ARMY OF RENOWN

THE CRONESEER'S PARIAHS

The enigmatic figure known as Krethusa the Croneseer has revived the worship of an ancient goddess, provoking radicalism and dissent among the Khainites. Many outcasts and renegades flock to her side, awed by her gift of foresight and her staunch defence of traditions that Morathi-Khaine has long tried to suppress.

When you pick the Daughters of Khaine faction for your army, you can choose for it to be a The Croneseer's Pariahs Army of Renown. If you do so, use the faction rules on these pages instead of the Daughters of Khaine faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **Croneseer's Pariahs** keyword.

ROSTER OPTIONS
- Krethusa the Croneseer (must be included and must be your general)
- **Daughters of Khaine Aelf** units
- You cannot include Regiments of Renown, Morathi-Khaine or the Shadow Queen

BATTLE TRAITS

Passive

PLUMES OF AUSPICIOUS SMOKE: *The mists that spill from the Croneseer's cauldrons are thick with augury and omen, and those who inhale them are forewarned of imminent danger.*

Effect: Friendly **Slaughter Queen on Cauldron of Blood** or **Hag Queen on Cauldron of Blood** units are either **empty** or **full**. They start the battle **empty**.

While a friendly **Slaughter Queen on Cauldron of Blood** or **Hag Queen on Cauldron of Blood** is **full**:

- That **Slaughter Queen on Cauldron of Blood** or **Hag Queen on Cauldron of Blood** has **Ward (4+)** against damage points inflicted by shooting attacks.
- Subtract 1 from hit rolls for shooting attacks that target friendly **Croneseer's Pariahs** units while they are wholly within 9" of that **Slaughter Queen on Cauldron of Blood** or **Hag Queen on Cauldron of Blood**.

End of Any Turn

LADEN WITH PROPHECY: *The viscera collected in a Cauldron of Blood and burned to enhance Krethusa's haruspicy shroud all those nearby in a blood-tinged pall.*

Declare: Pick a friendly **empty Slaughter Queen on Cauldron of Blood** or **Hag Queen on Cauldron of Blood**.

Effect: If any enemy models were slain this turn by that **Slaughter Queen on Cauldron of Blood** or **Hag Queen on Cauldron of Blood**'s combat attacks, it becomes **full**.

Passive

GUIDED BY MORAI-HEG: *Morai-Heg guides her followers' weapons into subtle chinks in the enemy's armour.*

Effect: Add 1 to the Rend characteristic of combat attacks made by friendly non-**Hero Infantry** units while they are wholly within 9" of a friendly **Krethusa**.

Once Per Turn (Army), Any Charge Phase

SKILLED SKIRMISHERS: *Doomfire Warlocks excel in strike-and-fade warfare, evading their foes while unleashing a hail of death.*

Declare: Pick a friendly **Croneseer's Pariahs Cavalry** unit that has not charged this turn and is in combat with an enemy unit that charged this turn to be the target.

Effect: Roll a dice. On a 3+, the target can immediately use a **Retreat** ability as if it were your movement phase. In addition, no mortal damage is inflicted on the target by that **Retreat** ability.

Once Per Battle (Army), Your Hero Phase

THE BLOOD REVEALS ALL: *It matters not from which body the entrails are taken.*

Declare: Pick a friendly **Croneseer's Pariahs Hero** within the combat range of a friendly **empty Slaughter Queen on Cauldron of Blood** or **Hag Queen on Cauldron of Blood**. Then, pick another unit within the combat range of that **Hero** to be the target.

Effect: Roll a dice. Allocate a number of damage points to the target equal to the roll (ward rolls cannot be made for those damage points). Then, that **Slaughter Queen on Cauldron of Blood** or **Hag Queen on Cauldron of Blood** becomes **full**.

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HEROIC TRAIT
(**Hero** only)

Passive

PROSELYTE OF MORAI-HEG: *This general has heeded the words imparted by Morai-Heg's vessel and can see the predicted patterns of battle.*

Effect: Enemy units cannot use commands while they are in combat with this unit.

ARTEFACT OF POWER
(**Hero** only)

Once Per Turn, End of Any Turn

BLADE OF PROPHETIC DOOM: *Some weapons are in thrall to the grimmest prophecies imaginable, and are fated to cause untold disaster with a single strike.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 2+:

- If the target is not damaged, inflict 1 mortal damage on it.
- If the target is damaged, inflict an amount of mortal damage on it equal to the roll.

PRAYER LORE

Your Hero Phase — 3

WINGS OF THE CRONE GODDESS: *Morai-Heg grants the blessing of flight to her faithful as sable feathers burst from their limbs.*

Declare: Pick a friendly **Croneseer's Pariahs Priest** to chant this prayer, pick a visible friendly **Croneseer's Pariahs** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: Until the start of your next turn:

- The target has **Fly**.
- Add 2" to the target's Move characteristic. If the chanting roll was 8+, add 6" to the target's Move characteristic instead.

Keywords | **Prayer, Unlimited**

Your Hero Phase — 5

AUGURY OF BATTLE: *Perhaps Morai-Heg has foreseen the deaths of these warriors today. Or perhaps she has not.*

Declare: Pick a friendly **Croneseer's Pariahs Priest** to chant this prayer, pick a visible friendly **Croneseer's Pariahs** unit wholly within 18" of them to be the target, then make a chanting roll of D6.

Effect: Until the start of your next turn, the target has **Ward (5+)**. If the chanting roll was 10+, you can pick up to 2 friendly **Croneseer's Pariahs** units wholly within 18" of the caster instead of 1.

Keywords | **Prayer**

Your Hero Phase — 4

AUSPICIOUS STRIKE: *Morai-Heg imparts a brief vision of a deadly weapon thrust.*

Declare: Pick a friendly **Croneseer's Pariahs Priest** to chant this prayer, pick a visible friendly **Croneseer's Pariahs** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: Until the start of your next turn, each time the unmodified hit roll for an attack made against the target is 1, inflict 1 mortal damage on the attacking unit after the **Fight** ability has been resolved. If the chanting roll was 10+, inflict 1 mortal damage for each unmodified hit roll of 1-2 instead.

Keywords | **Prayer**

ARMY OF RENOWN

LOFNIR DROTHKEEPERS

The Lofnir lodge is said to be the most dedicated to Vulcatrix, the Ur-Salamander. Their fanaticism runs so deeply that even other Fyreslayers treat them warily. Masters of the art of beast-taming, Lofnir Drothkeepers search the length and breadth of the realms for the eggs of Magmadroths, said to be Vulcatrix's spawn.

When you pick the Khazalite Holds faction for your army, you can choose for it to be a Lofnir Drothkeepers Army of Renown. If you do so, use the faction rules on these pages instead of the Khazalite Holds faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **Drothkeepers** keyword.

ROSTER OPTIONS
- Ormyr and Ashtongue
- Auric Runefather on Magmadroth
- Auric Runesmiter on Magmadroth
- Auric Runeson on Magmadroth
- Auric Runemaster
- Auric Runesmiter
- Auric Runeson
- Vulkyn Flameseekers
- You cannot include Regiments of Renown or faction terrain

REGIMENT OPTIONS
- **Drothkeepers Auric Runeson** and **Auric Runesmiter** units can be added to regiments led by a **Drothkeepers Auric Runefather on Magmadroth**

BATTLE TRAITS

Passive

SKILLED DROTHWRANGLERS: *The Lofnir Drothkeepers are unmatched in their bond with their Magmadroth companions.*

Effect: The timing of friendly **Auric Runeson on Magmadroth** units' 'Packdroth' ability is 'Reaction: You declared a non-**Charge Move** ability for this unit' instead of 'Once Per Turn (Army), Reaction: You declared a **Move** ability for this unit in your movement phase'.

Passive

BLAZING VENGEANCE: *The final roar of a fallen Magmadroth inspires zealous furore in the Lofnir Drothkeepers fighting alongside it.*

Effect: Each time a friendly **Drothkeepers Monster** is slain, give 1 **grudge mark** to each friendly **Drothkeepers** unit within 6" of it.

Passive

DARING TAMERS: *Vulkyn Flameseekers are professional corrallers of huge, wild creatures.*

Effect: Enemy **Monsters** have **Strike-last** while they are in combat with 2 or more friendly **Drothkeepers Vulkyn Flameseekers** units.

Once Per Turn (Army), Any Combat Phase

FEROCIOUS HEAT: *The hero stirs the rage of their Magmadroth, stoking its smouldering aura to such heights that it burns through arcane wards and enchantments.*

Declare: Pick a friendly **Drothkeepers Monster** that has not used a **Rampage** ability this turn to use this ability, then pick an enemy unit in combat with it to be the target.

Effect: Roll a dice. On a 3+, ward rolls cannot be made for the target for the rest of the turn.

Keywords | **Rampage**

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BATTLE TRAITS CONT.

Once Per Turn (Army), Any Combat Phase

REARING STRIKE: *The Magmadroth raises itself up and comes crashing down on its prey, its claws lacerating flesh and its sheer weight cruising bones and metal.*

Declare: Pick a friendly **DROTHKEEPERS MONSTER** that has not used a **RAMPAGE** ability this turn to use this ability, then pick an enemy unit in combat with it to be the target.

Effect: Roll 2 dice. Add 2 to each roll if the target is a **MONSTER**. For each 5+, inflict D3 mortal damage on the target.

KEYWORDS RAMPAGE

Once Per Turn (Army), Any Combat Phase

SEARING CLAWS: *A Magmadroth's claws radiate such intense heat that they can melt steel. Even if an enemy is not slain by a raking blow, their armour will be left pitted and useless.*

Declare: Pick a friendly **DROTHKEEPERS MONSTER** that has not used a **RAMPAGE** ability this turn to use this ability, then pick an enemy unit in combat with it to be the target.

Effect: Roll a dice. On a 3+, for the rest of the turn, add 1 to the Rend characteristic of melee weapons used for attacks that target that enemy unit.

KEYWORDS RAMPAGE

HEROIC TRAIT

(**HERO** only)

Passive

RAISED AROUND BEASTS: *This general knows the precise weak points of the mightiest creatures of the Mortal Realms.*

Effect: The melee weapons of friendly non-**MONSTER** units have **Anti-MONSTER (+1 Rend)** while they are wholly within 9" of this unit.

ARTEFACT OF POWER

(**HERO** only)

Passive

MASTERY OVER MONSTERS: *This ur-gold icon identifies the bearer as an authority on behemoths and an expert at breaking their will.*

Effect: While this unit is contesting an objective, enemy **MONSTERS** contesting that objective each have a maximum control score of 2.

PRAYER LORE

Your Hero Phase 4

BREATH OF VULCATRIX: *Fyreslayer priests awaken the divine energy within this Magmadroth's boiling blood, causing the creature to unleash a torrent of sacred flame.*

Declare: Pick a friendly **DROTHKEEPERS PRIEST** to chant this prayer, pick a visible friendly **DROTHKEEPERS MONSTER** wholly within 12" of them to be a target, then make a chanting roll of D6.

Effect: Until the start of your next turn, the Damage characteristic of the target's **Roaring Fyrestream** is 3 instead of D3.

KEYWORDS PRAYER, UNLIMITED

MANIFESTATION LORE

Your Hero Phase 6

SUMMON MOLTEN INFERNOTH: *An elemental manifestation that personifies the blazing wrath of Vulcatrix, a Molten Infernoth can be drawn to battle by a Zharrgrim priest. Bursting out of the realm's crust, the ferocious entity lumbers across the battlefield, inspiring Fyreslayers while blasting the enemy with raging torrents of lava.*

Declare: If there is not a friendly **Molten Infernoth** on the battlefield, pick a friendly **DROTHKEEPERS PRIEST** to chant this prayer, then make a chanting roll of D6.

Effect: Set up a **Molten Infernoth** wholly within 12" of the chanter, visible to them and more than 9" from all enemy units.

KEYWORDS PRAYER, SUMMON

ARMY OF RENOWN

GRUNDSTOK EXPEDITIONARY FORCE

There is no more august body of the Kharadron military than the Grundcorps. These hardened mercenaries are contracted to the sky-fleets for missions of vital importance, and are often organised into Expeditionary Forces – vanguard companies designed to move swiftly and unleash devastating salvoes. Typically led by an Admiral, these potent formations focus the Grundcorps' superior firepower on a specific target, utilising swift Gunhaulers to keep one step ahead.

When you pick the Kharadron Overlords faction for your army, you can choose for it to be a Grundstok Expeditionary Force Army of Renown. If you do so, use the faction rules on these pages instead of the Kharadron Overlords faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **Expeditionary Force** keyword.

ROSTER OPTIONS
- Arkanaut Admiral
- Aetheric Navigator
- Endrinmaster with Endrinharness
- Endrinmaster with Dirigible Suit
- Codewright
- Aether-Khemist
- Grundstok Thunderers
- Grundstok Gunhauler
- You cannot include Regiments of Renown

BATTLE TRAITS

Your Movement Phase, Reaction: You declared a non-Charge Move ability for a friendly Skyvessel

TRANSPORT SKYFARERS: *The Kharadron rule the skies of the realms with fleets of fearsome airships crewed by hardened duardin.*

Used By: The **Skyvessel** using that **Move** ability.

Effect: Pick a number of units up to that **Skyvessel**'s Transport Capacity (see its warscroll) that are wholly within 6" of it to be the targets. Units that have been transported this turn cannot be targets.

Remove the targets from the battlefield. After the **Skyvessel** ends its move, you must set up each target unit on the battlefield, wholly within 6" of that **Skyvessel** and not in combat. Those units have been transported. A unit cannot use **Charge** abilities if it was transported in the same turn.

Passive

GUN BUTT LOW BLOW: *Grizzled veterans all, the Grundcorps are used to fighting dirty if it means getting what they want.*

Effect: While a friendly **Expeditionary Force Infantry** unit is contesting an objective that you control, its melee weapons have **Crit (Mortal)**.

End of Any Turn

NO SAFE HAVEN: *The firepower of the Grundcorps pelts the ground so aggressively that no cover can protect their targets for long.*

Declare: Pick an enemy unit to be the target.

Effect: Subtract 1 from the control score of that unit for each damage point allocated to it this turn by a shooting attack made by a friendly **Expeditionary Force** unit, to a maximum of 10 damage points.

Once Per Turn (Army), Any Shooting Phase

GRUDGEFIRE ROUNDS: *This ammunition bursts into white-hot flames when it hits its target.*

Declare: Pick a friendly **Expeditionary Force Infantry** unit to be the target.

Effect: Roll a dice. On a 3+, pick 1 of the target's ranged weapons. Add 1 to the Attacks characteristic of that weapon for the rest of the phase.

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HEROIC TRAIT

(**Hero** only)

Reaction: You declared the 'All-out Defence' command for a friendly unit wholly within 12" of this Hero

ENTRENCHMENT EXPERT: *This hero prefers to engage their foes from heavy cover, keeping their own losses to a minimum.*

Effect: That friendly unit has **Ward (5+)** for the rest of the turn.

ARTEFACT OF POWER

(**Hero** only)

Reaction: Opponent declared a Shoot or Fight ability for a Manifestation within 9" of the bearer

AETHERIC NULLIFIER: *This unassuming cylindrical tool is fashioned from a potent anti-magic alloy.*

Effect: Roll 2D6. If the roll equals or exceeds the banishment value listed on the **Manifestation**'s warscroll, it is banished and removed from play. You cannot pick the same **Manifestation** to be the target of this ability more than once per phase.

ARMY OF RENOWN

THE EVERGREEN HUNT

When flowers bloom in frost and cries fill the forest, shutter your windows and nail up your doors. For the summon of Kurnoth's First Thorn is irresistible, and it beckons mortals forth to the hunt eternal. The Evergreen Hunt is sworn to slaughter any and all that would endanger their beloved Realm of Life. They are led by Belthanos, said to be a messenger of the Hunter-God Kurnoth himself.

When you pick the Sylvaneth faction for your army, you can choose for it to be a The Evergreen Hunt Army of Renown. If you do so, use the faction rules on these pages instead of the Sylvaneth faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **Evergreen Hunt** keyword.

ROSTER OPTIONS

- Belthanos, First Thorn of Kurnoth (must be included and must be your general)
- Arch-Revenant
- Revenant Seekers
- Spiterider Lancers
- Kurnoth Hunters with Greatbows
- Kurnoth Hunters with Greatswords
- Kurnoth Hunters with Greatscythes
- You cannot include Regiments of Renown

BATTLE TRAITS

Once Per Battle (Army), Deployment Phase

NATURE AETHERIC: *Rapid growth and abundant life follow the Evergreen Hunt.*

Declare: Pick a terrain feature that is within friendly territory to be the target.

Effect: For the rest of the battle, friendly units are wholly within the **creeping overgrowth** while they are wholly within 6" of the target.

Once Per Battle Round (Army), Start of Battle Round

OPENING HORN BLAST: *The ear-shattering peal of a hunting horn signals the coming of Kurnoth's faithful, and foretells the bloody death of their prey.*

Declare: You must use this ability at the start of the battle round.

Effect: Your chords are reset to 0. Then, you gain 1 **chord**:

- If a friendly **Belthanos** is on the battlefield.
- For each friendly **Evergreen Hunt** unit that is wholly within the same large quarter of the battlefield as the quarry.
- For each quarry destroyed so far during the battle.

Passive

SONG OF THE HUNT: *The stirring battle-song of Kurnoth's hunters grows in intensity with every foe slain, until the world resounds to a crescendo of deafening, harshly melodic notes.*

Effect: The following cumulative effects apply to friendly **Evergreen Hunt** units depending on the number of **chords** you have:

1 chord – *Simple:* Add 1 to run rolls and charge rolls for friendly units wholly within the same quarter of the battlefield as the quarry.

2 chords – *Tuneful:* Add 1 to hit rolls and wound rolls for friendly units' combat attacks that target an enemy unit wholly within the same quarter of the battlefield as the quarry.

3-5 chords – *Melodic:* Add 1 to the Attacks characteristic of melee weapons used by friendly units while they are in combat with the quarry.

6+ chords – *Mellifluous:* While a friendly unit is in combat with the quarry, the quarry has **Strike-last**.

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BATTLE TRAITS CONT.

Once Per Battle Round (Army), Start of Battle Round

RHYTHM OF THE CHASE: *The Evergreen Hunt relentlessly tracks its prey, skilfully manoeuvring it into a killing ground to administer a fatal blow.*

Declare: If there is no **quarry** on the battlefield, pick an enemy unit on the battlefield to be the target.

Effect: The target is the **quarry** for the rest of the battle.

Once Per Battle (Army), Your Hero Phase 1

A PRIZE QUARRY IS SIGHTED: *When a mighty prey is sighted, the hunters of Kurnoth focus all their efforts upon taking it down, for only a successful kill will appease their master.*

Declare: Pick an enemy unit within 9" of a friendly **Evergreen Hunt** unit to be the target.

Effect: The target becomes the **quarry** for the rest of the battle. If there was already a **quarry** on the battlefield when you declared this ability, that unit is no longer the **quarry**.

Once Per Turn (Army), Your Hero Phase

ABUNDANT GROWTH: *Lush, restorative flora blossoms and blooms in the path of the Evergreen Hunt.*

Declare: Pick each friendly **Evergreen Hunt** unit that is wholly within 3" of a terrain feature to be the targets.

Effect: Heal (1) each target.

Once Per Turn (Army), Start of Any Turn

QUESTING TENDRILS: *Snaking vines writhe through the undergrowth towards the quarry, driven by the urge to drag them down into the gore-soaked loam.*

Declare: Pick the terrain feature that is closest to the **quarry** to be the target.

Effect: For the rest of the turn, friendly units are wholly within the **creeping overgrowth** while they are wholly within 6" of the target.

Once Per Turn (Army), Any Combat Phase

MERCIFUL STRIKE: *For those who join the divine hunt, the moment of the final, killing blow is one of momentous importance. It must be delivered swiftly and surely.*

Declare: Pick a friendly **Evergreen Hunt Monster** that has not used a **Rampage** ability this turn to use this ability, then pick an enemy unit in combat with it to be the target.

Effect: Roll a dice and add the number of damage points the target has. If the result exceeds the target's Health characteristic, 1 model in the target unit is slain.

Keywords Rampage

HEROIC TRAIT

(**Hero** only)

Passive

SAPWOOD LEADER: *This young and vibrant general flourishes with the life-giving magic of the Everqueen.*

Effect: If you pick this unit to be a target of the 'Abundant Growth' ability, **Heal (3)** this unit instead of **Heal (1)**.

ARTEFACT OF POWER

(**Hero** only)

Once Per Battle (Army), Any Hero Phase

HEARTWOOD HUNTING HORN: *Grown in the forests of Kurnotheal, this horn emits a melody that naturally harmonises with the song of the hunt.*

Effect: You gain 1 **chord**.

ARMY OF RENOWN

DRACONITH SKYWING

The union of Stormcast and Draconith is a mighty one. Its realms-changing potential is exemplified by the Draconith Skywing, devised by the legendary Ionus Crytborn. This elite formation is designed to overwhelm enemies from the sky, with dragon-riding Stormcasts descending like blazing spears to impale the enemy while their steeds spit streams of flame.

When you pick the Stormcast Eternals faction for your army, you can choose for it to be a Draconith Skywing Army of Renown. If you do so, use the faction rules on these pages instead of the Stormcast Eternals faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **Draconith Skywing** keyword.

ROSTER OPTIONS
- Ionus Cryptborn
- Krondys, Son of Dracothion
- Karazai the Scarred
- Knight-Draconis
- Stormdrake Guard
- You cannot include Regiments of Renown

BATTLE TRAITS

Passive

SHIELDS OF THE WARDEN: *Ionus often goes into battle accompanied by an elite band of Stormdrake Guard whose sole duty is to protect their commander.*

Effect: While any friendly **Stormdrake Guard** units are within a friendly **Ionus Cryptborn**'s combat range:

- That friendly **Ionus Cryptborn** has **Ward (4+)**.
- Each time you make a successful ward roll for that friendly **Ionus Cryptborn**, allocate 1 damage point to a friendly **Stormdrake Guard** unit within its combat range after the damage sequence for that friendly **Ionus Cryptborn** has been resolved (ward rolls cannot be made for those damage points).

Once Per Turn (Army), Any Combat Phase

THUNDEROUS ROAR: *A deafening roar is unleashed, drowning out the din of battle momentarily and melting the resolve of even the most stalwart foes.*

Declare: Pick a friendly **Draconith Skywing Monster** that has not used any **Rampage** abilities this turn to use this ability. Then, pick up to 3 enemy units in combat with it to be the targets.

Effect: Roll a dice for each target. On a 3+, subtract 5 from that target's control score for the rest of the turn.

Keywords Rampage

Passive

EXEMPLARS OF FURY: *The leaders of the Skywings urge their scaled companions to strike with devastating force, their bloody assault an inspiration to all who witness it.*

Effect: Add 1 to the Attacks characteristic of **Companion** weapons used by friendly **Draconith Skywing Heroes** while they are within 6" of 2 or more friendly **Stormdrake Guard** units.

Once Per Turn (Army), Any Combat Phase

AETHERIC CYCLONE: *The mighty Draconith whips its wings to create a ferocious squall that buffets the enemy lines, driving them to their knees.*

Declare: Pick a friendly **Draconith Skywing Monster** that has not used any **Rampage** abilities this turn to use this ability. Then, pick an enemy unit in combat with it to be the target.

Effect: Roll a dice. On a 3+, subtract 1 from wound rolls for the target's attacks for the rest of the turn.

Keywords Rampage

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HEROIC TRAIT

(**Hero** only)

End of Any Turn

FEARLESS FLIERS: *Such is the bond between this rider and their mount that they can perform the most graceful aerial manoeuvres in order to close the distance on their prey.*

Effect: If this unit is not in combat, it can immediately make a D6" move and can end that move in combat.

ARTEFACT OF POWER

(**Hero** only)

Once Per Battle (Army), End of Any Turn

CELESTIUM ENSIGN: *The sight of this ancient heirloom spurs Draconith to draw upon hidden reserves of strength.*

Effect: Heal (3) each friendly **Draconith Skywing** unit wholly within 12" of this unit.

SPELL LORE

Your Hero Phase 7

REGAL AUTHORITY: *Halos of lightning surround the wizard's allies, casting them as resplendent and terrifying paragons of war.*

Declare: Pick a friendly **Draconith Skywing Wizard** to cast this spell, pick a visible friendly **Draconith Skywing** unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Add 5 to the target's control score for the rest of the turn.

Keywords Spell, Unlimited

MANIFESTATION LORE

Your Hero Phase 8

SUMMON EVERBLAZE COMET: *Reaching an arm to the heavens, the wizard calls down a comet of pure Azyrite energy that crashes into the foe's ranks with devastating effect.*

Declare: If there is not a friendly **Everblaze Comet** on the battlefield, pick a friendly **Draconith Skywing Wizard** to cast this spell, then make a casting roll of 2D6.

Effect: Set up an **Everblaze Comet** wholly within 18" of the caster.

Keywords Spell, Summon

PRAYER LORE

Your Hero Phase 4

SIGMAR'S GRACE: *Shafts of golden light burst through the clouds to heal Sigmar's wounded.*

Declare: Pick a friendly **Draconith Skywing Priest** to chant this prayer, pick a friendly **Draconith Skywing** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: Heal (D3) the target. If the chanting roll was 8+, **Heal (2D3)** the target instead.

Keywords Prayer, Unlimited

Your Hero Phase 4

SANCTIFICATION: *Holy energies radiate from the cleric, disrupting the works of spellcasters who bear hostile intent.*

Declare: Pick a friendly **Draconith Skywing Priest** to chant this prayer, then make a chanting roll of D6.

Effect: Until the start of your next turn, subtract 1 from casting rolls for enemy **Wizards** while they are within 30" of the chanter. If the chanting roll was 12+, subtract 1 from casting rolls for enemy **Wizards** for the rest of the battle and friendly **Priests** cannot use this ability again for the rest of the battle.

Keywords Prayer

ARMY OF RENOWN

THE SWORDS OF CHAOS

Even amongst the Varanguard, the elite champions of the Everchosen, the Swords of Chaos possess a bleak renown. When a foe earns Archaon's personal displeasure, it is they who are unleashed to render his pitiless judgement. Clad in heraldry of stark black and gold, these anointed knights of Chaos are sworn to their master's vision of a blasted cosmos over which only his graven banners rise.

When you pick the Slaves to Darkness faction for your army, you can choose for it to be a The Swords of Chaos Army of Renown. If you do so, use the faction rules on these pages instead of the Slaves to Darkness faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **Swords of Chaos** keyword.

ROSTER OPTIONS
- Archaon the Everchosen
- Abraxia, Spear of the Everchosen
- Varanguard
- You cannot include Regiments of Renown

BATTLE TRAITS

Once Per Turn (Army), Start of Battle Round

DEMANDS OF THE DARK GODS: *Each of the Dark Gods covets Archaon's service and that of the Swords of Chaos also. The Varanguard may exploit this to wrest boons from them – so long as their loyalty to the Everchosen remains paramount.*

Effect: Pick 1 of the following effects:

Demand of Khorne: For the rest of the battle round, add 1 to the Rend characteristic of melee weapons used by friendly **Swords of Chaos** units.

Demand of Tzeentch: Pick 1 visible enemy unit within 9" of a friendly **Swords of Chaos** unit that is not in combat and roll a D6. On a 3+, inflict an amount of mortal damage on that enemy unit equal to the roll.

Demand of Nurgle: **Heal (D3)** each friendly **Swords of Chaos** unit. Then pick a friendly **Swords of Chaos** unit that healed any damage points this turn. Until the start of the next battle round, that unit has **Ward (6+)**.

Demand of Slaanesh: Add 2" to the Move characteristic of friendly **Swords of Chaos** units until the start of the next battle round.

Deployment Phase

KNIGHTS OF THE FIRST CIRCLE: *The First Circle of the Varanguard comprises Archaon's own elite retinue. When they strike from the Chaos-cursed skies, ruin surely follows.*

Declare: If there are more friendly **Swords of Chaos** units on the battlefield than there are set up in reserve, pick a friendly **Swords of Chaos** unit that has not been deployed.

Effect: Set up that unit in reserve **in the Ruinous Skies**. It has now been deployed.

Keywords	Deploy

Your Movement Phase

DESCENT FROM RUINOUS SKIES: *Riding down from fell portals torn open in the sky, the Swords of Chaos descend to unleash apocalyptic destruction upon the enemies of the Everchosen.*

Declare: Pick a friendly **Swords of Chaos** unit that is **in the Ruinous Skies**.

Effect: Set up that unit anywhere on the battlefield more than 9" from all enemy units.

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FIRST CIRCLE TITLES

You can include up to 3 First Circle Title enhancements in your army. First Circle Titles can only be given to **Varanguard** units. The same unit cannot have more than 1 First Circle Title.

Passive

THE GRIMROOT ORDER: *Corruption suffuses these warriors so deeply that it is said they can endure wounds that would slay even fellow Varanguard.*

Effect: Add 1 to this unit's Health characteristic.

Passive

TAMERS OF HARADH'S TORMENT: *The steeds of these knights once roamed Haradh's Torment, where a gargant warlord roused the beasts of the Eightpoints to challenge Archaon – and was later punished for it.*

Effect: Add 1 to the Damage characteristic of this unit's **Companion** weapons.

Passive

THE HOUNDS APOCALYPTUS: *These champions have ridden far across the realms and are rabid in seizing whatever the Everchosen deems a worthy prize.*

Effect: While this unit is wholly within enemy territory, add 1 to the Attacks characteristic of this unit's melee weapons.

Passive

THE BLACKSTORM APOSTATES: *These warriors are a rare prize indeed for the Everchosen: Azyrites who have embraced Chaos and speed themselves with imprisoned and tortured celestial winds.*

Effect: Add 3" to this unit's Move characteristic.

Passive

BETRAYERS OF THE ANVILKING: *To earn Archaon's favour, these former apprentices of an ancient smith-lord betrayed their master but preserved his secrets of forgecraft.*

Effect: This unit has **WARD (6+)**.

ARMY OF RENOWN

TRIBES OF THE SNOW PEAKS

Furious are the Darkoath tribes of the Snow Peaks, as their home has been shattered by verminous invaders. United under Chieftain Gunnar Brand and his kin, they now fight enemies on two fronts: the greedy Sigmarites to their backs and the perfidious Skaven of the Gnaw beyond. With every enemy slain, they come closer to fulfilling furious oaths avenging their fallen kin.

When you pick the Slaves to Darkness faction for your army, you can choose for it to be a Tribes of the Snow Peaks Army of Renown. If you do so, use the faction rules on these pages instead of the Slaves to Darkness faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **Snow Peaks** keyword.

ROSTER OPTIONS
- **Darkoath** units
- You cannot include Regiments of Renown

BATTLE TRAITS

Passive

PLEDGES TO THE DARK GODS: *Few Darkoath tribes swear such grand and terrible oaths as those of the Snow Peaks. Fewer still fulfil so many of their brutal pledges.*

Effect: Each time a friendly **Snow Peaks** unit uses 1 of the following abilities and the effect of that ability is resolved, gain 1 **oath point**.

- 'Oath of Bloodshed'
- 'Oath of Murder'
- 'Oath of Supremacy'
- 'Oath of the Marauder'
- 'Oath of the Raider'
- 'Oath of Conquest'
- 'Oath of Dark Sacrifice'

Designer's Note: *The abilities listed above are abilities on* **Darkoath** *warscrolls. By using those abilities (i.e. completing the oaths), the player gains* **oath points**, *which can then be spent to use the* **Oath** *abilities in these Army of Renown rules.*

Once Per Phase (Army), Your Combat Phase

DAEMONFIRE WEAPONS: *As if kissed by the breath of the Chimera, the weapons of these warriors blaze with black flames that make a mockery of armour.*

Declare: If you have 1 or more **oath points**, pick a friendly **Snow Peaks** unit that has not used an **Oath** ability this turn to be the target.

Effect: Spend 1 **oath point**. For the rest of the turn, add 1 to the Rend characteristic of the target's melee weapons.

Keywords Oath

Once Per Phase (Army), Your Charge Phase

SPEED OF THE BLOOD CROW: *A single scarlet crow flies in the skies above, imbuing these warriors with a supernatural swiftness and predatory focus.*

Declare: If you have 1 or more **oath points**, pick a friendly **Snow Peaks** unit that has not used an **Oath** ability this turn to be the target.

Effect: Spend 1 **oath point**. For the rest of the turn, the target can use **Charge** abilities even if it used a **Run** ability in the same turn.

Keywords Oath

Once Per Phase (Army), Your Combat Phase

HUNGER OF SHESH'SHAN: *Possessed by a wild euphoria, these warriors launch themselves at the foe with abandon, gloating as they revel in the screams and arterial sprays of blood.*

Declare: If you have 1 or more **oath points**, pick a friendly **Snow Peaks** unit that has not used an **Oath** ability this turn to be the target.

Effect: Spend 1 **oath point**. For the rest of the turn, add 1 to the Attacks characteristic of the target's melee weapons.

Keywords Oath

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BATTLE TRAITS CONT.

Once Per Phase (Army), End of Any Turn

MESSENGERS OF THE GODS: *Albino prey-birds, three-eyed flies and a myriad other wild familiars carry word to nearby tribes of a mighty battle underway, drawing fresh warriors to your banner.*

Declare: If you have 1 or more **oath points**, pick a friendly **Snow Peaks Darkoath Marauders** or **Fellriders** unit that has been destroyed and has not used an **Oath** ability this turn to be the target.

Effect: Spend 2 **oath points**. Set up a replacement unit with half the number of models from the target unit (rounding up) on the battlefield, wholly within 6" of a battlefield edge and more than 3" from all enemy units.

Keywords Oath

Once Per Phase (Army), Your Combat Phase

RAGE OF ARKHAR: *Unholy anger is stoked in the hearts of these warriors, filling them with hate-fuelled stamina.*

Declare: If you have 1 or more **oath points**, pick a friendly **Snow Peaks** unit that has not used an **Oath** ability this turn to be the target.

Effect: Spend 2 **oath points**. 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 turn.

Keywords Oath

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

SHROUD OF THE PALE ELK: *A thick, shimmering miasma swirls around these warriors, surrounding them in fractal mirages that confuse the foe and cause them to strike at nothing but thin air.*

Used By: A friendly **Snow Peaks** unit targeted by that **Attack** ability, if you have 1 or more **oath points**.

Effect: If that friendly **Snow Peaks** unit has not used an **Oath** ability this turn, spend 1 **oath point**. For the rest of the turn, that friendly unit has **Ward (4+)**.

Keywords Oath

HEROIC TRAIT

(**Hero** only)

Passive

OATH OF KINSHIP: *Before the eyes of their fellow tribe members, this chieftain has made a bold oath that they are compelled to honour in order to reaffirm their right to rule.*

Effect: While this unit is within the combat range of another friendly **Snow Peaks** unit, add 1 to hit rolls for this unit's attacks.

ARTEFACT OF POWER

(**Hero** only)

Once Per Battle (Army), Any Movement Phase

GRAND OFFERING: *Before the battle, sacrifices were heaped before the lair of a particularly dreaded Wilderfiend known to haunt the region.*

Declare: Pick a friendly **Snow Peaks Wilderfiend** within 9" of this unit to be the target.

Effect: Give the target D6 **sacrifice points**.

ARMY OF RENOWN

SCIONS OF NULAHMIA

The hosts of Nulahmia seek to emulate the majesty of Queen Neferata, both in the macabre glory of their heraldry and the contemptuous ease with which they dispose of their enemies. To these aristocratic vampires, the battlefield represents an opportunity to see their devious schemes come to fruition, as their opponents are overwhelmed by sorcery, misdirection and flocks of ravenous grave-beasts.

When you pick the Soulblight Gravelords faction for your army, you can choose for it to be a Scions of Nulahmia Army of Renown. If you do so, use the faction rules on these pages instead of the Soulblight Gravelords faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **Scions of Nulahmia** keyword.

ROSTER OPTIONS

- Sekhar, Fang of Nulahmia (must be included and must be your general)
- Coven Throne
- Bloodseeker Palanquin
- Vampire Lord
- Vampire Lord on Nightmare Steed
- Dire Wolves
- Fell Bats
- You cannot include Regiments of Renown

REGIMENT OPTIONS

- **Scions of Nulahmia Vampire Lord** units can be added to regiments led by a **Scions of Nulahmia Hero**

BATTLE TRAITS

Once Per Turn (Army), Your Hero Phase

THAUMIC REALIGNMENT: *The seeding of deathly energies soon sees the fell winds rise…*

Declare: You can only use this ability if you have not used any **Exquisite Plot** abilities this turn. Pick a friendly **Wizard** to be the target.

Effect: For the rest of the turn, add 1 to casting rolls for the target. In addition, at the end of this turn, if the target successfully cast any spells this turn, add 1 to its power level for the rest of the battle.

Keywords Exquisite Plot

Once Per Turn (Army), Your Hero Phase

RECRUITMENT DRIVE: *The butchery of a few peons yields a reserve of future 'recruits'.*

Declare: You can only use this ability if you have not used any **Exquisite Plot** abilities this turn. Pick a friendly unit to be the **hunter** and an enemy unit with 5 or more models to be the target.

Effect: For the rest of the turn, add 1 to hit rolls for the **hunter**'s combat attacks that target that enemy unit. In addition, if the target is destroyed this turn by the **hunter**, add 1 to the Attacks characteristic of the **hunter**'s melee weapons for the rest of the battle.

Keywords Exquisite Plot

Once Per Turn (Army), Your Hero Phase

SEEK WORTHY BLOOD: *Only the finest ichor will suffice for the vampires of Nulahmia. It is considered an art to eviscerate an enemy champion whilst collecting as much of their blood as possible.*

Declare: You can only use this ability if you have not used any **Exquisite Plot** abilities this turn. Pick a friendly unit to be the target.

Effect: For the rest of the turn, the target's weapons have **Anti-Hero (+1 Rend)**. In addition, if the target destroys any enemy **Heroes** this turn, the target's weapons have **Anti-Hero (+1 Rend)** for the rest of the battle.

Keywords Exquisite Plot

Once Per Turn (Army), Your Hero Phase

THE QUEEN'S PRIZE: *What Neferata desires, Neferata receives.*

Declare: You can only use this ability if you have not used any **Exquisite Plot** abilities this turn. Pick a friendly unit to be the target.

Effect: For the rest of the turn, add 5 to the target's control score.
In addition, at the end of this turn, after determining control of objectives, if the target is contesting an objective that you control and that was controlled by your opponent at the start of this turn, add 5 to the target's control score for the rest of the battle.

Keywords Exquisite Plot

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HEROIC TRAIT
(**Hero** only)

Your Hero Phase

KEEPER OF THE ROYAL MENAGERIE: *Those vampires who maintain the bleak menageries of Nulahmia have an instinctive bond with undead beasts.*

Declare: Pick a friendly **Dire Wolves** or **Fell Bats** unit that has been destroyed to be the target.

Effect: Set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 12" of this unit and more than 9" from all enemy units.

ARTEFACT OF POWER
(**Hero** only)

Passive

AMULET OF LEECHES: *This ancient and corroded talisman allows the wielder to draw upon the necromantic energies of their minions for protection.*

Effect: While this unit is within the combat range of a friendly **Dire Wolves** or **Fell Bats** unit:

- This unit has **Ward (5+)**.
- Each time you make a successful ward roll for this unit, allocate 1 damage point to a friendly **Dire Wolves** or **Fell Bats** unit within this unit's combat range after the damage sequence for this unit has been resolved (ward rolls cannot be made for those damage points).

SPELL LORE

Your Hero Phase 6

INVOCATION OF NULAHMIA: *This ancient spell, said to hail from the sun-blasted birthplace of necromancy, is wielded by each of Neferata's chosen.*

Declare: Pick a friendly **Scions of Nulahmia Wizard** to cast this spell, pick a visible friendly **Dire Wolves** or **Fell Bats** unit wholly within 18" of them to be the target, then make a casting roll of 2D6.

Effect: You can return 1 slain model to that unit.

Keywords **Spell, Unlimited**

Your Hero Phase 7

THRALL DRAIN: *Vampires are consummate and ruthless survivors; they will gladly drain the energy of their subordinates in order to heal their own wounds.*

Declare: Pick a friendly **Scions of Nulahmia Wizard** to cast this spell, pick a friendly unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: D3 models in the target are slain. Then, remove all damage points from the caster.

Keywords **Spell**

Your Hero Phase 7

SCARLET THIRST: *At the wizard's command, a fierce compulsion to feed flares up inside the vampiric court, who eagerly await the chance to indulge their blood hunger without restraint.*

Declare: Pick a friendly **Scions of Nulahmia Wizard** to cast this spell, then make a casting roll of 2D6.

Effect: For the rest of the turn, add 1 to the Attacks characteristic of melee weapons used by friendly **Scions of Nulahmia Vampire** units while they are wholly within 12" of the caster.

Keywords **Spell**

ARMY OF RENOWN

TRUGG'S TROGGHERD

When Trugg stomps into battle, he does so at the head of a lumbering mass of troggoths, from river-dwelling Fellwaters to mighty Dankholds. Drawn from their foetid lairs by the imposing aura of the Troggoth King, these lumpen brutes pulverise anything in their path, never questioning their monarch's apparently random course.

When you pick the Gloomspite Gitz faction for your army, you can choose for it to be a Trugg's Troggherd Army of Renown. If you do so, use the faction rules on these pages instead of the Gloomspite Gitz faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **Trugg's Troggherd** keyword.

ROSTER OPTIONS
- Trugg the Troggoth King (must be included and must be your general)
- Dankhold Troggboss
- Dankhold Troggoth
- Fellwater Troggoths
- Rockgut Troggoths
- You cannot include Regiments of Renown or faction terrain

BATTLE TRAITS

Passive

HERD HEALING: *When troggoths gather in larger numbers, the sheer troggness of the herd serves as a catalyst for their regenerative abilities.*

Effect: Each time a friendly **Troggoth** unit uses a **Fight** ability, after that ability has been resolved, **Heal (D3)** that unit.

Passive

AURA OF HAYWIRE MAGIC: *Those who trudge beside the Troggoth King on his long march are imbued with the same mysterious powers their liege unwittingly channels.*

Effect: The effects of a friendly **Trugg**'s 'Malfunctioning Leystone' ability affect friendly **Trugg's Troggherd** units anywhere on the battlefield instead of only those wholly within 12" of that friendly **Trugg**.

Passive

MOON-TOUGHENED HIDE: *The light of the Bad Moon illuminates the troggoths' craggy hides, its madcap magic rendering them even more resilient than usual.*

Effect: In battle rounds 2 and 3, subtract 1 from the Rend characteristic of melee weapons used for attacks that target friendly **Trugg's Troggherd** units.

Once Per Battle (Army), Deployment Phase

LIVING LANDMARK: *Despite their great size, when some troggoths lie down for a snooze, they are easy to mistake for just another part of the landscape…*

Declare: Pick a friendly **Trugg's Troggherd** unit that has not been deployed.

Effect: Set up that unit in reserve as a **living landmark**. It has now been deployed.

Keywords | **Deploy**

Your Movement Phase

BROKEN SLUMBER: *Disturbed by the approach of an enemy army, dozing troggoths – presumed till now to be part of the scenery – wake up in a blurry rage, fists and clubs swinging.*

Declare: Pick a friendly **Trugg's Troggherd** unit that is a **living landmark**.

Effect: Set up that unit anywhere on the battlefield wholly within 3" of a terrain feature and more than 9" from all enemy units.

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HEROIC TRAIT

(**Hero** only)

Once Per Battle, Any Combat Phase

LOONSTONE TEEF: *This troggoth once jammed shards of loonstone into their gums to replace missing teeth. They have since been driven mad by a constant cackling that echoes around their skull, rendering them particularly irascible and dangerous.*

Effect: This unit can use 2 **Fight** abilities this phase. After the first is used, however, this unit has **Strike-last** for the rest of the turn.

ARTEFACT OF POWER

(**Hero** only)

Once Per Battle, Any Movement Phase

CRUNCHY SHINIES: *When eaten, these glimmering crystal shards allow a troggoth to move with something approaching agility – a novel feeling for these naturally lumbering brutes.*

Effect: For the rest of the turn, add 3 to run rolls and charge rolls for this unit.

ARMY OF RENOWN

THE ROVING MAW

Where the ground itself groans with hunger and opens in undulating gullets, twisted, feral shapes slaughter errant warriors to feed to the grisly apertures. These are the Gorger Mawpacks, ogors afflicted with a terrible curse that keeps them in a permanent state of starvation. Ogor Butchers will often travel with these creatures in Roving Maws, testing new recipes upon them and opening Mawpits with gastromantic rituals.

When you pick the Ogor Mawtribes faction for your army, you can choose for it to be a The Roving Maw Army of Renown. If you do so, use the faction rules on these pages instead of the Ogor Mawtribes faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **Roving Maw** keyword.

ROSTER OPTIONS
- Any non-**Unique Mawseeker** units
- Any non-**Unique Gutbusters** units
- Gorger Mawpacks
- You cannot include Regiments of Renown or a Great Mawpot

BATTLE TRAITS

Passive

TASTY MORSELS: *Ogors hate wasting even a scrap of meat. Any foes they do not gobble down on the spot are hacked to pieces and saved for the Butcher's pot.*

Effect: Each time a model is slain by a friendly **Mawpit**'s 'Hungry Sinkhole' ability, you gain 1 **tasty morsel**.

Passive

DRIVEN BY STARVATION: *Each offering the Head Butcher submits to the Mawpit is one fewer scrap for a ravening Gorger.*

Effect: Friendly **Gorger Mawpack** units can use **Charge** abilities even if they used a **Run** ability in the same turn unless they are wholly within 3" of a terrain feature.

Any Charge Phase

TRAMPLING CHARGE: *The charge of bellowing ogors resembles a living avalanche of blubber and metal. Anything in their path is quickly squished into an edible paste.*

Declare: Pick a friendly **Roving Maw** unit that charged this turn to use this ability, then pick a visible enemy unit within 1" of it to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

Passive

THE REALM HUNGERS: *None can tell where hungry, chomping Mawpits will next manifest in the ground.*

Effect: Units and **Manifestations** are **vulnerable to Mawpits** while they are on the battlefield unless they are wholly within 1" of a terrain feature that is not a **Mawpit**. This ability has no effect on **Roving Maw** units or units that have **Fly**.

Once Per Battle Round (Army), Start of Battle Round

MAWPITS OF GHUR: *These highly aggressive, teeth-filled rents in the ground are drawn to the wider realms by the Butchers' gastromantic magic.*

Effect: Roll 2D6 and add the number of **tasty morsels** you have to the roll. Apply the corresponding effect below for the rest of the battle round. Then, reset your **tasty morsels** to 0.

2-3 – *Subdued:* No effect.

4-5 – *Peckish:* Subtract 3 from the control scores of units that are **vulnerable to Mawpits**.

6-8 – *Rumbling:* Roll a dice for each unit that is **vulnerable to Mawpits**. On a 3+, inflict 1 mortal damage on that unit.

9-11 – *Famished:* Units that are **vulnerable to Mawpits** cannot use commands.

12+ – *Ravenous:* Roll a D3 for each unit that is **vulnerable to Mawpits**. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.

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HEROIC TRAIT
(HERO only)

Once Per Battle Round (Army), Start of Battle Round

PRIME GUTSERVER: *This general has fed entire armies to the Mawpits.*

Effect: If this unit is within 1" of a friendly **Mawpit**, gain 1 **tasty morsel**.

ARTEFACT OF POWER
(HERO only)

Passive

FLASKS OF CONGEALED MAW-JUICES: *These vessels contains greasy, pungent fluids that squirted from a Mawpit as it gobbled down a victim. They have fortifying effects on those chomping sinkholes into which they are poured.*

Effect: Friendly **Mawpits** within this unit's combat range have **WARD (5+)**.

SPELL LORE

Your Hero Phase 6

MAWMEAT: *Chunks of meat glistening with ichor are flung into overgrown ruins and undergrowth to attract more Mawpits to the battlefield.*

Declare: Pick a friendly **ROVING MAW WIZARD** to cast this spell, pick a visible terrain feature within 18" of them to be the target, then make a casting roll of 2D6.

Effect: For the rest of the battle, units on or within 1" of the target are **vulnerable to Mawpits**. This ability has no effect on **ROVING MAW** units or units that have **FLY**.

KEYWORDS SPELL, UNLIMITED

Your Hero Phase 7

RETCHER: *As they cast this spell, the Butcher spews their stomach contents over their weaponry, giving their blades 'extra bite'.*

Declare: Pick a friendly **ROVING MAW WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Add 2 to the Rend characteristic of the caster's melee weapons until the start of your next turn.

KEYWORDS SPELL

ARMY OF RENOWN

KRAZOGG'S GRUNTA STAMPEDE

When a Tuskboss goes on the rampage, it is only a matter of time before he is joined by other hogs of war, drawn to the beating of hooves upon the earth. These brutes move at high speed between the biggest and bestest fights – and once they start charging, it is very hard to slow down.

When you pick the Ironjawz faction for your army, you can choose for it to be a Krazogg's Grunta Stampede Army of Renown. If you do so, use the faction rules on these pages instead of the Ironjawz faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **Grunta Stampede** keyword.

ROSTER OPTIONS
- Tuskboss on Maw-grunta
- Maw-grunta with Hakkin' Krew
- Maw-grunta Gougers
- Gore-gruntas
- You cannot include Regiments of Renown

BATTLE TRAITS

Once Per Battle (Army), Your Charge Phase

GRUNTA WAAAGH!: *Just before the stampede crashes headlong into the enemy lines, the Tuskboss bellows a mighty 'Waaagh!', encouraging the ladz and their steeds cause as much carnage as possible with their impact.*

Declare: Pick a friendly **Grunta Stampede Hero** to be the target.

Effect: For the rest of the turn, the following effects apply to friendly **Grunta Stampede** units while they are wholly within 18" of the target:

- You can re-roll charge rolls for those units.
- Add 1 to the Attacks characteristic of those units' **Maw-grunta's Trotters**.
- Roll a D6 instead of a D3 when determining the amount of mortal damage inflicted by the 'Gore-grunta Charge' ability of those units.

Passive

MONSTROUS MOMENTUM: *The longer the Grunta Stampede goes on, the more it picks up speed…*

Effect: Add the current battle round number to the Move characteristic of friendly **Grunta Stampede** units.

Once Per Turn (Army), Any Charge Phase

EATIN' ON DA HOOF: *Maw-gruntas have mastered the art of feeding on the move, snatching up unlucky victims and mashing them between their oversized teeth as they hurtle onwards.*

Declare: Pick a friendly **Grunta Stampede Monster** that has not used a **Rampage** ability this turn to use this ability, then pick a visible enemy unit in combat with it to be the target.

Effect: Roll a dice and add the momentum score of the unit using this ability to the roll. If the result exceeds the target's Health characteristic, 1 model in the target unit is slain.

Keywords Rampage

End of the First Battle Round

INCESSANT DRIVE: *As the Stampede moves ever faster, they accrue more and more power and momentum.*

Effect: Add 1 to the momentum scores of friendly **Maw-grunta** units.

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BATTLE TRAITS CONT.

Once Per Battle (Army), Deployment Phase

WALL OF HOGFLESH: *It is no easy thing to pick your target when the ground is shaking and several dozen tonnes of ironclad meat are thundering in your direction.*

Declare: Pick a friendly **GRUNTA STAMPEDE HERO** to be the target.

Effect: For the rest of the battle, subtract 1 from hit rolls for shooting attacks that target that **HERO** while it is wholly within 6" of a friendly non-**HERO GRUNTA STAMPEDE** unit.

Once Per Battle (Army), Deployment Phase

FAST AND FURIOUS: *Riders of the Grunta Stampedes compete to be the first to slam into the enemy, urging their porcine steed on with kicks, curses and much incoherent bellowing*

Declare: Pick a friendly non-**HERO GRUNTA STAMPEDE** unit to be the target.

Effect: The target can immediately use the 'Normal Move' ability as if it were your movement phase.

HEROIC TRAIT

(**HERO** only)

Passive

TROPHY HUNTA: *This heavily scarred orruk is always on the lookout for the largest and most ferocious beasts of the realms. After all, their skulls make the flashiest trophies!*

Effect: This unit's **Pig-hacka** has **Anti-MONSTER (+1 Rend)** and **Anti-WAR MACHINE (+1 Rend)**.

ARTEFACT OF POWER

(**HERO** only)

Reaction: You declared a command for a friendly GRUNTA STAMPEDE unit wholly within 18" of this unit

DA BOOM SKULL: *The Waaagh! magic imbued within this grunta skull amplifies the bearer's voice into a thunderous roar that shakes the battlefield.*

Effect: Pick an enemy unit in combat with that friendly unit to be the target and roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

ARMY OF RENOWN

KING BRODD'S STOMP

Most famed and feared of all Mega-Gargants is the mighty King Brodd, priest of Behemat and scourge of the small folk. Fuelled by hatred of those who slew his forefather and desperate for revenge, Brodd gathers to his side gargants from across the Mortal Realms, uniting them in a stomp of epic proportions.

When you pick the Sons of Behemat faction for your army, you can choose for it to be a King Brodd's Stomp Army of Renown. If you do so, use the faction rules on these pages instead of the Sons of Behemat faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **Brodd's Stomp** keyword.

ROSTER OPTIONS
- King Brodd (must be included and must be your general)
- **Big** units
- Non-**Unique Little** units
- You cannot include Regiments of Renown

BATTLE TRAITS

Passive

TIMBERRRRR!: *A dying gargant is a weapon of ruin in its own right, though it is anyone's guess where their body will fall.*

Effect: Each time a friendly **Big** or **Little** model is slain, before removing it from play, the players must roll off. The winner picks a point on the battlefield within 3" of that model. Inflict D3 mortal damage on each unit (friendly and enemy) within 3" of that point that has a lower Health characteristic than that model.

Passive

THE WORLD TITAN'S PROPHET: *Brodd is a living legend amongst his towering kin, the only being in existence they would risk themselves to protect.*

Effect: While any other friendly **Brodd's Stomp** units are within a friendly **King Brodd**'s combat range:

- That friendly **King Brodd** has **Ward (5+)**.
- Each time you make a successful ward roll for that friendly **King Brodd**, allocate 1 damage point to another friendly **Brodd's Stomp** unit within its combat range after the damage sequence for that friendly **King Brodd** has been resolved (ward rolls cannot be made for those damage points).

Once Per Turn (Army), Any Shooting Phase

SMASH IT ALL TO BITS: *As part of his crusade of vengeance against Sigmar, Brodd has charged his gargants with the complete destruction of any settlement, outpost or inhabited terrain that they come across on their march.*

Declare: Pick a friendly **Big** unit that has not used a **Destructive Impulse** ability this turn to use this ability, then pick a terrain feature within its combat range. Then, pick a visible enemy unit within 18" of that **Big** unit to be the target.

Effect: Roll a D3 for each friendly and enemy unit on the terrain feature that was picked. On a 2+, inflict an amount of mortal damage on that unit equal to the roll. After rolling for all those units, roll a dice. On a 3+, inflict an amount of mortal damage on the target equal to the roll.

Keywords Rampage, Destructive Impulse

Once Per Battle (Army), Your Charge Phase

WRATH OF BRODD: *When Brodd's faithful stride into the fray, the mountains themselves tremble in terror.*

Declare: Pick a friendly **Big** unit that has not used a **Destructive Impulse** ability this turn to use this ability.

Effect: If the unit using this ability charged this turn, roll a dice. On a 3+, that unit can move 3D6" but must end that move in combat. When it does so, it can pass through terrain features and enemy models as if it had **Fly**.

Keywords Rampage, Destructive Impulse

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BATTLE TRAITS CONT.

Once Per Turn (Army), Any Combat Phase

CRAFTY CREEPERS: *These mischievous critters scrabble down the limbs of their massive host when the enemy is near, pilfering the valuables of the foe.*

Declare: Pick a friendly **BIG** unit that has not used a **DESTRUCTIVE IMPULSE** ability this turn to use this ability. Then, pick an enemy **HERO** that has an artefact of power and is in combat with that **BIG** unit to be the target.

Effect: Roll a dice. On a 3+, the target no longer has that artefact of power.

KEYWORDS RAMPAGE, DESTRUCTIVE IMPULSE

Once Per Turn (Army), Any Combat Phase

DOUBLE STOMP: *It is quite a sight to see a Mega-Gargant perform a precarious hop, bringing both enormous feet down with enough force to squash a Steam Tank flat.*

Declare: Pick a friendly **BIG** unit that has not used a **DESTRUCTIVE IMPULSE** ability this turn to use this ability.

Effect: Roll a D6. On a 3+, for the rest of the turn, add the result to the Attacks characteristic of the **Almighty Stomp** of the unit using this ability.

KEYWORDS RAMPAGE, DESTRUCTIVE IMPULSE

HEROIC TRAIT

(**HERO** only)

Once Per Battle (Army), Reaction: You declared the 'Wrath of Brodd' ability for a friendly unit

I CAN DO THAT BETTER: *King Brodd can outmatch and overpower even the most belligerent gargants in his stomp, proving himself the biggest bully around.*

Effect: This unit can use the 'Wrath of Brodd' ability immediately after the 'Wrath of Brodd' ability used by the other friendly unit has been resolved. This unit can do so even if it has used another **DESTRUCTIVE IMPULSE** ability this turn.

Once Per Turn (Army), Any Combat Phase

WATCH THIS!: *Eager to prove themself the meanest titan around, this Mega-Gargant embarks on an ungainly – yet terrifyingly destructive – rampage.*

Declare: Pick a friendly **BIG** unit that has not used a **DESTRUCTIVE IMPULSE** ability this turn to use this ability, then pick an enemy unit in combat with it to be the target.

Effect: If the target is a **HERO**, **BEAST**, **MONSTER** or **WAR MACHINE**, roll 6 dice. Otherwise, roll a dice for each model in the target unit. For each roll that is equal to or greater than the target's Save characteristic, inflict 1 mortal damage on the target.

The **BIG** unit using this **DESTRUCTIVE IMPULSE** ability has **STRIKE-LAST** for the rest of the turn.

KEYWORDS RAMPAGE, DESTRUCTIVE IMPULSE

PRAYER LORE

Your Hero Phase 4

HIGH EXPECTATIONS: *In an effort to sort the weak from the strong among his stomp, this Mega-Gargant encourages his followers to match their strength by seeing how much destruction they can wreak with their bare hands.*

Declare: Pick a friendly **BRODD'S STOMP PRIEST** to chant this prayer, then make a chanting roll of D6.

Effect: Until the start of your next turn, add 1 to the Attacks characteristic of melee weapons used by friendly **BRODD'S STOMP** units while they are wholly within 12" of the chanter. If the chanting roll was 9+, add 2 to the Attacks characteristic instead.

KEYWORDS PRAYER

ARTEFACT OF POWER

(**HERO** only)

Passive

LUCKY SHINY HAT: *Torn from the head of a defeated aelven lord – and barely large enough to be noticed – this tiny helmet somehow provides its bearer with mystical protection.*

Effect: This unit has **WARD (4+)** against damage points inflicted by **SPELL** and **PRAYER** abilities and by abilities used by **MANIFESTATIONS**.