

# AFTER THE STORM



A WARHAMMER FANTASY BATTLES CAMPAIGN WEEKEND

25-26<sup>TH</sup> JANUARY 2014

*... Like a thunderhead, the storm broke upon the Empire of Man. That summer was unlike anything any of us had ever seen. Legions of infernal daemons, herds of steel clad warriors and scores of beasts, mutants and monsters beyond counting marched on the free lands of the Old World. It was as though hell had been unleashed. Throughout the world, insanity reigned. Brother turned on brother. Cults arose and poisoned the very souls of communities. Heroes came to prominence, legends fell and in that fated summer, there was no lazy apple picking, no picnics in the meadows. There was only blood, and fire and war. It all came to a head upon the walls of Middenheim. The City of the Wolf was to be the bulwark upon which the hopes and dreams of every free man, woman, child, even elf and dwarf would be heaped. The roiling tide of evil crashed against the defenders of Middenheim, breaking upon them as a tidal wave of evil upon a breaker of light. And when the smoke cleared, the storm abated, those ancient walls still stood. We rejoiced. Fools that we were. Little did we know that the siege of Middenheim was only the beginning. . .*

From A World at War by Heinrich Bosch

**Though the Empire is in flames, Archaon has been defeated and is fleeing north. Middenheim still stands, the rock, though assailed on all sides did not fall. However not all is well for the followers of Sigmar; Valten Exalted of Sigmar is missing presumed dead at the hands of the foul ratmen of the Underempire. Skaven harass both forces loyal to the empire and Chaos as they seek to collect more slaves, and the marauding orcs of Grimgor Ironhide lay waste to everything and anyone they come across.**

**The Council of Light decides they cannot allow Chaos to regroup and launch a secondary invasion. The rally call goes out, no one race can stand by idle.**

# **—AFTER THE STORM—**

After the Storm is a Warhammer Fantasy Battles Campaign Weekend held at the North West Games Centre on 25<sup>th</sup>-26<sup>th</sup> January 2014. You will be placed into teams and compete to achieve your objectives and come out as overall champions of the campaign.

## **—WHERE?—**

The North West Gaming Centre

Hallam Street

Heavily

Stockport

SK2 6PT

## **—TICKETS—**

There are two kinds of tickets available for this event:

-£35 Full Weekend Tickets (which allow access to the full weekend's gaming, lunch both days and an evening meal on Saturday)

-£16 Reinforcement Tickets (which allow access to the reenforcement gaming on Sunday and lunch)

At the time of purchase, you must specify which Campaign Faction you want to play for. Tickets are limited to 24 Full Weekend Tickets and 8 Reinforcement tickets for each Faction. All tickets are available through [elementgames.co.uk](http://elementgames.co.uk). All tickets allow access to the Path to War regiments of renown event held on Friday 23<sup>rd</sup> January.

### **-----What you need to Bring-----**

- A copy of this rules pack
- 2 word processed copies of your army list
- Your miniatures
- Dice, and any tokens, templates or cards you will need
- If you wish to play in the Storm of Magic and Regiments or Renown events you will also need to bring forces for those

## ◆◆◆TIME TABLE◆◆◆

Friday 24<sup>th</sup> January

19.00-late: Path to War Regiments of Renown Event

Saturday 25 <sup>th</sup> January		Sunday 26 <sup>th</sup> January	
Time	Event	Time	Event
09.00-09.30	Registration & breakfasts	09.00-09.30	Reinforcement Registration
10.30-10.15	Briefing & getting to know your team	09.30-09.45	Briefing
10.15-12.45	Game 1	09.45-12.15	Game 4
12.45-13.45	Lunch	12.15-03.15	Lunch
13.45-16.15	Game 2	13.15-15.45	Game 5
16.15-16.30	Break	15.45-16.00	Break
16.30-19.00	Game 3	16.00-18.30	Game 6
19.00-20.00	Evening meals	18.30-19.00	Final Briefing and awards ceremony
20.00 onwards	Storm of Magic Game		



## ====CAMPAIGN FACTIONS====

Every army will fit into a particular Faction based on its alignment (detailed below). You must decide which Faction you plan to play for when you buy your ticket. All models must be fully painted to be used in this event. Any models judged not to be fully painted will be asked to be removed. We really don't like doing this so please don't make us!

## ====ARMIES====

Armies should be selected up to 2400 points. Any of the following army lists may be used. Those marked with a \* are variant army lists or have additional special rules and are found in this rules pack. All others should use the most up to date army list as published by Games workshop \*(including any errata and FAQ's or White Dwarf Updates).

Please note that Special or Named characters will not be permitted this weekend. Those who play a significant role in the campaign will be available from the campaign organisers and supplied to the relevant Factions/teams to field when they are available.

## ====FORCES OF LIGHT====

*Emboldened by their recent victory at Middenheim, the Council of Light assembles its allies to take the fight back to the forces of Chaos. All who swore fealty to the council now rally, ready to march north and reap a bloody toll on those who had so recently lay siege to the free world. . .*

- The Empire
- Middenland\*
- High Elves
- Lothorn Sea Patrol\*
- Bretonnia
- Bretonnian Errantry War\*
- Dwarfs
- Slayer Cult\*
- Wood Elves

## ====FORCES OF CHAOS====

*Beaten, but far from broken, Archagon calls his allies to him at the Brass Keep. He is Everchosen of Chaos and one lost battle is not enough to dampen his lust for conquest. Let the foolish champions of light think they have won a great victory here. Their time ebbs away each day...*

- Warriors of Chaos
- Hordes of Chaos\*
- Beastmen
- Daemons of Chaos\*
- Chaos Dwarfs (using the Legion of Azgorgh list from Tamurkhan)
- Dark Elves
- The Cult of Slaanesh\*

## ====DOGS OF WAR====

*Although the world shakes beneath the struggle between Chaos and Light, not all who march to war have so vested a stake in it. Some seek the coin available to skilled mercenaries, some the fame and glory of so monumentous a war. Some few have far darker agendas for allying themselves with one side or other...*

- Orcs and Goblins
- Grimgor's 'Ardboyz\*
- Skaven
- Clan Eshin\*
- Vampire Counts
- The Army of Sylvania\*
- Lizardmen
- Tomb Kings
- Ogre Kingdoms

## ====HOW THE CAMPAIGN WORKS====

At registration you will be assigned to a team of player using forces from the same Faction as you, with Dogs of War filling any gaps. These teams will consist of 3 players initially on Day 1 but your ranks will be swelled on Day 2 with the arrival of the Reinforcement players who will be drafted into the existing teams, increasing everyone's number to 4 per team.

## ====THE TEAM LEADER====

The team leader is very important position. It will be the team leader who has ultimate say on which Battle Strategy you will use each round (if any), which tables you will play on and who will have the honour of fielding any special characters assigned to your team. How you select your team leader is up to you. Perhaps a team of Empire players will elect theirs democratically in the fine tradition of Sigmar's heirs. A team of dwarfs would surely defer to the eldest player, or at least the one with the longest beard. Orc teams may wish to engage in a brief arm wrestling contest to see who is 'Ardest. Which ever way, your team leader must be selected at Registration at Day 1.

## ====PLAYING THE CAMPAIGN====

Each round, your team will be drawn against another, rival team, based on your various narrative objectives and positioning. Campaign points are awarded for the following results:

- Each win – 3 points
- Each Draw – 1 point
- Each Loss – 0 points

Each Team Captain will be given a results card to complete for his entire team and hand in to the event organisers at the end of each round.

## ====CAMPAIGN BONUSES====

In addition to the points gained from winning games, there are a number of additional ways to gain Campaign Points.

## ====BATTLE STRATEGIES====

Each team has access to the following 3 Battle Strategies. Each may be used a maximum of once for the entire weekend. When

used they have some impact on the very next game played by the entire team. The decision of which Strategy to use rests with the team leader, and he must make the event organisers aware of any Strategies in play before the start of the game. Please note, Battle Strategies cannot be used for the Storm of Magic game.

- **Dig In:** Sometimes all the positioning in the world cannot evade the eventual battle looming on the horizon. When holding your ground in the face of the enemy is a commander's prime concern, he may elect to dig in, raise fortifications and prepare to form a wall for the enemy to break upon. For the next game, the team gets only 2 campaign points for a win, 2 for a draw and 1 for a loss
- **Let slip the Dogs of War:** Invaders and raiders often care little for protecting their own lines, concentrating instead on charging headlong into the enemy in hopes of breaking them with terror tactics. For the next game, the team gets 4 points for a win, but nothing for a draw or loss
- **Eternal War:** It is a sad fact of life, that there is never a shortage of soldiers ready to take up arms and lay down their lives in the name of war. For the next game, the team may 'recycle' any one core unit in their army. Once a unit has been destroyed, instead of removing it, it can be placed into reserves and must move on from the player's board edge at the start of the next turn. Only core units may be elected to be recycled in this manner, and only one per team player. Recycled units lose any magic items they were carrying but are otherwise identical to how they started the game. They are worth victory points equal to how many points they cost at the start of the game (including any magic items they no longer have). So a unit worth 100 points killed during a game, recycled and killed again is worth 200 VPs at the end of the game

### SECRET MISSIONS

At the beginning of the weekend your team captain will receive 6 secret mission cards. These must be kept secret from the other teams. Each round, the Team Captain *must* play one of these secret mission cards by passing it to the event organisers. For all members of a team who complete a secret mission, you will be awarded 1 bonus Campaign Point. If all members of a team complete the secret mission, your team is instead awarded 5 bonus campaign points.

## **====BATTLEFIELDS====**

Throughout the campaign there will be different tables in use to represent the varying Battlefields of the war. These will ha

ve individual special rules assigned to them which will be available on cards attached to the tables. Some may benefit one army more than another, and it is for this reason that the Team Leader has ultimate say over which of his players uses which table.

## **====TEAM OBJECTIVE====**

At the beginning of the weekend, the Team Leader will be given an overall Team Objective. This is the central thing the team is fighting for, and achieving it is worth a bonus 7 Campaign Points.

## **====WINNING THE CAMPAIGN====**

The Faction with the most Campaign Points at the end of the weekend will be crowned the champions of the event and the Winners of After the Storm. Each member of the Faction will receive a set of winner's dog tags.

In addition, the highest scoring team in each Faction will be given a medal.

There will also be an award for the Best Painted Army used at the event.

## ◆◆◆◆ADDITIONAL GAMES◆◆◆◆

In addition to the 6 games play

ed as part of the campaign, there are two extra events/games which players can freely participate in.

### ◆◆◆◆PATH TO WAR◆◆◆◆

*War is on the Horizon, we must make preparations for what is to follow. Assemble the scouts and send them ahead of our advance, we shall not march blindly into this dawn. . .*

Path to War is a mini tournament which will take place on the evening of Friday 24<sup>th</sup> January 2013 using the Regiments of Renown Rules first published by the Warhammer World Events Team and updated by the Tale of 4 Geeks team, available here:

<http://taleoffourgeeks.co.uk/RoR14thJuly.pdf>

Your regiment must be chosen from the same army which you are using for the rest of the campaign (including any variant armies presented in this pack).

As a reward for playing in the Path to War event, your leader, and any bonuses he receives may be included in your army for any campaign games over the weekend for free. He counts as a hero and is worth 50vps if slain. Remember, that you still cannot duplicate magic items, so do not equip your leader with anything you would want to take elsewhere in your 2400 army.

### ◆◆◆◆STORM OF MAGIC◆◆◆◆

What would an event centred around the Storm of Chaos be without a Storm of Magic game? On the Saturday night from 20.00 onwards, any players who wish to stay will be playing in a game of Storm of Magic. These games will either be 1vs1 or 2vs2 depending on numbers and alignments of those staying.

Games will be played at 2400 points with access to the 25% magic and monsters allowance as detailed in the Storm of Magic Rulebook. Scrolls of binding may be taken from Storm of Magic, or Forgeworld's Monstrous Arcanum book. Although the army you use must be from the same list as the one you have been using all weekend, you may use a different list if desired. If you played in the Path to War event, your leader is still available as a free hero for the Storm of Magic game.



# —VARIANT ARMY LISTS—

On the following pages are variant army lists which may be used in the Campaign. Each will have a parent army book from which the lists are chosen with some restrictions, additional special rules and new units/items presented here.

Each will begin with an army list which details which units may be selected to be fielded in the army. Where a unit is marked with a \* it is a new unit which is listed in this rulespack rather than in an army book.

# ◆◆◆THE ARMY OF MIDDENLAND◆◆◆

Parent Army – The Empire

## ◆◆◆ARMY LIST◆◆◆

The following units may be selected in an army of Middenland.

**Lords** 0-1 Grand Master of the Knights of the White Wolf\*, Wizard Lord

**Heroes** Seneschal of the White Wolf\*, Captain of the Empire, Wizard, Priest of Ulric\*

**Core Units** Spearmen, Halberdiers, Swordsmen, Archers (no restriction on Huntsmen upgrade) Knights of the White Wolf (inner circle knights w/ great weapons), 0-1 Knightly Order (must be modelled as Knights Panther)

**Special Units** 0-1 Teutogen Guard\*, 0-1 Greatswords, Crossbowmen, Warriors of Ulric\*, Hunting Hounds\*, Great Wolf Cavalry (use rules for Demigryph cavalry but must be modelled to ride very large (ie bigger than goblin) wolves – Thunderwolves are the perfect size)

**Rare Units** Wolfkin\*, Mortar, Great Cannon, Handgunners

## ◆◆◆SPECIAL RULES◆◆◆

**Crush the Weak:** Units with this special *Hate* enemy units with a Ld value of 6 or lower

**The Grand Master:** Immune to Psychology. A Character with this rule can only join a unit of Knights of the White Wolf

**Commanding Presence:** A Character with this rule (and any unit he joins) is immune to panic.

**Blessing of Ulric:** Models with this special rule can attempt to channel dispel dice as though they were wizards

## ◆◆◆MAGIC ITEMS◆◆◆

Armies of Middenland may not make use of any of the magic items in Warhammer Armies: The Empire. Instead, they have access to the following items

Winters Bite.....30 Points

**Magic Weapon. Grants the wielder the Killing Blow special Rule**

*unit they charge may never Flee as a charge reaction.*

Storm Hammer.....30 Points

**Magic Weapon. Grand Master or Seneschal Only. Halberd. Enemy models wounded by the Storm Hammer in the turn the wielder charges may not attack that turn (if they have not already done so)**

Pelt of Horros.....20 points

**Enchanted Item. The Wearer may reroll 1 failed to wound roll in each close combat phase.**

Wolf Helm of the Teutogens.....35 points

**Magic Armour. Grants a 6+ armour save which may be combined with other armour as normal. In addition, the wearer can take a Ld test at the start of every close combat phase. If passed, they gain +1 Strength for the duration of that phase.**

Claw Totem.....15 points

**Enchanted Item. The wearer, and any unit he joins, gains the Swiftstride special rule but only when rolling to pursue an enemy who has broken from combat.**

Armour of Skoll.....40 points

**Magic Armour. Heavy Armour. Attacks against the wearer in close combat suffer a -1 Strength penalty. The Wearer is immune to the effects of the Lore of Light.**

Banner of the Warrior True.....35 points

**Magic Standard. When the unit carrying this banner takes a break test, they count as having lost by D3 fewer points than they really did. If this reduces the margin of loss to 0 or fewer, they still count as having lost but are Steadfast.**

Heart of Middenheim.....40 points

**Talisman. 5+ ward save. Wearer gains +1 Ws**

Banner of Middenheim.....40 points

**Magic Standard. The unit carrying the banner is immune to fear and terror.**

Cloak of Anraheir.....25 points

**Talisman. Magic Resistance (1). The bearer causes fear to all War Beasts and units from Warhammer Armies: Beastmen**

Standard of the White Wolf.....40 points

**Magic Standard. All attacks made in the shooting phase as well as Magic Missiles suffer -1 Strength when directed against the unit bearing the banner.**

Bane of the Craven.....40 points

**Enchanted Item. The wielder (and any unit they join) may never Flee as a charge reaction. Any**

Ice Dagger.....30 points

Talisman. *Priest of Ulric only. The priest may add the current rank bonus of a unit he accompanies to any attempts to cast his prayers. Note that a natural roll of a 1 or 2 still fails.*

Wolfshead Emblem.....10 points

Talisman. *Priest of Ulric only. One use only. Before making a dispel attempt with the wolf priest you may declare you are using the Wolfshead Emblem. You may add an additional dispel dice to that dispel attempt.*

## NEW UNITS

**0-1 Grand Master of the Knights of the White Wolf.....166 pts/model**

	<b>M</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Grand Master	4	6	3	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

**Unit Type:** Infantry (character)

**Equipment:** Full Plate Armour, Great Weapon

**Mount:** Barded Warhorse

**Options:**

- May be given magic items worth up to 100 points

**Special Rules:** *The Grand Master, Crush the Weak*

**Seneschal of the White Wolf.....62 pts/model**

	<b>M</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Seneschal	4	5	3	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

**Unit Type:** Infantry (character)

**Equipment:** Full Plate Armour, Halberd

**Options:**

- May be given magic items worth up to 50 points
- May exchange Halberd for Great Weapon and barded warhorse (+20 pts)

**Special Rules:** *Commanding Presence, Crush the Weak*

**Priest of Ulric.....95 pts/model**

	<b>M</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Seneschal	4	4	3	4	4	2	4	2	8
Warhorse	8	3	0	3	3	1	3	1	5

**Unit Type:** Infantry (character)

**Equipment:** Hand Weapon, light armour

**Options:**

- May take Heavy armour (+4pts), and carry a shield (+2 pts)
- May have additional hand weapon (+4 pts) or great weapon (+4 pts)
- May ride a barded warhorse (+14 pts)
- May be given magic items up to 50 points

**Special Rules:** *Crush the Weak, Blessing of Ulric,*

**Prayers of Ulric:** *A Priest of Ulric may cast battle prayers in the same manner as a Warrior Priest (see Warhammer Armies:The Empire) However, they are limited to the following prayers:*

- **Battle Howl:** *Lasts until the start of your next magic phase. The Priest (and his unit) may add +D3" to any charge move they make*
- **Soulfire:** *See Warhammer Armies: The Empire*
- **Winters Chill:** *All enemy units in base contact with the priest must immediately take a Ld test. If failed, they suffer a -1 to Hit penalty in the next close combat phase*
- **Fury of Ulric:** *Lasts until the start of your next magic phase. The Priest gains Steadfast*

**Teutogen Guard.....12 pts/model**

	<b>M</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Teutogen Guard	4	4	3	3	3	1	3	1	8
First Knight	4	4	3	3	3	1	3	2	8

**Unit Type:** Infantry

**Unit Size:** 10+

**Equipment:** Full Plate Armour, Halberd

**Options:**

- Upgrade one Teutogen Guard to a musician (10pts)

- Upgrade one Teutogen Guard to a Standard Bearer (10pts)
- Upgrade one Teutogen Guard to a First Knight (10pts)
- The unit may take a magic standard worth up to 50 points
- The entire unit may be upgraded to Inner Circle knights for +2 pts/model. Inner circle knights are S4

**Special Rules:** *Stubborn*

**Warriors of Ulric.....5 pts/model**

	<b>M</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Warrior	4	4	3	3	3	1	3	1	7
Champion	4	4	3	3	3	1	3	2	7

**Unit Type:** Infantry

**Unit Size:** 10+

**Equipment:** Hand Weapon, light armour

**Options:**

- The Unit may carry Shields (+1pts/model)
- Any unit may be equipped with additional hand weapons (+2pts/model) or great weapons (+2pts/model)
- Upgrade one Warrior to a musician (10pts)
- Upgrade one Warrior to a Standard Bearer (10pts)
- Upgrade one Warrior to a Champion (10pts)

**Special Rules:** *none*

**Hunting Hounds.....7 pts/model**

	<b>M</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Hunting Hound	7	3	3	3	3	1	3	1	5
Hunt Master	4	4	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

**Unit Type:** Warbeasts

**Unit Size:** 5-20

**Equipment:** teeth and claws (counts as hand weapon)

**Options:**

- Upgrade one hound to a Hunt Master (+15 pts). A hunt master is mounted on a barded warhorse, wears light armour and is armed with a shield. He is unit type: Cavalry. He acts as a champion in all respects

**Special Rules:** *Forest Strider*

**Wolfkin.....9 pts/model**

	<b>M</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Wolfkin	4	4	3	4	3	1	3	1	8
Wolf Brother	4	4	3	4	3	1	3	2	8

**Unit Type:** Infantry

**Unit Size:** 5-15

**Equipment:** Hand Weapon, light armour

**Options:**

- The Unit may carry Shields (+1pts/model)
- Any unit may be equipped with additional hand weapons (+2pts/model) or great weapons (+2pts/model)
- Upgrade one Wolfkin to a musician (10pts)
- Upgrade one Wolfkin to a Standard Bearer (10pts)
- Upgrade one Wolfkin to a Champion (10pts)

**Special Rules:** *Stubborn, Skirmishers*

# LOTHERN SEA PATROL

Parent Army – High Elves

## ARMY LIST

The following units may be selected in a Lothern Sea Patrol. Note, no characters may be mounted on an elven steed.

**Lords** Prince, Arch Mage

**Heroes** Noble, Mage, Lothern Sea Helm

**Core Units** Lothern Sea Guard (Champions may take up to 25 pts of magic items), Ship's Company\*

**Special Units** 2+ Lothern Sea Rangers (use the rules for Shadow Warriors), Lothern Skycutter

**Rare Units** Repeater Bolt Throwers, Merwyrm (use the rules for Monstrous Arcanum)

## SPECIAL RULES

**Opening Volley:** After both sides have deployed, but immediately before the roll for first turn, any units of Lothern Sea Rangers, Lothern Sea Guard, Lothern Skycutters, Ship's Company or Repeater Bolt Throwers may have a special round of shooting. During this round they ignore all negative to hit modifiers for range and soft or hard cover (other negatives such as the one for shooting at skirmishers still apply) and can target any enemy on the board regardless of range or line of sight.

## NEW UNITS

Ship's Company.....10 pts/model

	M	Ws	Bs	S	T	W	I	A	Ld
Mariner	5	4	4	3	3	1	5	1	8
Champion	5	4	4	3	3	1	5	2	8

**Unit Type:** Infantry

**Unit Size:** 10+

**Equipment:** Hand Weapon, light armour

**Options:**

- The Unit may carry Shields (+1pts/model)
- Any unit may be equipped with spears (+1pt/model) and/or bows (+2 pts/model)
- Upgrade one Mariner to a musician (10pts)
- Upgrade one Mariner to a Champion (10pts)

**Special Rules:** *Always Strike First, Martial Prowess*

# ◆◆◆BRETONNIAN ERRANTRY WAR◆◆◆

Parent Army – Bretonnia

## ◆◆◆ARMY LIST◆◆◆

The following units may be selected in an Errantry War army.

**Lords** Bretonnian Lord

**Heroes** Damsels, Paladins

**Core Units** 1+ Knights Errant, Knights of the Realm, Men-at-arms, Peasant Bowmen

**Special Units** Questing Knights, Mounted Yeomen, 0-1 Pegasus Knights

**Rare Units** 0-1 Trebuchet, Battle Pilgrims

## ◆◆◆SPECIAL RULES◆◆◆

**Errantry War:** Only Knights errant count towards the minimum number of points spent in the Core section of your army list. Ie, in a 2400 point game, you must spend 600 points on Knights Errant.

**Grail Champions:** Instead of upgrading an Errant Knight to a champion, you can instead upgrade one to a Grail Knight for +22 pts

**Errantry Fervour:** Knights Errant must select a standard bearer. All such standard bearers count as having the Errantry Banner (and as such cannot take another magic banner)

**Glory or Death:** A Knights Errant unit cannot restrain pursuit of a fleeing enemy. However, they roll an additional D6 for their pursuit distance (so roll 4D6 and pick the 3 highest)

# ◆◆◆SLAYER CULT◆◆◆

Parent Army – Dwarfs

## ◆◆◆ARMY LIST◆◆◆

The following units may be selected in a Slayer cult army.

**Lords** Daemon Slayer (may be army general)

**Heroes** Dragon Slayer (may be army general)

**Core Units** 1+ Troll Slayer, Doom Seekers

**Special Units** Brotherhood of Grimnir\*

**Rare Units** 0-1 Goblin Hower\*

## ◆◆◆SPECIAL RULES◆◆◆

**Look Snorri, Trolls!** After deployment and vanguard movement, but before the roll for first turn, every model in a Slayer cult may immediately move 2D6" directly forward. They may perform one wheel during this, but only if it is to avoid impassable terrain. In addition, the Slayer player rolls an additional D6, discarding the lowest result to determine whether they get the first turn or not.

**A Glorious Death:** Keep a note of any models in a Slayer Cult army which are killed in combat by an enemy with a Strength and/or toughness value of 5 or higher. Each model killed in such a way is worth a bonus 10 vps to the Slayer player at the end of the game.

**Runes of Warding:** A Slayer Cult army gains +2 on all attempts to dispel. This bonus is lost if the army is joined by a magic user of any type.

**Wards of Grimnir:** A model with the Wards of Grimnir special rule has Margi Resistance (1). A Slayer character may buy Wards of Grimnir as an upgrade for 30 pts which come out of his allowance for runes.

**Slayer Skills:** A Slayer hero may purchase one slayer skill from the list below. A Slayer lord may purchase 2. All points costs for slayer skills come from the allowance for runes:

- **Deathblow (20pts):** If the slayer is killed in combat, he immediately makes all of his attacks (even if he has already attacked that round). He is then removed as a casualty as normal

- **Killing Blow (25pts):** The Slayer has the Killing Blow Ability
- **Beast Slayer (25pts):** Wounds caused by the bearer count double for determining combat resolution
- **Vampire Slayer (45 pts):** Against enemies with toughness 5 or higher, any unsaved wounds caused by the bearer gain the multiple wounds (D6) special rule
- **Skavenslayer (60pts for Hero, 80pts for lord):** The number of attacks the bearer has is multiplied by the number of enemies in base contact with him (to a maximum of 10). This cannot be further increased by any other means. This has no effect if the bearer is in a challenge

## ◆◆◆NEW UNITS◆◆◆

**Doomseekers.....65 pts/model**

	<b>M</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Doomseeker	3	5	1	6	4	2	2	*	10

**Unit Type:** Infantry

**Unit Size:** 1

**Equipment:** Whirling Blades of Death (see below)

**Special Rules:** *Random Movement (2D6-1)* Note that once the Doomseeker has contacted an enemy, they begin moving in a random direction (use the scatter dice – if a hit is rolled use the small arrow). If they come into contact with a friendly unit or terrain they are removed as a casualty, *Unbreakable*

**Whirling Blades of Death:** *If a Doomseeker contacts an enemy unit, they will immediately pass through it in the same way as a Goblin Fanatic, inflicting D6 S6 hits. Like a fanatic, if an enemy unit finishes its move on top of a Doomseeker, they immediately suffer 2D6 S6 hits and the doomseeker is removed as a casualty.*

**Brotherhood of Grimnir.....14 pts/model**

	<b>M</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Brotherhood of Grimnir	3	4	3	4	4	1	3	1	10
Giant Slayer	3	5	3	4	4	1	3	2	10

**Unit Type:** Infantry

**Unit Size:** 10-30

**Equipment:** 2 hand weapons

**Options:**

- May exchange addiotnal hand weapon for great weapons (free)
- Upgrade one slayer to a musician (10pts)
- Upgrade one slayer to a standard bearer (10pts)
- Upgrade any number of slayers to Giant Slayers (+10 pts/model)
- A Standard bearer may carry a runic standard worth up to 50 pts

**Special Rules:** *Relentless, Hatred (Greenskins), Slayers, Wards of Grimnir, unbreakable*

**Goblin Hower.....130 pts**

	<b>M</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Golbin Hower	-	-	-	-	7	3	-	-	-
Malakai	3	5	5	4	4	2	3	3	10
Slayer Crew	3	4	3	3	4	1	2	1	10

**Unit Type:** War Machine (unique)

**Unit Size:** 1 Goblin Hower, Malakai & 2 Slayer Crew

**Equipment:** Hand weapon & Great Weapon (crew), Great Weapon & repeating Dwarf Handgun (Malakai, counts as dwarf handgun with multiple shot (3) special rule)

**Special Rules:** *Relentless, Hatred (Greenskins), Slayers, Ignores the 'Look Snorri, Trolls' rule, unbreakable*

**Engineer:** *Malakai counts as a Dwarf Engineer in all regards*

**Goblin Hower:** *The Goblin Hower fires using the following profile:*

*Ranger: 48", Strength: 4, Special Rules: Armour Piercing, Hewing*

**Hewing:** *The Goblin hower fires a number of shots equal to D3 x the number of ranks the target unit has (to a minimum of D3). Note, there is no -1 to hit modifier for multiple shots*

# ====HORDES OF CHAOS====

Parent Army – Beastmen, Daemons of Chaos, Warriors of Chaos

## ====ARMY LIST====

The Hordes of Chaos uses a very different Army list to other variant lists. Any Characters or units may be selected from any of the 3 parent army lists using the following restrictions:

- Any models/units selected from Warhammer Armies: Daemons of Chaos or Warhammer Armies: Warriors of Chaos must share the same mark of/daemon of chaos. This means that if you take units with the Mark of Khorne from the Warriors of Chaos book, then you may only take Daemons of Khorne from the Daemons of Chaos book. Units which do not/cannot have a mark of chaos (e.g. Dragon Ogres etc) may only be selected in an army which includes NO marks of chaos and no daemons aligned to a specific god (Soul Grinders, furies etc without the Daemon of... upgrade)
- Units selected from Warhammer Armies: Beastmen are unaffected by the above.
- You must note your general on your army list. The compulsory core percentage for each army must be filled from the same army book as your general. This means that if you take a Beastlord as your general, then at least 600 points of core (for a 2400 point game) must come from Warhammer Armies: Beastmen

## ====SPECIAL RULES====

**The Ravening Horde:** This allied list will no doubt cause some anomalies with rules. For the purposes of this Campaign, any rule which states 'friendly daemons unit' or 'friendly beastmen units' is assumed to be just 'friendly units'.

**The Reign of Chaos:** If any daemons of chaos are selected in the army, then the Reign of Chaos special rule from Warhammer Armies: Daemons of Chaos, is still used.

**Wind of Chaos:** Any elements of the army drawn from Warhammer Armies: Daemons of Chaos will be subject to the Wind of Chaos rule (see below)

**That one's mine!:** models with the option of selecting magic items may only do so from either the WFB rulebook, or their own parent army book. I.e. A bray shaman cannot take items which are in the Warriors of Chaos army book.

# ◆◆◆◆ DAEMONS OF CHAOS ◆◆◆◆

## ◆◆◆◆ SPECIAL RULES ◆◆◆◆

In addition to the rules present in the Warhammer Armies: Daemons of Chaos Book, any daemon army is subject to the following additional rules:

**The Wind of Chaos:** After Teclis banished Be'Lakor's daemonic legion at the height of the siege of Middenheim, the daemons of chaos have been forced once again to rely on the winds of magic to sustain their physical presence. As the strength of Chaos Waxes and Wanes, the daemonic special rules will alter to reflect this. Whilst the Forces of Darkness are leading the campaign, all units with the daemonic instability rule are also assumed to be Stubborn. Whilst the Forces of Darkness are losing the campaign, the daemonic ward save will cease to work against magical attacks.

**Herald of the Apocalypse:** Daemons of Chaos may select the new character, Daemonic Herald, if they wish to. The Daemonic Herald is a Hero choice.

## ◆◆◆◆ NEW UNITS ◆◆◆◆

Daemonic Herald.....120 pts/model

	M	Ws	Bs	S	T	W	I	A	Ld
Daemonic Herald	6	6	0	5	4	2	6	3	9

**Unit Type:** Infantry (character)

**Unit Size:** 1

**Options:**

- May be given Daemonic Gifts worth up to 50 pts
- Maybe mounted on a daemonic mount (see Warhammer Armies: Warriors of Chaos) (+35pts) which may be barded (+15 pts)
- May be upgraded to the Battle Standard Bearer (+25 pts)

**Special Rules:** *Scaly Skin (6+), Daemonic, Daemonic Instability, The Daemonic Herald and his unit may reroll failed instability tests*

**Chaos Undivided:** *The Daemonic Herald can join any unit in the army (following normal restrictions) and is not limited by alignment. Likewise, any daemon may use his Inspiring Presence or Hold the Line rule (if applicable)*

# —THE CULT OF SLAANESH—

Parent Army – Daemons of Chaos, Dark Elves, Warriors of Chaos

## —ARMY LIST—

The following units may be selected in a Cult of Slaanesh.

**Lords** High Sorceress\*\* (may not ride a manticore), 0-1 Keeper of Secrets, Herald of Slaanesh

**Heroes** Noble\*\*, Sorceress\*\*, Exalted Hero (may not carry battle standard)

**Core Units** Darkshards\*\*\*, Dreadspears\*\*\*, Bleakswords\*\*\*, Marauders of Chaos, Daemonettes of Slaanesh, Devoted of Slaanesh (Witch Elf rules)\*\*\*

**Special Units** Dark Riders\*\*\*, Seekers of Slaanesh, Hellstriders of Slaanesh, Chaos Warriors, 0-1 Furies (must be upgraded to daemon of slaanesh), Cold One Knights

**Rare Units** 0-1 Chaos Knights, Repeater Bolt thrower, Chaos Spawn, Warshrine

\*\* Must be given the Mark of Slaanesh (see Warhammer Armies: Warriors of Chaos) for +10 points

\*\*\* Must be given the Mark of Slaanesh for +1 pt/model

## —SPECIAL RULES—

**Cult Leader:** The army general must be either a Sorceress or High Sorceress regardless of whether they have the highest leadership or not.

**Chosen of Slaanesh:** models with the mark of Slaanesh chosen from Warhammer Armies, Dark Elves may purchase magic items from Warhammer Armies: Warriors of Chaos which are limited to 'models with the mark of slaanesh only'

**Devotees of Pleasure:** All units must be given the daemon of slaanesh or mark of slaanesh wherever possible. Sorceresses and High Sorceresses may use either the Lore of Shadow or the Lore of Slaanesh (see Warhammer armies: Warriors of Chaos). No model may purchase a sea dragon cloak.

**Old Enmities:** Characters may not join units from a different parent army list. I.e. Dark Elf characters cannot join daemon units, or warriors of chaos units etc.

**His Eyes upon us: All Dark Elf and daemon champions and characters have the Eye of the Gods rule (see warhammer armies: Warriors of Chaos)**

**The Dark Prince Thirsts: If a character with the daemon special rule is present in the army then the Reign of Chaos rule is in effect (see warhammer armies: daemons of chaos). Note, even if the character is subsequently killed, the army will be subject to the rule for the rest of the game.**

# GRIMGOR'S 'ARDBOYZ

Parent Army – Orcs & Goblins

## ARMY LIST

The following units may be selected in an 'Ardboyz army.

**Lords** Black Orc Warboss, Orc Warboss, Orc Great Shaman

**Heroes** Black Orc Big Boss, Orc Big Boss, Orc Shaman

**Core Units** Orc Boyz, Orc Arrer Boyz, Orc Boarboyz, Black Orcs

**Special Units** Orc Boar Chariot, Goblin Rock Lobba (must include Orc Bully), Goblin Spear Chukka (must include Orc Bully), Trolls

**Rare Units** 0-1 Effigy of Gork\*, Giant

## SPECIAL RULES

**Biggest and meanest:** Shamans and Great Shamans cannot be the army general. Additionally the total number of Shamans and Great Shamans cannot be higher than the combined amount of Bosses and Warbosses (of any type)

**'ArdBoyz:** Grimgor is only interested in the toughest gitz around. Any number of Orc Boyz or Boarboyz may be upgraded to Big 'Uns

## NEW UNITS

Effigy of Gork.....40 pts/model

**Unit Type:** Unique

**Unit Size:** 1

**Equipment:** none

**Special Rules:**

*Immovable:* The Effigy cannot be moved once it has been deployed. It is a huge construct which counts as impassable terrain once it has been deployed.

*Blessing of Gork:* After deployment but before the roll for first turn, any friendly unit with a standard bearer may invoke the blessing of Gork. Roll on the following table. The standards

*now count as magic items (if they didn't already) and gain the following bound spells in addition to any effects they already possessed:*

*1-3: Hand of Gork*

*4-6: 'Eadbutt*

*All bound spells are cast at Power Level 4 and are one use only.*

*Stop Messin' Around: All friendly units within 24" of the Effigy may ignore a failed animosity test if they are able to declare a charge on an enemy unit, and do so.*

*Gork Likes a Fight: Black Orcs are Gork's favourite sons. For every Black Orc character within 24" at the start of an enemy magic phase, add one dispel dice to your pool*

# CLAN ESHIN

Parent Army – Skaven

## ARMY LIST

The following units may be selected in Clan Eshin Army.

**Lords** Master Assassin\*

**Heroes** Chieftain, Assassin, Eshin Sorcerer\*

**Core Units** 1+ Night Runners, Clan Rats, Skavenslaves, 0-1 Storm Vermin, 0-1 Rat swarms

**Special Units** Gutter Runners, Giant Rats, Warplock Jezzails

**Rare Units** Eshin Triad\*, Plague Censor Bearers, Plague Monks, Poisoned Wind Globardiers

## SPECIAL RULES

**Assassination run:** Clan Eshin armies gain +100 victory points for each enemy character they kill (this is cumulative with the +100 Vps for killing the enemy general)

**Pop and Drop:** Clan Eshin Sorcerers are especially adept at using Sorcery to surprise a foe. When using Skitterleap, they may place the target in base contact with any non-fleeing enemy within range and count as having pursued into a fresh enemy in the following close combat phase.

**Under Cover of Darkness:** An eshin army which consists entirely of skirmishers (including night runners) may impose the following special rule. At the start of each game turn, roll an artillery dice and multiply the result by 3. That is the distance in inches models can see. You cannot target, shoot, charge etc something you cannot see. If a misfire is rolled, the clouds part and moonlight is sufficient that normal line of sight rules are restored for that turn.

## NEW UNITS

Master Assassin.....215 pts/model

	M	Ws	Bs	S	T	W	I	A	Ld
Master Assassin	7	8	6	4	4	3	10	4	8

**Unit Type:** Infantry (character)

**Unit Size:** 1

**Equipment:** Two hand weapons, Throwing Stars

**Options:**

- May Choose magic items from the common and skaven items list up to 100 pts
- May be equipped with Smoke Bombs (+20 pts)

**Special Rules:** *Poisoned attacks, scout*

**Eshin Sorcerer.....75 pts/model**

	<b>M</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Eshin Sorcerer	6	4	4	3	3	2	5	1	7

**Unit Type:** Infantry (character)

**Unit Size:** 1

**Equipment:** Two hand weapons, Throwing Stars

**Magic:** The Eshin Sorcerer is a Level 1 wizard and always knows the Skitterleap Spell

**Options:**

- May Choose magic items from the common and skaven items list up to 50 pts
- May be upgraded to a level 2 wizard (+15 pts) – does not gain an additional spell
- May be equipped with smoke bombs (+20pts)

**Special Rules:** *Poisoned attacks, scout*

**Eshin Triad.....210 pts/model**

	<b>M</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Eshin Triad	6	6	5	4	4	2	8	3	8

**Unit Type:** Infantry

**Unit Size:** 3

**Equipment:** Two hand weapons, Throwing Stars

**Options:**

- May be equipped with smoke bombs (+30pts)

**Special Rules:** *Poisoned attacks, scout, skirmish*

# THE ARMY OF SYLVANIA

Parent Army – Vampire Counts, The Empire

## ARMY LIST

The following units may be selected in Clan Eshin Army.

**Lords** Vampire Lords

**Heroes** Vampire Counts, Cairn Wraiths, Wight Kings, Banshees

**Core Units** Dire Wolves, 0-2 Bat Swarms, Fell Bats, Sylvanian Militia (use rules for Free Company), Sylvanian Levy\*

**Special Units** Sylvanian rangers (crossbowmen), Grave Guard (may be given full plate armour for +3 pts/model), 0-1 Spirit Swarm, 0-2 Black Coaches

**Rare Units** Black Knights

## SPECIAL RULES

From Death Awakened: Invocation of Nehek may be used to bolster the ranks of Sylvanian Levies as though they were zombies. Raise Dead may raise new units of Sylvanian Levies as though they were zombies

## NEW UNITS

Sylvanian Levy.....8 pts/model

	M	Ws	Bs	S	T	W	I	A	Ld
Levy	4	2	0	3	3	1	1	1	2

**Unit Type:** Infantry

**Unit Size:** 10+

**Equipment:** Light Armour, Shield, Spear

**Options:**

- Entire unit may swap spears for Halberds (free)
- Upgrade one Levy to a musician (+10 pts)
- Upgrade one Levy to a standard Bearer (+10 pts)

**Special Rules:** *Always Strike Last, Undead, Fear*

# —VERSION HISTORY—

V1.0 – original pack and forces of Light variant lists

V1.2 – complete variant lists. Tweaks to Slayer Cult

V1.3 – tweaks to Lothorn Sea Guard