: Pick a visible friendly unit wholly within 12" of your general to be the target, then make a casting roll of 2D6.

Effect: On a 7+, add 1 to the Rend characteristic of the target unit's melee weapons until the start of your next turn.

☞ Passive

SEED OF REBIRTH: *Should its bearer ever fall, the seed will grant them new life.*

Effect: If your general would be destroyed, before removing them from play, roll a dice. On a 3+, your general is not destroyed and any remaining damage points inflicted on them have no effect. Then, Heal (1) your general.

MOVE
6"
HEALTH 5 SAVE 5+
CONTROL 2

Warrior matriarchs and guardians of the Sylvaneth's legacy, Branchwyches lead their kin to battle with blasts of sorcery and hissing swings of their scythes, even as their bittergrub familiars lash and bite their adversaries. These same weapons are used when the fighting is done to harvest the life essence and memories from the Sylvaneth's fallen. It is the duty of the Branchwyches to revive their kin with the verdurous harmonies of Ghyran and, if they fall, to plant their lamentiri amidst the soulpod groves to allow Alarielle's future children to inherit the feelings and experiences within them.

• SPEARHEAD WARSCROLL •

BRANCHWYCH

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Greenwood Scythe and Bittergrub	3	3+	4+	1	D3	-

🚩 Your Hero Phase

VERDUROUS HARMONY: *The wizard plucks reviving motes of magic from the air and uses them to renew the broken forms of fallen warriors.*

Declare: Pick a visible friendly unit wholly within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 7+, you can return 1 slain model to the target unit. If you picked a **Tree-Revenants** unit, you can return D3 slain models instead of 1.



KEYWORDS

HERO, WIZARD, INFANTRY

MOVE
5"
HEALTH 14 SAVE 3+
CONTROL 5

Treelords stomp towards the enemy with earth-shaking strides. Their roots burrow through the soil as fast as arrows through the air, exploding from the ground to rend and throttle, while every swing of their vast talons slaughters another swathe of foes. Each one draws upon the experience of several mortal lifespans in battle. Their sheer power and dominance of the battlefield allows smaller Sylvaneth kin to dart around them and pick apart floundering enemy formations. The great strength and wisdom of Treelords often sees them act as the captains and champions of each wargrove.

• SPEARHEAD WARSCROLL •

TREELORD

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Strangleroots	10"	3	3+	2+	1	2	Shoot in Combat
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Sweeping Blows	5	4+	2+	1	2	-	
☠ Massive Impaling Talons	2	4+	2+	2	3	-	

🛡 Any Combat Phase

GROUNDSHAKER: *The earth quakes as the Treelord stomps down hard, shaking the enemy's wits.*

Declare: Pick an enemy unit in combat with this unit to be the target, then roll a dice.

Effect: On a 4+, the target has **STRIKE-LAST** this phase.

☠ Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Massive Impaling Talons** is 1.



KEYWORDS

MONSTER

MOVE
5" HEALTH 5 SAVE 4+ CONTROL 2

Champions amongst the forest kindred, each Kurnoth Hunter is skilled in the use of a variety of enchanted weapons, among them a greatbow the size of an artillery piece. The first of these ferocious warriors was planted after Alarielle came into her summer aspect, imbuing her chosen envoys with the tenacity and strength required for war. They are particularly in tune with the realmroots, allowing them to sense the Everqueen's will and convey orders to their kin. During battle, Kurnoth Hunters armed with bows will dig their roots into the ground and fire into the enemy's lines tirelessly, weathering any oncoming storm.

• SPEARHEAD WARSCROLL •

KURNOTH HUNTERS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Kurnoth Greatbow	18"	2	3+	3+	1	2	-
MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
Vicious Claws		3	3+	3+	-	1	-

U Passive

ENVOYS OF THE EVERQUEEN: *Kurnoth Hunters can channel a fraction of their goddess's divine power through those sites that resonate with the realmroots.*

Effect: While this unit is contesting an objective, friendly units contesting that objective have **WARD (6+)**.



KEYWORDS

INFANTRY

MOVE
6" HEALTH 2 SAVE 5+ CONTROL 1

The Tree-Revenants move with flowing grace, flickering along the spirit paths to carve their way through the enemy's ranks. Their highly ritualised way of war lends them a lethal speed and skill that few enemies can stand against. Each one has a lamentiri at their core, a seed imbued with the memories and experiences of those who came before. This allows the Tree-Revenants to accumulate multiple mortal lifetimes' worth of martial memories, strengthened by their eternal desire to protect their homes and kin.

• SPEARHEAD WARSCROLL •

TREE-REVENANTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Enchanted Blade	2	3+	4+	1	1	-

✂ Any Combat Phase

MARTIAL MEMORIES: *Tree-Revenants can draw on centuries of experience when they go to war.*

Effect: Pick 1 of the following effects to apply to this unit this phase:

Memories of War: Add 1 to hit rolls for attacks made by this unit.

Memories of Peace: Add 1 to save rolls for this unit.



KEYWORDS

INFANTRY, REINFORCEMENTS



KHARADRON OVERLORDS

SKYHAMMER TASK FORCE

This Spearhead army consists of the following units:

GENERAL

- ◆ Arkanaut Admiral

UNITS

- ◆ 5 Arkanaut Company (incl. Skypike)
- ◆ 5 Arkanaut Company (incl. Light Skyhook and Aethermatic Volley Gun)
- ◆ 3 Skywardens
- ◆ 1 Arkanaut Frigate



The Kharadron naval doctrine emphasises the swift and decisive application of intense firepower in order to seize profitable territory. On occasions where it is infeasible to deploy the full might of their sky-fleet in order to achieve this purpose, a Kharadron Admiral will often take charge of a single Arkanaut Frigate and a carefully selected retinue of trusted aeronauts, forming a heavy-hitting ad-hoc formation known as a Skyhammer Task Force.

The success of a Skyhammer Task Force relies first and foremost on the wondrous war machine that is the Arkanaut Frigate. As the vessel descends from the skies, it unleashes a hail of armour-shredding firepower, clearing a landing zone for the Arkanauts rappelling down from its gunwales. The Admiral commands this ground party personally, bellowing orders and blasting at the foe with their volley pistol, while airborne, endrin-clad Skywardens sweep the skies clear of threats. Once a foothold has been secured, the Frigate will swoop back in, slowing long enough for Arkanauts to tether themselves to its hull, hitching a ride on the vessel in order to outflank and plunder the next enemy position.

*'Give me a single Arkanaut Frigate and I can bring down a city.
Give me a dozen and I can conquer a nation.'*

– Admiral Rodran Grumborg of Barak-Nar



Rules writer Jimbo opted for bold red-and-white livery for his Skyhammer Task Force, which is led into battle by the redoubtable – and ill-tempered – Admiral Erikssen of Barak-Thryng.

BATTLE TRAITS

➤ **Reaction:** You declared a non-CHARGE MOVE ability for an Arkanaut Frigate

PLY THE SKIES: *The Kharadron rule the skies of the realms with fleets of fearsome airships crewed by hardened duardin.*

Used By: The Arkanaut Frigate that is using that MOVE ability.

Effect: Pick a friendly INFANTRY unit that is wholly within the combat range of that Arkanaut Frigate and not in combat to be **transported**. Remove that INFANTRY unit from the battlefield. Then, when the Arkanaut Frigate ends its move, set up the INFANTRY unit on the battlefield again, wholly within the combat range of the Arkanaut Frigate and not in combat. A unit cannot use CHARGE abilities if it was transported in the same turn.



Arkanaut with Light Skyhook



Arkanaut with Skypike



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➤ **Once Per Battle, Your Movement Phase**

ASSAULT BOAT: *The speed and manoeuvrability of the Arkanaut Frigate allows it to deliver Arkanaut Companies directly into the fray.*

Declare: Pick a friendly unit that was **transported** this turn to use this ability.

Effect: That unit can still use CHARGE abilities later in the turn.

➤ **Once Per Battle, Your Movement Phase**

DISENGAGE: *At an officer's command, the vessel disengages with all guns blazing.*

Declare: Pick a friendly Arkanaut Frigate to use this ability.

Effect: If that unit uses a RETREAT ability this phase, no mortal damage is inflicted on it and it can still use SHOOT abilities later in the turn.

ENHANCEMENTS: Give your general 1 of the following enhancements.

U **Passive**

MASTERWROUGHT ARMOUR: *This Admiral's finely crafted suit of armour is the acme of the armourer's art.*

Effect: Your general has WARD (6+).

U **Once Per Battle, Any Hero Phase**

FLASK OF VINTAGE GOROGNA: *This rare duardin drink is said to be good for whatever ails you.*

Effect: Heal (D6) your general.

➤ **Once Per Battle, Reaction:** You declared a CHARGE ability for a unit wholly within 12" of your general

THERE'S NO REWARD WITHOUT RISK: *Under the command of their Admiral, the crew close in on their prize without a moment's hesitation.*

Effect: You can re-roll the charge roll for that CHARGE ability.

➤ **Once Per Battle, Your Hero Phase**

LEAVE NO DUARDIN BEHIND: *With a rousing speech, the Admiral rallies his crew and steels their resolve.*

Declare: Pick a friendly Arkanaut Company unit wholly within 12" of your general and roll a dice for each slain model from that unit.

Effect: For each 4+, you can return 1 slain model to that unit.

MOVE 4"

HEALTH 6 SAVE 3+

CONTROL 2

Arkanaut Admirals are the cream of the sky-ports' officer class, intrepid leaders and battle-hardened veterans of a thousand aerial engagements whose booming commands inspire their crew to mighty deeds in the search for profit. Armed with an ornately crafted volley pistol and a massive, aether-powered skalthammer, they lead by example, crushing skulls and blasting smoking craters in any foes that stand between them and their next big score.

• SPEARHEAD WARSCROLL •

ARKANAUT ADMIRAL

⚔	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Masterwork Volley Pistol	10"	3	3+	3+	1	2	Shoot in Combat
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Skalthammer		3	3+	2+	1	3	-

● Your Hero Phase

ALWAYS TAKE WHAT YOU ARE OWED:
Following the decrees of the Code, the Admiral directs their fleet in the pursuit of profit and glory.

Declare: Pick a friendly Arkanaut Company unit wholly within 12" of this unit to be the target.

Effect: Add D6 to the target's control score until the start of your next turn.



KEYWORDS HERO, INFANTRY

MOVE 12"

HEALTH 15 SAVE 3+

CONTROL 5

The unmistakable profile of an Arkanaut Frigate set against the sky is a sight greatly feared by the Kharadron's enemies, who know all too well the devastating firepower these airships possess and the fighting spirit of the sky-sailors they carry into battle. As much transport vessels as weapon platforms, Frigates launch blistering attack runs upon enemy formations with harpoon-like skyhooks and expertly deployed munitions from their bomb racks, before swooping in low to disgorge companies of hard-bitten Arkanauts into their midst.

• SPEARHEAD WARSCROLL •

ARKANAUT FRIGATE

⚔	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	☠ Heavy Skyhook	24"	2	4+	3+	2	D6	-
	Aethershot Carbines	12"	4	3+	3+	1	2	Shoot in Combat
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Crew's Boarding Weapons		8	4+	4+	-	1	-



☠ Passive

BATTLE DAMAGED
Effect: While this unit has 10 or more damage points, the Attacks characteristic of its Heavy Skyhook is 1.

⚔ Once Per Battle, Your Movement Phase

BOMB RACKS: *This skyvessel carries a variety of bombs that can be dropped onto the battlefield below to obliterate ground targets.*

Declare: Pick an enemy unit that this unit passed across this phase to be the target, then roll a dice.

Effect: On a 2+, inflict D3 mortal damage on the target.

KEYWORDS WAR MACHINE, FLY

• SPEARHEAD WARSCROLL •

ARKANAUT COMPANY

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Privateer Pistol	10"	2	4+	4+	-	1	Shoot in Combat
Aethermatic Volley Gun	15"	2D6	4+	4+	-	1	-
Light Skyhook	15"	1	4+	3+	2	D3	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Arkanaut Cutter	2	4+	4+	-	1	-	
Gun Butt	1	4+	5+	-	1	-	
Skypike	2	3+	3+	1	2	Crit (Mortal)	

One unit has 4 Arkanauts armed with a Privateer Pistol and Arkanaut Cutter, and 1 Arkanaut armed with a Skypike.

The other unit has 3 Arkanauts armed with a Privateer Pistol and Arkanaut Cutter, 1 Arkanaut armed with an Aethermatic Volley Gun and Gun Butt, and 1 Arkanaut armed with a Light Skyhook and Gun Butt.

✘ Passive

GLORY-SEEKERS: All of the warriors that make up an Arkanaut Company are eager to win recognition for daring deeds.

Effect: Add 1 to hit rolls for attacks made by this unit that target a unit contesting an objective.



KEYWORDS

INFANTRY

MOVE 4"
HEALTH 1
SAVE 4+
CONTROL 1

The backbone of the Kharadron airfleets are the Arkanaut Companies. These grizzled privateers crew the sky-ports' vessels and are armed with a variety of aether-powered firearms and deck tools with which to repel boarders or take the fight to the enemy. Eager to earn an officer's commission, Arkanauts compete to outdo each other with acts of reckless bravado, risking everything to secure glory – and thus earn a better share of the profits.

• SPEARHEAD WARSCROLL •

SKYWARDENS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Vulcaniser Pistol	10"	3	3+	3+	1	1	Shoot in Combat
Aethermatic Volley Gun	15"	2D6	4+	4+	-	1	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Skypike	2	3+	3+	1	2	Crit (Mortal)	
Gun Butt	1	4+	5+	-	1	-	

This unit has 2 Skywardens armed with a Vulcaniser Pistol and Skypike, and 1 Skywarden armed with an Aethermatic Volley Gun and Gun Butt.

✘ End of Any Turn

TIMED CHARGES: Skywardens are practised at striking hard and then retreating quickly amidst timed explosions to cause massive damage.

Declare: Pick an enemy unit in combat with this unit to be the target, then roll a dice.

Effect: On a 2+, inflict 1 mortal damage on the target, and this unit can immediately use the 'Retreat' ability without any mortal damage being inflicted on it.



KEYWORDS

INFANTRY, FLY

MOVE 12"
HEALTH 2
SAVE 4+
CONTROL 1

Skywardens are elite formations of Arkanaut warriors whose duty is to safeguard their sky-fleet's vessels against attack.

Granted the power of flight by portable aether-endrins, they soar alongside their metal wards, scanning the clouds and the ground below for potential threats. Should battle be joined, Skywardens will swoop from on high to skewer enemies upon long-hafted skypikes or hover at short range to incinerate them with vulcaniser pistols. Whenever the enemy gather close, they withdraw to fight anew, leaving behind floating mines that detonate to cover their escape.

FYRESLAYERS

SAGA AXEBAND

This Spearhead army consists of the following units:

GENERAL

◆ Battlesmith

UNITS

- ◆ 5 Hearthguard Berzerkers
- ◆ 5 Vulkite Berzerkers
- ◆ 5 Vulkite Berzerkers
- ◆ 5 Vulkite Berzerkers
- ◆ 5 Vulkite Berzerkers



All Fyreslayers long for their name to echo forever in the heroic legends of their lodge, remembered as a byword for martial skill and boldness. Saga Axebands are wandering groups of Berzerkers in search of such glory. They are guided on their journey by a Battlesmith who bears witness to their deeds and who will one day honour the worthiest in the Hall of Fyre, thus preserving their tale for all time.

There is little subtlety to an Axeband's war-making. These doughty duardin scorn danger and lack the patience to let battle come to them. Vulkite Berzerkers have a tendency to charge head-first at whatever threat presents itself, relying upon their natural hardiness and the god-given power stamped into their flesh to keep them alive while they carve their foes into smoking chunks of meat. As the fighting rages, the Axeband's Battlesmith bellows tales of long-dead heroes that died in a manner befitting true offspring of Grimnir. In so doing, they incite their companions to ever more magnificent deeds, setting their runes ablaze with fervour. A band of Hearthguard Berzerkers forms an honour guard around the Battlesmith, their two-handed weapons lopping off the heads of any foe not cut down by their ward.

'Well then, Sons of Grimnir – do you want to live forever?'

– Battlesmith Aurg Cinder-eye of the Vostarg



Graphic designer Jim took a swig of magmalt ale and swore an oath to Grimnir before painting his Fyreslayers of the Vostarg lodge, achieving great results in no time at all with a selection of warm-hued Contrast paints.

BATTLE TRAITS

⚙ Once Per Battle Round, Start of Your Turn

AWAKEN THE RUNES:

In battle, a Fyreslayer's ur-gold runes are awakened, filling them with the blazing power of Grimnir.

Declare: Pick 1 of the **ur-gold runes** on the right, then make an **activation roll** of D6. Each ur-gold rune can only be activated once per battle.

Effect: On a 1-5, the rune's **standard effect** applies. On a 6, the rune's **enhanced effect** applies as well. The effects last until the start of your next turn.

UR-GOLD RUNES

⚔ RUNE OF FURY

Standard: Add 1 to hit rolls for combat attacks made by friendly units.
Enhanced: In addition, add 1 to the Attacks characteristic of your units' melee weapons.

⚔ RUNE OF SEARING HEAT

Standard: Add 1 to the Rend characteristic of your units' melee weapons.
Enhanced: In addition, add 1 to the Damage characteristic of your units' melee weapons.

🛡 RUNE OF FIERY DETERMINATION

Standard: Your units have **WARD** (5+).
Enhanced: In addition, add 1 to save rolls for friendly units.

➔ RUNE OF RELENTLESS ZEAL

Standard: Add 2" to the Move characteristic of your units.
Enhanced: In addition, add 2 to charge rolls for your units.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➔ Once Per Battle, Start of the First Battle Round

MAGMIC TUNNELS: *Tunnels carved by runic magic enable a band of Fyreslayers to attack from an unseen quarter.*

Effect: Pick up to 2 friendly units. Remove them from the battlefield and set them up again anywhere on the battlefield more than 6" from all enemy units.

⚔ Once Per Turn (Army), Your Shooting Phase

FYRESTEEL THROWING AXES: *These sidearms are deadly when hurled at close range.*

Declare: Pick any number of friendly units that are not in combat and are within 10" of any enemy units.

Effect: For each of those units, pick a visible enemy unit within 10" of it and roll a dice. On a 4+, inflict D3 mortal damage on that enemy unit.

ENHANCEMENTS: Give your general 1 of the following enhancements.

🛡 Start of Any Turn

TOO STUBBORN TO DIE: *Long in the beard, your general shrugs off wounds that would fell a lesser duardin.*

Effect: Heal (D3) your general.

⚙ Passive

SPIRIT OF GRIMNIR: *The very presence of your general sets ur-gold ablaze.*

Effect: You can re-roll **activation rolls** you make for the 'Ur-gold Runes' ability (see Battle Traits).

🏹 Your Hero Phase

HORN OF GRIMNIR: *Inlaid with powerful runes of ur-gold, a blast from this horn inspires those bloody and bruised to continue the fight.*

Declare: Pick your general to use this ability if they are not in combat.

Effect: Roll a dice for each friendly unit on the battlefield that has any slain models. On a 3+, you can return 1 slain model to that unit.

● Passive

POWERFUL PRESENCE: *With a roaring voice and mighty displays of strength, your general is an imposing figure upon the battlefield.*

Effect: Add 3 to your general's control score.

MOVE
4"
HEALTH 5 5+ SAVE
5 CONTROL

Battlesmiths are war-skalds and icon bearers who memorialise the glorious history of the Fyreslayers through the force of their oratory. As skilled in combat as any of their kin, they keep their sacred icons aloft in the midst of war, rallying their brethren with the image of their grim-faced god. As they fight, the Battlesmiths recite the histories of the lodge, inspiring nearby Fyreslayers to ever greater deeds.

• SPEARHEAD WARSCROLL •
BATTLESMITH

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Ancestral Battle-axe	5	3+	3+	1	2	-

Passive

ICON OF GRIMNIR: *The Battlesmith raises his icon of Grimnir, inspiring his allies so that they fight until the bitter end.*

Effect: Add 1 to save rolls for friendly units while they are wholly within 12" of this unit.

Once Per Battle, Any Hero Phase

PLANT THE ICON: *The Battlesmith slams the pommel of his icon into the earth, setting the ur-gold runes of nearby allies ablaze.*

Effect: For the rest of the turn, friendly units have **WARD (5+)** while they are wholly within 12" of this unit.



KEYWORDS

HERO, INFANTRY, WARD (6+)

MOVE
4"
HEALTH 2 6+ SAVE
1 CONTROL

Hearthguard Berzerkers are the chosen champions of the lodge, assigned the sacred task of protecting its dynastic rulers and most prestigious figures with a near-supernatural determination. Masterful warriors skilled in the use of the more exotic armaments within their lodge's armoury, they wreak devastation among the enemy's ranks, their flamestrike poleaxes cleaving, bludgeoning and burning foes all at once.

• SPEARHEAD WARSCROLL •

HEARTHGUARD BERZERKERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Flamestrike Poleaxe	2	3+	3+	1	2	Crit (Mortal)

Passive

DUTY UNTO DEATH: *Hearthguard Berzerkers are sworn to protect their lodge and its masters until their dying breath.*

Effect: While your general is wholly within this unit's combat range, both this unit and your general have **WARD (5+)**.



KEYWORDS

INFANTRY, WARD (6+)

• SPEARHEAD WARSCROLL •

VULKITE BERZERKERS

MOVE
4"
HEALTH 2 SAVE 6+
CONTROL 1

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Fyresteel Handaxes	2	4+	3+	1	1	Anti-charge (+1 Rend)

✘ **Passive**

WHIRLWIND OF DESTRUCTION: *With the light of Grimmir burning in their eyes, these impetuous warriors hurl themselves into the fray.*

Effect: Add 1 to the Attacks characteristic of this unit's melee weapons if it charged in the same turn.



KEYWORDS INFANTRY, WARD (6+)



SKAVEN

GNAWFEAST CLAWPACK

This Spearhead army consists of the following units:

GENERAL

◆ Clawlord on Gnaw-beast

UNITS

- ◆ 1 Grey Seer
- ◆ 1 Warlock Engineer
- ◆ 10 Clanrats
- ◆ 10 Clanrats
- ◆ 3 Rat Ogors



When the Skaven swarm across the realms, it is a vision drawn from apocalyptic texts. They are famine and rabid hunger made manifest, a chattering tide that drags down anything in their path. Even a comparatively small pack of Skaven can triumph through weight of frenzied numbers. This is embodied by the Gnawfeast Clawpacks, swarms of ratmen who surge forwards in a manic need to devour, defile and otherwise bring to ruin.

Gnawfeast Clawpacks rely on numbers to carry the day. Clanrats are an eminently disposable force sent to overwhelm foes alongside frenzied Rat Ogors. Their leaders are anything but subtle. The Clawlords that rule the Clanrat swarms are cunning strategists and know just where to sacrifice their warriors to grind down the enemy – before riding in themselves to tip the balance and claim the credit. A Clawlord will be attended to by advisors, both the magic-wielding Grey Seers and the Warlock Engineers of the Clans Skryre, who offer unpredictable but deadly fire support. All these verminous potentates are out to undermine one another, of course, but this only serves to ensure that the sharpest rise to the top.

'Man-things die. Short-things die. Aelf-things die. All things die. Our time now, yes-yes. Doom comes to gnaw on the surface world.'

– Clawlord Muskrutt of Clan Fang



Product developer Ben used drybrushing and shades to paint the majority of his Clawpack quickly. This gave him time to focus on special effects such as the eerie glow of the warpstone, created using Waystone Green over a grey undercoat.

BATTLE TRAITS

⚙️ **Once Per Battle, Deployment Phase**

THE LURKING

VERMINTIDE: *What scurries beneath the surface?*

Declare: Pick a friendly unit that has not been deployed to be the target.

Effect: The target unit is set up in reserve **in the tunnels below**. Units in the tunnels below that have not used the 'Gnawhole Ambush' ability by the end of the third battle round are destroyed.

KEYWORDS **DEPLOY**

➤ **Your Movement Phase**

GNAWHOLE AMBUSH: *A pack of Skaven emerges onto the battlefield from a glowing green rift in reality.*

Declare: Pick a friendly unit that is **in the tunnels below** to use this ability.

Effect: Set up that unit wholly within 6" of a corner of the battlefield and more than 9" from all enemy units.

KEYWORDS **CORE**



Warlock Engineer

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

⚡ **Once Per Battle, Your Shooting Phase**

WARPSTONE-LACED BULLETS: *Saturated with the energies of ruin, these munitions pack a deadly punch.*

Declare: Pick a ranged weapon a friendly unit is armed with.

Effect: That weapon has **Crit (Mortal)** this phase.

⚡ **Passive**

TOO QUICK TO HIT-HIT: *These skittish ratmen dart and run in all directions, avoiding retribution as they flee from combat.*

Effect: No mortal damage is inflicted on friendly units when they use **RETREAT** abilities.

ENHANCEMENTS: Give your general 1 of the following enhancements.

⚡ **Reaction: You declared the 'Call for Reinforcements' ability**

LEAD THE SEETHING HORDE: *With screeched war cries, this Clawlord directs their vermin underlings to swarm the enemy.*

Effect: Instead of using the set-up instructions in the 'Call for Reinforcements' ability, the replacement unit can be set up wholly within 13" of this unit and not in combat.

⚡ **Passive**

SKRYRE CONNECTIONS: *This Clawlord has tasked the Skryre engineers under their command to overcharge their ratling pistol.*

Effect: Your general's **Ratling Pistol** has an Attacks characteristic of 2D6 instead of D6.

⚡ **Passive**

WARPSTONE CHARM: *This foul talisman radiates mutating energy.*

Effect: Subtract 1 from save rolls for enemy units in combat with your general.

⚡ **Passive**

CLOAK OF STITCHED VICTORIES: *This cloak is made from the stitched pelts of traitors and inflicts a rabid paranoia upon the bearer, making them hard to hit and even harder to stab in the back.*

Effect: Your general has **WARD (5+)**.

MOVE
9"
HEALTH 7 4+ SAVE
2 CONTROL

Clawlords are the tyrannical rulers of the Clans Verminus, the lives of thousands of minions theirs to expend at a moment's notice. It takes both cunning and viciousness to hold their lofty position, and successful Clawlords must be willing to stoop to any foul end and fight like cornered animals in order to keep their star in the ascendant. Accumulating favours from members of the other Great Clans is a fine way to do this, and so the most powerful Clawlords will ride upon a Gnow-beast bred by the Clans Moulder – a gangly, shrieking abomination whose hunger is even more voracious than that of its Skaven master.

• SPEARHEAD WARSCROLL •
CLAWLORD
ON GNAW-BEAST

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Ratling Pistol	10"	D6	3+	3+	1	1	Crit (Auto-wound), Shoot in Combat
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Warpforges Halberd	5	3+	4+	1	2	-	
Gnow-beast's Chisel Fangs	4	4+	3+	1	D3	Companion	

✘ **Passive**
CORNERED RAT: A Clawlord in fear for their life fights with rabid ferocity.
Effect: While this unit is damaged, add 3 to the Attacks characteristic of its Warpforges Halberd.



KEYWORDS HERO, CAVALRY, WARD (6+)

MOVE
6"
HEALTH 5 6+ SAVE
2 CONTROL

Grey Seers are marked out from their minions not only by their pale fur and curling horns but also by their ability to wield the withering magics of the Great Horned Rat. They serve as the executors of their terrible god's will amongst the clans – though this does not prevent them from pursuing their own schemes as a matter of course. Able to handle warpstone with greater ease than fellow ratmen, a Grey Seer will use all manner of relics to try and glean an advantage, all while using their sorcery and innate cunning to undermine and drag down enemies and rivals alike.

• SPEARHEAD WARSCROLL •
GREY SEER

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Warpstone Staff	3	4+	4+	1	D3	-

● **Your Hero Phase**
WILL OF THE HORNED RAT: None among the Skaven clans may defy the commands of a Grey Seer – openly, at least...

Declare: Pick a friendly unit wholly within 13" of this unit to be the target, then roll a dice.
Effect: On a 3+, add the roll to the target's control score until the start of your next turn.

✘ **Your Hero Phase**
WITHER: The Grey Seer hurls a glowing green globe of magical energy at the foe. Anyone touched by the globe starts to shrivel and wither away.
Declare: Pick a visible enemy unit within 13" of this unit to be the target, then make a casting roll of 2D6.
Effect: On a 6+, inflict D3 mortal damage on the target.



KEYWORDS HERO, WIZARD, INFANTRY

MOVE 6"
HEALTH 5 SAVE 5+
CONTROL 2

Warlock Engineers are those Skryre artificer-rats who have mastered the various branches of skaven engineering. Skilled in the creation of ingenious and insane weapons, these Skaven take every opportunity to put their latest inventions to the test – even if it means overcharging them to the point of dangerous volatility.

• SPEARHEAD WARSCROLL •

WARLOCK ENGINEER

⚡	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Warplock Musket	24"	2	3+	3+	2	D3	Crit (Auto-wound)
⚡	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Warpforged Dagger		3	4+	4+	-	2	-

⚡ **Reaction:** You declared a SHOOT ability for this unit and it has not used a MOVE ability this turn

MORE-MORE WARP ENERGY! *The Engineer overcharges their weapon with volatile energy.*

Effect: Roll a dice. On a 2+, set the Damage characteristic of its Warplock Musket to 3 this phase. On a 1, inflict D3 mortal damage on this unit.

KEYWORDS

HERO, INFANTRY

MOVE 6"
HEALTH 1 SAVE 5+
CONTROL 1

Clanrats form the verminous masses of Skavendom, warriors that compensate for their natural cowardice with a vicious spite and overwhelming numbers.

• SPEARHEAD WARSCROLL •

CLANRATS

⚡	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Rusty Blade	2	4+	5+	-	1	-

⚡ **End of Any Turn**

SEETHING SWARM: *Sweeping forward in a chattering mass, Clanrats overwhelm their enemies with their seemingly limitless numbers, biting, stabbing, screeching and trampling their own fallen beneath their bloody claws.*

Effect: You can return D3 slain models to this unit.



KEYWORDS

INFANTRY, REINFORCEMENTS

MOVE 6"
HEALTH 4 SAVE 5+
CONTROL 1

Perhaps the most infamous creations of the Clans Moulder, Rat Ogors are flesh-grafted shock troops that fly into a terrifying frenzy when the stench of death fills the air.

• SPEARHEAD WARSCROLL •

RAT OGORS

⚡	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Warpfire Gun	10"	2D6	2+	4+	2	1	Shoot in Combat
⚡	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Claws, Blades and Fangs		5	4+	3+	1	2	-

This unit has 2 Rat Ogors armed with Claws, Blades and Fangs, and 1 Rat Ogor armed with a Warpfire Gun and Claws, Blades and Fangs.

⚡ **Any Combat Phase, Once Per Battle**

UNLEASHED WARP-FURY: *The warpstone hammered into the flesh of these creatures crackles with volatile energies, driving them into a frenzy.*

Effect: Inflict D3 mortal damage on this unit. Then, add 1 to the Attacks characteristic of its melee weapons this phase.

KEYWORDS

INFANTRY

SKAVEN

WARSPARK CLAWPACK

This Spearhead army consists of the following units:

GENERAL

- ◆ Grey Seer

UNITS

- ◆ 3 Stormfiends
- ◆ 1 Warp Lightning Cannon
- ◆ 10 Clanrats
- ◆ 10 Clanrats



Skaven society is formed of competing clans, each believing that they possess the finest means of destroying the surface dwellers – and that every other clan is out to undermine them. On this latter assumption, they are entirely correct. It takes the Grey Seers, prophets of the Great Horned Rat, to bind the forces of competing clans into something approaching a unified force. Of course, Grey Seers inevitably have their own nefarious agendas, but the retinues and clawpacks they command remain immensely dangerous.

Warpspark Clawpacks are formed when the teeming multitudes of the Clans Verminus are wielded alongside the volatile war machines of the Clans Skryre. Clanrats emerge from hidden caverns and gnawholes, making up for their natural cowardice with a violent frenzy. The Clanrats, however, ultimately serve to die at a Grey Seer's discretion and provide an opportunity for devastating Skryre technology to be brought to bear. Stormfiends are towering warbeasts with weapons grafted to their limbs, able to bludgeon foes up close or blast them apart at range. For raw power, however, nothing can match the Warp Lightning Cannon. Amongst the most feared weapons of the Skryre clans, they are unreliable tools – but should one discharge a crackling bolt at full power, the target's doom is assured.

'Remove the limiters! Blast-kill them all, now-now!'

– Grey Seer Snikskreech



Graphic designer Jonathan chose a grim and dingy scheme for his Skaven that would contrast with the snow dotting their bases. The rust upon the metal was achieved with quick and well-placed drybrushes of Wild Rider Red.

BATTLE TRAITS

Once Per Phase, Enemy Movement Phase

ALWAYS THREE CLAWSTEPS AHEAD: *The best-laid plans of the Skaven never go awry (or so they claim).*

Declare: Pick a friendly unit that is not in combat.

Effect: That unit can use the 'Normal Move' ability as if it were your movement phase.



Stormfiend with Shock Gauntlets

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Once Per Battle, Reaction: Opponent declared an ATTACK ability and targeted your Stormfiends unit

WARPSTONE-LACED ARMOUR: *Lurid green lightning begins to crackle across the armour of the Stormfiends, momentarily deflecting any blows levelled at them.*

Used By: Your Stormfiends unit.

Effect: Your Stormfiends unit has **WARD (4+)** this phase.

Passive

ENDLESS SWARM OF RATS: *From the many gnawholes that encircle the battlefield, more and more verminkin swarm forth without cease.*

Effect: When a friendly **Clanrats** unit uses its 'Seething Swarm' ability, you can return D6 slain models to that unit instead of D3.

ENHANCEMENTS: Give your general 1 of the following enhancements.

Passive

SKILLED MANIPULATOR: *This Grey Seer is particularly devious and self-serving, deftly ensuring that their minions are always conveniently positioned between themselves and potential threats.*

Effect: Your general has **WARD (4+)** while they are within 1" of any friendly **Clanrats** units.

Your Hero Phase

SKITTERLEAP: *The Grey Seer vanishes in a puff of foul-smelling smoke, reappearing elsewhere on the battlefield an eye-blink later.*

Declare: Make a casting roll of 2D6.

Effect: On a 6+, remove your general from the battlefield and set them up again on the battlefield more than 6" from all enemy units. They cannot use **MOVE** abilities in the following movement phase.

Once Per Battle, Any Combat Phase

CAGE OF WARP LIGHTNING: *A 'gift' to the Grey Seer from the Clans Skryre, when this unstable device works correctly, it can momentarily trap its victims in a prison of thrashing galvanic tendrils.*

Declare: Pick a visible enemy unit within 6" of your general and roll a dice.

Effect: On a 2+, the enemy unit has **STRIKE-LAST** this phase. On a 1, inflict 1 mortal damage on your general.

Any Combat Phase

SCURRY AWAY: *This Grey Seer is a staunch believer in the Skaven philosophy that prudent cowardice is a virtue, and they do not think twice about scampering to safety when things look to be going south.*

Effect: Roll a dice. On a 3+, this unit can immediately use the 'Retreat' ability as if it were your movement phase. If it does so, no mortal damage is inflicted on it.

MOVE 6"
HEALTH 5 SAVE 6+
CONTROL 2

Grey Seers are marked out from their minions not only by their pale fur and curling horns but also by their ability to wield the withering magics of the Great Horned Rat. They serve as the executors of their terrible god's will amongst the clans – though this does not prevent them from pursuing their own schemes as a matter of course. Able to handle warpstone with greater ease than fellow ratmen, a Grey Seer will use all manner of relics to try and glean an advantage, all while using their sorcery and innate cunning to undermine and drag down enemies and rivals alike.

• SPEARHEAD WARSCROLL •

GREY SEER

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Warpstone Staff	3	4+	4+	1	D3	-

● Your Hero Phase

WILL OF THE HORNED RAT: *None among the Skaven clans may defy the commands of a Grey Seer – openly, at least...*

Declare: Pick a friendly unit wholly within 13" of this unit to be the target, then roll a dice.

Effect: On a 3+, add the roll to the target's control score until the start of your next turn.

✘ Your Hero Phase

WITHER: *The Grey Seer hurls a glowing green globe of magical energy at the foe. Anyone touched by the globe starts to shrivel and wither away.*

Declare: Pick a visible enemy unit within 13" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, inflict D3 mortal damage on the target.



KEYWORDS

HERO, WIZARD, INFANTRY

MOVE 6"
HEALTH 6 SAVE 4+
CONTROL 2

Stormfiends represent the flesh-crafting arts of the Clans Moulder and the warped weaponsmithing of the Clans Skryre brought together in dreadful symbiosis. They are hulking brutes implanted with all manner of weapons, from rotary ratling cannons and windlaunchers that hurl globes of poison gas to wrecking-ball clubs and shock gauntlets capable of sparking fierce chain reactions. To operate these devices is beyond the intellect of the typical Rat Ogor, and so each Stormfiend has grafted to them a ghoulish and withered 'brain-rat' that makes up the difference. Yet the Stormfiends' duties are simple enough – bring blasting, crushing death to the enemies of the Skaven.

• SPEARHEAD WARSCROLL •

STORMFIENDS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Ratling Cannons	15"	3D6	4+	3+	1	1	-
Windlaunchers	15"	3	4+	3+	2	D3	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Shock Gauntlets	4	4+	2+	1	2	-	
Clubbing Blows	4	4+	2+	-	2	-	

This unit has 1 Stormfiend armed with Shock Gauntlets, 1 Stormfiend armed with Windlaunchers and Clubbing Blows, and 1 Stormfiend armed with Ratling Cannons and Clubbing Blows.

✘ Passive

SHOCK GAUNTLETS: *Sometimes the electrical discharge created by a pair of shock gauntlets triggers a series of linked explosions.*

Each time an attack made with this unit's Shock Gauntlets scores a critical hit, that attack scores D6 hits instead of 1 (make a wound roll for each hit).



KEYWORDS

INFANTRY

MOVE
3"
HEALTH 8
SAVE 4+
CONTROL 2

Warp Lightning Cannons are perhaps the most infamous wonder-weapons of the Clans Skryre. Channelling volatile energies through a chunk of potent warpstone, they unleash blasts of ruinous energies that can reduce targets to ash. Warp Lightning Cannons are unpredictable creations, prone to shorting out or catastrophically overtaxing themselves at inopportune moments. When operating at maximum capacity, however, a Warp Lightning Cannon can stop a gargant in its tracks.

• SPEARHEAD WARSCROLL •

WARP LIGHTNING CANNON

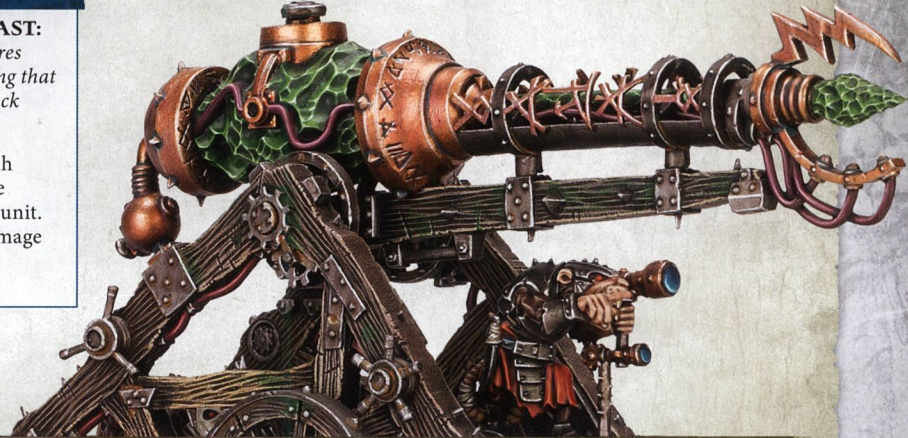
WARP LIGHTNING CANNON	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Warp Lightning Blast	20"	2D6	4+			See below	-

CREW'S TEETH AND KNIVES	Attacks	Hit	Wound	Rend	Damage	Ability
Crew's Teeth and Knives	D6	4+	5+	-	1	-

Passive

WARP LIGHTNING BLAST:
A Warp Lightning Cannon fires massive bolts of warp lightning that disintegrate any who are struck by them.

Effect: Each attack made with this weapon in a single phase must target the same enemy unit. Each hit inflicts 1 mortal damage on the target and the attack sequence ends.



KEYWORDS: WAR MACHINE

MOVE
6"
HEALTH 1
SAVE 5+
CONTROL 1

Clanrats form the verminous masses of Skavendom, an endless sea of filthy fangs, rusty blades and red eyes filled with malice. They are spite made manifest, seeking to advance their own position while leaving rivals – which is everyone – to a grisly fate. Clanrats are utterly expendable to their masters, herded forwards in chattering swarms to slow an enemy and die upon their blades. Yet though Clanrats are craven by nature, they can be overcome by a terrible frenzy in battle – and should one fall, there are always more where they came from...

• SPEARHEAD WARSCROLL •

CLANRATS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Rusty Blade	2	4+	5+	-	1	-

End of Any Turn

SEETHING SWARM: *Sweeping forward in a chattering mass, Clanrats overwhelm their enemies with their seemingly limitless numbers, biting, stabbing, screeching and trampling their own fallen beneath their bloody claws.*

Effect: You can return D3 slain models to this unit.



KEYWORDS: INFANTRY, REINFORCEMENTS

SLAVES TO DARKNESS

BLOODWIND LEGION

This Spearhead army consists of the following units:

GENERAL

- ◆ Chaos Lord

UNITS

- ◆ 1 Chaos Chariot
- ◆ 5 Chaos Warriors
- ◆ 5 Chaos Warriors
- ◆ 5 Chaos Knights



When a worshipper of the Dark Gods has walked the Path to Glory, conquering lands and slaughtering their rivals, they will eventually reach the final obstacle that lies before their ascension to daemonhood. Such a fell blessing requires dedication tenfold compared to what hardships came before, and only feats of the most spectacular violence can hope to catch the Dark Pantheon's eyes. Thus will a newly crowned Chaos Lord strike out in order to seek the bloodiest battles and raise their own despoiling armies.

Such cursed ranks can be spotted marauding across the realms with their Chaos Lord at their head. With the Ruinous Powers watching their every move, the Lord will cleave through front lines with their reaperblade, receiving bounteous blessings in exchange. The fighters that accompany this champion are equal parts their soldiers and rivals, hoping to steal glory for themselves. Alongside Chaos Warriors thunder Chaos Knights, towering warriors atop gore-streaked steeds that shatter enemy formations with the power of their charge. Should numerically superior foes seek to overwhelm these elites, a rumbling Chaos Chariot will come to the fore. This heavy war-carriage can bowl over and crush entire rows of infantry once it gathers momentum, even as its riders lay about themselves with lash and spiked flail.

'They will see me. Even if I have to damn a million souls, they will see me.'

– Chaos Lord Eris Bloodwrath



Rules writer John started his Spearhead army with the aim of building it into a bigger force under the rule of Archaon himself. To that end, he went for a quick but effective black armour recipe, with teal capes for a dramatic dash of colour.

BATTLE TRAITS

☉ Once Per Turn, End of Any Turn

EYE OF THE GODS

The Slaves to Darkness seek to attract the notice of the gods by performing great deeds in battle.

Declare: Pick one of the following friendly units to use this ability:

- A unit that is **contesting an objective not controlled by your opponent** and is not in combat.
- A unit that **destroyed an enemy unit** this turn.

Effect: Roll once on the **Eye of the Gods** table for that unit. That unit gains the **Eye of the Gods** passive ability that corresponds to the roll (the unit keeps all Eye of the Gods abilities gained in previous turns). If the same unit gains the same ability more than once in the battle, the effects are **not** cumulative.

D6 ABILITY

- 1 **Snubbed by the Gods:** No effect.
- 2 **WARD OF TZEENTCH:** This unit has **WARD (6+)**.
- 3 **GRACE OF SLAANESH:** Add 1 to run rolls for this unit.
- 4 **BLESSING OF NURGLE:** Subtract 1 from wound rolls for attacks that target this unit.
- 5 **FURY OF KHORNE:** Add 1 to the Rend characteristic of this unit's melee weapons.
- 6 **Champion of Chaos:** Pick any ability from the table.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

☉ Once Per Battle, Start of the First Battle Round

THE DREAD BANNER: *Marked with sigils of each of the Dark Gods, those who bear this banner seek ruinous blessings whatever their provenance.*

Declare: Pick a friendly **Chaos Warriors** or **Chaos Knights** unit.

Effect: You can immediately roll on the Eye of the Gods table for that unit.

● Passive

FIERCE CONQUERORS: *These warriors are hell-bent on desecrating the territory and holdings of any who dare oppose them.*

Effect: Add 3 to the control scores of friendly **Chaos Warriors** units.

ENHANCEMENTS: Give your general 1 of the following enhancements.

✂ Passive

MARK OF KHORNE: *This general serves the Blood God and promises to deliver endless carnage upon the battlefield in return for his dark gifts.*

Effect: Add 1 to the Rend characteristic of your general's melee weapons if they charged in the same turn.

☉ Once Per Battle, Your Movement Phase

MARK OF TZEENTCH: *The Changer of the Ways shapes the destiny of your general and grants them the ability to twist and warp the realms around them.*

Declare: Pick a friendly unit on the battlefield. You cannot pick your general.

Effect: Remove that unit from the battlefield and set it up again wholly within 6" of your general and more than 6" from all enemy units. It cannot use **MOVE** abilities for the rest of the phase.

U Passive

MARK OF NURGLE: *The Father of Plagues has blessed your general with unnatural resilience.*

Effect: Subtract 1 from wound rolls for combat attacks that target your general.

✂ Passive

MARK OF SLAANESH: *Your general is bound to the Dark Prince, who, for the price of their soul, gifts them inhuman grace and martial skill.*

Effect: Your general has **STRIKE-FIRST**.

MOVE
5"
HEALTH 6 3+ SAVE
2 CONTROL

Chaos Lords are baleful champions who have walked the Path to Glory and are now only one step away from ascension or damnation. They are the rulers of great warbands and hordes, and their followers would rather risk death than face their wrath. Each one is a legendary warrior, gifted by the gods with enough raw strength to command by pure fear, for deep down, they know that it only takes a single misstep to disappoint their fell patrons.

Their feats of epic violence inspire the bloodthirsty throngs that follow them, shaping them into an unstoppable legion of dark-hearted killers.

• SPEARHEAD WARSCROLL •

CHAOS LORD

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Reaperblade	5	3+	3+	1	2	Crit (Mortal)

⚔ Your Hero Phase

FAVoured OF THE PANTHEON: *The gods watch this warlord's deeds particularly closely.*

Effect: Roll a dice. On a 4+, you can roll on the Eye of the Gods table for this unit.

⚔ Any Combat Phase

IRON-WILLED CHAMPION: *This champion of Chaos demands that their warriors give no quarter.*

Declare: Pick a friendly unit wholly within 12" of this unit to be the target and roll a dice. You cannot pick this unit.

Effect: On a 2+, add 1 to hit rolls for attacks made by the target unit this phase.



KEYWORDS

HERO, INFANTRY

MOVE
10"
HEALTH 7 4+ SAVE
2 CONTROL

Swift Chaos Chariots thunder across the plains hunting for worthy foes. Drawn by corrupted steeds, the momentum of these constructs is a weapon of its own, and the charioteers take dark pleasure in crushing enemies beneath their spiked wheels, each as heavy as a boulder of iron. Once the chariot has smashed a hole through the enemy's main formation, it will rampage among their back lines with impunity, its riders lashing and bludgeoning stragglers and any who try to flee with cruel abandon.

• SPEARHEAD WARSCROLL •

CHAOS CHARIOT

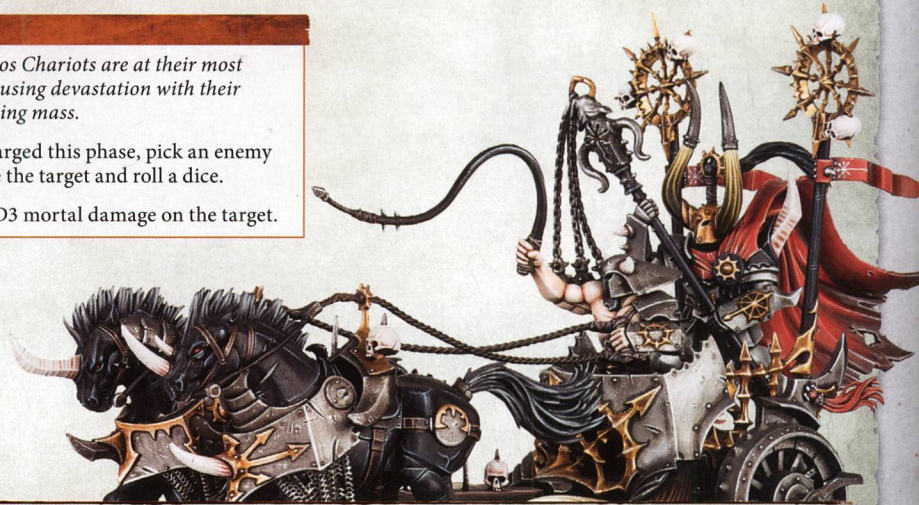
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Chaos War-flail	6	3+	3+	-	1	-
Driver's Lashing Whip	2	4+	4+	-	1	-
Warhorses' Trampling Hooves	4	5+	3+	-	1	Companion

⚔ Your Charge Phase

SWIFT DEATH: *Chaos Chariots are at their most deadly on the charge, causing devastation with their bladed wheels and hurtling mass.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target and roll a dice.

Effect: On a 2+, inflict D3 mortal damage on the target.



KEYWORDS

WAR MACHINE

MOVE
5"
HEALTH 2 3+ SAVE
1 CONTROL

Clad in hellforged iron and swollen with dark blessings, Chaos Warriors are the bane of civilisation. Entire legions of these armoured killers march into battle in search of divine favour, each warrior the equal of several lesser mortals. Though they obey their chosen lord without hesitation, each one also walks the Path to Glory – and knows that once they gain enough power to rival their leader, they will do so in an instant. Many Chaos Warriors eventually fuse with their armour, having spent so long within their suits of cursed metal.

• SPEARHEAD WARSCROLL •
CHAOS WARRIORS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Rune-etched Halberd	2	3+	3+	1	1	-

✘ **Passive**
BRINGERS OF DESOLATION: *Paragons of the Dark Gods, Chaos Warriors cut a swathe through the enemy lines, leaving nothing but blood and ruin in their wake.*
Effect: Add 1 to wound rolls for combat attacks made by this unit that target an enemy unit that is contesting an objective you do not control.



KEYWORDS INFANTRY

MOVE
10"
HEALTH 4 3+ SAVE
1 CONTROL

The coming of the Chaos Knights heralds the death of empires. These dreaded champions charge fearlessly into the staunchest battlelines, striking down foes all around them with sundering blows from their ensorcelled weapons. The huge destriers they ride are no ordinary horses; each snorts clouds of brimstone, and tongues of flame drip from their pounding hooves. For a Chaos Knight to be chosen by one of these daemon-touched steeds is a blessing from the Dark Gods themselves, for the creatures are wild and untameable.

• SPEARHEAD WARSCROLL •
CHAOS KNIGHTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Cursed Lance	3	3+	3+	1	1	Charge (+1 Damage)
Chaos Steed's Trampling Hooves	2	5+	3+	-	1	Companion

✘ **Passive**
IMPALING CHARGE: *A charging Chaos Knight is capable of spitting several enemies at once with the point of their ensorcelled polearm.*
Effect: Add 1 to the Rend characteristic of this unit's Cursed Lances if it charged in the same turn.



KEYWORDS CAVALRY

BLADES OF KHORNE

BLOODBOUND GORE PILGRIMS

This Spearhead army consists of the following units:

GENERAL

- ◆ Slaughterpriest

UNITS

- ◆ 5 Blood Warriors
- ◆ 5 Blood Warriors
- ◆ 10 Bloodreavers
- ◆ 3 Mighty Skullcrushers



The Bloodbound are Khorne's sacred destroyers. These mortals have not only earned the War God's mark but also his favour, and they channel it through acts of harrowing close-quarters brutality. Khorne's warriors claim that his only true temple is the battlefield, his only prayers the screams of the dying, and his only libations the blood of the slain. Some, however, become especially ritualistic in their killing, believing that each life extinguished allows their god to project more of his essence into reality. These warbands are known as Gore Pilgrims and form honour guards for the raving warrior-priests of the Blood God.

Following the bellowed commands of their Slaughterpriest master, throngs of Bloodreavers charge forwards, heedless of their own lives – for Khorne demands only slaughter as a price for his boons. Blood Warriors drive the foe from their places of security, reconsecrating lands to their raging patron with each enemy they cut down. Amongst many Bloodbound hordes, packs of Mighty Skullcrushers are outsiders, realm-roaming warriors who join a tribe only for immediate carnage. Those who fight with the Gore Pilgrims, however, are the most rabid of true believers – a brass stampede that is first into the fray and the last ones standing when Khorne's holy work is done.

'BLOOD FOR THE BLOOD GOD! SKULLS FOR THE SKULL THRONE!'

– Battle cry loosed from uncounted throats since time immemorial



Graphic designer Danny went with a classic Goretide scheme for his Bloodbound. He also made liberal use of the Citadel Skulls kit to decorate their bases. You can never have enough skulls.

BATTLE TRAITS

◊ Passive

THE BLOOD TITHE: *Khorne's warriors receive divine rewards when blood is shed; whether the sacrifice is theirs or that of their foes matters not.*

Effect: Each time a unit is destroyed during the battle, you receive 1 **blood tithe point**.

✂ Once Per Turn, Any Hero Phase

HEADS MUST ROLL: *A terrible hunger is awoken in the gore-slick weapons of the Bloodbound.*

Declare: Spend 3 **blood tithe points** and pick up to 3 friendly units.

Effect: Add 1 to the Rend characteristic of those units' melee weapons until the start of your next turn.

➤ Once Per Turn, Any Hero Phase

MURDERLUST: *All servants of Khorne feel the urge to kill, but when prey is near, the impulse becomes all-consuming.*

Declare: Spend 1 **blood tithe point** and pick up to D3 friendly units.

Effect: Each of those units can move D6" (roll for each).



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

◊ Once Per Turn, Start of Your Turn

FAVoured OF KHORNE: *These blood-marked warriors are the victors of many battles and court the favour of their patron.*

Effect: Roll a dice. On a 2+, you receive 1 **blood tithe point**.

U Passive

BLOOD-WOKEN RUNES: *Fell runes of resilience are carved into the armour of these warriors, needing only the touch of a foe's blood to be empowered.*

Effect: Friendly units have **WARD (5+)** if they have used a **FIGHT** ability in the same phase.

ENHANCEMENTS: Give your general 1 of the following enhancements.

U Your Hero Phase

RESANGUINATION: *The Slaughterpriest calls upon Khorne's favour to sear the wounds of an ally so that they can continue to shed the blood of the enemy.*

Declare: Pick a visible friendly unit wholly within 16" of your general, then make a chanting roll of D6.

Effect: On a 3+, **Heal (D3)** that unit.

U Passive

THE CRIMSON PLATE: *This ancient armour bestows Khorne's protection upon its wearer, provided it is burnished daily with the blood of champions.*

Effect: Your general has **WARD (5+)**.

✂ Any Combat Phase

HEADHUNTER: *Even Khorne's priests will seek out the worthiest of foes against which to test their martial prowess.*

Declare: Pick an enemy **HERO** in combat with your general.

Effect: Your general has **STRIKE-FIRST** this phase, but all attacks made by them this phase must target that enemy **HERO**.

✂ Your Hero Phase

UNHOLY FLAMES: *The priest imbues the blades of their allies with daemonic fire, so that they may claim skulls with horrific ease.*

Declare: Pick a visible friendly unit wholly within 16" of your general, then make a chanting roll of D6.

Effect: On a 4+, add 1 to the Rend characteristic of that unit's melee weapons until the start of your next turn.

MOVE
5"
HEALTH 6 5+ SAVE
2 CONTROL

Slaughterpriests are the holiest of Khorne's mortal champions, possessed of a spiritual connection with the Lord of the Skull Throne. Where the priests of another deity might channel their essence through sorcery or simpering prayer, these brutal demagogues gain power through ritually drinking the blood of butchered foes and allies alike whilst bellowing their invectives to the raging skies. As well as being formidable warriors in their own right, a Slaughterpriest can command blood in the name of its rightful master – compelling it to boil within an enemy's veins before bursting forth in gruesome sanguinary sprays.

• SPEARHEAD WARSCROLL •
SLAUGHTERPRIEST

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Hackblade and Wrath-hammer	4	3+	3+	1	2	-

✘ Your Hero Phase

BLOOD BOIL: *Spitting ritualistic words of wrath into the air, the Slaughterpriest turns the blood coursing through the veins of the enemy red-hot, burning them from the inside out.*

Declare: Pick a visible enemy unit within 16" of this unit to be the target, then make a chanting roll of D6.

Effect: On a 4+, inflict D3 mortal damage on the target.

⚙ Your Hero Phase

BLOOD SACRIFICE: *The Slaughterpriest answers their god's call for blood by sacrificing one of their own.*

Declare: Pick a friendly unit within this unit's combat range to be the target.

Effect: Roll a dice. On a 2+, inflict D3 mortal damage on the target and you gain 1 blood tithe point.



KEYWORDS

HERO, PRIEST, INFANTRY

MOVE
8"
HEALTH 5 2+ SAVE
2 CONTROL

The ground shakes as the Mighty Skullcrushers ride into battle. These are the chosen mortal knights of Khorne, forming a stampede of cursed lances and hellforged metal that can shatter any shieldwall with the force of its charge. Each Skullcrusher has drawn the attention of a Juggernaut, goading it to burst from its prison within Khorne's domain and chase them down, before breaking the daemon through their brutality and force of will. Together, armoured champion and brass-skinned daemon are nigh impossible to slay.

• SPEARHEAD WARSCROLL •

MIGHTY SKULLCRUSHERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Bloodglave	3	3+	3+	1	1	Charge (+1 Damage)
Juggernaut's Brazen Hooves	2	4+	3+	1	D3	Companion

✘ Your Charge Phase

BRASS STAMPEDE: *Nothing can stop the thunderous onset of Khorne's Juggernauts once they have scented the blood of the foe.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target, then roll a dice.

Effect: On a 2+, inflict 1 mortal damage on the target.



KEYWORDS

CAVALRY

MOVE 5"
HEALTH 2 3+ SAVE
CONTROL 1

Blood Warriors are those who have drawn the War God's gaze through acts of great carnage. Each has undergone the dreaded Red Baptism – a grisly process in which their skin agonisingly scabs over with thick layers of blood, before hardening into formidable armour. Armed with cleaving blades and spiked gauntlets, the Blood Warriors revel in the battle-strength their divine favour affords. All know, however, that their wrathful god might rescind his boons as swiftly as he provided them. So do the Blood Warriors never rest in their murder-making, fighting even at the point of death to drag down one last enemy in the name of the Blood God.

• SPEARHEAD WARSCROLL •
BLOOD WARRIORS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Goreaxe and Gorefist	3	4+	3+	1	1	-

✘ Passive

NO RESPITE: *Dying as they lived, Blood Warriors devote even their final moments to killing.*

Effect: Each time a model in this unit is slain, you can pick an enemy unit in combat with this unit and roll a dice. On a 4+, inflict 1 mortal damage on that enemy unit.



KEYWORDS INFANTRY

MOVE 5"
HEALTH 1 6+ SAVE
CONTROL 1

Bloodreavers form the howling masses of the Bloodbound warhordes. Though rightly feared by their enemies for their murderous fury, they are themselves cursed. To earn a place amongst the Brazen One's armies, each has endured gruelling trials, the last of which is to consume the flesh of their own fallen. Such a monstrous desecration ensures there can be no turning back from the path of skulls. Bloodreavers congregate around the Slaughterpriests in frothing packs, fighting beyond sanity and surging back to their feet when struck down in battle rather than disgracing themselves before the prophets of their deity.

• SPEARHEAD WARSCROLL •
BLOODREAVERS



MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Reaver Blades	2	4+	3+	-	1	-

🚩 End of Any Turn

FRENZIED DEVOTION: *When fighting in the presence of their leaders, these warriors fight until the bitter end.*

Effect: If this unit is within 8" of your general, you can return D3 slain models to this unit.



KEYWORDS INFANTRY, REINFORCEMENTS

DISCIPLES OF TZEENTCH

FLUXBLADE COVEN

This Spearhead army consists of the following units:

GENERAL

- ◆ Magister on Disc of Tzeentch

UNITS

- ◆ 3 Flamers on Tzeentch
- ◆ 3 Screammers of Tzeentch
- ◆ 5 Tzaangors
- ◆ 5 Tzaangors'
- ◆ 10 Kairic Acolytes



A Fluxblade Coven is a weapon of anarchy and subversion, a dagger thrust into the spine of those who languish in sterile stasis, fearing the inevitability of change. These hidden cells propagate for years, sometimes centuries under the cruel tutorship of a Magister of Tzeentch, awaiting the anointed hour when they will rise up and drown the enemies of disorder in liquid warpflame.

Come that time, the Magister will unleash the full measure of their sorcerous gifts. Stood atop a daemonic Disc of Tzeentch, they soar across the skies, hurling bolts of magic and calling upon their uncanny gifts of precognition to ensure victory in the name of the Change God. The Magister's infernal charges add to the mayhem: Flamers of Tzeentch spew torrents of flesh-mutating fire to corral the foe, while Screammers dart and swoop from on high, tearing strips out of their prey with their razor-sharp teeth.

With the battlefield ablaze, the Tzaangors and Kairic Acolytes of a Fluxblade Coven run rampant, hoping to earn the favour of their duplicitous deity by ritually slaughtering those who would dare defy his will.

'Fate consumes souls as hungrily as the fiercest inferno.'

– Xavistilix Silverstaff, Magister of Tzeentch



Trade manager Martin's Fluxblade Coven hail from the Crescent Peaks in the Spiral Crux and display the lurid colours so beloved of the Change God. These contrast with the white on their snowy bases to create a striking colour scheme.

BATTLE TRAITS

Once Per Battle, Start of the First Battle Round

MASTERS OF DESTINY: *To serve the Changer of the Ways is to instinctively understand the ebb and flow of future events and manipulate them at will.*

Effect: Roll 9 dice and put them to one side. These are your **destiny dice**. During the battle, instead of rolling the dice for 1 of the rolls from the list opposite, you can pick one of your **destiny dice** and use it as the roll. Once a destiny dice has been used, it is discarded.

If you want to replace a roll that uses more than one D6, you must use the same number of **destiny dice** (e.g. you would need to use 2 **destiny dice** in place of a 2D6 casting roll). Rolls that are replaced count as unmodified rolls and cannot be re-rolled or modified unless noted.

The following rolls can be replaced with **destiny dice**:

- Casting rolls
- Run rolls
- Charge rolls
- Hit rolls
- Wound rolls
- Save rolls – you must still modify the roll by the Rend characteristic of the attacking weapon.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Passive

TRANSIENT FORMS: *Some Kairic Acolytes actively seek transformation into Tzaangors, whom they revere as beings closer in nature to their mercurial deity.*

Effect: Roll a dice each time a friendly **Kairic Acolytes** model is slain in the combat phase. On a 4+, you can return 1 slain model to a friendly **Tzaangors** unit within 9" of the slain model.

✗ Passive

ETERNAL CONFLAGRATION: *Some cults of Tzeentch seek to set the very cosmos aflame with the ever-burning fires of change.*

Effect: Add 1 to the Rend characteristic of ranged weapons used by friendly **Flamers of Tzeentch** units.

ENHANCEMENTS: Give your general 1 of the following enhancements.

U Your Hero Phase

SHIELD OF FATE: *There is little better protection than to be guided by destiny itself.*

Declare: Pick a visible friendly unit wholly within 18" of your general, then make a casting roll of 2D6.

Effect: On a 6+, until the start of your next turn, that unit has **WARD (6+)**. If that unit already has a ward save, add 1 to ward rolls for that unit until the start of your next turn instead.

✗ Once Per Battle, Any Combat Phase

DAEMONHEART: *Through a dark ritual, the heart of a daemon dwells within your general's chest, where its dread power can be unleashed to greatly augment the strength of its host.*

Declare: Pick an enemy unit within 1" of your general.

Effect: Inflict an amount of **mortal damage** on that unit equal to the number of the current battle round.

U Your Hero Phase

GLIMPSE THE FUTURE: *By focusing on the skeins of potential fates, the sorcerer can glean hints of future events in time to manipulate them.*

Declare: If you have fewer than 6 **destiny dice**, make a casting roll of 2D6.

Effect: On a 7+, you can roll a dice and add it to your **destiny dice**.

U Once Per Battle, Any Combat Phase

TIMESLIP PENDANT: *Time is a mutable concept to the bearer of this amulet.*

Declare: Pick an enemy unit within 9" of your general.

Effect: That unit has **STRIKE-LAST** this phase.

MOVE
14"
HEALTH 6 4+ SAVE
2 CONTROL

Magisters are amongst the most powerful of Tzeentch's mortal agents, corrupted in body and soul by the mind-shattering secrets they bear witness to. It is they who command the Arcanite cults, weaving webs of intrigue in the name of the Change God. Filled with eldritch energies as they ride their Discs of Tzeentch, they can wield fantastical fires to scorch the foe or turn men into bestial Tzaangor allies ready to fight for Chaos.

• SPEARHEAD WARSCROLL •
MAGISTER
ON DISC OF TZEENTCH

⚡	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Tzeentchian Runestaff	18"	1	3+	4+	-	D3	-
⚔	MELEE WEAPONS	Attacks		Hit	Wound	Rend	Damage	Ability
	Warpsteel Sword	3		3+	4+	-	D3	-
	Disc's Teeth and Horns	2		4+	3+	1	D3	Companion

⚙️ **Your Hero Phase**

BOLT OF CHANGE: *The Magister hurls a coruscating bolt of energy at the foe, causing their flesh to run like wax and remould into a form more pleasing to Tzeentch.*

Declare: Pick a visible enemy unit within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, inflict D3 mortal damage on the target. If any models are slain by this ability, you can pick a friendly Tzaangors unit wholly within 18" of this unit and return 1 slain model to that Tzaangors unit.



KEYWORDS HERO, WIZARD, CAVALRY, FLY

MOVE
5"
HEALTH 1 5+ SAVE
1 CONTROL

Kairic Acolytes are the chosen human cultists of Tzeentch. They wear masks and weave illusions to conceal their identities, for they have infiltrated cities and war-camps across the Mortal Realms, awaiting the hour when Change God calls upon them to rise up in open insurrection. Harnessing their collective magical might, Acolytes unleash it in the form of searing bolts that burn through armour with ease. Enemies that do not fall before this arcane fusillade must face their curved blades, which they wield with a strength and skill granted them not by toil and experience but by forfeiting their soul to the Architect of Fate.

• SPEARHEAD WARSCROLL •
KAIRIC ACOLYTES

⚡	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Sorcerous Bolts	18"	1	4+	3+	-	1	-
⚔	MELEE WEAPONS	Attacks		Hit	Wound	Rend	Damage	Ability
	Cursed Blade	2		4+	4+	-	1	-

⚡ **Your Shooting Phase**

GESTALT SORCERY: *Through combined worship, a cult of Acolytes can swell their arcane power to new levels of ferocity.*

Declare: Make a casting roll of 2D6.

Effect: On a 6+, add 1 to the Rend characteristic of this unit's Sorcerous Bolts this phase.



KEYWORDS INFANTRY

• SPEARHEAD WARSCROLL •

SCREAMERS OF TZEENTCH

MOVE
14"
HEALTH 3 SAVE 5+
CONTROL 1

Speeding daemon-beasts that leave shimmering trails of change-magic in the air, Screamers streak across the skies with wailing cries. They slash any foes they pass with razor-sharp horns and fins before darting down to savage their chosen quarry.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Lamprey Bite	3	4+	3+	1	1	-

✂ Your Movement Phase

SLASHING FINS: *Screamers swoop from discoloured skies to slash at their foes, performing fly-by attacks and effortless manoeuvres.*

Declare: Pick an enemy unit that any models in this unit passed across this phase to be the target, then roll a dice for each model in this unit that did so.

Effect: For each 4+, inflict 1 mortal damage on the target.



KEYWORDS

BEAST, FLY, WARD (6+)

• SPEARHEAD WARSCROLL •

TZAANGORS

MOVE
6"
HEALTH 2 SAVE 5+
CONTROL 1

Tzaangors are savage, avian beastmen dedicated to Tzeentch and gifted with his dark blessings. Eager to impress their duplicitous god, the Tzaangors fight with lunatic energies, hoping to earn further gifts of change.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Savage Blade and Vicious Beak	2	4+	3+	-	1	-

✂ Passive

LONG-PLANNED STRIKE: *Tzaangors are fearsome agents of change on the attack, pushing their long-planned assault into enemy territory with impressive skill and strength.*

Effect: While this unit is wholly within enemy territory, its melee weapons have Crit (2 Hits).



KEYWORDS

INFANTRY

• SPEARHEAD WARSCROLL •

FLAMERS OF TZEENTCH

MOVE
9"
HEALTH 2 SAVE 5+
CONTROL 1

Flamers of Tzeentch are bizarre entities created solely to spread the Change God's fires across reality and beyond. Bounding forward on hot gusts of discoloured aether, they spew streams of sorcerous flame from their limbs and multiple gnashing mouths. The more tightly packed the ranks of the foe, the more damage such a barrage will do.

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Wyrdflame	12"	3	3+	4+	-	D3	-

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Flaming Maws	3	3+	4+	-	1	-

✂ Passive

CAPRICIOUS WYRDFLAME: *The lurid fires of change spread as though they were possessed of a malign, mischievous sentience.*

Add 1 to hit rolls for attacks made by this unit if the target unit has 5 or more models.



KEYWORDS

INFANTRY, FLY, WARD (6+)

MAGGOTKIN OF NURGLE

BLEAK HOST

This Spearhead army consists of the following units:

GENERAL

- ◆ Spoilpox Scrivener

UNITS

- ◆ 1 Pusgoyle Blightlord
- ◆ 1 Pusgoyle Blightlord
- ◆ 5 Putrid Blightkings
- ◆ 5 Plaguebearers
- ◆ 5 Plaguebearers



The Plague God's Bleak Hosts travel the length and breadth of the realms, ensuring his servants are spreading his virulent blessings. Under the strict command of their daemonic leader, known as a Spoilpox Scrivener, they shamle into battle to overwhelm their foes, couched in clouds of flies and the stench of decay. The tang of despair drives the swing of their weapons and widens their rictus grins ever further.

Though the Spoilpox Scrivener is a harsh taskmaster, the tactics they employ are wickedly effective. Pusgoyle Blightlords are sent ahead to break enemy lines, scything through formations of foot soldiers as their Rot Flies drive diseased stingers and fangs into any that dare approach. By the time these bloated behemoths are forced back, it is too late to stymie the shuffling waves of Plaguebearers. Each daemon is nightmare vision of what awaits the victims of Nurgle's Rot, surrounded by swarms of insects and brandishing a sword ridden with supernaturally virulent diseases. Alongside them march the Blightkings, mortals swollen with the Grandfather's blessings. Each can withstand tremendous punishment to their corpulent forms whilst swinging weapons with enough strength to crush their foes utterly. The Spoilpox Scrivener hangs back to direct the heaving masses, but woe betide those who draw near, for they are struck down by the tallymaster's distended maw.

'Seven strikes for seven foes. Bless them with disease and woes.'

– Spoilpox Scrivener Bloscus the Bloodless



Scenery designer Dom's Maggotkin originate from the infected swamps of the Sog in Verdia. To reflect this, he has used sickly colours and created slimy green bases with plenty of Nurgle's Rot – a paint that dries to look like disgusting ooze.

BATTLE TRAITS

THE INFECTIOUS HOSTS

The Maggotkin's advance across the realms is akin to the creeping spread of a disease across the body of its host.

One of your **Pusgoyle Blightlords** and one of your **Plaguebearers** units are not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

➤ Your Movement Phase

DAEMONIC SUMMONING: *The scions of Nurgle enter the battlefield through rifts torn in reality.*

Effect: Set up this unit anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS CORE

⊙ Passive

DISEASED: *Each of the Maggotkin is a walking vector of diseases that ravage both body and spirit.*

Effect: Each time an attack made by a friendly model scores a critical hit, you receive 1 **disease point**, to a maximum of 7.

✂ End of Any Turn

NURGLE'S EMBRACE: *The Grandfather's generosity proves overwhelming for many...*

Effect: Spend any number of your **disease points**. For each disease point you spend, pick an enemy unit that is in combat with any of your units and roll a dice. On a 4+, inflict 1 mortal damage on that unit (you can pick the same enemy unit more than once).

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

🛡 Once Per Phase, Your Hero Phase

LOCUS OF FECUNDITY: *Nurgle bestows a blessing of bountiful regrowth upon his children.*

Declare: Pick a friendly unit.

Effect: Heal (D3) that unit.

✂ Passive

INFESTED WITH WONDERS: *These foul warriors invite the most horrific and repulsive diseases into their flesh, and they cannot wait to share them.*

Effect: Each time a friendly model is slain, before it is removed from play, you can pick an enemy unit within 1" of it and roll a dice. On a 4+, inflict 1 mortal damage on that unit.

ENHANCEMENTS: Give your general 1 of the following enhancements.

🛡 End of Any Turn

SUMMONER OF PLAGUEBEARERS: *Channelling a link to the Realm of Chaos, the Spoilpox Scrivener brings forth more minions.*

Declare: Pick a friendly **Plaguebearers** unit wholly within 14" of your general.

Effect: Return 1 slain model to that unit.

🛡 Your Movement Phase

GARDENER OF NURGLE: *This daemon seeks to expand the borders of Nurgle's Garden.*

Declare: If your general is contesting an objective not contested by any enemy models, roll a dice.

Effect: On a 3+, that objective is considered by you to be **deseccated**. Friendly units have **WARD (4+)** while they are contesting a deseccated objective. If your opponent gains control of a deseccated objective, it is no longer deseccated.

🔪 Your Shooting Phase

PESTILENT BREATH: *This Spoilpox Scrivener has breath so foul that it can stun a full-grown rhinox.*

Declare: Pick an enemy unit within 7" of your general and roll a dice for each model in that unit.

Effect: For each 5+, inflict 1 mortal damage on that unit.

✂ Once Per Battle, Any Combat Phase

GIFT OF FEBRILE FRENZY: *A reeking miasma rises around the daemon Herald that drives nearby followers into a wild delirium.*

Effect: Until the end of the phase, add 1 to the Attacks characteristic of melee weapons used by friendly units while they are wholly within 7" of your general.

MOVE
4"
HEALTH 5 SAVE 5+
CONTROL 2

Spoilpox Scriveners keep a strict watch over the tallying of the Plaguebearers. Under their shrewd tri-eyed gaze, no daemon dares neglect their plague-counting duties. Though the Scriveners prefer to command from a distance, enemies that stray too close will find their heads and limbs bitten off by the Scrivener's trunk-like maw. The Scriveners are woefully allergic to the stuff of reality, which fouls their mood constantly. Fortunately for Nurgle's followers, however, the daemons' sneezes can blanket foes in layers of rancid, highly corrosive mucus.

• SPEARHEAD WARSCROLL •

SPOILPOX SCRIVENER

☞	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Disgusting Sneezes	7"	D6	2+	4+	-	1	Shoot in Combat
☞	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Distended Maw		3	4+	3+	1	2	-

☞ Your Hero Phase

KEEP COUNTING, I'M WATCHING YOU:
Spoilpox Scriveners are responsible for making sure that the Plaguebearers of the tallybands do not shirk their duties.

Declare: Pick a friendly Plaguebearers unit wholly within 14" of this unit to be the target.

Effect: Pick 1 of the following. The effect lasts until the start of your next turn.

Tally of Blows: Add 1 to the Attacks characteristic of the target unit's melee weapons.

Recorded Stamina: Add 1 to save rolls for the target unit.



KEYWORDS

HERO, INFANTRY, WARD (5+)

MOVE
8"
HEALTH 8 SAVE 4+
CONTROL 2

Elite Rotbringers mounted atop horrific daemon-beasts, Pusgoyle Blightlords thrum ahead of their kindred to sow panic and death as the linebreakers of the diseased host. Their crushing tocsins and whistling scythes make short work of any who would slow the spread of decay. Should enemies survive such a diseased onslaught, they will find themselves impaled upon the stingers of horrifying Rot Flies. The pact made between Pusgoyle and Rot Fly strengthens the daemon's connection to the mortal plane, allowing them to exist indefinitely beyond the boundary of Nurgle's Garden while the accord stands.

• SPEARHEAD WARSCROLL •

PUSGOYLE BLIGHTLORD

☞	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Blighted Scythe	3	3+	3+	2	1	-
	Rot Fly's Mouthparts and Sting	6	4+	2+	-	1	Companion

☞ Any Charge Phase

WRACK AND RUIN: *Mortal Maggotkin who ride Rot Flies act as brutal linebreakers, using their sheer bulk to smash enemy formations asunder.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target and roll a dice.

Effect: On a 2+, inflict D3 mortal damage on the target.



KEYWORDS

CAVALRY, FLY, WARD (5+)

MOVE 4"
HEALTH 3 SAVE 3+
CONTROL 1

Putrid Blightkings carve their way forwards with slime-encrusted blades, hammers and axes. Their bloated, rotting bodies can absorb tremendous punishment, allowing them to drive relentlessly through the foe's battleline as they sow lethal disease and crippling despair alike. They are paragons of despair, having their origins as not only warriors but also apothecaries and philosophers who became obsessed with the futility of existence. Their all-consuming need to spread disease and despondency has earned them Nurgle's favour, and in return, their swollen, plague-ridden frames have become all but immune to pain.

• SPEARHEAD WARSCROLL •

PUTRID BLIGHTKINGS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Blighted Weapon	4	3+	3+	1	1	-

✘ End of Any Turn

RELENTLESS ATTACKERS: *Blightkings grind through the battlelines of lesser foes, shattering their morale and hacking down the stunned survivors with contemptuous ease.*

Declare: Pick an enemy INFANTRY unit in combat with this unit to be the target and roll a dice for each model in this unit that is within the target unit's combat range.

Effect: For each roll that exceeds the target's Health characteristic, inflict 1 mortal damage on it.



KEYWORDS INFANTRY, WARD (5+)

MOVE 4"
HEALTH 2 SAVE 6+
CONTROL 1

Plaguebearers trudge to battle amidst the drone of flies' wings and endless counting. These demons tally the diseases unleashed upon the realms, all the while stabbing and hacking at their enemies with filthy plagueswords. Each one is born of the soul of a mortal killed by Nurgle's Rot, a debilitating disease that decays both the spirit and body until the sufferer dies an agonisingly slow death. After feeding on their despair in life, the Plague God accepts their souls into his Garden in death, remaking them as pus-ridden demons swathed in clouds of fat-bodied flies.

• SPEARHEAD WARSCROLL •

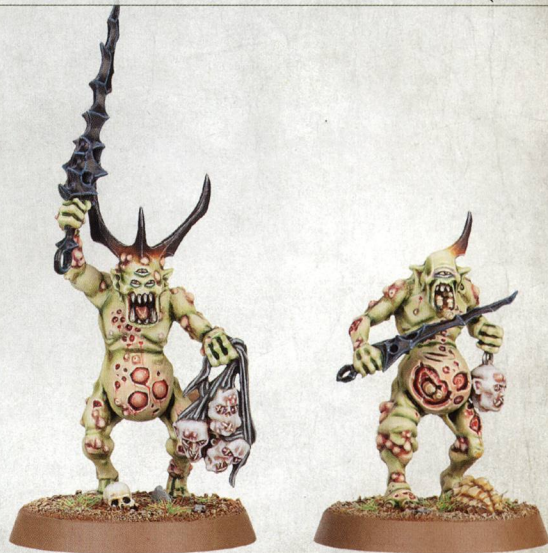
PLAGUEBEARERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Plaguesword	1	4+	3+	-	1	Crit (Mortal)

🛡 Passive

CLOUD OF FLIES: *Plaguebearer tallybands are surrounded at all times by blinding swarms of daemon-flies.*

Effect: Subtract 1 from hit rolls for shooting attacks that target this unit.



KEYWORDS INFANTRY, WARD (5+)

HEDONITES OF SLAANESH

BLADES OF THE LURID DREAM

This Spearhead army consists of the following units:

GENERAL

- ◆ Shardspeaker of Slaanesh

UNITS

- ◆ 5 Blissbarb Archers with 1 Blissbrew Homonculus
- ◆ 5 Blissbarb Archers
- ◆ 5 Slickblade Seekers
- ◆ 3 Slaangor Fiendbloods



Slaanesh, the loathsome yet beguiling Dark Prince of the Ruinous Powers, excels in ensnaring mortals. He whispers that they might slake their most salacious desires, if only they should enter into his service. For many who endure existences of privation and drudgery, it is an offer too tempting to resist. Reality becomes a phantasmagoric paradise of revelry to these Sybarites, every torment theirs to inflict and have inflicted upon them. Many form warbands who seek to inhabit this blissful dream-state for eternity – and drag more noble souls down into the depths of their depravity.

It is the Shardspeakers who direct these packs of murderous libertines and who channel the power of the Dark Prince like a powerful intoxicant. Through clouds of incense dart Blissbarb Archers, whose arrows are smeared with poisons that distort the senses. Only then do the elite of the Sybarites move in for the kill. Disdainful laughter echoes as Slickblade Seekers sprint forwards to slice off heads, herding surviving prey towards their doom. That doom is delivered by the Slaangor Fiendbloods. The arrival of these trilling beast-kin is the breaking point for the foe; some weep in terror, some cry out in joy and try desperately to embrace them. All are ripped asunder, their dream turning to a gruesome nightmare in their agonised final moments.

'Swiftly, my paramours! The Dark Prince spies unfortunates stooped beneath the weight of reality. We must save them from their sanity!'

– Hiramith of the Six Slicing Shards



Warhammer Community manager Adam's Sybarites sport a range of pastel pinks and purples built up using Contrast and Shade paints, including a violet tint on the silver metals. Such regal colours exemplify the Dark Prince's followers.

BATTLE TRAITS

TEMPTATIONS OF SLAANESH


Wherever the Hedonites of Slaanesh roam, reality is unmade. Those who stand against them are assailed by titillating phantasms and mind-bending illusions until they become slaves to their own base urges.

You receive 6 **temptation dice** at the start of the battle round. Each time your opponent makes a failed hit roll, a failed wound roll or a failed save roll, you can offer them a temptation dice. If they accept your offer, that roll is replaced with a 6. Rolls replaced in this way cannot be re-rolled or modified.

Each time your opponent accepts your offer of a temptation dice, you gain D6 **depravity points**. Each time your opponent rejects your offer of a temptation dice, inflict D3 mortal damage on the unit for which the roll was made.

You cannot offer your opponent a temptation dice for the same enemy unit more than once per phase. At the end of the battle round, all remaining temptation dice are lost.

All friendly units gain passive abilities from the table below based on the number of **depravity points** you have. These abilities are cumulative.

DP	ABILITY
12+	 TANTALISING TORMENT: This unit can use a RUN ability and still use CHARGE abilities later in the turn.
24+	 SADISTIC SPITE: This unit's melee weapons have Crit (Mortal) .
36+	 OBLIVIOUS INDULGENCE: This unit has WARD (5+) .

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Once Per Battle, Any Combat Phase

UNPARALLELED SPEED: *They say the first blow struck is the sweetest...*

Declare: Pick a friendly unit to use this ability.

Effect: That unit has **STRIKE-FIRST** this phase.

Once Per Turn, Your Movement Phase

LOCUS OF DIVERSION: *These warriors release perfumed mists that fill the foes' minds with everything but the matter at hand.*

Declare: Pick a friendly unit to use this ability.

Effect: For the rest of the turn, that unit can use a **RETREAT** ability and still use **SHOOT** and/or **CHARGE** abilities later in the turn.

ENHANCEMENTS: Give your general 1 of the following enhancements.

Any Combat Phase

SCEPTRE OF DOMINATION: *The staff carried by this Shardspeaker contains magic that can seduce the minds of their foes.*

Declare: Roll a dice for each enemy unit in combat with your general.

Effect: On a 5+, the unit being rolled for has **STRIKE-LAST** this phase.

Once Per Turn, Your Shooting Phase

TWISTED MIRROR: *A Twisted Mirror tests the spirit of any who gaze into it, immobilising those who fall victim to its illusions.*

Declare: Pick an enemy unit within 9" of your general and roll a dice.

Effect: On a 4+, subtract 1 from save rolls for that unit until the start of your next turn.

Your Hero Phase

CACOPHONIC CHOIR: *The Shardspeaker summons a sanity-shattering symphony of sound.*

Declare: Make a casting roll of 2D6.

Effect: On a 6+, make a **cacophony roll** of D6. Inflict D3 mortal damage on each enemy unit (roll for each) within 6" of your general that has a Control characteristic less than the cacophony roll.

Your Hero Phase

PENDANT OF SLAANESH: *This pendant burrows through the Shardspeaker's rich fabrics and scarred chest before nestling next to their heart, invigorating them with sublime energy whenever they feel pain.*

Effect: **Heal (D3)** your general.

MOVE
6"
HEALTH 5 SAVE 5+
CONTROL 2

The Shardspeakers are sorcerers and seers amongst the Hedonite hosts, inducted into the higher mysteries of their decadent god. Wrapped in sumptuous fabrics and surrounded by swirling, sighing mist-daemons, they cut enigmatic figures amongst the hordes of revellers.

Each Shardspeaker bears a Twisted Mirror, a fragment of ensorcelled glass said to be taken from Slaanesh's own palace. By channelling their will through these relics, a Shardspeaker can display to their foe a vision of utmost perfection or abject personal horror, enrapturing them with the unhallowed majesty of Slaanesh.

• SPEARHEAD WARSCROLL •

SHARDSPEAKER OF SLAANESH

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Haze Staff	3	3+	4+	1	D3	-

✦ Your Hero Phase

VISION OF DAMNATION: *The sorcerer conjures a vision of excess so intense that reality itself shimmers and distorts.*

Declare: Make a casting roll of 2D6.

Effect: On a 6+, roll 6 dice. For each 4+, you receive 1 depravity point.



KEYWORDS

HERO, WIZARD, INFANTRY

MOVE
12"
HEALTH 4 SAVE 5+
CONTROL 1

Whooping and screaming in unearthly glee, Slickblade Seekers ride at the fore of the Sybarite carnivals. They make war at a blistering pace, carried atop their daemonic steeds – creatures able to exist in the Mortal Realms due to a blood-deep connection with their rider. For a Slickblade Seeker, no sensation is finer than to slay an enemy without breaking stride. As they charge into melee they spin and twirl their glaives so fast the air itself seems to shriek, before the Sybarites lash out to neatly sever heads from necks.

• SPEARHEAD WARSCROLL •

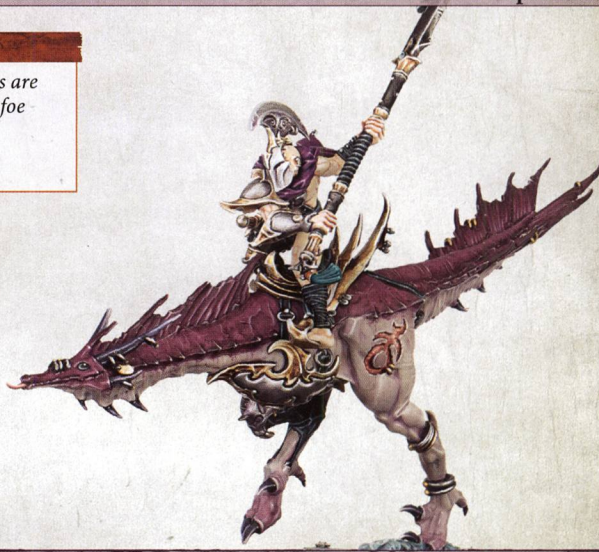
SLICKBLADE SEEKERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Slickblade Glaive	3	3+	4+	1	1	Charge (+1 Damage)
Exalted Steed's Poisoned Tongue	3	3+	4+	-	1	Companion

➤ Passive

UNRIVALLED VELOCITY: *Slickblade Seekers are obsessed with high-speed kills, tearing towards the foe with relentless haste.*

Effect: You can re-roll charge rolls for this unit.



KEYWORDS

CAVALRY

MOVE
6"
HEALTH 3 5+ SAVE
1 CONTROL

The Slaangor Fiendblooms are towering beastmen utterly in thrall to the Lord of Dark Delights. With an animalistic lack of restraint, they have over-indulged until only the most visceral and torturous of sensations can now rouse them. Slaangors roam Slaaneshi camps in a glassy-eyed stupor, allowing fellow Sybarites to drape them in fine gems and silks. When battle beckons, a transformation seizes them; they become arrow-swift instruments of manic violence, barrelling forwards without a hint of self-preservation in their maddened desire to feel anything at all.

• SPEARHEAD WARSCROLL •

SLAANGOR FIENDBLOODS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Razor-sharp Claws	4	4+	3+	1	2	-
Razor-sharp Claw and Gilded Weapon	5	4+	3+	1	2	-

This unit has 2 Slaangor Fiendblooms armed with Razor-sharp Claws, and 1 Slaangor Fiendblood armed with a Razor-sharp Claw and Gilded Weapon.

➤ **Enemy Shooting Phase**

SLAUGHTER AT ANY COST: *When stirred by the excesses of battle, Fiendblooms waste no time in hunting down their victims.*

Declare: This unit can use this ability if any damage points were allocated to it this turn.

Effect: This unit can use the 'Normal Move' ability as if it were your movement phase.



KEYWORDS

INFANTRY

MOVE
6"
HEALTH 1 6+ SAVE
1 CONTROL

Blissbarb Archers are the footsoldiers of Slaanesh's mortal hosts, the sinful masses who partake in the bacchanals and the carnivals of agony. Having abandoned their past lives, these fleet-footed Sybarites are single-minded in their pursuit of decadence. Though forbidden from engaging in the glorious sensations of melee by their cruel overlords – though many cannot help but seek to wet their daggers when opportunity arises – they instead assail the foe with barbed arrows, laced with hallucinogenic toxins that open the mind to new vistas of dark possibility.

• SPEARHEAD WARSCROLL •

BLISSBARB ARCHERS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Blissbarb Bow	18"	2	3+	4+	1	1	-

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Sybarite Blade	1	3+	4+	-	1	-

One unit has 5 Blissbarb Archers and 1 Blissbrew Homonculus. The other unit has 5 Blissbarb Archers.

The Blissbarb Archers are each armed with a Blissbarb Bow and Sybarite Blade. The Blissbrew Homonculus is armed with a Sybarite Blade.

➤ **Passive**

LIGHT-FOOTED KILLERS: *Blissbarb Archers can deliver pinpoint shots even while cavorting wildly across the battlefield.*

Effect: This unit can use SHOOT abilities even if it used a RUN ability in the same turn.



KEYWORDS

INFANTRY, REINFORCEMENTS

OSSIARCH BONEREAPERS

TITHE-REAPER ECHELON

This Spearhead army consists of the following units:

GENERAL

- ◆ Mortisan Soulreaper

UNITS

- ◆ 10 Mortek Guard
- ◆ 10 Mortek Guard
- ◆ 5 Kavalos Deathriders
- ◆ 1 Gothizzar Harvester



Bone and soul are the twin foundations of the Ossiarch Empire. Ensuring a constant stream of these supplies is thus essential. It is through the bone-tithe that the Ossiarchs harvest physical remains – but this does not solve the issue of soul acquisition, which must be ripped from the living by force. With typical relentless efficiency, the Ossiarchs seek to solve both these conundrums at once, forming specialised Tithe-Reaper Echelons to punish recalcitrant subjects and secure a harvest of bone and soul.

Tithe-Reaper Echelons will allow the foe to break upon a line of Mortek Guard, before deploying a second line to grind them down. Kavalos Deathriders circle around the flanks of the enemy host before committing to a trampling charge from an unexpected angle. The nightmarish Gothizzar Harvester has a far more straightforward purpose: this construct-beast wades into the fray with scythes and mauls swinging, its subsidiary limbs snatching up bloodied bones for processing. Tithe-Reaper Echelons are commanded by Mortisan Soulreapers. When the enemy has been pushed to breaking point, these mages will step into the fray themselves, acquiring a harvest of souls with their fell scythes.

'Let us be done with this, and swiftly. Lord Xornas requires seven new legions for the campaign. These ingrates will provide a beginning.'

– Thakaros, Mortisan Soulreaper



Army painter Nathan had to paint his Gothizzar Harvester twice, after his dog mangled the first! To capture the amber blades of the Ivory Host, he shaded them Skrag Brown, before picking out the cracks with Screaming Skull.

BATTLE TRAITS

RESERVE CONTINGENT

The Ossiarch commanders will bolster their forces wherever battle is met.

One of your **Mortek Guard** units is not set up during the deployment phase. Instead, from the third battle round onwards, it can use the following ability:

⚙ Your Movement Phase

CONTINGENT ARRIVAL: *Marching in perfect unison, a reinforcing unit of Mortek Guard arrives.*

Effect: Set up this unit anywhere on the battlefield wholly within 3" of a battlefield edge and more than 6" from all enemy units.

KEYWORDS CORE

OSSIARCH COMMANDS

The Bonereapers display a formidable mastery of war, and in battle they act with a relentless precision.

OSSIARCH COMMANDS are abilities that can only be used by spending **Ossiarch command points**.

At the start of the battle round, you receive 2 Ossiarch command points. Each **OSSIARCH COMMAND** costs 1 Ossiarch command point to use.

The same unit cannot use more than one **OSSIARCH COMMAND** in the same phase. At the end of the battle round, all remaining Ossiarch command points are lost.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

🛡 Once Per Battle, Any Combat Phase

IMPENETRABLE RANKS: *If given the order, Ossiarch warriors will snap into an unyielding defensive line.*

Declare: Pick a friendly unit to use this ability.

Effect: Until the end of the phase, add 1 to ward rolls for that unit.

KEYWORDS OSSIARCH COMMAND

🏹 Once Per Battle, Your Movement Phase

RE-FORM RANKS: *A group of Bonereapers swiftly disengages from combat with flawless precision.*

Declare: Pick a friendly **Mortek Guard** unit in combat to use this ability.

Effect: That unit can use a **RETREAT** ability this phase without any mortal damage being inflicted on it.

KEYWORDS OSSIARCH COMMAND

ENHANCEMENTS: Give your general 1 of the following enhancements.

⚔ Your Hero Phase

EMPOWER NADIRITE WEAPONS: *A Soulreaper can call upon stolen life essence to bolster nadirite weapons.*

Declare: Pick a visible friendly **Mortek Guard** unit wholly within 12" of your general, then make a casting roll of 2D6.

Effect: On a 5+, until the start of your next turn, add 1 to the Rend characteristic of that unit's melee weapons.

⚔ Passive

MURDEROUS DRIVE: *This Soulreaper is animated by especially vicious and warlike spirits.*

Effect: Your general's **Soulreaper Scythe** has **Crit (2 Hits)**.

🏹 Your Movement Phase

UNSTOPPABLE COMMANDER: *This Soulreaper's animus contains the essence of a brilliant commander that can still urge their troops to victory.*

Declare: Pick a friendly **Mortek Guard** unit wholly within 12" your general, then roll a dice.

Effect: On a 2+, add 3" to that unit's Move characteristic this phase.

🛡 Passive

MARROWPACT: *The glyphs borne to war by your general bind those who view them in arcane pacts.*

Effect: Each time your general uses a **FIGHT** ability, after all of their attacks have been resolved, **Heal (X)** your general where **X** is the number of damage points allocated by those attacks.

MOVE
5" HEALTH 5 SAVE 4+ CONTROL 2

Soulreapers are the most warlike and destructive Ossiarch mages. Though they possess the ability to reknit fellow constructs, alone of the Mortisan Order they do not create in any meaningful sense – their only task is to rip the spirits of the living from their bodies with their scythes and store them for later use in the creation of new construct legions. Soulreapers are seen as grim and sinister even by other Ossiarchs; created without mouths, the better to avoid stolen souls channelling screams through them, they fight in an eerie silence, surrounded by flickering gheist-energies.

• SPEARHEAD WARSCROLL •

MORTISAN SOULREAPER

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Soulreaper Scythe	3	4+	3+	2	2	-

Your Hero Phase

DRAIN VITALITY: *This cursed spell saps a foe's strength, leaving them weak and vulnerable.*

Declare: Pick a visible enemy unit within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, subtract 1 from hit rolls for attacks made by the target unit until the start of your next turn.

Your Movement Phase

REKNIT CONSTRUCT: *This Mortisan has the power to remake and renew that which has been destroyed.*

Declare: Pick a friendly unit wholly within 12" of this unit and that is not in combat to be the target.

Effect: Heal (D3) the target. If the target unit is not damaged, you can instead return a number of slain models to it that have a combined Health characteristic of D3 or less.

KEYWORDS OSSIARCH COMMAND



KEYWORDS

HERO, WIZARD, INFANTRY, WARD (6+)

MOVE
4" HEALTH 1 SAVE 4+ CONTROL 1

Mortek Guard are the backbone of the Ossiarch legions, crafted for resilience and obedience.

These are no mindless revenants, in the manner of a reanimated skeleton; their soultrap gems contain the stolen essence of dutiful warriors and servants, and they are capable of performing intricate manoeuvres with precision and skill. The weapons of the Mortek Guard are forged from nadirite, a soul-sucking material that is said to be crafted in proximity to the abominable Shyish Nadir.

With such tools of war, the Mortek diligently cut a path through anything their masters mark for destruction.

• SPEARHEAD WARSCROLL •

MORTEK GUARD

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Nadirite Spear	2	3+	4+	-	1	Anti-charge (+1 Rend)

Any Combat Phase

NADIRITE ASSAULT: *The weapons of the Ossiarch legions can siphon souls with a single cut, stealing the foe's life force.*

Effect: Until the end of the phase, this unit's melee weapons have Crit (2 Hits).

KEYWORDS OSSIARCH COMMAND



KEYWORDS

INFANTRY, WARD (6+)

MOVE
10"
HEALTH 3 4+ SAVE
1 CONTROL

Deathriders are the feared cavalry hosts of the Ossiarch Empire. Infamy cloaks these warriors; any who have fought against the Ossiarchs have heard of their devastating charges, for their arrowhead formations and thunderous charges can shatter any battleline. The steeds of the Deathriders are not lowly equine remains but constructs in their own right, often crafted from the bodies and soultrap gems of failed Ossiarch commanders. Existence as a Kavalos steed is a humiliating thing and renders these creatures just as eager to vent cold fury upon the living as their riders.

• SPEARHEAD WARSCROLL •

KAVALOS DEATHRIDERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Nadirite Spear	3	3+	4+	1	1	Charge (+1 Damage)
Kavalos Steed's Hooves and Teeth	2	5+	3+	-	1	Companion

➤ Your Charge Phase

DEATHRIDER WEDGE: *Kavalos Deathriders can charge in a deadly arrowhead formation that bursts through the enemy's defences.*

Effect: The following effects apply this phase:

- Models in this unit can pass across enemy **INFANTRY** models as if this unit had **FLY**.
- After this unit has charged, you can pick an enemy unit that it passed across and roll a dice. On a 2+, inflict D3 mortal damage on that enemy unit.

KEYWORDS OSSIARCH COMMAND



KEYWORDS

CAVALRY, WARD (6+)

MOVE
6"
HEALTH 10 4+ SAVE
5 CONTROL

Gothizzar Harvesters are perhaps the most horrific of all Ossiarch constructs. From their maws leap bolts of killing baleflame, and their nadirite weapons are capable of inflicting horrendous carnage. Yet a Gothizzar Harvester's true value to the Ossiarchs is the great hollow on its back and the bones contained therein; as the thing marches across the battlefield, it snatches up the remains of the dead, flensing the worthy and storing them for delivery to a necropolis. In extremis, a Harvester can even perform field repairs on fellow Ossiarchs, making it a formidable anchor in a legion's battleline.

• SPEARHEAD WARSCROLL •

GOTHIZZAR HARVESTER

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Death's Head Maw	12"	4	4+	4+	1	1	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Soulcrusher Bludgeons	6	4+	2+	2	2	-	
Ossified Hooves and Tail	4	4+	3+	1	2	-	

U Passive

BONE HARVEST: *As a Gothizzar Harvester fights, it works to amass a grisly stockpile of bones.*

Effect: Each time an enemy model in combat with this unit is slain, this unit gains 1 **bone-tithe point**. It can never have more than 6 **bone-tithe points**.

➤ End of Any Turn

REPAIR CONSTRUCT: *The Harvester uses a portion of its morbid crop to restore the forms of fellow Ossiarchs.*

Declare: Pick a friendly **Mortek Guard** unit within 6" of this unit to be the target. Then, roll a dice for each **bone-tithe point** this unit has.

Effect: For each 4+, you can return 1 slain model to the target unit. Then, reset this unit's **bone-tithe points** to 0.



KEYWORDS

MONSTER, WARD (6+)

SOULBLIGHT GRAVELORDS

BLOODCRAVE HUNT

This Spearhead army consists of the following units:

GENERAL

- ◆ Vampire Lord

UNITS

- ◆ 10 Deathrattle Skeletons
- ◆ 10 Deathrattle Skeletons
- ◆ 5 Blood Knights
- ◆ 3 Vargheists



Though the great vampiric bloodlines maintain wildly different traditions of war, there is one thing they all have in common: the love of the hunt. Even those who adopt the airs and graces of noble courts struggle to keep the blood-craving beasts within them contained behind their gilded veneers. Such is the power of the Soulblight Curse that the vampiric nobility that revel in its blessings will often strike out on Bloodcrave Hunts to chase down foes to replenish their feeding supplies – or, oftentimes, just to enjoy indulging their fell urges.

Each hunt is led by a Vampire Lord, who directs both members of their court and ranks of their skeletal servants alike to do their bidding. No backline leaders are these, as they would much rather revel in the carnage of battle, slashing apart enemies with their ornate weapons or taking great gulps of blood. Though they fight violently, they use this vital lifestuff to heal their own injuries as they go. An elite guard of mounted Blood Knights attends their lord, charging through enemy lines to skewer them with sword and lance. Many will bring along Vargheists to aid in the hunt, for these grotesque creatures were once members of their court as well, though having fallen to the urges of their curse, they are now good for little more than chasing and killing. Should their masters not take care of the enemy, Deathrattle Skeletons will be raised to clean up straggling footsoldiers or overwhelm their foes with sheer numbers. With their lord nearby, they can get up and resume fighting countless times after being destroyed.



Background writer Nick's vampires are stained red with the blood of their kills. They wear the colours of the Crimson Keep to show their allegiance to Prince Vhordrai.

BATTLE TRAITS

DEATH'S DESCENT

Vargheists swoop on their victims from on high, suddenly overwhelming them in a flurry of claws and fangs.

Your **Vargheists** unit is not set up during the deployment phase. Instead, from the third battle round onwards, it can use the following ability:

➤ Your Movement Phase

SWOOP DOWN: *The sky darkens as the Vargheists descend.*

Effect: Set up this unit anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS CORE

⚔ Passive

THE HUNGER: *Those who bear the Soulblight Curse constantly crave blood and are empowered by feasting upon their foes.*

Effect: Each time a friendly **VAMPIRE** unit uses a **FIGHT** ability, after all of its attacks have been resolved, **Heal (X)** that **VAMPIRE** unit where X is the number of damage points allocated by those attacks.



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

⚔ Once Per Battle, Your Movement Phase

ENDLESS LEGIONS: *To the Soulblight aristocracy, the dead are mere chattel to be expended at will.*

Declare: Pick a friendly **Deathrattle Skeletons** unit that has been destroyed.

Effect: You can set up a replacement unit with **D6+4** models anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS CORE

⚔ Any Charge Phase

RUINOUS CHARGERS: *The Blood Knights of this army leave a trail of destruction as they trample anything that lies between them and their prey.*

Declare: Pick your **Blood Knights** unit to use this ability if it charged this turn.

Effect: Inflict **D3** mortal damage on each enemy unit it passed across during that **CHARGE** ability.

ENHANCEMENTS: Give your general 1 of the following enhancements.

⚔ Once Per Battle, Reaction: You declared the 'Skeleton Legion' ability for a unit within 9" of your general

GRAVE-SAND SHARD: *By crushing this gem of vitrified grave-sand, the Vampire Lord can draw upon a surge of death magic to reinvigorate their resurrected warriors.*

Effect: Add 1 to each **legion roll** made for that unit.

⚔ Passive

AURA OF NIGHT: *This black leather brigandine was crafted from the hide of an abyssal stalker and grants the wearer that creature's shadowy aura.*

Effect: Ignore negative modifiers to save rolls for shooting attacks that target your general.

➤ Once Per Battle, Your Movement Phase

CLOUD OF BATS: *Your Vampire Lord dissolves into a swarm of bats before reappearing elsewhere.*

Effect: Remove your general from the battlefield and set them up again anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS CORE

⚔ Your Hero Phase

SPIRIT GALE: *Your general calls forth spectral winds that tear the souls of the foe from their bodies.*

Declare: Make a casting roll of 2D6.

Effect: On a 7+, inflict 1 mortal damage on each enemy unit on the battlefield.

MOVE
6"
HEALTH 5 3+ SAVE
2 CONTROL

Vampire Lords are elder undead whose dark powers have only intensified over the long centuries. Each is a warrior to be feared, with an instinctive command of death magic. In battle, they fight with self-assurance and a cold sense of pride, knowing that at the flick of their finger they can raise more skeletal servants to overwhelm their foe or siphon the soul energies from their victims in order to live anew. Each fights with an heirloom of their vampiric bloodline, which is both an expertly crafted relic and a symbol of dread to their enemies.

• SPEARHEAD WARSCROLL •
VAMPIRE LORD

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Dynastic War-relic	5	3+	3+	1	2	-

◊ Your Hero Phase

VILE TRANSFERENCE: *The Vampire Lord siphons the animus from nearby enemies and uses it to rejuvenate their ageless form.*

Declare: Pick a visible enemy unit within 6" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, roll a number of dice equal to the target's Health characteristic. For each 5+, inflict 1 mortal damage on the target and **Heal (1)** this unit.



KEYWORDS

HERO, WIZARD, INFANTRY, VAMPIRE, WARD (6+)

MOVE
10"
HEALTH 3 3+ SAVE
1 CONTROL

Blood Knights are vampires obsessed with battle, and their codes of chivalric honour are warped indeed. Mounted atop imposing Nightmares, they seek out war wherever it can be found, trampling straight over lesser foes to reach the worthiest challenges. They excel at mounted combat and can spear enemies through the heart in an instant with finely wrought blade or lance. Their skeletal steeds are fearsome creatures armoured from head to hoof, their savage bites and lashing kicks adding to the carnage of their rider's charge.

• SPEARHEAD WARSCROLL •
BLOOD KNIGHTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Templar Lance or Templar Blade	3	3+	3+	1	1	Charge (+1 Damage)
Nightmare's Hooves and Teeth	3	5+	3+	-	1	Companion

➤ Passive

RIDERS OF RUIN: *Blood Knights barge through lesser foes to strike at more worthy challengers.*

Effect: Models in this unit can pass across enemy **INFANTRY** models as if this unit had **FLY**.



KEYWORDS

CAVALRY, VAMPIRE, WARD (6+)

• SPEARHEAD WARSCROLL •

VARGHEISTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Murderous Fangs and Talons	3	4+	3+	1	2	Crit (2 Hits)

✘ Passive

THE SCENT OF GORE: *The taste of hot blood on the tongue sends these abominations into a killing mania.*

Effect: Add 1 to wound rolls for attacks made by this unit that target a damaged unit.



KEYWORDS

INFANTRY, VAMPIRE, FLY, WARD (6+)

MOVE 12"
HEALTH 4 SAVE 5+
CONTROL 1

The leather-winged horrors known as Vargheists are vampires who were overwhelmed by their bloody thirst. Now reduced to savage and near-uncontrollable beasts, they viciously attack any prey within reach. Though they are a common sight in hunting parties for their speed and overwhelming strength, their courtly brethren often treat them with contempt. Deep down, vampires know that they are only a few steps away from transforming into a ravaging, blood-maddened Vargheist themselves.

• SPEARHEAD WARSCROLL •

DEATHRATTLE SKELETONS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Ancient Weapon	2	4+	4+	-	1	-

☞ Any Combat Phase

SKELETON LEGION: *As necromantic energies blanket the battlefield, long-dead warriors stagger to their feet once more, eye sockets aglow with killing light.*

Effect: For each slain model from this unit, make a **legion roll** of D6. For each 5+, return 1 slain model to this unit.



KEYWORDS

INFANTRY, WARD (6+)

MOVE 4"
HEALTH 1 SAVE 5+
CONTROL 1

Skulls locked in an eternal grimace, Deathrattle Skeletons are the footsoldiers of the undead. To stand before these clattering companies demands great courage, for they are the fate of all mortals given horrifying animus, and their rusted weapons have retained their killing edge. Though these macabre soldiers are slow and their bodies brittle, they can rise again and again under the right circumstances. In this way they overwhelm the enemy, who become locked in a perpetual struggle with the skeletal hordes that can end only in their own demise.

NIGHTHAUNT

SLASHER HOST

This Spearhead army consists of the following units:

GENERAL

- ◆ Knight of Shrouds

UNITS

- ◆ 3 Spirit Hosts
- ◆ 5 Grimghast Reapers
- ◆ 5 Grimghast Reapers
- ◆ 10 Chainrasps
- ◆ 10 Chainrasps



The spectral warriors of a Slasher Host crave the tearing sensation of their blades and talons biting deep into mortal victims, slicing through flesh to rend the very soul beneath. Inflicting terror and agony is their only delight, for their very existence is a punishment ordained by the Great Necromancer, Nagash.

Slasher Hosts are frenzied gatherings fuelled by spite, and the grim aura of command projected by a Knight of Shrouds is required in order to focus their malice upon Nagash's enemies. Raising their rusted blade to the skies, this traitor-general orders floods of Chainrasps and Grimghast Reapers forth. These spirits fall upon the living in a surging mass, letting the missiles and panicked sword-strokes of their prey pass harmlessly through their incorporeal bodies as they claw open throats and pierce hearts.

Such awful slaughter drowns the battlefield in a potent haze of Shyishan magic, drawing forth the horrible agglomerations known as Spirit Hosts – gestalt entities formed from dozens of displaced souls that feed upon the death-gasps of those impaled upon their phantasmal talons.

'Come hither, mortal. An eternity of suffering awaits thee.'

– Galembrecht, Knight of Shrouds



Seeking to capture the freezing aura of terror that emanates from a Slasher Host of the Grieving Legion, studio editor Leigh chose to shade the spectral parts of his Nighthaunt with a pale, icy blue.

BATTLE TRAITS

U Any Charge Phase

WAVE OF TERROR: Many foes freeze in fear when faced by a swarming Nighthaunt charge.

Declare: Pick a friendly unit to use this ability if it charged this phase and the charge roll was 10+. Then, pick an enemy unit within 1" of it to be the target.

Effect: The target has **STRIKE-LAST** this turn.

U Passive

ETHEREAL: Nighthaunt spirits can only be harmed by blows delivered with great conviction.

Effect: Ignore all modifiers to save rolls for friendly units (positive and negative).



Chainrasps

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

X Start of the First Battle Round

DEATH STALKERS: These spectral killers relentlessly hunt down quarry whose names have been whispered to them in darksome rites.

Declare: Pick an enemy unit on the battlefield.

Effect: Add 1 to the Rend characteristic of melee weapons used for attacks that target that unit.

U Passive

CHORUS OF TERROR: Warriors are frozen in place by the shrieks of the Nighthaunt as they wash over the enemy lines in a wave of terror.

Effect: Subtract 1 from hit rolls for combat attacks that target a friendly unit that charged in the same turn.

ENHANCEMENTS: Give your general 1 of the following enhancements.

U End of Any Turn

SOULFIRE RING: Gouts of lashing green flames leap forth from this ring as it consumes the souls of those slain by the wearer.

Effect: If any models were slain by your general this turn, **Heal (D6)** your general.

U Passive

CLOAKED IN SHADOW: Eerily intangible, this spirit's ethereal form fades in and out of existence like some wispy cloud of supernatural mist.

Effect: No more than 1 enemy unit can target your general with attacks (shooting or combat) per phase.

X Once Per Battle, Your Hero Phase

BEACON OF NAGASHIZZAR: This malignant light summons departed souls.

Effect: Return 1 slain model to each friendly unit on the battlefield.

X Passive

SHADOW'S EDGE: It is impossible to tell if this ebon blade is corporeal or mere shadow, yet its touch tears through flesh and bone with ease.

Effect: Your general's **Sword of Stolen Hours** has **Crit (Mortal)**.

MOVE 8"
HEALTH 5 SAVE 4+
CONTROL 2

Each Knight of Shrouds is an arch-traitor who abandoned their oaths and their people rather than fight an unwinnable war against the legions of Nagash. In return, the Great Necromancer bound them eternally in his service, making use of their vicious skill in warfare to further subjugate the living. Wielding the Sword of Stolen Hours that marks their rank, a Knight of Shrouds cuts down those they once swore to protect, each killing stroke accompanied by a fresh rush of self-loathing. Should the enemy mount a stalwart counter-attack, they will order their minions to disgorge entirely, the blades of the foe finding no purchase upon them until the danger is passed.

• SPEARHEAD WARSCROLL •
KNIGHT OF SHROUDS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Sword of Stolen Hours	5	4+	3+	1	2	Crit (Auto-wound)

Your Hero Phase

DISCORPORATE: *This spectral overseer gives the order for their warriors to flicker between the realms of the living and dead.*

Declare: Pick a friendly unit wholly within 9" of this unit to be the target.

Effect: Until the start of your next turn, the target has **WARD (5+)**.



KEYWORDS HERO, INFANTRY, FLY, WARD (6+)

MOVE 8"
HEALTH 3 SAVE 4+
CONTROL 1

Spirit Hosts are formed from a mass of lesser gheists, bound together by a need to consume the energies of death. Drawn to the battlefield's feast of morbid energies, they possess neither individuality nor recognisable form, but this does not make them any less deadly as they sweep across the battlefield, their grasping claws and rusting blades passing through physical armour to wound their prey's very essence.

• SPEARHEAD WARSCROLL •
SPIRIT HOSTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Spectral Claws and Daggers	6	4+	4+	-	1	Crit (Auto-wound)

Passive

DRAWN TO WAR: *When the champions of the Nighthaunt muster their processions for battle, Spirit Hosts flock to join their cause, serving as useful fodder for the enemy.*

Effect: Your general has **WARD (4+)** while they are within 1" of this unit.



KEYWORDS INFANTRY, FLY, WARD (6+)

MOVE
8"
HEALTH 1 SAVE 4+
CONTROL 1

In life, the beings known as Grimghast Reapers considered themselves subtle plotters and assassins, who changed the fortune of entire kingdoms with the stroke of a blade. Now they kill indiscriminately at the behest of the Great Necromancer, unable to witness the awful carnage they are wreaking with each great sweep of their scythes due to the blindfolds that rob them of their witchsight.

• SPEARHEAD WARSCROLL •

GRIMGHAST REAPERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Slasher Scythe	2	4+	3+	1	1	Crit (Auto-wound)

✂ Passive

REAPED LIKE CORN: *The scythes wielded by these ghostly warriors can be swung in great sweeping arcs, cutting down whole ranks of enemy warriors.*

Effect: Combat attacks made by this unit score critical hits on unmodified hit rolls of 5+ if the target unit has 5 or more models.



KEYWORDS

INFANTRY, FLY, WARD (6+)

MOVE
8"
HEALTH 1 SAVE 5+
CONTROL 1

Chainrasps are twisted and tormented entities, fashioned from the souls of criminals and transformed into the footsoldiers of Nagash's spectral hosts. Sweeping forth in a groaning, clattering mass, they overwhelm their living prey with sheer numbers, dragging them down to the underworlds to share their own grim fate.

• SPEARHEAD WARSCROLL •

CHAINRASPS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Malignant Weapon	2	4+	5+	-	1	Crit (Auto-wound)

✂ Passive

CHILLING HORDE: *When the enemy is frozen in fear, the Chainrasps effortlessly drag to the underworlds any who face their assault.*

Effect: Add 1 to wound rolls for combat attacks made by this unit if it charged in the same turn.



KEYWORDS

INFANTRY, FLY, REINFORCEMENTS, WARD (6+)



FLESH-EATER COURTS

CARRION RETAINERS

This Spearhead army consists of the following units:

GENERAL

- ◆ Abhorrant Archregent

UNITS

- ◆ 10 Cryptguard
- ◆ 3 Morbheg Knights
- ◆ Varghulf Courtier



Hark! For when the noble liege of the lands wishes to survey their domain or embark upon a mighty quest, they will bring with them a royal entourage. After all, it would never do for a true monarch to be seen without their loyal bodyguard, courtly knights mounted upon winged steeds and the saintly paladins at their beck and call. Should they encounter villains or curs on their procession, why, such evil-doers must be struck down – and a grand feast held to mark the victory...

Reality, alas, never matches these visions. For these bands of deluded knights are monsters themselves, ghouls and feral vampires hungry for flesh and blood. The lens of madness through which they perceive the world does not dilute their ravenous frenzy. Ghouls are little given to strategy or complex manoeuvres; they prefer to swarm in a rabid horde, trusting in ferocity to carry the day. However, the chivalric nature of the ghouls' hallucinations renders them devoted to their lieges. Should an abhorrant vampire perform deeds of bloodthirsty 'valour', their entourage will strive all the more viciously to emulate them.

'Come to me, my subjects, for bandits profane our lands. Let us ride out to meet them and give them a taste of knightly steel!'

– Archregent Redcraw



Rules writer Louis opted for the pallid colour scheme of the Morgaunt for his entourage of ghoulish cannibals – the perfect canvas for the sprays of gore that will inevitably cover them in battle!

BATTLE TRAITS

✂ Passive

NOBLE DEEDS: *Each member of a ghoulish court is constantly seeking to prove their valour by performing worthy exploits on the battlefield.*

Effect: Each time a friendly **HERO** uses a **FIGHT** ability, after its attacks have been resolved, give that **HERO** a number of **noble deeds points** equal to the number of damage points allocated by that ability. Each **HERO** can have a maximum of **6 noble deeds points** at any time.

✂ Passive

FEEDING FRENZY:

To witness an abhorrant at war spurs a mad hunger in the ghouls

Effect: Add 1 to the Attacks characteristic of melee weapons used by friendly units while they are wholly within 12" of any friendly **HEROES** that have **6 noble deeds points**.



🏠 Your Movement Phase

SUMMON LOYAL

SUBJECTS: *Ghouls flock to their vampiric masters.*

Declare: Pick a friendly **HERO** with any **noble deeds points** to use this ability.

Effect: Spend any number of that **HERO's noble deeds points** as follows:

Pick a friendly **Cryptguard** unit within 9" of this unit and spend **1 noble deeds point** to return 1 model to that unit.

Pick a friendly **Morbheg Knights** unit within 9" of this unit and spend **2 noble deeds points** to return 1 model to that unit.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

🏠 Passive

CRUSADING ARMY: *The warriors of this court see themselves a crusading paladins venturing out into the realms with a holy cause.*

Effect: Add 1 to run rolls and charge rolls for friendly units.

🏠 Passive

DEFENDERS OF THE REALM: *These deluded ghouls see themselves as noble defenders, selling their lives dearly to drive back the invader from beyond.*

Effect: Add 1 to save rolls for friendly units that are contesting an objective you control.

ENHANCEMENTS: Give your general 1 of the following enhancements.

🏠 Passive

ULGUAN CLOAK: *This Archregent is shrouded by an aura of darkness – holiness, as they would see it – which makes them difficult to target.*

Effect: Your general is not visible to enemy models that are more than 12" away from them.

🏠 Once Per Battle, Your Hero Phase

BLOOD-RIVER CHALICE: *The Archregent guzzles from a bloodstained chalice, roaring as their deathless form swells with restored vitality.*

Effect: Heal (2D3) your general.

🏠 Your Hero Phase

ROUSING ORATION: *The Archregent looses a soul-chilling howl, which is perceived as an inspiring call to gallantry by their deranged followers.*

Effect: Roll a dice for each friendly unit wholly within 12" of your general. Do not roll a dice for your general. For each 5+, give **1 noble deeds point** to your general.

🏠 Your Hero Phase

CRIMSON VICTUALS: *Hissing an incantation, the Archregent saps the life essence of nearby foes.*

Declare: Pick a visible enemy unit within 18" of your general to be the target, then make a casting roll of 2D6.

Effect: On a 6+, inflict D3 mortal damage on the target. Then, if your **Cryptguard** unit is within 6" of the target, you can return 1 slain model to your **Cryptguard** unit for each damage point allocated by this ability.

MOVE
6"
HEALTH 6 SAVE 5+
CONTROL 2

The vampiric abhorrants known as Archregents are amongst the most powerful of all their degenerate brood. Through crazed bloodlust and the sheer force of their deluded will, they have bound vast cannibal empires to them, and they command the loyalty of innumerable gibbering ghouls. Though Archregents are more than capable of tearing foes apart in a flurry of fangs, they take a warped satisfaction in watching their minions carry the day. Many wield their dark magics to 'bless' those under their command, turning them into even more ferocious killing machines.

• SPEARHEAD WARSCROLL •

ABHORRANT ARCHREGENT

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Gory Talons and Fangs	5	3+	3+	1	2	-

⚙ Your Hero Phase

DERANGED TRANSFORMATION: *Wielding the power of their curse, the abhorrant causes the limbs of a nearby pack to bulge and lengthen, allowing the creatures to charge forwards at a furious pace.*

Declare: Pick a visible friendly unit wholly within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, until the start of your next turn, add 2" to the target's Move characteristic and add 1 to wound rolls for its attacks.



KEYWORDS HERO, INFANTRY, WARD (6+)

MOVE
6"
HEALTH 1 SAVE 6+
CONTROL 1

Cryptguard are drawn from the cannibal 'serfs' of an abhorrant's kingdom. Each has impressed their liege through some great feat of endurance - perhaps catching a blade intended for the vampire, deliberately or otherwise. As a reward, they are inducted into their monarch's bodyguard, given better scraps from the feasting table and a pick of weapons from the royal armoury - relics that have long been steeped in a miasma of madness. Cryptguard take great pride in their tenacity, and their proximity to the abhorrants' necromantic energies render them remarkably difficult to slay.

• SPEARHEAD WARSCROLL •

CRYPTGUARD

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Cursed Weapon	3	4+	4+	1	1	-

🛡 Passive

ROYAL BODYGUARD: *In battle, it falls to the tenacious Cryptguard to form a half-living shield for their vampiric overlords.*

Effect: Add 1 to ward rolls for friendly **HEROES** that are wholly within this unit's combat range.



KEYWORDS INFANTRY, WARD (5+)

MOVE
12"
HEALTH 4 4+ SAVE
1 CONTROL

The Morbheg Knights believe themselves to be proud and chivalric warriors mounted upon noble feathered steeds of the sky. This could not be further from the truth, for their mounts are in fact vile Nightshriekers, the latter-day spawn of Morbheg – ancient godbeast sire to all chiropteran beasts. Though Nightshriekers cannot fly in the conventional sense, they possess immensely powerful hind limbs with which to leap far through the air, allowing the Morbheg Knights to crash into unsuspecting foes and wreak havoc.

• SPEARHEAD WARSCROLL •

MORBHEG KNIGHTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Grisly Lance	2	3+	4+	1	1	Charge (+1 Damage)
Nightshrieker's Claws and Teeth	3	4+	3+	1	2	Companion

Passive

PREDATOR'S POUNCE:
Though they lack the power of true flight, Nightshriekers can leap clean over obstacles and the heads of the foe, allowing Morbheg Knights to strike and disengage at will.

Effect: This unit can use **CHARGE** abilities even if it used a **RETREAT** ability in the same turn. In addition, no mortal damage is inflicted on this unit when it uses **RETREAT** abilities.



KEYWORDS

CAVALRY, FLY, WARD (6+)

MOVE
10"
HEALTH 8 5+ SAVE
2 CONTROL

In the eyes of the ghouls, Varghulfs are saintly warriors, aglow with divine power. Undeniably, they are amongst the most monstrous examples of the abhorrant bloodline, misbegotten horrors whose lust for blood and meat has overwhelmed whatever trace of self-control that remained. Only the most lordly of their kin can hope to command a Varghulf; any other who approaches will be torn apart in a shower of gore. Even then, one can do little more than goad these beasts into the fray before letting the Varghulf indulge its flesh-mangling hungers as it wishes, feasting on the fallen before darting away to strike elsewhere with preternatural swiftness.

• SPEARHEAD WARSCROLL •

VARGHULF COURTIER

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Immense Claws	7	4+	3+	1	2	-
Dagger-like Fangs	1	3+	2+	2	3	-

End of Any Turn

VICTORY FEAST: *A Varghulf rampages through the enemy's ranks at will, its wounds sealing with unholy rapidity as it guzzles the flesh of the savaged foe.*

Effect: If any models were slain by this unit this turn, **Heal (D6)** this unit, and this unit can immediately use the 'Retreat' ability without any mortal damage being inflicted on it.



KEYWORDS

HERO, INFANTRY, WARD (6+)

ORRUK WARCLANS

SWAMPSKULKA GANG

This Spearhead army consists of the following units:

GENERAL

- ◆ Killaboss on Great Gnashtooft

UNITS

- ◆ 1 Murknob with Belcha-banna
- ◆ 3 Man-skewer Boltboyz
- ◆ 5 Gutrippaz
- ◆ 5 Gutrippaz
- ◆ 1 Beast-skewer Killbow



As far as Kruleboyz are concerned, fighting fair is an idiotic concept. Swampskulka Gangs exemplify the cruelly underhanded approach to warfare so beloved of these orruks, for their entire purpose is to leave the enemy agonised, hobbled and helpless. Under the wily guidance of a Killaboss, they stalk their victims through the wilds of the realms for days, waiting for the perfect moment to launch a murderous ambush.

The first the Kruleboyz' chosen quarry knows of their fate is when dozens of barbed missiles come whistling out of the murk to sink into their flesh, as chortling Boltboyz relish their victims' shocked horror. Anything that looks big enough to cause the orruks serious bother is dealt with by an oversized harpoon hurled by a Beast-skewer Killbow. As the enemy reels in the face of this deadly hail, the Killaboss charges into their midst atop his Great Gnashtooft mount, seeking gory trophies to prove his kunnin'. Following closely behind come lanky orruk warriors, led by a Murknob brandishing a foul-smelling and loudly bellowing Belcha-banna. These Gutrippaz stomp forwards to fall upon the stricken foe, spilling intestines and poking out eyes with their venom-dripping weapons – while keeping a few prisoners alive to torment at their leisure, of course.

'Unlucky, long-ears. Bet you wish you'd snuffed it along with yer mates, don't ya?'

– Murknob Grikstab da Peeler



Known as Bragrakk's Blindaz, studio editor Stuart's Swampskulka Gang paint their skareshields with black markings over the eyes, to reflect their fondness for tormenting their foes with Eye-bitêr Ash.

BATTLE TRAITS

✂ Once Per Battle, Any Combat Phase

KRULEBOYZ WAAAGH! *In typically Morky fashion, Kruleboyz wait until they have the enemy surrounded before calling a Waaagh! – and when they do, the enemy's fate is usually sealed.*

Declare: Pick your general to use this ability, then pick another friendly unit wholly within 12" of them to be the target.

Effect: Your general and the target have **STRIKE-FIRST** this phase.



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

U Passive

NOISY RACKET: *On the eve of battle, the Kruleboyz make sure the enemy receives no respite as their war drums and rattle-skulls ring out into the night.*

Effect: Subtract 1 from wound rolls for attacks made by enemy units in the first battle round.

U Start of the First Battle Round

COVERED IN MUD: *After some 'hard finkin', a group of orruks decides to slather themselves in muck so they can sneak up on the unwitting enemy.*

Declare: Pick a friendly unit to use this ability.

Effect: In this battle, that unit is not visible to enemy models that are more than 12" away from it.

ENHANCEMENTS: Give your general 1 of the following enhancements.

U Passive

EGOMANIAK: *This self-important boss is willing to use anyone to protect his own hide.*

Effect: If any other friendly units are within your general's combat range, before you allocate a damage point to your general, roll a dice. On a 4+, you must allocate that damage point to one of those units instead.

✂ Once Per Battle, Enemy Movement Phase

MORK'S EYE PEBBLE: *When rubbed, this dark-grey rock produces a swirling bank of thick fog that protects the bearer and their allies from harm.*

Effect: In the next shooting phase, friendly units have **WARD (5+)** while they are wholly within 12" of your general.

✂ Once Per Turn, Your Hero Phase

KUNNIN' PLAN: *This devious Killaboss likes to feign retreat to draw their prey into a deadly trap.*

Declare: Pick a friendly unit wholly within 12" of your general.

Effect: If that unit uses a **RETREAT** ability this turn, no mortal damage is inflicted on it and it can still use **SHOOT** and/or **CHARGE** abilities later in the turn.

U Once Per Battle, Any Combat Phase

EYE-BITER ASH: *Stored in a heat-proof pouch, this strange ash never stops smouldering. The bearer can cast it at a foe, creating a cloud of blistering ash that blinds the targets and causes them terrible pain.*

Declare: Pick an enemy unit in combat with your general and roll a dice.

Effect: On a 1-4, subtract 1 from hit rolls for attacks made by that unit for the rest of the phase. On a 5+, subtract 1 from hit rolls for attacks made by that unit for the rest of the battle.

MOVE
10"
HEALTH 10 3+ SAVE
2 CONTROL

Killabosses are cunning warlords well used to using their 'thinkin' muscles' to guide their fellow orruks in ambushes and traps. With a string of victories under their belts, they have won something akin to trust from their minions, who stick to the plan even when things get nasty. They take great pride in procuring the vilest and most malicious monsters to serve as their war-mounts, and few are as deadly as the Great Gnashtoof. This wiry canine killer is as swift as it is foul-tempered, capable of navigating the slimy homelands of the Kruleboyz with ease. When it finds its prey, it leaps upon them with an ear-splitting howl that seems to come from two directions at once.

• SPEARHEAD WARSCROLL •

KILLABOSS ON GREAT GNASHTOOF

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Jagged Boss-stikka	4	3+	3+	1	2	Crit (Mortal)
Gnashtoof's Bone-crushing Fangs	5	4+	3+	1	2	Companion

• Your Hero Phase

ALL PART OF DA PLAN:

Kruleboyz tend to be very impressed by a Killaboss's kunnin' feats – so long as the boss has a plan, they are willing to face down even the most unlikely odds.

Declare: Pick a friendly unit wholly within 9" of this unit to be the target. You cannot pick this unit.

Effect: Add 3 to the target's control score until the start of your next turn.



KEYWORDS

HERO, CAVALRY

MOVE
5"
HEALTH 5 5+ SAVE
2 CONTROL

Orruks are not renowned for their ability to shoot straight, but the Kruleboyz known as 'Big Shots' understand the benefit of maiming your prey from as far away as possible. Beast-skewer Killbows are designed to take down the realms' mightiest monsters, and the oversized missiles they hurl can indeed punch through several inches of armoured hide or bone plating with ease. Such is the force with which these missiles strike home that they can also impale several man-sized targets at once.

• SPEARHEAD WARSCROLL •

BEAST-SKEWER KILLBOW

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Beast-skewer Bolts	24"	2	4+	2+	2	D6	Crit (Auto-wound)

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Jaggedy Blades	2	4+	3+	-	1	Crit (Mortal)

⚔ Passive

SKEWERED: *Beast-skewer bolts are designed to inflict horrendous wounds on monstrous quarry.*

Effect: The Damage characteristic of this unit's **Beast-skewer Bolts** is 6 instead of D6 if the target is a **MONSTER**.



KEYWORDS

WAR MACHINE

MOVE 5"

HEALTH 6

SAVE 4+

CONTROL 5

Murknobs are champions amongst the Kruleboyz, and they revel in taking the heads of their adversaries – honestly or otherwise. They alone are granted the honour of carrying the Belcha-bannas into battle, foul relics with all manner of strange powers. When the enemy close in, these uncanny standards belch a revolting miasma that can make even the toughest foe collapse in agony.

• SPEARHEAD WARSCROLL •
MURKNOB
 WITH BELCHA-BANNA

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Murknob Cleaver	4	4+	3+	1	2	Crit (Mortal)

Any Combat Phase

BREATH OF THE MIRE-DRAKES: *Belcha-bannas are typically built around the severed tongue of a mire-drake, creatures so vile that even after death, their remains belch forth clouds of soul-shrivelling gas.*

Declare: Roll a dice for each enemy unit in combat with this unit.

Effect: On a 1, nothing happens. On a 2-5, inflict 1 mortal damage on that enemy unit. On a 6, inflict D3 mortal damage on that unit.



KEYWORDS HERO, INFANTRY

MOVE 5"

HEALTH 2

SAVE 5+

CONTROL 1

Gutrippaz form the slimy heart of the Kruleboyz, stalking forwards behind their leering skareshields. These mobs of sadistic greenskins are known for their vicious kunnin' and the spiteful amusement they find in laying low the enemy with their wicked, venom-laced weapons. Even their appearance is honed to intimidate and confuse the foe.

• SPEARHEAD WARSCROLL •
GUTRIPPAZ

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Wicked Hacka	2	4+	3+	-	1	Crit (Mortal)

Any Combat Phase

SCARE TAKTIKZ: *Gutrippaz use all manner of means to unnerve and intimidate their foes.*

Effect: Roll a dice. On a 3+, subtract 1 from hit rolls for attacks that target this unit this phase. This ability has no effect on attacks made by HEROES.



KEYWORDS INFANTRY

MOVE 5"

HEALTH 2

SAVE 5+

CONTROL 1

Man-skewer Boltboyz wield crossbows powerful enough to take down a charging warhorse with a single shot. Even minor wounds inflicted by these weapons soon turn gangrenous and foul thanks to the poisons that the orruks smear over every projectile.

• SPEARHEAD WARSCROLL •
MAN-SKEWER BOLTBOYZ

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Man-skewer Crossbow	18"	2	4+	3+	1	2	Crit (Auto-wound)

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Jaggedy Blade	1	4+	3+	-	1	Crit (Mortal)

Passive

PICK 'EM OFF: *Boltboyz prefer to remain stationary to fire carefully aimed shots.*

Effect: Add 1 to hit rolls for this unit's shooting attacks if has not used a MOVE ability this turn.



KEYWORDS INFANTRY

GLOOMSPITE GITZ

BAD MOON MADMOB

This Spearhead army consists of the following units:

GENERAL

- ◆ Loonboss

UNITS

- ◆ 10 Moonclan Stabbas
- ◆ 10 Moonclan Stabbas
- ◆ 5 Squig Hoppers
- ◆ 5 Squig Hoppers
- ◆ 3 Rockgut Troggoths



When the Bad Moon careens through the sky and the realms are bathed in its loonlight, once-craven grots pour from tunnels and caves to overrun the Mortal Realms. Empowered by their lunar deity, these Madmobs overwhelm the enemy with sheer numbers. Waves of greenskins tear down foes with shivs, spears and squigs. At their rear swaggers their Loonboss, screaming orders and threats with wild abandon. Whilst their underlings do the dying, these moon-helmeted bullies circle about, waiting for a chance to pierce an enemy's lung or slash open a throat with their crooked glaive.

At the fore come the Squig Hoppers, sailing over the battlefield with great bounces – and crushing anyone unfortunate enough to be under them when they land. While their rabid squig mounts wreak havoc behind enemy lines with their fang-filled gobs, the reeling foe faces the assault of Rockgut Troggoths wielding menhir-capped mauls. These stone-skinned creatures are so tough that it is near impossible to inflict any meaningful injuries upon them. Emboldened by these lumbering linebreakers, grot Stabbas bring up the rearguard, overwhelming any survivors with their seemingly endless numbers. Hurling nets ensnare targets and bring them to the ground, allowing the cackling grots to plunge rusty shivs into their victims' flesh.

'Stab 'em faster, you slimy lot, or da troggs will be havin' ya for dinner!'

– Loonboss Puddlerot



Rules writer Sam's Gitz hail from the Palemoon Skabcaps, a small part of Skragrott's dominion. Their name is reflected in their colour scheme: their Bad Moon icons are painted white and their hoods are the colour of dried blood.

BATTLE TRAITS

Once Per Battle, Start of the First Battle Round

UNDER THE LIGHT OF THE BAD MOON
Grots are always vicious little monsters, but when their god's light falls upon them, they become an order of magnitude more dangerous.

Declare: Pick a territory (either friendly territory or enemy territory) to be **under the Light of the Bad Moon**. If both players can use this ability, the players roll off and the winner picks a territory to be under the Light of the Bad Moon.

The territory picked remains under the Light of the Bad Moon in the first and second battle rounds. In the third and fourth battle rounds, the other territory is under the Light of the Bad Moon.

Effect: While a friendly unit is wholly within the territory that is under the Light of the Bad Moon, the appropriate effect below applies to it:

Frothing Zealots: If the unit is a **Moonclan Stabbas** unit, add 3 to its control score.

Lunar Squigs: If the unit is a **Squig Hoppers** unit, no mortal damage is inflicted on it when it uses **RETREAT** abilities.

Moonlit Hide: If the unit is a **Rockgut Troggoths** unit, add 1 to save rolls for it.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Your Hero Phase

THE LUNATIC HORDES: *From out of caves and darkened lairs, a stream of ravening grots pours forth into the lurid light of the Bad Moon.*

Declare: Pick a friendly **Moonclan Stabbas** unit to use this ability.

Effect: You can return up to D3 slain models to that unit.

Once Per Battle, Your Movement Phase

THE HAND OF GORK: *A bizarre ritual worked before the battle calls down a ghostly green hand that can carry a mob to where they are most needed.*

Declare: Pick a friendly unit that is not in combat to use this ability.

Effect: Remove that unit from the battlefield and set it up again more than 9" from all enemy units.

KEYWORDS **CORE**

ENHANCEMENTS: Give your general 1 of the following enhancements.

End of Any Turn

FIGHT ANOTHER DAY: *Your general has mastered the ignoble art of striking then running away before the enemy can hit back.*

Declare: Pick your general to use this ability if they used a **FIGHT** ability this turn.

Effect: Your general can make a 2D6" move but cannot end that move in combat.

Passive

THE CLAMMY COWL: *This enchanted hood wreathes its wearer in damp gloom, causing enemies to swing wildly at their blurred outline and weapons to slip in suddenly moistened palms.*

Effect: Subtract 1 from hit rolls for attacks that target your general.

Passive

HALLUCINOGENIC FUNGUS BREW: *Stolen from the shamans of the Gobbapalooza, this potent brew makes the imbiber almost impervious to pain. However, as the battle progresses, the effects start to wear off.*

Effect: Your general has **WARD** (4+) in the first battle round, **WARD** (5+) in the second battle round, and **WARD** (6+) in the third and fourth battle rounds.

Once Per Battle, Enemy Movement Phase

NIGHTSHADE MUSHROOM: *This black-capped fungus bursts into a cloud of pitch darkness when tossed into the air.*

Declare: Pick a friendly unit within your general's combat range.

Effect: That unit cannot be targeted by shooting attacks in the next shooting phase.

MOVE
5"
HEALTH 5 4+ SAVE
CONTROL 2

A Loonboss never fights fair, ducking and weaving around his enemies and hurling endless mobs of grots at them to wear them down, before finishing them off with a blade to the throat or between the shoulder blades. Some will don moon-shaped helms in homage to their deity, the Bad Moon, in the hopes that it will shine upon their battles and allow them to spread more madness and mayhem. Though they will lay about themselves with impressive commitment if pressed, Loonbosses prefer to lord it over their diminutive minions, urging them into the fray with ear-splitting shrieks of outrage should the grot assault falter.

• SPEARHEAD WARSCROLL •
LOONBOSS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Moon-slicer	5	4+	4+	1	D3	-

⚙ **Your Hero Phase**

I'M DA BOSS: *Loonbosses prefer to make their minions do all the fighting.*

Declare: Pick a friendly Moonclan Stabbas unit wholly within 12" of this unit to be the target.

Effect: Pick 1:

Beckon the Loonatic Hordes: If the target unit is not in combat, you can return D6 slain models to it.

Stab 'Em Good! Add 1 to hit rolls for attacks made by the target unit until the start of your next turn.



KEYWORDS: HERO, INFANTRY, WARD (6+)

MOVE
D6+8"
HEALTH 2 6+ SAVE
CONTROL 1

Squig Hoppers bounce madly into battle, wreaking havoc on anything they collide with. Each ill-tempered squig has a cackling grot clinging to its back, who flails wildly at nearby enemies as he tries vainly to steer his weird steed. Only the most madcap of grots will attempt to enter the Squig Hoppers' bounding ranks, for each fang-filled mount is nigh uncontrollable – its rider must simply cling to its bumpy body and hope not to be bucked off amidst the mayhem.

• SPEARHEAD WARSCROLL •
SQUIG HOPPERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Slitta	2	4+	5+	-	1	-
Squig's Fang-filled Gob	3	4+	3+	1	1	Companion

⚔ **Any Movement Phase**

BOING! BOING! BOING! *Squig Hoppers can cause considerable damage simply by bouncing on top of their foes as they make their way across the battlefield.*

Declare: Pick an enemy unit that any models in this unit passed across this phase to be the target, then roll a dice for each model in this unit that did so.

Effect: For each 4+, inflict 1 mortal damage on the target.



KEYWORDS: CAVALRY, FLY

MOVE 6"
HEALTH 5
SAVE 4+
CONTROL 2

Rockgut Troggoths have stony hides that are proof against blade, bolt and magical blast alike. Their lumpen claws and rangy limbs have a steely strength, allowing them to wield huge but primitive clubs and hurl nearby boulders. Their leathery flesh can also regenerate with ease, rendering each beast almost impossible to kill.

• SPEARHEAD WARSCROLL •

ROCKGUT TROGGOths

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Throwin' Boulders	10"	1	5+	2+	2	D3	-
MELEE WEAPONS	Attacks		Hit	Wound	Rend	Damage	Ability
Massive Stone Maul	2		4+	2+	2	3	-

Start of Any Turn
REGENERATION: *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*
Effect: Heal (D3) this unit.



KEYWORDS INFANTRY, WARD (5+)

MOVE 5"
HEALTH 1
SAVE 5+
CONTROL 1

Moonclan Stabbas form ragged ranks that advance upon the foe with gongs clanging and banners waving. Eyes filled with the madness of the Gloomspite, they pour over the enemy lines and stab wildly at everything in their path. Alone, a single grot can do little to an armoured foe, but when the Bad Moon shines and they surge forth in a never-ending horde, they can drag down warriors many times their size.

• SPEARHEAD WARSCROLL •

MOONCLAN STABBAS



MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Stabba	2	4+	5+	-	1	-

Any Combat Phase
NETTERS: *Moonclan grots use throwing nets to capture Cave Squigs and entangle their foes.*
Declare: Pick an enemy INFANTRY unit in combat with this unit to be the target.
Effect: Roll a dice. On a 2+, subtract 1 from hit rolls for attacks made by the target unit this phase.



KEYWORDS INFANTRY, REINFORCEMENTS

OGOR MAWTRIBES

TYRANT'S BELLOW

This Spearhead army consists of the following units:

GENERAL

- ◆ Tyrant

UNITS

- ◆ 2 Mournfang Pack
- ◆ 3 Ogor Gluttons
- ◆ 3 Ogor Gluttons
- ◆ 4 Leadbelchers
- ◆ 1 Ironblaster



When an ogor Tyrant wishes to make himself heard, he speaks through his tribe's most devastating weapon: an ancient great-cannon known as an Ironblaster. Ogors have a special love for blackpowder artillery pieces, for not only do they make a most satisfying roar when fired, but each volley blasts enemies into smoking gobbets of flesh – half-cooked and ready for eating. To own even a single Ironblaster is a mark of great prestige amongst the mawtribes, and Tyrants protect their assets on the battlefield by surrounding them with a retinue of their toughest fighters, known as a Tyrant's Bellow.

When prey is sighted, Mournfang Riders charge off to engage. They harry their targets with gunshot and hacking blows, driving them out into the open. It is then that the guns of the Tyrant's Bellow open up en masse – not just the Ironblaster itself but also the cannons wielded by the Leadbelchers, lit tapers dangling from their slaving lips. This storm of metal and fire reduces almost everything in its path to charred carrion, much to the amused delight of the Tyrant. Belly rumbling eagerly, the oversized warlord then advances at the head of his favoured Gluttons, hacking into pieces those foes that still stand and selecting the choicest cuts of scorched meat for himself.

'Hear that roar? That's the sound of me Ironblasters, callin' us to the feast tables.'

– Tyrant Badgrulp Bearmuncher of the Meatfist



Liberally smeared with dried gore from their last meal, lead photographer Erik's ogors hail from the feared Bloodgullet mawtribe of Butcher's Gorge. They prefer their meat raw and their enemies tenderised by clubbing blows.

BATTLE TRAITS

ON THE MAWPATH

The ogor tribes are always roaming the wilds beyond their gluttholds leaving great trails of destruction.

Your **Ironblaster** and **Mournfang Pack** unit are not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

⚙ Your Movement Phase

BELLOWING ARRIVAL: *A mighty roar echoes across the battlefield as more hungry ogors join the fray.*

Effect: Set up this unit anywhere on the battlefield, within 1" of a battlefield edge and more than 6" from all enemy units.

KEYWORDS **CORE**



Mournfang Pack Champion

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

✂ Once Per Phase, Any Charge Phase

PULVERISING GIRTH: *There are few armies in the Mortal Realms that can withstand the charge of ravenous ogors.*

Declare: Pick any number of friendly units that charged this phase.

Effect: For each of those units, pick an enemy unit in combat with it and roll a dice. On a 4+, inflict 1 mortal damage on that enemy unit.

🛡 Passive

BRED FOR TOUGHNESS: *Ogors choose only the toughest and most thick-skinned beasts to carry them into battle.*

Effect: Add 1 to the Health characteristic of your **Ironblaster** and your **Mournfang Pack** unit.

ENHANCEMENTS: Give your general 1 of the following enhancements.

🛡 Passive

LONGSTRIDER: *This warrior is said to be capable of running down a sprinting rhinox.*

Effect: Your general has a Move characteristic of 8" instead of 6".

🛡 Once Per Battle, Reaction: Opponent declared an ATTACK ability and targeted your general

FLASK OF STONEHORN BLOOD: *This icy-blue liquid imbues the one who drinks it with the toughness of a Stonehorn.*

Effect: Your general has **WARD** (3+) this phase.

🛡 Any Combat Phase

BOOMING ROAR: *Relishing the fight, your general roars a challenge to the enemy that makes the very earth beneath their feet tremble.*

Effect: Roll a dice. On a 4+, subtract 1 from hit rolls for attacks made by enemy units this phase while they are within 9" of your general.

🛡 Once Per Battle, Any Movement Phase

BLUBBERGRUB: *These filthy and disturbingly large maggots are a favourite of the big beasts of the mawtribes.*

Declare: Pick either your **Ironblaster** or your **Mournfang Pack** unit if it is within your general's combat range.

Effect: Heal (D6) that unit.

MOVE
6"
HEALTH 8
SAVE 4+
CONTROL 5

The ferocious warleaders of the Gutbuster wargluts, Tyrants are living mountains of iron and blubbery flesh. Each has risen to the heights of power by eating their rivals and bullying their tribe-mates into doing as they're told, and their bottomless appetite can only be satisfied by a lifestyle of constant plunder and war. Despite their girth, they move with surprising speed, hacking their prey into bloody chunks for easier consumption and relying upon a heavy gutplate – and several thick layers of fat – to keep them from harm.

• SPEARHEAD WARSCROLL •

TYRANT

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Ogor Pistols	10"	2	4+	3+	1	D3	Shoot in Combat
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Thundermace	3	4+	2+	2	3	-	
Beastskewer Glaive	2	4+	2+	1	2	Anti-MONSTER (+1 Rend)	

● Your Hero Phase

BULLY OF THE FIRST DEGREE: Tyrants use abrupt violence to help them maintain an iron rule over their warglutt.

Declare: Pick a friendly unit wholly within 12" of this unit to be the target. You cannot pick this unit.

Effect: Add 3 to the control score of the target until the start of your next turn.



KEYWORDS

HERO, INFANTRY

MOVE
9"
HEALTH 9
SAVE 4+
CONTROL 2

The most destructive blackpowder weapon deployed by the Gutbuster wargluts, the Ironblaster is an immense cannon that hurls solid shot into the heart of the enemy's ranks, blasting foes into scraps of charred meat. Said to be relics of the long-dead Sky-Titans, these weapons are seen as status symbols amongst the mawtribes, and their deafening roar has announced the commencement of countless gory feasts. Each is mounted on a crude carriage and pulled into battle by a rhinox, a bad-tempered beast of the frozen plains that has all the aggression of its ogor master and a battering charge to back it up.

• SPEARHEAD WARSCROLL •

IRONBLASTER

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Ironblaster Cannon	18"	2	4+	2+	2	D3+3	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Clubber	2	4+	2+	-	2	-	
Rhinox's Sharp Horns	2	4+	2+	1	D3	Companion	

✕ Passive

RHINOX CHARGE: A rhinox's double-horned skull can inflict considerable damage when the beast charges into the foe.

Effect: The Damage characteristic of this unit's Rhinox's Sharp Horns is 3 if it charged in the same turn.



KEYWORDS

WAR MACHINE

MOVE
6"
HEALTH 4 SAVE 5+
CONTROL 2

The blackpowder-obsessed gunners known as Leadbelchers lumber into battle, blasting away with their massive guns and utilising them as makeshift bludgeons should the foe be foolish enough to engage them in hand-to-hand combat.

• SPEARHEAD WARSCROLL •
LEADBELCHERS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Leadbelcher Gun	15"	D3	4+	3+	1	1	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Bludgeoning Blow	2	4+	2+	-	2	-	

Passive

FIRING FROM THE BELLY: *An ogor's sturdy frame easily absorbs the recoil of even cannon-sized weapons.*

Effect: Add 1 to hit rolls for this unit's shooting attacks if it has not used a **MOVE** ability this turn.



KEYWORDS

INFANTRY

MOVE
6"
HEALTH 4 SAVE 5+
CONTROL 2

Ogor Gluttons are hulking, muscle-bound brutes driven entirely by an unending desire for food. They thunder into battle like an avalanche of sweaty flesh, taking great bites out of their foes even as they attack with crude clubs and cleavers.

• SPEARHEAD WARSCROLL •
OGOR GLUTTONS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Ogor Weapons	4	4+	2+	1	2	-

Passive

DRIVEN BY HUNGER: *Gutbusters cannot wait to meet and eat the enemy.*

Effect: Add 1 to charge rolls for this unit.



KEYWORDS

INFANTRY

MOVE
9"
HEALTH 6 SAVE 4+
CONTROL 2

One might as well try to stop a boulder rolling down a mountain as halt the charge of an ogor mounted atop a Mournfang. These beasts make perfect linebreakers – they are ornerly in the extreme, feel little in the way of pain, and possess an appetite to rival that of their riders.

• SPEARHEAD WARSCROLL •
MOURNFANG PACK

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Culling Clubs and Hackers	3	4+	2+	1	2	-
Mournfang's Tusks	4	4+	2+	1	2	Companion

Passive

LINEBREAKERS: *The thick hides of Mournfangs protect them from incoming missile fire as they charge headlong into the enemy's battleline.*

Effect: Subtract 1 from wound rolls for shooting attacks that target this unit.



KEYWORDS

CAVALRY

SONS OF BEHEMAT

WALLSMASHER STOMP

This Spearhead army consists of the following units:

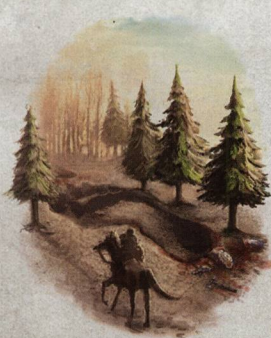
GENERAL

◆ Mancrusher Gargant

UNITS

◆ 1 Mancrusher Gargant

◆ 1 Mancrusher Gargant



The towering progeny of the godbeast Behemat do not travel in great numbers. The more gargants, the less food, which is unacceptable to these lazy but highly destructive braggarts. Those who do roam with company form rough hierarchies known as 'stomps', bossed around by the biggest and strongest Mega-Gargant within their territory.

On occasion, tired of living under the heel of their boss, some Mancrusher Gargants will break away to claim their own territories. Accompanied by a couple of their best lackeys, they head off into the hills in search of food – or to find some humie settlement to smash into bits. Gargants fight with little finesse or strategy, but their large size means they can simply overpower their foes regardless. One swing of their mammoth clubs or leathery feet can knock down walls or crumple a line of pike-wielding 'pipsqueaks'. If their tiny foes scurry around out of reach, the gargant needs only to scoop up a great boulder to hurl and splatter them like bugs. Most gargants bear some kind of sack for carrying such delicacies around, as well as souvenirs to brag of their battle prowess. As the Mancrushers are of similar stature, competitions often erupt as to who can crush the most enemies. Some smaller stomps change leadership regularly based on such rowdy contests.

'Love crushin' pipsqueaks. 'Specially saving the bits between me toes for later.'

– Vorsh the Fist

MOVE

8"

HEALTH

12

5+

SAVE

10

CONTROL

When the earth shakes to the thunder of gargant footfalls, the Mancrushers muster for war. No longer are they aimless nomads and indulgent drunkards; now they are war-hungry terrors inspired to violence. Driven by the promise of claiming their own territories and with dreams of growing to the size of their towering kin, the Mega-Gargants, they seek out fights of spectacular violence. Though they fight primarily with hurled boulders and tree-trunk sized clubs, they are not averse to grabbing up their enemies in great meaty fists and stuffing them into a bag for later consumption. Even in death they can be lethal – more than one hero of the realms has been crushed by the toppling corpse of the very gargant they slew moments before.

• SPEARHEAD WARSCROLL •

MANCRUSHER GARGANT

⚔ RANGED WEAPONS	Range	Attacks	Hit	Wound	Reud	Damage	Ability
Throwin' Rocks	12"	1	5+	2+	2	D3	-
⚔ MELEE WEAPONS		Attacks	Hit	Wound	Reud	Damage	Ability
Massive Club		4	4+	2+	1	2	-
'Eadbutt		1	4+	2+	2	4	-
Mighty Kick		1	4+	2+	2	D3	-

⚔ Any Combat Phase

STUFF 'EM IN ME BAG:

Gargants are known to grab hapless warriors and stuff them screaming into their bags 'for later'...

Declare: Pick an enemy unit in combat with this unit to be the target, then roll a dice.

Effect: If the roll is at least double the target unit's Health characteristic, 1 model in that unit is slain.

⚔ Passive

TIMBER! A dying gargant is a weapon of ruin in its own right, though it is anyone's guess where – and on whom – their body will fall.

Effect: If this model is slain, before removing it from the battlefield, the players must roll off. The winner picks a point on the battlefield up to 3" from this model. Inflict D3 mortal damage on each enemy unit within 2" of that point. This model is then removed from the battlefield.



KEYWORDS

MONSTER, REINFORCEMENTS

BATTLE TRAITS

BULLSTOMPER

Mancrusher Mobs are led by fearsome gargants known as Bullstompers.

Your general has the **HERO** keyword (in addition to the **MONSTER** keyword) but does not have the **REINFORCEMENTS** keyword or icon.

Any Combat Phase

BELLOWING ROAR: *An ear-splitting bellow let loose by a Mancrusher can send the enemy battleline into disarray.*

Declare: Pick a friendly unit to use this ability, pick an enemy unit in combat with it to be the target, then roll a dice.

Effect: On a 2+, subtract 1 from hit rolls for attacks made by the target unit this phase.

Your Hero Phase

'GRAB THOSE ROCKS AND CHUCK 'EM!': *Your general commands their fellow gargants to hurl as many rocks at the enemy as they can.*

Declare: Pick your general to use this ability, then pick another friendly unit wholly within 12" of them.

Effect: Add 1 to the Attacks characteristic of that unit's **Throwin' Rocks** this turn.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Passive

FOE-CHOMPERS: *The Mancrushers hoist hapless enemies up into the air mid-battle, letting them tumble into their cavernous jaws before giving a mighty belch of satisfaction.*

Effect: Each time an enemy model is slain by a friendly unit's 'Stuff 'Em In Me Bag' ability, **Heal (D3)** that unit.

Once Per Phase (Army), Any Charge Phase

EARTH-SHAKING CHARGE: *The ground shakes as the colossal gargants charge head-first into the fray.*

Declare: Pick a friendly unit that charged this phase to use this ability, then roll a dice for each enemy unit in combat with it.

Effect: On a 3+, that enemy unit has **STRIKE-LAST** this turn.

ENHANCEMENTS: Give your general 1 of the following enhancements.

Passive

MONSTROUSLY TOUGH: *This greedy gargant always takes the juiciest spoils of battle and has an impressive gut as a result.*

Effect: Your general has a Health characteristic of 15 instead of 12.

Passive

EXTRA-BIG BAG: *Made from the tattered remains of enemy banners, even more screaming warriors can be stuffed into this large and garish bag.*

Effect: When your general uses their 'Stuff 'Em In Me Bag' ability, you can pick 2 enemy units instead of 1 (roll for each).

Passive

LANKY GIT: *This long-legged gargant strides across the battlefield at a frightening pace.*

Effect: When you make a charge roll for your general, roll 3D6 instead of 2D6.

Passive

FURIOUSLY TERRITORIAL: *Nothing infuriates this gargant more than pipsqueaks laying claim to the lands around them.*

Effect: Add 1 to hit rolls for attacks made by your general that target an enemy unit that is contesting an objective you do not control.





THE RULES

THE MOST IMPORTANT RULE

While you're playing Warhammer Age of Sigmar, you might encounter a rules situation that you aren't sure how to resolve. If you're new to the game, we recommend discussing with your opponent and agreeing on a fair and reasonable solution so you can get on with the game as quickly as possible. Otherwise, the **Special Rules** section includes detailed instructions on how to resolve these situations.

RULES UPDATES

We are committed to supporting Warhammer Age of Sigmar rules via regular free updates based on community feedback. Please check warhammer-community.com to download the latest updates and FAQs.

RULES SUMMARIES

- ◆ Many pages in the rules have red boxes in the sidebar, such as this one.
- ◆ These give you short summaries of important rules.
- ◆ If you need to read a rule in full, refer to the main text.

DESIGNER'S NOTES

Many pages have grey boxes in the sidebar, like this one, that provide commentary on the rules or other supplementary information. These boxes provide additional insight or context, but do not contain any rules needed to play the game.

CORE RULES

1.0 CORE CONCEPTS

Battles in Warhammer Age of Sigmar are fought on a surface that is referred to as the **battlefield**. Each battle uses a scenario called a **battleplan**, which will explain how to set up the battlefield and how to determine the winner.

Each player is the **commander** of an **army**. Each army belongs to a **faction** and is made up of groups of **models** called **units**. Models and units in your army are referred to as **friendly** models and units, and models and units in your opponent's army are referred to as **enemy** models and units.

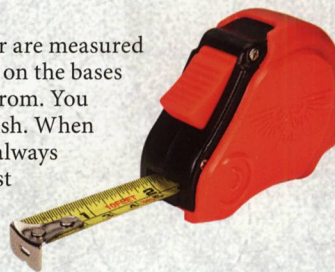
2.0 TOOLS OF WAR

To fight a battle, you will need:

- A tape measure
- Some dice
- A surface to play on (the battlefield)
- 2 armies of Citadel Miniatures

2.1 MEASURING DISTANCES

Distances in Warhammer Age of Sigmar are measured in **inches** ("), between the closest points on the bases of the models you're measuring to and from. You can measure distances whenever you wish. When measuring the distance between units, always measure the distance between the closest points on the bases of the closest models in each unit. If a model does not have a base, measure to and from the closest point on the model instead.

**2.1.1 WITHIN AND WHOLLY WITHIN**

A **model** is **within** a certain distance of something (e.g. another unit, a territory or an objective) if any part of its base is within that distance.

A **model** is **wholly within** a certain distance of something if every part of its base is within that distance.

A **unit** is **within** a certain distance of something if any part of the base of any model in the unit is within that distance. A **unit** is **wholly within** a certain distance of something if every part of the bases of all of the models in the unit is within that distance.

2.2 DICE

Warhammer Age of Sigmar uses six-sided dice, often abbreviated to **D6**.

- Some rules refer to '2D6', '3D6' and so on – in such cases, roll a number of dice equal to the number before 'D6' and add the results together.
- A roll of '2+' means a roll of 2 or more, a roll of '3+' means a roll of 3 or more, and so on.
- If a rule requires you to roll a **D3**, roll a dice and halve the total, rounding up. For D3 rolls, a roll of '2+' means a result of 2 or more after halving the total and rounding up.
- Effects that allow you to modify a dice roll are called **modifiers**.
- If you are instructed to **roll off**, each player should roll a dice. Whichever player has a higher roll wins the roll-off. If the result is a tie, each player should roll off again until there is a clear winner, unless otherwise specified.



3.0 FACTIONS

Each army belongs to a **faction**, e.g. Stormcast Eternals or Skaven. Each faction has a set of **faction rules**, which include **battle traits**, **battle formations**, **enhancements** and **lores**. These can be found in various publications but most commonly in the faction's **battle tome**.

4.0 WARSCROLLS

The rules for each unit are contained on a **warscroll**:

1 MOVE
9"

2 HEALTH
7

3 CONTROL
2

4 SAVE
4+

Clawlords are the tyrannical rulers of the Clans Verminus, the lives of thousands of minions theirs to expend at a moment's notice. It takes both cunning and viciousness to hold their lofty position, and successful Clawlords must be willing to stoop to any foul end and fight like cornered animals in order to keep their star in the ascendant. Accumulating favours from members of the other Great Clans is a fine way to do this, and so the most powerful Clawlords will ride upon a Gnow-beast bred by the Clans Moulder – a gangly, shrieking abomination whose hunger is even more voracious than that of its Skaven master.

• SPEARHEAD WARSCROLL •

5 **CLAWLORD**
ON GNOW-BEAST

7 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Ratling Pistol	10"	D6	3+	3+	1	1	Crit (Auto-wound), Shoot in Combat

X MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Warpforged Halberd	5	3+	4+	1	2	-
Gnow-beast's Chisel Fangs	4	4+	3+	1	D3	Companion

X Passive **8**

CORNERED RAT: A Clawlord in fear for their life fights with rabid ferocity.

Effect: While this unit is damaged, add 3 to the Attacks characteristic of its Warpforged Halberd.



6 KEYWORDS: HERO, CAVALRY, WARD (6+)

- 1** The **MOVE** characteristic determines how quickly the unit can move across the battlefield (see 15.0).
- 2** The **HEALTH** characteristic determines how many damage points can be allocated to a unit before a model in the unit is slain (see 18.2).
- 3** The **CONTROL** characteristic determines how well each model in the unit can contest objectives (see 32.2).
- 4** The **SAVE** characteristic determines how well armoured the unit is. This characteristic is the roll you need to equal or exceed to save a model from harm, so a lower value is better (see 17.0).
- 5** The **UNIT TYPE**.
- 6** The **KEYWORDS** that the unit has (see 5.1).
- 7** The **WEAPONS** the unit is armed with. Weapons are either **melee weapons**, used to make **combat attacks**, or **ranged weapons**, used to make **shooting attacks**. Each weapon has its own characteristics (see 16.0).
- 8** Any special **ABILITIES** the unit can use (see 5.0).

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Ability icons give you an idea what kind of effect the ability has at a glance.

- Movement Ability
- ⚔ Offensive Ability
- 🛡 Defensive Ability
- 🔫 Shooting Ability
- 🚩 Rallying Ability
- ⚙ Special Ability
- Control Ability

5.0 ABILITIES

The vast majority of things that units can do in Warhammer Age of Sigmar are called **abilities**. This is an example of an ability:

1	🔫 Your Shooting Phase	1	Timing
2	SHOOT: <i>The warriors take aim and unleash a deadly volley.</i>	2	Name and description
3	Declare: Pick a friendly unit that has not used a RUN or RETREAT ability this turn to use this ability. Then, pick one or more enemy units as the target(s) of that unit's attacks (see 16.0).	3	Declare instructions
4	Effect: Resolve shooting attacks against the target unit(s).	4	Effect
5	KEYWORDS CORE, ATTACK, SHOOT	5	Keywords

5.1 KEYWORDS

Some abilities have one or more **keywords** listed at the bottom of the ability on their **keywords bar**, e.g. the 'Shoot' ability shown above has the **CORE**, **ATTACK** and **SHOOT** keywords. Units also have a keywords bar on their warscroll.

Keywords let you know which abilities can be used or which units can be picked as targets for an ability. For example, the 'Charge' ability can only be used by a unit if it did not use an ability with the **RUN** or **RETREAT** keyword earlier in the turn. The singular and plural forms of a keyword are synonymous for rules purposes.

5.2 USING ABILITIES

The **timing** of an ability tells you when it can be used. When using an ability, follow these steps:

1. **Declare the Ability:** Tell your opponent which ability is being used. If the ability has **Declare** instructions, resolve them at this step.
2. **Use Reactions:** Starting with the active player (see 12.0), the players alternate using any abilities with an appropriate **Reaction** timing.
3. **Resolve the Effect:** Follow the instructions in the **Effect** part of the ability.

5.3 THE RULES OF ONE

- A unit cannot use more than 1 **CORE** ability per phase (see 14.0).
- A unit cannot use the **same ability** more than once per phase, unless specified otherwise.
- A unit cannot be affected by the same **passive ability** more than once at the same time. For example, if a unit is within range of two different terrain features that have the 'Cover' passive ability, the effect only applies to it once.

5.4 PASSIVE ABILITIES

Abilities that have the **Passive** timing are called **passive abilities**. Passive abilities are not declared. The effects of passive abilities always apply if the conditions of the ability are met, and they must be applied if it is possible to do so.

ABILITIES EXAMPLE

Ben and Jes are fighting a battle, and Ben's Rat Ogors have charged into Jes's Liberators. It is Ben's turn to pick a unit to fight. The following example shows how abilities are used, but don't worry too much about the specific abilities, as they will be explained later in the rules.

1

Ben uses the 'Fight' ability. The first step is to resolve any Declare instructions for the ability. In this case, Ben picks his unit of Rat Ogors to use the ability, then they make a pile-in move. Finally, Ben picks Jes's Liberators unit as the target of all the Rat Ogors' attacks.

Any Combat Phase

FIGHT: Locked in a deadly melee, the fighters strike out at their foes.

Declare: Pick a friendly unit that is **in combat** or that **charged** this turn to use this ability. That unit can make a **pile-in move**. Then, if that unit is **in combat**, you must pick one or more enemy units as the target(s) of that unit's attacks.

Effect: Resolve **combat attacks** against the target unit(s).

KEYWORDS CORE, ATTACK, FIGHT



2

After declaring the ability, Ben has the first opportunity to use any **reactions**. As 'Fight' has the **ATTACK** keyword, Ben is able to use the 'All-out Attack' ability to improve his Rat Ogors' attacks.

Reaction: You declared an ATTACK ability

1

ALL-OUT ATTACK: The warriors fight with a frenzied vigour.

Used By: The unit using that **ATTACK** ability.

Effect: Add 1 to **hit rolls** for attacks made as part of that **ATTACK** ability. This also affects weapons that have the **Companion** weapon ability.

After Ben uses 'All-out Attack', Jes uses the 'All-out Defence' ability to try to protect his Liberators against the upcoming onslaught. Ben then passes on using any further reactions, then Jes does the same.

Reaction: Opponent declared an ATTACK ability

1

ALL-OUT DEFENCE: The soldiers close ranks to hold off an incoming attack.

Used By: A unit targeted by that **ATTACK** ability.

Effect: Add 1 to **save rolls** for that unit in this phase.

'All-out Attack' and 'All-out Defence' are examples of **Advanced Rules**, which are used in certain battlepacks.

3

Now that the Declare instructions have been resolved and both players have had a chance to use reactions, Ben can resolve the **effect** of the ability, resulting in 2 Liberators being slain (see 18.3).

Any Combat Phase

FIGHT: Locked in a deadly melee, the fighters strike out at their foes.

Declare: Pick a friendly unit that is **in combat** or that **charged** this turn to use this ability. That unit can make a **pile-in move**. Then, if that unit is **in combat**, you must pick one or more enemy units as the target(s) of that unit's attacks.

Effect: Resolve **combat attacks** against the target unit(s).

KEYWORDS CORE, ATTACK, FIGHT



- ◆ If any part of another model can be seen by an observing model, both the target model and its unit are **visible** to that observing model.

In some cases, it might not be immediately clear whether a model is visible. If so, stoop down to get a look from behind the observing model. If any part of the other model is visible, even if it is just the tip of a spear, then that model is visible for rules purposes.

6.0 VISIBILITY

A target model is **visible** to another model (which we'll call the 'observing model') if you can draw a straight line through the air (whether horizontal, diagonal or vertical) from any point on the observing model to any point on the target model that does not intersect any objects except for other models in the observing model's unit. A target unit is visible to an observing unit if at least 1 model in the target unit is visible to at least 1 model in the observing unit. A model is always considered to be visible to itself.



Even though only half of this Liberator can be seen, he counts as being visible. A model is visible no matter how much of the model is blocked from sight or how little of it is visible; if any part of the model can be seen, it is visible.



An observing model's visibility can be blocked by enemy models. The Rat Ogor in this shot is visible to the Liberator on the right but is not visible to the Liberator on the left because it is hidden by the Plague Furnace.

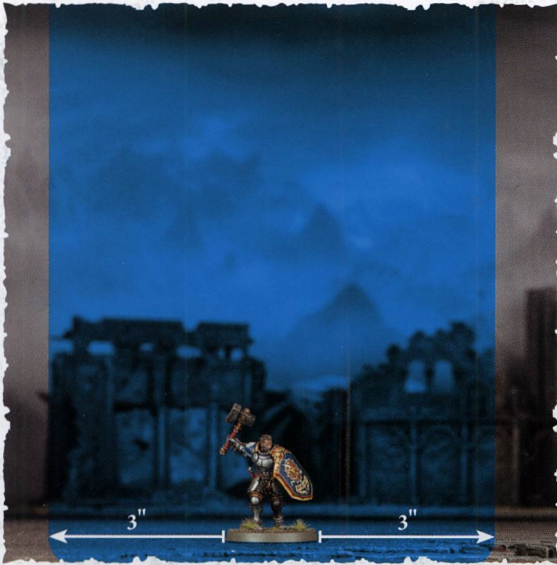


The Liberator at the back of this unit can see through their fellows. Models don't block the visibility of other models in their unit – it is assumed that they fight in such a way as to not obstruct one another's attacks.

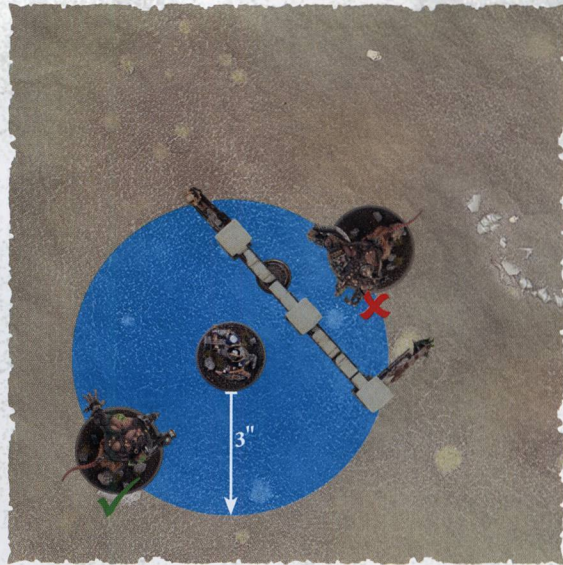
7.0 COMBAT RANGE

Each model has a **combat range** that extends 3" horizontally from its base and any distance vertically from that circle to form a cylinder. The combat range of a unit extends 3" horizontally and any distance vertically from every model in that unit. Units from opposing armies that are within each other's combat range and that are **visible** to each other are **in combat** with each other. When a unit that is not in combat enters the combat range of a visible enemy unit, it **moves into combat**.

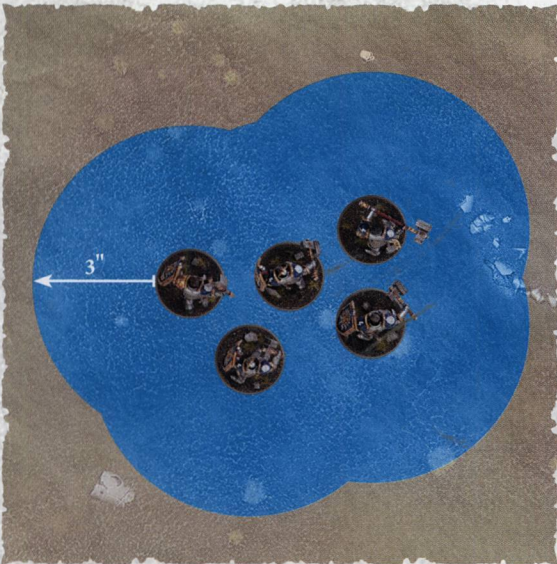
- ◆ A unit's combat range extends 3" out from every model in that unit.
- ◆ If any enemy models are within a unit's combat range and visible to it, that unit is in combat.



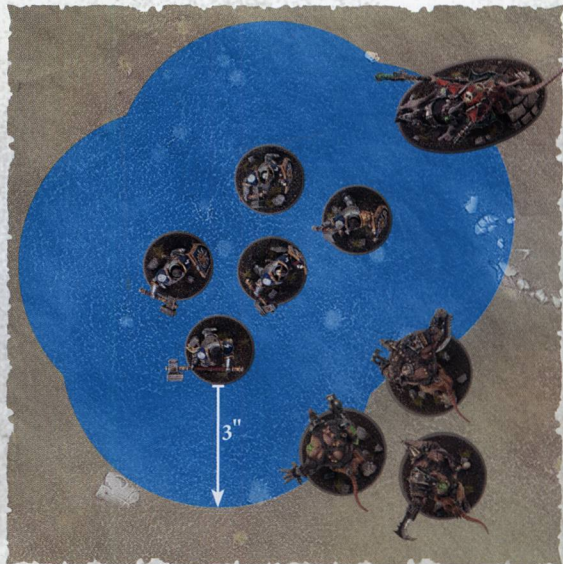
A model's combat range extends 3" horizontally outwards from it in all directions and an infinite distance vertically. Note that this is measured from the edge of its base, not the centre.



Even though both Rat Ogors are within the combat range of the Liberator, the Rat Ogor behind the wall is not visible to the Liberator and is therefore not in combat.



A unit's combat range extends 3" horizontally and any distance vertically from all models in the unit. As you can see, this forms a sort of 'cloud'.



A unit is in combat with a visible enemy unit if any of its models are within the combat range of that enemy unit. Even though 1 Rat Ogor is not within the Liberators' combat range, its unit is still in combat.

Unless specified otherwise in the battlepack or battleplan:

- ◆ Set up objectives.
- ◆ Set up terrain.
- ◆ Determine territories.
- ◆ Deploy armies.
- ◆ The player who lost the roll-off to choose territories decides who begins deployment.

SETTING UP FOR BATTLE

8.0 THE ARMIES

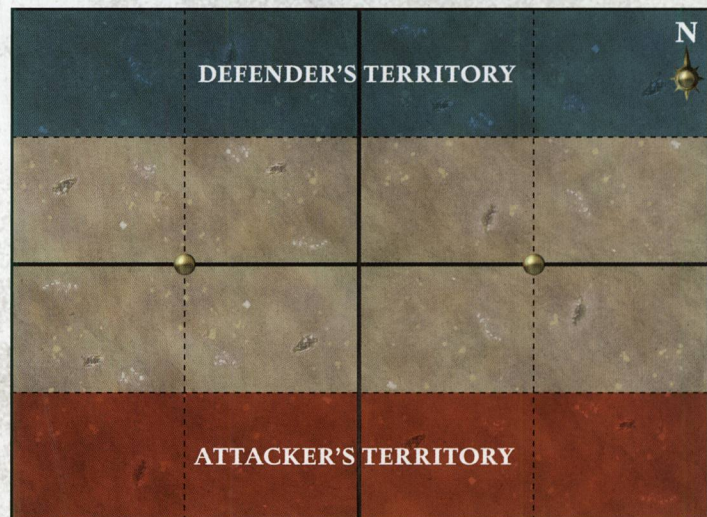
Before starting a battle, both players will need an **army**. Some battlepacks use pre-made armies, while others include rules on how to fill your army roster.

9.0 BATTLEPLANS

Before any battle, you'll need to pick a **battleplan**. A variety of battleplans are available in each **battlepack**, and additional battleplans are available in other publications. Each battleplan is a scenario to play – it outlines **territories**, **objectives** and **victory conditions**, in addition to any special rules that apply to that battle.

9.1 BATTLEFIELD MAP

Each battleplan includes a **battlefield map** that is divided into **quarters**. The map will show the locations of any **objectives** and the players' **territories**. Each battlepack or battleplan will indicate the recommended battlefield size based on the size of game you are playing.



9.1.1 SETTING UP OBJECTIVES AND TERRAIN FEATURES

Many battlefields have key locations called **objectives**, and almost all battlefields have **terrain features** such as buildings, ruins and woods. Unless otherwise specified, players should first set up objective markers at the locations indicated by a gold circles (●) on the deployment map, then set up terrain features in a mutually agreeable manner. Many battlepacks and battleplans include further instructions for setting up terrain.

9.1.2 TERRITORIES

Unless otherwise specified in the battlepack or battleplan, after terrain has been set up, the players should roll off. The winner decides which territory belongs to which player. Their opponent decides which player begins deployment.

- A unit is **within** a territory if any part of the base of any model in the unit is within that territory.
- A unit is **wholly within** a territory if every part of the base of every model in the unit is within that territory.
- The area of the battlefield that is neither player's territory is **neutral territory**.



10.0 THE DEPLOYMENT PHASE

Once the battlefield is ready, the players must **deploy** their armies. This is done in a special phase called the **deployment phase**. The deployment phase happens once per battle, before the start of the first battle round (see 12.0).

STEP 1 – DEPLOY FACTION TERRAIN FEATURES

Some factions have **faction terrain features**, which have their own wascrolls and are set up using **DEPLOY TERRAIN** abilities. The player who begins deployment must use **DEPLOY TERRAIN** abilities first, followed by their opponent.

STEP 2 – DEPLOY ARMIES

Unless otherwise specified in the battleplan, the players alternate using **DEPLOY** abilities to deploy their units, starting with the player who begins deployment. Once one player has no more **DEPLOY** abilities to use, their opponent must continue to use **DEPLOY** abilities until they also have no more to use.

STEP 3 – USE DEPLOYMENT PHASE ABILITIES

After both players have finished deploying their units, the player who begins deployment can use any **Deployment Phase** abilities that are **not DEPLOY** or **DEPLOY TERRAIN** abilities, in the order of their choosing, then their opponent can do the same.

- ◆ Player who begins deployment can use any **DEPLOY TERRAIN** abilities, followed by their opponent.
- ◆ Players alternate using **DEPLOY** abilities.
- ◆ Player who begins deployment must use any other **Deployment Phase** abilities, then their opponent can do so.

10.1 UNIVERSAL DEPLOYMENT PHASE ABILITIES

Deployment Phase

DEPLOY UNIT: *Additional forces take to the field.*

Declare: Pick a **unit** from your army roster that has not been **deployed** to be the target.

Effect: Set up the target unit wholly within friendly territory and more than 9" from enemy territory. After you have done so, it has been **deployed**.

KEYWORDS DEPLOY

Deployment Phase

DEPLOY FACTION TERRAIN: *The army has taken to the field surrounding an important and powerful landmark.*

Declare: Pick a friendly **faction terrain feature** that has not been **deployed** to be the target.

Effect: Set up the target faction terrain feature wholly within friendly territory, more than 3" from all objectives and other terrain features. After you have done so, it has been **deployed**.

KEYWORDS DEPLOY TERRAIN

Deployment Phase

DEPLOY REGIMENT: *A mighty hero leads their retinue into battle.*

Declare: Pick a **regiment** from your army roster to be the target. No units in that regiment can have already been **deployed**.

Effect: Keep using **DEPLOY** abilities without alternating until all units in that regiment have been **deployed**. You cannot pick units that are not in that regiment as the target of any of those **DEPLOY** abilities.

KEYWORDS DEPLOY

A **regiment** is a collection of units. It is one of the main building blocks of an army (see 'Army Composition' in the Advanced Rules).

Some factions have special **DEPLOY** abilities, such as the 'Scions of the Storm' ability of the Stormcast Eternals.

- ◆ The battle lasts a fixed number of **battle rounds**.
- ◆ Each battle round contains **2 turns**.
- ◆ The player whose turn is taking place is the **active player**.
- ◆ Each turn contains **7 phases**.
- ◆ In each phase, the active player uses abilities first, then their opponent does the same.



- ◆ The active player uses **Combat Phase** abilities that are **not FIGHT** abilities, then the opponent does the same.
- ◆ Players alternate picking a unit to use a **FIGHT** ability, starting with the active player.
- ◆ Each unit **must** use a **FIGHT** ability if it is able to.

THE BATTLE

11.0 BATTLE SEQUENCE

Each battle lasts a number of **battle rounds**, specified in the battleplan. During each battle round, each player will take a **turn**. Each turn is broken down into multiple **phases** (see 13.0).

12.0 START OF BATTLE ROUND

At the start of each battle round, follow these steps:

- 1. Determine the Active Player:** If it is the **first** battle round, the player who finished setting up their army first decides who will take the first turn (unless otherwise specified in the battlepack or battleplan).

If it is **not** the first battle round, the players make a roll-off called the **priority roll** and the winner decides who will take the first turn. If the roll-off is a **tie**, the player who took the first turn in the **previous** battle round decides who will take the first turn in the **current** battle round.

When it is a player's turn, regardless of whether they take the first or second turn, they are referred to as the **active player**.

- 2. Determine the Underdog:** Whichever player has the fewest victory points is the **underdog** for the battle round. If the players are tied (e.g. in the first battle round), then there is no underdog, unless otherwise specified.
- 3. Start of Battle Round Abilities:** The active player can use any **Start of Battle Round** abilities first, then their opponent can do the same.

13.0 TURN PHASES

Each player's turn is broken down into **7 phases**, as shown on the left. In each phase, the active player can use any abilities with the '**Your (...) Phase**' or '**Any (...) Phase**' timing in the order of their choosing. For example, in the **Movement Phase**, the active player could use abilities with the **Your Movement Phase** or **Any Movement Phase** timing.

Once the active player has finished using abilities, their opponent can then use any abilities with an '**Enemy (...) Phase**' or '**Any (...) Phase**' timing, in the order of their choosing.

13.1 FIGHT ABILITIES

Abilities with the **FIGHT** keyword follow a different sequence to other abilities. When the players are using **Combat Phase** abilities as described in 13.0, they cannot use **FIGHT** abilities.

After the players have finished using **Combat Phase** abilities that are **not FIGHT** abilities, they must alternate picking 1 eligible unit to use a **FIGHT** ability, starting with the active player. Each unit in combat **must** use a **FIGHT** ability if it is able to.

Once a player has no more units that are eligible to use a **FIGHT** ability, the other player continues to pick units that are eligible to use a **FIGHT** ability, one after another, until there are no more units that are eligible to use a **FIGHT** ability.

Active player's
Combat Phase
abilities
(not **FIGHT**)

Opponent's
Combat Phase
abilities
(not **FIGHT**)

Players alternate
using **FIGHT** abilities,
starting with the
active player

14.0 UNIVERSAL CORE ABILITIES

The following **CORE** abilities can be used by any unit. Remember that each unit can use a maximum of 1 **CORE** ability per phase (see 5.3).

14.1 MOVEMENT PHASE

➤ Your Movement Phase

NORMAL MOVE: *The warriors advance across the battlefield.*

Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: That unit can move a distance up to its **Move** characteristic. That unit **cannot** move into combat during any part of that move.

KEYWORDS CORE, MOVE

➤ Your Movement Phase

RUN: *The unit rushes into position.*

Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: Make a **run roll** of D6. That unit can move a distance up to its **Move** characteristic added to the **run roll**. That unit **cannot** move into combat during any part of that move.

KEYWORDS CORE, MOVE, RUN

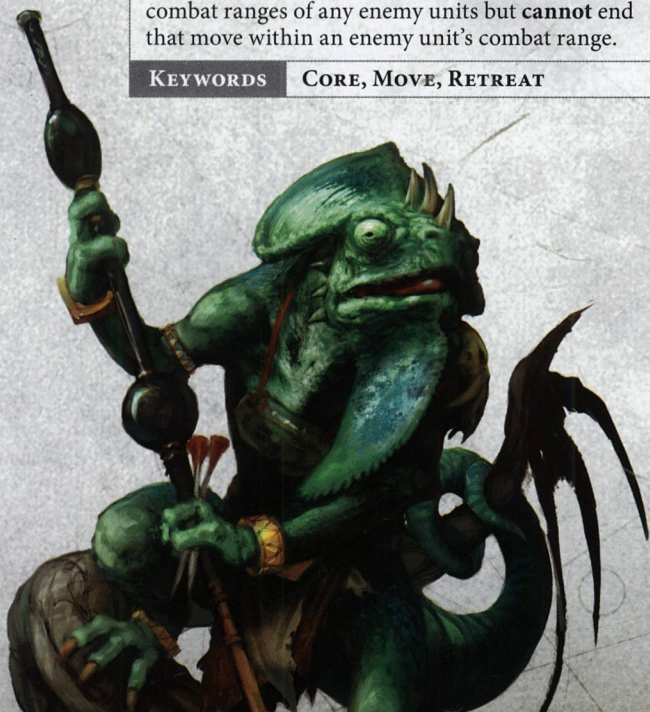
➤ Your Movement Phase

RETREAT: *The fighters disengage from combat, though at the cost of lowering their defences.*

Declare: Pick a friendly unit that is **in combat** to use this ability.

Effect: Inflict D3 **mortal damage** on that unit. That unit can move a distance up to its **Move** characteristic. That unit **can** move through the combat ranges of any enemy units but **cannot** end that move within an enemy unit's combat range.

KEYWORDS CORE, MOVE, RETREAT



14.2 SHOOTING PHASE

➤ Your Shooting Phase

SHOOT: *The warriors take aim and unleash a deadly volley.*

Declare: Pick a friendly unit that has not used a **RUN** or **RETREAT** ability this turn to use this ability. Then, pick one or more enemy units as the target(s) of that unit's attacks (see 16.0).

Effect: Resolve **shooting attacks** against the target unit(s).

KEYWORDS CORE, ATTACK, SHOOT

14.3 CHARGE PHASE

➤ Your Charge Phase

CHARGE: *With a mighty battle cry, the warriors charge into combat with the enemy.*

Declare: Pick a friendly unit that is **not in combat** and has not used a **RUN** or **RETREAT** ability this turn to use this ability. Then, make a **charge roll** of 2D6.

Effect: That unit can move a distance up to the value of the **charge roll**. That unit **can** move through the combat ranges of any enemy units and **must** end that move within ½" of a visible enemy unit. If it does so, the unit using this ability has **charged**.

KEYWORDS CORE, MOVE, CHARGE

14.4 COMBAT PHASE

✕ Any Combat Phase

FIGHT: *Locked in a deadly melee, the fighters strike out at their foes.*

Declare: Pick a friendly unit that is **in combat** or that **charged** this turn to use this ability. That unit can make a **pile-in move** (see 15.4). Then, if that unit is **in combat**, you must pick one or more enemy units as the target(s) of that unit's attacks (see 16.0).

Effect: Resolve **combat attacks** against the target unit(s).

KEYWORDS CORE, ATTACK, FIGHT

- ◆ When moving a unit, move any number of models in that unit.
- ◆ Each model can turn and pivot, but no part of its base can move farther than the maximum distance.
- ◆ Units can move any distance up to the maximum specified in the ability.
- ◆ Units must end their move in coherency.

- ◆ After finishing a move, a unit must be in a single group.
- ◆ Coherency range is $\frac{1}{2}$ " horizontally.
- ◆ Each model must be within coherency range of a different model from the same unit.
- ◆ While a unit has 7+ models, each model must be in coherency with 2 other models in the unit.

MOVEMENT

15.0 MOVEMENT

Some abilities allow a unit to move. When a unit moves, each model in that unit can move, one at a time, in the order chosen by that unit's commander.

When a model moves, it can pivot and change direction as often as you like, but no part of that model's base can move a greater total distance than the maximum allowed by the ability used. Models cannot move beyond the edge of the battlefield or through other models, and they can never end a move standing on top of another model (the base counts as part of the model).

A model's base is assumed to remain parallel with the battlefield as it moves. If a model ends its move on an uneven surface, it must be able to stand up by itself with its base as close to parallel with the battlefield as possible (in other words, models cannot lie flat on the battlefield or lean against terrain to stop them from falling over).



This Grey Seer is using the 'Normal Move' ability to change its position on the battlefield. No part of that move can be within the combat range of the Liberators, so the Grey Seer has to stay outside the area marked in blue.

15.1 COHERENCY

Any time a unit is **set up** or **ends a move**, it must be in a single group. A unit is considered to be in a coherent group if each model in that unit is within **coherency range**, measured horizontally, of **at least 1 other model** in that unit (ignore differences in height between the two models).

For the majority of units, **coherency range is $\frac{1}{2}$ "**, though some units (particularly those with large models with overhanging parts) have a longer coherency range noted on their warscroll for ease of play. While there are **7 or more** models in a unit, that unit is considered to be in a coherent group if each model in that unit is within coherency range of **at least 2 other models** in that unit.

If it is not possible for a unit to end a move in a single coherent group, that move cannot be made.

15.2 MOVING ACROSS TERRAIN

When a model moves, it can move over **terrain features** but not through them. A model can be moved over terrain features that are **1" or less in height** as if they were not there. A model can be moved vertically in order to **climb up or down** any terrain features that are taller than 1", counting the vertical distance as part of its move. Models cannot end a move mid-climb.

15.2.1 JUMPING DOWN

When a model that is on a terrain feature moves, it can **jump down** from the edge of the terrain feature to land on a lower part of the same or a different terrain feature or to land on the battlefield. To do so, you must trace the path of the model's move to the edge of the terrain feature. Then, that model can jump down any distance, but doing so immediately ends their move. Models cannot end any kind of move mid-jump – if it is not possible to end the move as a result, that move cannot be made.



As a model moves across terrain, its base is assumed to stay in contact with the terrain feature and parallel to the battlefield. Models can climb up or down terrain. They can jump down too, but this ends their move.

15.3 PILE-IN MOVES

Some abilities, such as **FIGHT** abilities, allow a unit to make a short move called a **pile-in move** to get into a better position for combat. To do so:

If your unit is in combat: Pick an enemy unit your unit is **in combat** with to be the **target** of the pile-in move. Each model in your unit can move up to 3". That move can pass through the combat ranges of any enemy units, but each model must end that move **no further from the target** unit. At the end of the move, your unit must still be in combat with all units that it was in combat with at the start of the move.

If your unit is not in combat: Each model in your unit can move 3" in any direction. That move can pass through and end within the combat ranges of any enemy units.

15.4 FLYING

Units with the **FLY** keyword have the following passive ability:

Passive

FLY: *Soaring above the battlefield, this unit can reach destinations that are inaccessible to other troops.*

Effect: As this unit moves, it ignores other models, terrain features and the combat ranges of enemy units. It cannot end its move in combat unless specified in the ability that allowed it to move. Ignore any vertical distance moved for this unit.

- ◆ Models can move freely over terrain features 1" or less in height.
- ◆ Models can climb up and down terrain features, and they can jump down from a higher ledge.
- ◆ Models cannot end a move mid-climb or mid-jump.

- ◆ Pile in: move up to 3".
- ◆ If in combat, the unit must end the move closer, or at least as close, to the target enemy unit.

When moving flying units, move them horizontally in any direction, ignoring intervening models and terrain, and place them where you wish, so long as they are allowed to end their move on that spot. Note that some units have the **FLY** keyword even if that unit can't really fly. This often represents units that bounce, bound or skitter across the battlefield so adeptly that they might as well be flying!

- ◆ Pick targets for **all** attacks when declaring an **ATTACK** ability.
- ◆ If a unit is **in combat**, it can only attack units it is **in combat** with and that are **visible** to it.
- ◆ If making a **combat attack**, the target must be within the attacking model's **combat range**.
- ◆ If making a **shooting attack**, the target must be **visible** and within the weapon's **Range**.
- ◆ A unit cannot make **shooting attacks** if it is **in combat**, unless otherwise specified.

Critical hits have no effect on their own but often trigger additional effects (see 20.0 Weapon Abilities).

Keep track of the number of damage points in the damage pools of target units. Placing dice next to those units is a handy way of doing this.

ATTACKING

16.0 PICKING TARGETS

When declaring an **ATTACK** ability for a unit, you must pick the target unit(s) for its **attacks**. The number of attacks each model can make is equal to the **Attacks** characteristic of the **weapons** it is using. In most cases, models attack with every weapon on their warscroll (melee weapons for combat attacks, ranged weapons for shooting attacks), though some warscrolls specify that certain models in the unit are armed with special weapons or that the unit must pick between multiple weapons when it attacks.

If the unit is **in combat**, it can only target units that are in combat with it. If a model has more than one attack, you can split the attacks between eligible targets as you wish.

- **Combat attacks** are made with **melee weapons**. The target unit(s) must be within the **combat range** of the attacking model and **visible** to it. The model must attack with all of the melee weapons it is armed with.
- **Shooting attacks** are made with **ranged weapons**. The target unit(s) must be within a distance equal to the **Range** characteristic of the weapon being used and **visible** to the attacking model. Models **cannot** make shooting attacks if their unit is **in combat**, unless otherwise specified (see 20.0 Weapon Abilities).

17.0 THE ATTACK SEQUENCE

Resolve steps 1-4 below for each attack made against a target unit, one attack at a time. If you picked more than one target unit for the **ATTACK** ability, resolve all the attacks made against one unit before moving on to the next, in an order of your choosing. Once you are familiar with the attack sequence, see 'Fast Dice Rolling' (see 17.3) if you want to speed up play.

1. **Hit Roll:** Roll a dice. If the roll equals or exceeds the attacking weapon's **Hit** characteristic, the attack scores a **successful hit**: move on to the next step. If not, the attack **fails** and the attack sequence ends. Unmodified hit rolls of 1 always fail. If an unmodified hit roll for an attack made with a weapon is a **6**, that attack is a **critical hit**.
2. **Wound Roll:** Roll a dice. If the roll equals or exceeds the attacking weapon's **Wound** characteristic, the attack **successfully wounds**: move on to the next step. If not, the attack **fails** and the attack sequence ends. Unmodified wound rolls of 1 always fail.
3. **Save Roll:** The commander of the **target** unit rolls a dice, subtracting the attacking weapon's **Rend** characteristic from the roll. Unmodified save rolls of 1 always fail. If the roll equals or exceeds the **Save** characteristic of the target unit, the attack **fails** and the attack sequence ends. If not, it is a **successful attack**: move on to the next step.
4. **Determine Damage:** The attack **inflicts** a number of **damage points** on the unit equal to the **Damage** characteristic of the weapon. Inflicted damage points are added to a temporary **damage pool** for the target unit.

After completing these steps for all of the attacks made as part of that **ATTACK** ability, the attacks for that ability are **resolved** and you can move on to the **damage sequence** (see 18.0).

17.1 ATTACK MODIFIERS AND CAPS

Modifiers to **hit rolls**, **wound rolls** and **save rolls** are **capped** to prevent overwhelming combinations of abilities. When making a **hit roll** or a **wound roll**, add up all positive and negative modifiers that apply to the roll, then cap the result at a **maximum of +1** (if positive) or a **minimum of -1** (if negative).

When making a **save roll**, add up all the positive and negative modifiers that apply to the roll, then cap the result at a **maximum of +1**. Note that, unlike **hit rolls** and **wound rolls**, there is **no cap** on the amount that can be **subtracted** from **save rolls**.

17.2 MORTAL DAMAGE

Some abilities inflict **mortal damage**. If an ability inflicts mortal damage on a unit, add that number of damage points to the unit's damage pool for that ability (see 18.2 Allocating Damage).

17.3 FAST DICE ROLLING

In order to speed up play, it is often possible to make several attacks at once. If you choose to do so, all of the attacks must have the same **Hit**, **Wound**, **Rend** and **Damage** characteristics, the same **weapon abilities** (if any – see 20.0), and they must target the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls and finally all of the save rolls. Then, add up all the damage points inflicted on the target unit and move on to the damage sequence (see 18.0).

If the attack sequence ends for an attack made while fast dice rolling, it doesn't stop the attack sequence for all the attacks, just that specific attack.



The bold advance of the Stormcast Eternals enrages a pack of Rat Ogors, triggering a mad charge. These hulking Skaven aim to tear apart their foes with brute strength and ferocity before a counter-attack can be launched.

18.0 THE DAMAGE SEQUENCE

After resolving the effect of any ability that inflicts damage points on a unit, follow the steps below. If the ability inflicted damage points on more than one unit, follow the steps below for each of those units, one at a time. Each commander allocates damage points to their own units, in the order of their choosing, starting with the active player.

1. **Resolve ward saves** for all damage points in the target unit's damage pool, if applicable (see 17.0).
2. **Allocate the damage points** in the unit's damage pool and remove slain models (see 18.3).

18.1 WARD SAVES

Units with the **WARD** keyword have the 'Ward Save' passive ability. The number after the **WARD** keyword indicates the **ward value** for the ward save. If a unit had **WARD (5+)**, for example, its ward value would be 5. If a unit has more than one ward save, only the ward save with the lowest value applies to it; the other has no effect.

U Passive

WARD SAVE: *Whether through their uncanny reflexes, unnatural toughness or a source of mystical protection, these warriors can avoid otherwise lethal attacks.*

Effect: In step 1 of the damage sequence (see 18.0), make a **ward roll** of D6 for each **damage point** in this unit's **damage pool**. If the roll equals or exceeds this unit's **ward value**, remove that damage point from the damage pool.

18.2 ALLOCATING DAMAGE

After resolving the effect of any ability that inflicts damage points (whether via attacks, mortal damage or both), you must **allocate** the damage points.

When **allocating** damage points to a unit, the damage points in its damage pool are allocated to it one at a time. Each time the number of damage points allocated to the unit equals the **Health** characteristic of that unit, 1 model in that unit is **slain** (and removed from play) and the number of damage points allocated to that unit is reset to 0. Keep allocating damage points until there are none left in the damage pool.

If the number of damage points allocated to a unit is not enough to slay a model, keep track of the number of damage points currently allocated to the unit (most players place a dice or markers next to the unit). While a unit has any damage points allocated to it, it is **damaged**.

18.3 SLAIN MODELS

The commander of a unit must pick which model(s) in the unit are slain. However, after each slain model is removed, the unit must be in a single coherent group (see 15.1). If this is not possible, continue to remove models, one at a time, until the unit is in a single coherent group.

18.4 DESTROYED UNITS

When the last model in a unit is slain, the unit is **destroyed** and all remaining damage points inflicted on that unit have no effect. Similarly, if something causes a unit to be destroyed, all models in the unit are slain and removed from play.

ATTACKING DIAGRAM

ATTACK SEQUENCE



DAMAGE SEQUENCE



- ◆ Attacker makes a **hit roll** of D6. If the roll equals or beats the weapon's **Hit** characteristic, it is a **successful hit**.
- ◆ Attacker makes a **wound roll** of D6. If the roll equals or beats the weapon's **Wound** characteristic, it is a **successful wound**.
- ◆ Defender makes a **save roll** of D6. Subtract the attacking weapon's **Rend** characteristic from the roll. If the result is less than the defending unit's **Save** characteristic, it is a **successful attack**.
- ◆ **Inflct** an amount of **damage** on the target equal to the attacking weapon's **Damage** characteristic.
- ◆ Resolve ward saves.
- ◆ Allocate damage points.
- ◆ Unmodified **hit rolls**, **wound rolls** and **save rolls** of 1 always fail.

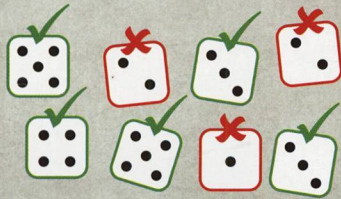


ATTACKING EXAMPLE

Erik's Stormcast Eternals are facing off against Emma's Skaven in a close game of Spearhead. Erik's Liberators have charged (see 14.3), and in the declare step of the 'Fight' ability, they have piled in towards Emma's Clawlord (see 15.3) and targeted that unit with all of their attacks (see 16.0). In this example we'll be using fast dice rolling to speed up play.

1

Erik's 4 Liberators armed with Warhammers attack first. They can each make 2 attacks (as a Warhammer has an **Attacks** characteristic of 2), and Erik needs to make **hit rolls** equal to or higher than their **Hit** characteristic of 3+. The Liberators score 5 successful hits out of 8 attacks.



Erik's hit rolls



MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Warhammer	2	3+	3+	1	1	Crit (Mortal)

2

Erik then makes a **wound roll** for each of the 5 hits. The Warhammers have a **Wound** characteristic of 3+. The Liberators successfully wound with 3 of their attacks.



Erik's wound rolls



3

Emma makes a **save roll** for each of the 3 successful wounds. Her Clawlord has a **Save** characteristic of 4+, but the Warhammers have a **Rend** characteristic of 1, so Emma must subtract 1 from each roll, meaning she now needs to roll a 5 or more.

The Clawlord successfully saves 1 of the 3 attacks, resulting in 2 damage points being added to his **damage pool** (1 for each Warhammer, as they have a **Damage** characteristic of 1).



Emma's save rolls



Clawlord's damage pool

4

Erik repeats this process with the remaining Liberator in the unit, who wields a mighty Grandhammer. He scores 2 hits, one of which is a **critical hit** of 6. This result triggers the Grandhammer's **Crit (Mortal)** weapon ability, which inflicts 2 mortal damage (see 17.2), directly adding 2 damage points to the damage pool.



Erik's hit rolls



Erik's wound roll

Erik then makes a wound roll for the other hit, which **successfully wounds**.



4

Clawlord's damage pool



MELEE WEAPONS

Grandhammer

Attacks

2

Hit

3+

Wound

2+

Rend

1

Damage

2

Ability

Crit (Mortal)

5

Emma makes a **save roll** for the successful wound, and again must subtract 1 from the roll due to the Grandhammer's **Rend** characteristic of 1. Unfortunately, her **save roll** is unsuccessful, resulting in another 2 damage points being added to the **damage pool**, as the Grandhammer has a **Damage** characteristic of 2.

The Liberators' attacks are **resolved**, so Emma must move on to the damage sequence.



Emma's save roll



6

Clawlord's damage pool

6

The Clawlord is in grave peril, with 6 damage points in the damage pool (and only 7 **Health!**). Fortunately, he has **WARD (6+)**, which gives him one last chance to avoid the damage. Emma makes a **ward roll** for each of the 6 damage points in the damage pool, and 2 of those rolls are sixes, meaning 2 damage points are removed from the damage pool.

The remaining 4 damage points are **allocated** to the Clawlord. Emma places a dice next to the Clawlord to keep track of the number of damage points that are currently allocated to that unit.

The Clawlord is now **damaged** – luckily for Emma, this allows her Clawlord to use his 'Cornered Rat' ability to exact revenge on the dastardly Liberators...



Emma's ward rolls



There may be situations when a unit that has **STRIKE-FIRST** is not in combat at the start of the phase, but because of moves such as pile-in moves, it is 'pulled into combat' later in the phase. In such cases, **STRIKE-FIRST** has no effect on that unit because it was not in combat at the start of the phase.

Abilities that allow a unit to use a **FIGHT** ability immediately after another unit do not override the **STRIKE-FIRST** or **STRIKE-LAST** constraints, so you could not pick a unit with **STRIKE-LAST** to fight immediately after a unit with **STRIKE-FIRST**.

The **Companion** weapon ability restricts things like mounts from benefiting from most effects that augment a unit's capabilities.

SPECIAL RULES

19.0 STRIKE-FIRST AND STRIKE-LAST

If there are any **STRIKE-FIRST** units in combat at the start of the phase, other units cannot be picked to use a **FIGHT** ability until those units have been picked to use a **FIGHT** ability. After all those **STRIKE-FIRST** units have fought, the active player picks the next unit to fight.

If there are any **STRIKE-LAST** units in combat, they cannot be picked to use a **FIGHT** ability if there are any units in combat that do not have **STRIKE-LAST** and have not yet used a **FIGHT** ability.

If a unit has **STRIKE-FIRST** and **STRIKE-LAST**, treat it as if it had neither.

20.0 WEAPON ABILITIES

Some weapons have one or more of the passive **weapon abilities** below. If a weapon has multiple weapon abilities that apply on a critical hit, before the attack sequence starts, the commander of the attacking model must pick 1 of those abilities to use.

UNIVERSAL WEAPON ABILITIES

Anti-X (+1 Rend): Add 1 to this weapon's **Rend** characteristic if the target has the keyword after 'Anti-' or fulfils the condition after 'Anti-'. Multiples of this ability are cumulative. For example, if a weapon has both **Anti-charge (+1 Rend)** and **Anti-HERO (+1 Rend)**, then add 2 to the **Rend** characteristic of the weapon for attacks that target a **HERO** that **charged** in the same turn.

Charge (+1 Damage): Add 1 to this weapon's **Damage** characteristic if the attacking unit **charged** this turn.

Companion: This weapon is not affected by abilities used by a friendly unit that affect the Attacks characteristic or the attack sequence.

Crit (2 Hits): If an attack made with this weapon scores a **critical hit**, that attack scores 2 hits on the target unit instead of 1. Make a **wound roll** for each hit.

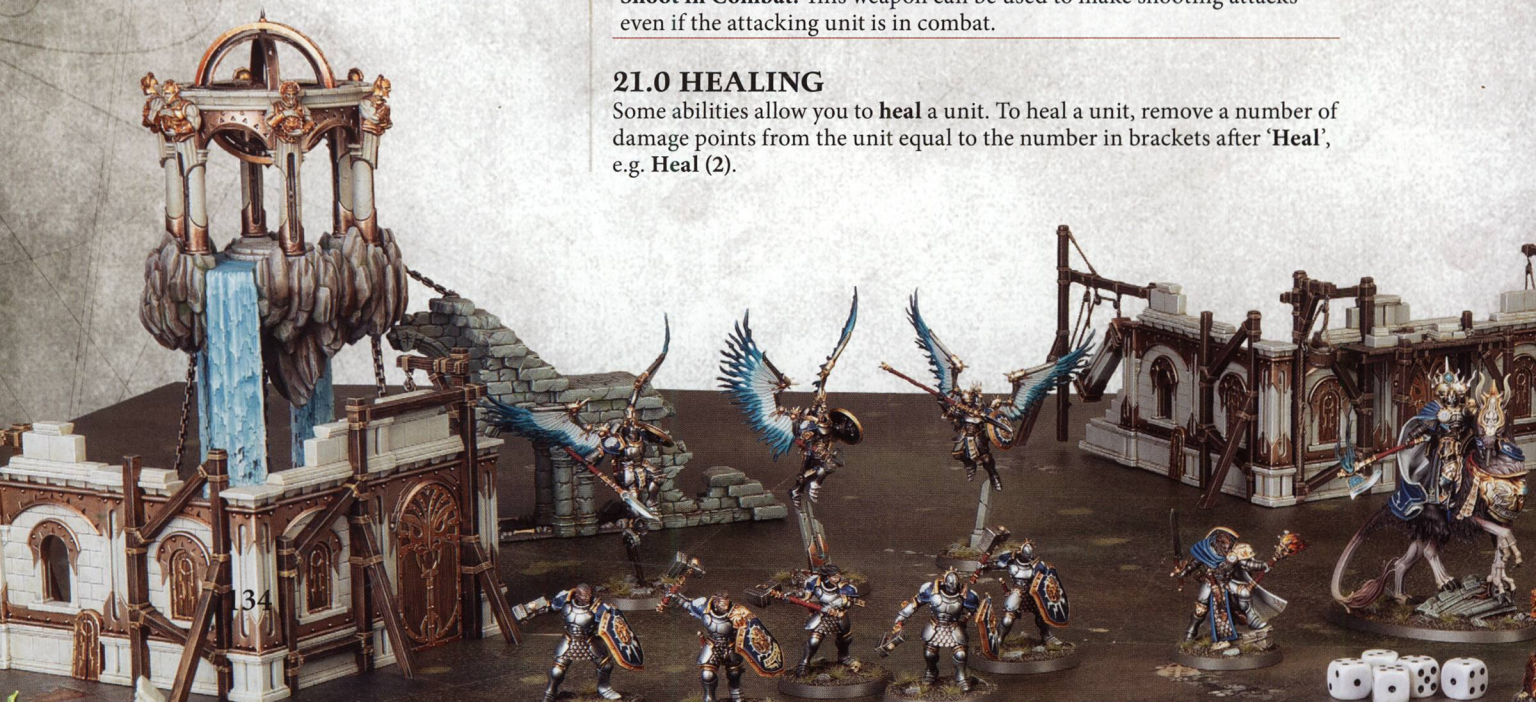
Crit (Auto-wound): If an attack made with this weapon scores a **critical hit**, that attack automatically wounds the target. Make a **save roll** as normal.

Crit (Mortal): If an attack made with this weapon scores a **critical hit**, that attack inflicts **mortal damage** on the target unit equal to the **Damage** characteristic of that weapon and the attack sequence ends.

Shoot in Combat: This weapon can be used to make shooting attacks even if the attacking unit is in combat.

21.0 HEALING

Some abilities allow you to **heal** a unit. To heal a unit, remove a number of damage points from the unit equal to the number in brackets after 'Heal', e.g. **Heal (2)**.



22.0 RETURNING AND ADDING MODELS

Some abilities allow you to **return** slain models to a unit or **add** new models to a unit. In either case, set up those models, one at a time, in coherency (see 15.1) with the model(s) in that unit that were not returned or added this turn. The new models can only be set up in combat with an enemy unit if their unit is already in combat with that enemy unit.

23.0 TOKENS

Tokens are not considered to be models for rules purposes and can be ignored or moved out of the way for purposes of visibility, coherency or abilities. They cannot be picked as the target of abilities. Their purpose is to indicate persisting effects on units they are placed next to. Each time a unit with a token finishes a move or is set up, place the token next to the unit.

24.0 SETTING UP UNITS

Some abilities allow you to set up a unit on the battlefield. When doing so, you must set up all models in that unit. If this is impossible, you cannot use that ability. A unit set up on the battlefield in a phase other than the deployment phase cannot use **MOVE** abilities in the movement phase of the same turn.

24.1 RESERVE UNITS

Some abilities allow you to set up units **in reserve**. These units are placed to one side instead of being set up on the battlefield. At the start of the fourth battle round, units that were set up in reserve using a **DEPLOY** ability and that are still in reserve are destroyed.

24.2 REPLACEMENT UNITS

Some abilities allow you to set up a **replacement unit**. When setting up that unit, it should have the same warscroll type, weapon options and number of models as the original unit, unless otherwise specified in the ability. Many of these abilities specify the proportion of models in the replacement unit (e.g. half the number of models from the original unit). In these cases, you can pick which models from the original unit are set up.

The replacement unit is otherwise treated as a new unit; any keywords or abilities the original unit gained during the battle, and any persisting effects that applied to it, do not apply to the replacement unit. Each unit can only be replaced once, and you cannot replace replacement units.

25.0 GUARDED HEROES

All **HEROES** that are not **MONSTERS** or **WAR MACHINES** have the 'Guarded Hero' passive ability:

Passive

GUARDED HERO: *The leader is shielded by their warriors, who close ranks around them to protect them from harm.*

Effect: If this **HERO** is within the combat range of a friendly unit that is not a **HERO**:

- Subtract 1 from **hit rolls** for **shooting attacks** that target this **HERO**.
- If this **HERO** is **INFANTRY**, they cannot be picked as the target of **shooting attacks** made by units more than 12" from them.

- ◆ Returned models must be set up in **coherency** with the models in their unit that were not returned as part of that ability.
- ◆ Returned models can only be set up **in combat** with an enemy unit if their unit is already in combat with it.

This Gryph-crow is a token.



Because a replacement unit is treated as a completely new unit, it could, for instance, use a **Once Per Battle** ability on its warscroll even if the unit it replaced used that ability earlier in the battle.

Understandably, **MONSTERS** and **WAR MACHINES** don't benefit from the 'Guarded Hero' ability. These units are very conspicuous targets even if they are surrounded by their fellows!



- ◆ When using a **random characteristic**, generate it each time it is needed for an ability.
- ◆ When using **random Damage**, generate it for each attack made.

26.0 RANDOM CHARACTERISTICS

Some warscrolls show a **random characteristic roll** instead of a fixed value. When this is the case, the value of the characteristic is generated by the commander of the unit in question each time an ability requires that characteristic.

In the case of random weapon characteristics, generate a **random Attacks** characteristic for each model in the attacking unit each time you declare an **ATTACK** ability, and generate a **random Damage** characteristic each time you inflict damage with that weapon (roll once for each attack).

27.0 MODIFIER ORDER

The effects of some abilities modify a characteristic or roll. Unless stated otherwise, a characteristic or roll cannot be modified to less than 1. The exception to this is Rend, which can be modified to a minimum of 0 ('-').

If a characteristic uses a **random characteristic roll** (see above), apply characteristic modifiers **after** that characteristic has been generated.

If a characteristic or roll is halved or would be modified to a value that is not a whole number, **round it down** to the nearest whole number.

Apply characteristic modifiers in the following order:

1. Modifiers that **set** a characteristic to a fixed value.
2. Modifiers that **multiply** or **divide** a characteristic.
3. Modifiers that **add to** or **subtract from** a characteristic.

If there are multiple modifiers of the same type (e.g. that set a characteristic), apply them in the Order of Effects (see 30.0).



Skaven technology is infamously unpredictable. Their warpstone-powered weapons are just as likely to belch out a thunderous volley as they are a single forlorn shot – or they might just explode without warning!

28.0 ADVANCED ABILITY RULES

- Unless stated otherwise, units using or picked as part of an ability must be on the battlefield.
- If an effect states that a unit **can** do something, its commander can choose whether to resolve that part of the effect or not.
- If an effect states that a unit **must** do something, its commander has no choice and must resolve that part of the effect. If this is impossible, no part of the effect is applied but the ability is still considered to have been used.
- When 'this unit' appears in ability text (most often on warscrolls), it means the unit that is using the ability.
- If an ability affects more than one unit, the player who used the ability can choose the order in which units are affected by it.
- When resolving an effect, if you need to roll a dice for multiple affected units, roll and resolve the effect for one unit before moving on to the next.
- If an ability instructs you to pick more than 1 unit, each unit you pick must be a different unit unless stated otherwise.

28.1 PERSISTING EFFECTS

Some abilities have effects that aren't immediately resolved (e.g. 'add 1 to save rolls for this unit for the rest of the turn' or 'this unit has **WARD** (5+) for the rest of the turn'). These effects count as the effects of passive abilities (see 5.4) for their duration.

28.2 'ONCE PER' TIMINGS

The timing part of some abilities says **Once Per Phase**, **Once Per Turn** or **Once Per Battle**. If the ability is used by a unit, it can be used a maximum of one time in that phase, turn or battle by each unit that can use the ability. If the ability is used by a player, it can be used a maximum of one time in that timing window by that player.

Some abilities that are used by units say **Once Per Phase (Army)**, **Once Per Turn (Army)** or **Once Per Battle (Army)**. These abilities can be used a maximum of one time in that phase, turn or battle regardless of the number of units in the army that can use the ability.

29.0 CONTRADICTIONARY RULES

If two or more rules contradict, if one of those rules states that something **cannot** do something, this takes precedence over rules that state it **can** or **must** do that thing, unless the second rule specifically overrides the restriction of the first. For example, while the 'Normal Move' ability states you cannot move into combat during that move, the 'Fly' ability specifies to ignore the combat ranges of enemy models during a move.

Excepting the above, the effect of the most recently used ability takes precedence.

30.0 ORDER OF EFFECTS

The effects of passive abilities are considered to be applied more recently than the effects of other abilities and rules.

The effects of the active player's passive abilities are considered to be applied more recently than the effects of their opponent's passive abilities, whose passive abilities are considered to be applied more recently than the effects of neutral passive abilities (e.g. passive abilities on a terrain feature that is in neither player's army). The active player chooses the order in which neutral passive effects are applied.

WHO IS USING THE ABILITY?

Most abilities are found on warscrolls, but many appear elsewhere – the best examples being the Universal Core Abilities (see 14.0).

While abilities on warscrolls are always used by the unit whose warscroll it is, some abilities that do not appear on warscrolls will tell you explicitly to pick a unit to use the ability. In both cases, it should be clear which unit is using the ability.

Some abilities that do not appear on warscrolls, most commonly enhancements (see Army Composition, 4.1), are given to certain units in your army. In such cases, the unit to which the enhancement was given is the one using the ability.

Abilities that neither appear on a warscroll nor tell you to pick a unit to use the ability are used by you, the player.

Finally, for the purposes of the rules in this section, when a rule refers to a player using an ability, this includes abilities used by units in that player's army.

- ◆ An objective marker is a 40mm round marker.
- ◆ A model **contests** an objective if the objective marker is within its combat range.
- ◆ A player **gains control** of an objective if the sum of the **Control** characteristics of friendly models contesting that objective is higher than that of enemy models.
- ◆ Check if you gain control of objectives at the start of the first battle round and at the end of each turn.
- ◆ An objective remains in your control until your opponent gains control of it.
- ◆ Terrain features are controlled in the same way as objective markers but do not remain in your control if no friendly models are contesting them.

Sometimes objective markers get accidentally nudged while you are moving models around. This is perfectly fine – just remember to put them back in their proper positions when determining objective control.

END OF TURN

31.0 END OF TURN OVERVIEW

At the end of each turn, follow these steps:

1. The active player can use any abilities with the **End of Your Turn** or **End of Any Turn** timing, in the order of their choosing, then their opponent can use any abilities with the **End of Enemy Turn** or **End of Any Turn** timing, in the order of their choosing.
2. Determine which player **controls** each objective (if any).
3. The active player scores **victory points** as described in the battleplan.

32.0 OBJECTIVES

Many battleplans award victory points for controlling **objectives**, which are represented by **objective markers**. Unless otherwise specified, objective markers are round and 40mm wide. Models can move over and end their moves on objective markers. If an objective marker is on the border between territories, it is within all those territories but wholly within none of them. Objective markers don't block visibility.

32.1 CONTESTING OBJECTIVES

Unless otherwise specified, if an objective is within a model's combat range, that model is **contesting** that objective. If any models in a unit are contesting an objective, that unit is contesting that objective.

Each unit can only contest **one objective per turn**. If a unit would be able to contest more than one objective, its player must pick one of those objectives for it to contest. If both players have more than one unit that would be able to contest more than one objective, before determining objective control, the active player must pick which of those objectives are being contested by their units first, then their opponent does the same.

32.2 OBJECTIVE CONTROL

At the **start of the first battle round** and at the **end of each turn**, follow this sequence for **each objective** in an order chosen by the active player:

1. Starting with the active player, each player determines the **control score** of each of their units that is contesting that objective. A unit's control score is the combined **Control** characteristics of all the models in that unit that are contesting the objective. Some abilities modify a unit's control score, but it cannot be reduced to less than 1.
2. Each player adds up the control scores of all of their units contesting that objective. This is their **army control score** for that objective.
3. The players compare their army control scores for that objective. If one player's score is higher, that player **gains control** of that objective. Once a player gains control of an objective, it **remains under their control** until their opponent gains control of it.

32.3 TERRAIN CONTROL

Some battleplans require you to gain control of a terrain feature. Terrain features are controlled in the same way as objectives, but terrain features **do not remain in your control** if your units are no longer contesting them. Each unit can contest 1 objective and 1 terrain feature at the same time.

33.0 END OF BATTLE ROUND

At the end of each battle round, the active player can use any **End of Battle Round** abilities, then their opponent can do the same. Each battleplan will specify the number of battle rounds that should be fought. If you have completed the number of battle rounds specified in your battleplan, the battle has ended, and you should follow the rules included in that battleplan to determine the winner.

SPEARHEAD GLOSSARY

This glossary is an alphabetised list of rules definitions. It is intended to be a useful resource if you need a quick reminder of what a rule does or a short summary of a game term. It is not intended as an exhaustive list of precise definitions – if you need the full rule, refer to the relevant rules module. If there are any contradictions between this glossary and a rules module, the rules module takes precedence.

abilities: The things that units can do in the game. Some abilities, like 'Normal Move' and 'Fight', are common to all units; others are specific to certain units and only appear on their warscroll. Sometimes the players themselves use abilities. (Core Rules, 5.0)

active player: The player whose turn is taking place. There are 2 turns in a battle round. The active player can use abilities with the 'Your Phase' timing. (Core Rules, 12.0)

allocate: Damage points are allocated one at a time to a unit after all the damage points inflicted by an ability have been totalled in the damage pool. (Core Rules, 18.2)

Any (...) Phase: Timing. Either player can use abilities with this timing, regardless of who the active player is. (Core Rules, 13.0)

attack sequence: Make hit roll, wound roll and save roll, then determine damage points inflicted. (Core Rules, 17.0)

battle round: The battle lasts a number of battle rounds specified in the battleplan. Each battle round has 2 turns (1 for each player), and each turn has 7 phases. (Core Rules, 11.0)

Charge: Your Charge Phase, charge roll of 2D6. Must get within ½" of any visible enemy units to succeed, otherwise unit stays where it is. (Core Rules, 14.3)

coherency: When a unit is set up or ends a move, each model in the unit must be within coherency range. (Core Rules, 15.1)

coherency range: ½" horizontally and any distance vertically of 1 or more other models if unit has 6 or fewer models; 2 or more if unit has 7+ models. (Core Rules, 15.1)

combat attack: An attack made with a melee weapon. (Core Rules, 16.0)

combat range: Model's combat range = 3" horizontally and any distance vertically from model. Unit's combat range = 3" horizontally and any distance vertically from all models in unit. A unit is in combat if any enemy models are within its combat range. (Core Rules, 7.0)

commander: You are the commander of your army and everything in it (units, models, etc.).

contesting (Spearhead): A model is contesting an objective while it is wholly or partially on it.

control: Determined at the start of the first battle round and the end of each turn. Objectives are controlled by player that has the highest army control score for that objective. (Core Rules, 32.2)

Control characteristic: Determines how good unit is at contesting objectives (see 'control'). (Core Rules, 4.0)

control score: A unit's control score is determined by adding all the Control characteristics of models in the unit contesting the objective in question. An army's control score for that objective is determined by adding together all the control scores of units in the army contesting that objective. (Core Rules, 32.2)

CORE: Basic ability that can only be used by each unit once per phase, e.g. Move, Shoot, Fight. (Core Rules, 5.1)

critical hit: Unmodified hit roll of 6. (Core Rules, 17.0)

D3: Roll a D6 and halve the result, rounding up. (Core Rules, 2.2)

damaged: A unit is damaged if it has any damage points currently allocated to it (i.e. if the damage points allocated to it were not enough to slay a model in the unit). Some abilities Heal damaged units. (Core Rules, 18.2)

Damage characteristic: Determines number of damage points inflicted by successful attack. (Core Rules, 17.0)

damage points: Damage points are inflicted by successful attacks and mortal damage. Damage points go into a damage pool first, then they must be allocated one at a time to the target unit. Each time the number of damage points allocated to a unit equals its Health characteristic, a model in the unit is slain. (Core Rules, 17.0)

damage pool: Inflicted damage points are added to the target's damage pool until all damage points inflicted by the ability have been calculated. Then, each of those damage points must be allocated one at a time to the target unit. (Core Rules, 17.0)

Declare: The step of every ability after which players may use reactions but before the effect is resolved. (Core Rules, 5.2)

destroyed: A unit is destroyed when the last model in the unit is slain. (Core Rules, 18.4)

destroyed by: A unit is said to have destroyed another unit when an attack it made or an ability it used caused the last model in the target unit to be slain.

effect: Abilities have effects, which are resolved after the declare and reaction step. The thing to which the effect is applied is said to be affected by the ability. (Core Rules, 5.2)

enemy models/units: Models/units in your opponent's army. (Core Rules, 1.0)

Enemy (...) Phase: Timing. A phase in which your opponent is the active player. (Core Rules, 13.0)

Fight: The **CORE** ability that units use to attack each other in combat. (Core Rules, 14.4)

FLY: A keyword. Units that can fly often ignore intervening models and terrain when moving. (Core Rules, 15.4)

friendly models/units: Models/units in your army. (Core Rules, 1.0)

Guarded Hero: Passive ability that all **HEROES** have. If **HERO** is within 3" of a friendly non-**HERO** unit, shooting attacks targeting the **HERO** are -1 to hit. If **HERO** is **INFANTRY**, they are also not visible to enemies more than 12" away. (Core Rules, 25.0)

Heal: Remove a number of damage points that have been allocated to a unit equal to the number in brackets after 'Heal'. (Core Rules, 21.0)

Health characteristic: The characteristic that shows the number of damage points that can be allocated to the unit before a model in the unit is slain. (Core Rules, 4.0)

hit roll modifiers: Add up all modifiers to a hit roll and cap at +1 if the result is a positive value or -1 if the result is a negative value. (Core Rules, 17.1)

in combat: A unit is in combat if any visible enemy models are within its combat range (within 3"). (Core Rules, 7.0)

inflict: Successful attacks inflict damage points. Inflict is not the same as allocate. Ward rolls can be made for inflicted damage points before they are allocated. (Core Rules, 17.0)

keyword: A term that carries **KEYWORD FORMAT**, allowing the thing that has it to be tagged and referenced by other rules. (Core Rules, 5.1)

models: The warriors in your army are referred to as models and are grouped into units. Some units consist of only 1 model.

modifiers (dice rolls): Many rules let you change the result of a dice roll. Sometimes, multiple modifiers will apply to the same roll. Modifiers to some types of rolls, such as hit and wound rolls, are capped.

modifiers (characteristics): Characteristics cannot be modified to less than 0. Round down any fractions. Set, multiply or divide, then add or subtract, in that order (if more than one modifier applies). (Core rules, 27.0)

mortal damage: If mortal damage is inflicted, just add that many damage points to the damage pool. (Core Rules, 17.2)

Move characteristic: Characteristic that determines the number of inches a unit can move across the battlefield when using certain abilities, most commonly Normal Move. (Core Rules, 4.0)

Normal Move: Move each model in unit up to Move characteristic but models cannot move into combat. (Core Rules, 14.1)

passive abilities: The effects of passive abilities are applied any time their conditions are met. You cannot use reactions in response to passive abilities. (Core Rules, 5.4)

persisting abilities: Abilities that have effects that last for a specified length of time, for example, 'add 1 to wound rolls for attacks made by this unit until the start of your next turn.'

phases: There are 7 phases in each turn: Start of Turn, Hero Phase, Movement Phase, Shooting Phase, Charge Phase, Combat Phase, End of Turn. Ability timings can be Your Phase (you are the active player), Enemy Phase (opponent is active player) or Any Phase (either player is active player). (Core Rules, 13.0)

pile-in: A short move, usually 3", that allows a unit using a **FIGHT** ability to get a bit closer to the unit(s) it is in combat with. (Core Rules, 15.3)

random characteristic: Generate the characteristic before applying modifiers, and each time it is needed for an ability. Random Attacks characteristics are generated per **ATTACK** ability; other random weapon characteristics are generated per attack made with the weapon. (Core Rules, 26.0)

Range characteristic: A characteristic, most often on weapon profiles, that determines how close something must be for it to be an eligible target. (Core Rules, 16.0)

Reaction: After an ability is declared, players alternate using any eligible reactions they wish to. Then the effect of the ability is resolved. (Core Rules, 5.2)

Reinforcements (Spearhead): Set up an identical replacement unit wholly within your territory and wholly within 6" of the battlefield edge but not in combat.

replacement unit: A unit that is brought back to the battlefield after it has been destroyed. Although the same miniatures are used, the unit counts as an entirely new unit in the rules, unless specified otherwise. (Core Rules, 24.2)

Rend characteristic: Subtract the Rend of the weapon from save rolls made for the target unit. (Core Rules, 17.0)

reserves/in reserve: A unit set up in reserve is set up off the battlefield and will be set up on the battlefield at a specified time once the battle is under way. (Core Rules, 24.1)

Retreat: Inflict D3 mortal damage on the unit then move it out of combat. Cannot use **SHOOT** or **CHARGE** abilities later in turn. (Core Rules, 14.1)

return slain model: Set up model that was slain, in coherency with its unit and with no damage points allocated to it. Only set up in combat if its unit is already in combat. (Core Rules, 22.0)

roll off: Each player rolls a D6; player who rolls highest wins. If tied, keep rolling off until there is a winner. (Core Rules, 2.2)

Run: Roll D6 and add to unit's Move, then move unit up to that distance. Prevents unit from using Shoot or Charge later in turn. (Core Rules, 14.1)

Save characteristic: The number you need to equal or beat to make a successful save roll for the unit. Attacks that are saved do not inflict damage points. (Core Rules, 4.0)

save roll modifiers: Save roll modifiers are capped at +1 but there is no negative cap. (Core Rules, 17.1)

set up: When setting up a unit, all models in the unit must be set up, otherwise the ability cannot be used. A unit set up on the battlefield in a phase other than the deployment phase cannot use **MOVE** abilities in the movement phase of the same turn. (Special Rules, 24.0)

Shoot: Attack with ranged weapons. Units cannot shoot if they are in combat. (Core Rules, 14.2)

slain: A model in a unit is slain each time the number of damage points allocated to the unit equals its Health characteristic. Each time a model is slain, the number of damage points allocated to the unit resets to 0. If there are still damage points in the damage pool, keep allocating them and removing slain models until there are no damage points left. (Core Rules, 18.2)

slain by: A model is said to have been slain by a unit when an attack made by or an ability used by that unit caused that model to be slain.

STRIKE-FIRST: Units with this keyword use **FIGHT** abilities **before** units that don't have this keyword. If both players have units with **STRIKE-FIRST**, they alternate fighting with those units before other units get to fight, starting with the active player. After those units have fought, the active player chooses the next unit to fight. (Core Rules, 19.0)

STRIKE-LAST: Units with this keyword use **FIGHT** abilities **after** all units that don't have this keyword. If both players have units with **STRIKE-LAST**, they alternate fighting with those units after all other eligible units have fought, starting with the active player. (Core Rules, 19.0)

target (attacks): You must declare the targets of all the attacks you are making with a unit before following the attack sequence for those attacks, and you can split attacks freely between eligible target units. (Core Rules, 16.0)

territory (within/wholly within): A unit is within a territory if any part of the base of any model in the unit is within that territory. A unit is wholly within a territory if all parts of the bases of all models in the unit are within that territory. (Core Rules, 9.1.2)

token: Tokens are not considered models for rules purposes. Their main purpose is to act as reminders for persisting effects that apply to specific units. They are otherwise ignored and can be freely moved if they get in the way. (Core Rules, 23.0)

timing: The part of an ability that specifies when it can be used. Usually appears as a colour-coded bar at the top of the ability. (Core Rules, 5.2)

turns: Each battle round consists of 2 turns (1 for each player), each comprising 7 phases. The player whose turn is taking place is the active player. (Core Rules, 11.0)

underdog: Player with fewest victory points. If tied, player who is not the active player in first turn. (Core Rules, 12.0)

units: A group of models that move and fight together. An army is made up of a number of units. Each unit has a warscroll that details its characteristics and abilities.

visible: An observing model can see a target model if you could draw a straight line from any point on the observing model to the target model without it crossing any objects except other models in the observing model's unit. A model is always visible to itself. (Core Rules, 6.0)

WARD: Before you allocate an inflicted damage point to a unit that has this keyword, you can make a ward roll. If the result equals or beats the number in brackets after **WARD**, that damage point is negated and ignored. (Core Rules, 18.1)

warscroll: Every unit has a warscroll, which includes vital information that determines the unit's capabilities in battle. (Core Rules, 4.0)

weapon ability: A passive ability that affects attacks made with the weapon that has the ability. (Core Rules, 20.0)

wound roll modifiers: Add up all modifiers to a wound roll and cap at +1 if the result is a positive value or -1 if the result is a negative value. (Core Rules, 17.1)

Your (...) Phase: Timing. Only the active player can use abilities with this timing. (Core Rules, 13.0)



SPEARHEAD REFERENCE

PRE-BATTLE SEQUENCE

- Roll off. Winner chooses who is **attacker** and who is **defender**.
- **Attacker** picks regiment ability and enhancement, then **defender** does so.
- **Defender** chooses **Aqshy** or **Ghyran** side of realm battlefield.
- **Defender** picks deployment map (horizontal or diagonal) and chooses which territory is theirs.
- **Defender** sets up 1 large and 1 small terrain feature. Then **attacker** does the same. Each terrain feature must be set up wholly within friendly territory, more than 6" from all other terrain features and more than 3" from both long battlefield edges and enemy territory. Terrain features cannot be set up on objectives.

DEPLOYMENT

Attacker sets up their army first, followed by the **defender**. Each unit must be set up wholly within friendly territory and more than 6" from enemy territory.

SEIZING THE INITIATIVE

If the player who went **second** in the previous battle round wins the priority roll and **chooses to go first** in the current battle round, they do not draw any battle tactic cards for that battle round unless they are the underdog and the difference in victory points between the players is 5 or more.

BATTLE TACTICS CARDS

- Start of first battle round: draw 3 battle tactic cards.
- Start of second or later battle round: discard any battle tactic cards in your hand if you wish. Then if you have less than 3 battle tactic cards in your hand, keep drawing them until you have 3.

VICTORY POINTS

At the end of each of your turns:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 1 victory point for each battle tactic you completed this turn.

START OF BATTLE ROUND SEQUENCE

- First battle round: **attacker** chooses who takes the first turn. Later battle rounds: players make a **priority roll** (Core Rules, 12.0).
- Determine **underdog** (Core Rules, 12.0).
- Draw **twist card**.
- Players draw **battle tactic cards** (see below).
- **Start of Battle Round** abilities are used.

TERRAIN

Large Terrain Feature: Cover, Obscuring, Unstable
Small Terrain Feature: Cover, Unstable

Cover: Subtract 1 from **hit rolls** for attacks that target a unit that is behind or wholly on this terrain feature, unless that unit **charged** or has the **FLY** keyword.

Obscuring: A unit cannot be targeted by shooting attacks if it is behind or wholly on this terrain feature, unless it has the **FLY** keyword.

Unstable: Models **can** move across but **cannot** be set up on or end any type of move on any part of this terrain feature that is more than 1" tall.

Once Per Turn, Your Movement Phase

CALL FOR REINFORCEMENTS

Declare: Pick a friendly **REINFORCEMENTS** unit that has been **destroyed**.

Effect: Set up an identical **replacement unit** on the battlefield, wholly within friendly territory, wholly within 6" of the battlefield edge and not in combat.

Each **REINFORCEMENTS** unit can only be replaced once. Replacement units cannot themselves be replaced.

KEYWORDS **CORE**

UNIVERSAL CORE ABILITIES

➤ Your Movement Phase

NORMAL MOVE

Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: That unit can move a distance up to its **Move** characteristic. That unit **cannot** move into combat during any part of that move.

KEYWORDS CORE, MOVE

➤ Your Movement Phase

RUN

Declare: Pick a friendly unit that is **not in combat** to use this ability.

Effect: Make a **run roll** of D6. That unit can move a distance up to its **Move** characteristic added to the **run roll**. That unit **cannot** move into combat during any part of that move.

KEYWORDS CORE, MOVE, RUN

➤ Your Movement Phase

RETREAT

Declare: Pick a friendly unit that is **in combat** to use this ability.

Effect: Inflict **D3 mortal damage** on that unit. That unit can move a distance up to its **Move** characteristic. That unit **can** move through the combat ranges of any enemy units but **cannot** end that move within an enemy unit's combat range.

KEYWORDS CORE, MOVE, RETREAT

➤ Your Shooting Phase

SHOOT

Declare: Pick a friendly unit that has not used a **RUN** or **RETREAT** ability this turn to use this ability. Then, pick one or more enemy units as the target(s) of that unit's attacks.

Effect: Resolve **shooting attacks** against the target unit(s).

KEYWORDS CORE, ATTACK, SHOOT

➤ Your Charge Phase

CHARGE

Declare: Pick a friendly unit that is **not in combat** and has not used a **RUN** or **RETREAT** ability this turn to use this ability. Then, make a **charge roll** of 2D6.

Effect: That unit can move a distance up to the value of the **charge roll**. That unit **can** move through the combat ranges of any enemy units and **must** end that move within $\frac{1}{2}$ " of an enemy unit. If it does so, the unit using this ability has **charged**.

KEYWORDS CORE, MOVE, CHARGE

✖ Any Combat Phase

FIGHT

Declare: Pick a friendly unit that is **in combat** or that **charged** this turn to use this ability. That unit can make a **pile-in move**. Then, if that unit is **in combat**, you must pick one or more enemy units as the target(s) of that unit's attacks.

Effect: Resolve **combat attacks** against the target unit(s).

KEYWORDS CORE, ATTACK, FIGHT

UNIVERSAL WEAPON ABILITIES

Anti-X (+1 Rend): Add 1 to this weapon's **Rend** characteristic if the target has the keyword after 'Anti-' or fulfils the condition after 'Anti-'. Multiples of this ability are cumulative. For example, if a weapon has both **Anti-charge (+1 Rend)** and **Anti-HERO (+1 Rend)**, then add 2 to the **Rend** characteristic of the weapon for attacks that target a **HERO** that **charged** in the same turn.

Charge (+1 Damage): Add 1 to this weapon's **Damage** characteristic if the attacking unit **charged** this turn.

Companion: This weapon is not affected by abilities used by a friendly unit that affect the Attacks characteristic or the attack sequence.

Crit (2 Hits): If an attack made with this weapon scores a **critical hit**, that attack scores 2 hits on the target unit instead of 1. Make a **wound roll** for each hit.

Crit (Auto-wound): If an attack made with this weapon scores a **critical hit**, that attack automatically wounds the target. Make a **save roll** as normal.

Crit (Mortal): If an attack made with this weapon scores a **critical hit**, that attack inflicts **mortal damage** on the target unit equal to the **Damage** characteristic of that weapon and the attack sequence ends.

Shoot in Combat: This weapon can be used to make shooting attacks even if the attacking unit is in combat.



So foul are the battlefields of the Gnaw that the warrens of Blight City break through the seams of reality. However, the Stormcasts of the Ruination chambers can walk even this desecrated land. Every Skaven ambush is met with scouring flames, though the legendary warriors are hopelessly outnumbered.

THIS IS THE TIME OF TURMOIL.

THIS IS THE ERA OF WAR.

THIS IS THE AGE OF SIGMAR.

