

# WARHAMMER

AGE OF SIGMAR



NARRATIVE PLAY

# SPECIAL RULES

## NARRATIVE PLAY

### SPECIAL RULE

# AVATAR OF BATTLE

*This warrior is infamous for their martial prowess, and is known across the Mortal Realms as a bringer of Death. In their wake lies a trail of broken armies, the fragments of those who dared to oppose them. With every new battle, their reputation for slaughter grows.*

In the Combat Phase, your General can be picked to fight twice.

## NARRATIVE PLAY

### SPECIAL RULE

## BITTER ENMITY

*Amongst the ranks of the enemy is one whose reputation precedes them – a villain whose oppositional crusades, acts of treachery and sheer bloodthirstiness have earned them the ire of all who face them in battle.*

After set-up is complete, but before the battle begins, pick an enemy **HERO** that is on the battlefield.

You can re-roll To-Hit rolls of 1 when friendly units target that **HERO**.

## NARRATIVE PLAY

### SPECIAL RULE

## BLOOD MOON

*When a moon hanging in the firmament of one of the Mortal Realms begins to glow a dull blood red, it is always an ill omen. The lands below become washed in malefic energy, bolstering the resolve of the foul servants of Chaos and renewing the vigour of the morbid legions of the dead.*

Add 1 to the Bravery characteristic of all **CHAOS** and **DEATH** units.

## NARRATIVE PLAY

### SPECIAL RULE

# BLOOD OATH

*Many bitter rivalries exist between the champions of the Mortal Realms. Whether the result of jealousy, betrayal or the need to avenge a fallen ally, such vows of hatred lead to bloody encounters on the battlefield.*

After set-up is complete, but before the battle begins, pick a friendly **HERO** and an enemy **HERO**.

You can re-roll failed To-Hit rolls for the friendly **HERO** you picked when they target the enemy **HERO** you picked with their **MELEE** weapons.

## NARRATIVE PLAY

### SPECIAL RULE

## BOGGY GROUND

*The field of battle is foetid and swamp-like, having been drenched by a divine deluge, the re-routing of a mighty river or the vast blood-flow of those previously slain. Those fighting on the battlefield must wade through the waist-high mire, and contended with sink-holes, mud currents and foul bottom-dwelling creatures.*

Units cannot run unless they are able to fly.

## NARRATIVE PLAY

### SPECIAL RULE

# CHAOS ASCENDANT

*Through tears in the veil of reality and corrupted Realmgates, the warping energies of Chaos bleed into the Mortal Realms, feeding the daemonic servants of the Ruinous Powers and sustaining their corporeal existence.*

Ignore modifiers (positive or negative) when making Save rolls for **DAEMON** units.

SPECIAL RULE

## CONCEALED DEPLOYMENT

*Armies shrouded by magical beams of light and shadow, or divided by a crumbling wall of ice, draw up their lines of battle in secret. Each is trying to gain the upper hand by outmanoeuvring their opponents before the first blood of combat is even drawn.*

Instead of setting up normally, the players must set up their units in secret.

There are two ways to best achieve this: either you can rig up an improvised barrier in the middle of the battlefield so that the players can set up their units in secrecy, or each player can draw the location of the units they wish to set up on a map before setting them up accordingly once both players have finished.

Units that can be set up off the battlefield (such as a Stormcast Eternals unit being set up in the Celestial Realm), can do so as normal – simply place these units to one side whilst setting up or note down which units are doing so on your map.

## NARRATIVE PLAY

### SPECIAL RULE

## DAWN ATTACK

*The morning sun casts its blinding glare across the battlefield, creating silhouettes of the opposing armies. Perhaps the battle is being waged at the break of day, or it could be that the fiery orb has been raised by some sorcerous method. Those firing on the flanks and from the back lines must contend with this fiery glare while their enemies bear down upon them.*

Subtract 1 from To-Hit rolls for **MISSILE** weapons that are fired during the first battle round.

## NARRATIVE PLAY

### SPECIAL RULE

## DELAYING TACTICS

*Through subterfuge, ambush or illusory magic, a General may be able to tip the odds in their favour by keeping a portion of the enemy army from reaching the battlefield.*

Before set-up, pick D3 units from your opponent's army.

These units must be placed to one side and will arrive later in the battle.

At the end of any of their Movement Phases after the first, your opponent can set up these units anywhere wholly within their territory, wholly within 9" of the battlefield edge and more than 9" from any enemy models.

## NARRATIVE PLAY

### SPECIAL RULE

# DIVINE INTERVENTION

*The gods take great interest in the wars that rage across the Mortal Realms, and will smite those who would dare stand in the way of their designs, whilst laying their blessings upon their most loyal servants.*

In your Hero Phase, you can either inflict D3 Mortal Wounds on an enemy unit anywhere on the battlefield, or heal D3 wounds that have been allocated to a friendly model anywhere on the battlefield.

## NARRATIVE PLAY

### SPECIAL RULE

# DWINDLING MORALE

*The horror of war grips the blood-drenched combatants. As the battle continues to grind on, what resolve once existed in the army starts to erode, drained by the sight of the dead piled high, the notable absence of their chosen god or the presence of an overwhelming enemy army. Rank-and-file soldiers succumb to their fears, dropping their weapons before turning and fleeing for their lives, and even the most hardened warrior feels their indomitable spirit crack.*

At the start of the third battle round, reduce the Bravery of all models in your army by 1.

At the start of the fourth battle round, reduce the Bravery of all models in your army by 2 rather than 1, and by 3 rather than 1 at the start of the fifth and any subsequent battle rounds.

## NARRATIVE PLAY

### SPECIAL RULE

# ECLIPSE

*The sun that hangs over the battlefield begins to darken, its fiery orb obscured by a wandering celestial body, or perhaps enveloped by some fell entity. Those combatants who find themselves below this wondrous omen must fight in shadow until the sun is once again revealed.*

The following effects apply during each battle round as follows:

**1st Battle Round:** Subtract 1 from To-Hit rolls for **MISSILE** weapons that are fired at over half their maximum range this battle round.

**2nd Battle Round:** Subtract 1 from To-Hit rolls for **MISSILE** weapons that are fired during this battle round.

## NARRATIVE PLAY

### SPECIAL RULE

**3rd Battle Round:** Subtract 1 from To-Hit rolls for **MISSILE** weapons that are fired during this battle round.

In addition, the ranges of all Command Abilities, spells and **MISSILE** weapons are reduced to 12" during this battle round.

**4th Battle Round:** Subtract 1 from To-Hit rolls for **MISSILE** weapons that are fired during this battle round.

**5th Battle Round:** Subtract 1 from To-Hit rolls for Missile weapons that are fired at over half their maximum range this battle round.

**6th Battle Round (and beyond):** No effect.

## NARRATIVE PLAY

### SPECIAL RULE

## ELDRITCH MIST

*An enchanted haze hangs across the field of war, gathering around trees, battlements and shrines of power. All light and sound is sucked into the mist, as are unwary warriors who stray too close.*

Models are not visible to each other if an imaginary straight line 1mm wide drawn between the closest points of the two models crosses over more than 1" of the base of a terrain feature other than open ground and/or hills.

In addition, roll a D6 for any model that moves through or onto a terrain feature.

On a 1, that model is slain.

## NARRATIVE PLAY

### SPECIAL RULE

# FLANK ATTACK

*By order of a cunning commander, or based on their own predatory instincts, a group of warriors has crept round the battle-lines and is ready to launch a devastating attack upon their enemies.*

During set-up, one unit can be picked to launch a flank attack – place it to one side instead of setting it up on the battlefield.

At the end of any of their Movement Phases after the first, the controlling player can set up this unit anywhere that is not within their opponent's territory but that is wholly within 9" of the edge of the battlefield.

If the unit does not launch its flank attack before the end of the battle, it is destroyed.

## NARRATIVE PLAY

### SPECIAL RULE

# A GATHERING OF POWER

*Such is the pivotal nature of this battle that warlords and wizards have been attracted from far and wide, bringing with them the ancient relics, ensorcelled weapons and divinely blessed tomes of their people.*

After set-up is complete, but before the battle begins, you can generate one extra Artefact of Power and give it to a friendly **HERO** of your choice.

If all of your **HEROES** already have an Artefact of Power and your General is a **HERO**, your General can be given a second Artefact of Power.

## NARRATIVE PLAY

### SPECIAL RULE

# GRAVITY VORTEX

*At certain points in the Mortal Realms, where lines of power converge or great rituals have taken place, the order of nature itself is thrown into complete disarray. In such places, hardened soldiers are dragged to the ground as if suddenly bearing a crushing weight, while skirmishing warriors and light infantry are borne into the sky on invisible currents of magic.*

For the duration of the battle, subtract 1 from the Movement characteristic of units with a Save characteristic of 4+ or better, and subtract 1 from Run and Charge rolls made for such units.

In addition, for the duration of the battle, units with a Save characteristic of 6+ or '-' can fly, and you can re-roll failed charge rolls for such units.

## NARRATIVE PLAY

### SPECIAL RULE

## FOG OF WAR

*Despite the best efforts of tacticians and martial diviners, armies often arrive for battle in a state of disarray. The realms are fraught with hazards that can assail an army during its journey, from violent storms to magical phenomena, from pitch-black nights to spontaneously migrating landmasses. When such an army lines up for battle, they may find their archers squaring off against heavy cavalry, or a vital commander left with only the barest honour guard.*

The players roll off, and the winner decides which territory each side will use.

The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off to determine territories.

## NARRATIVE PLAY

### SPECIAL RULE

Each time they do so, they must first roll a D6: on a 1-5, the unit must be set up wholly within the corresponding zone in their territory as shown on the map below; on a 6, the unit can be set up wholly within any zone in their territory.

Regardless of which zone they are in, all units must be set up so that they are more than 12" from enemy territory.

Continue to set up units in this manner until both players have set up their armies.

If one player finishes first, the opposing player can set up the rest of the units in their army, one after another as described above.



## NARRATIVE PLAY

### SPECIAL RULE

# THE GREAT GAME

*The influence of the Chaos Gods is in constant flux, with each of the Ruinous Powers waxing and waning in a never-ending cycle. Whichever god is in ascendancy is invariably generous with their gifts.*

At the start of each battle round, each player rolls a D6.

Add the score together and consult the table below to see what special rule – if any – applies for the duration of that battle round.

## NARRATIVE PLAY

### SPECIAL RULE

#### 2D6 RESULT

2-5 No effect.

**6 Boon of Slaanesh:**

Units cannot retreat. In addition, no Battleshock tests are taken.

**7 Boon of Nurgle:**

Roll a D6 each time a wound or Mortal Wound is allocated to one of your models, adding 1 if the model being rolled for is a **HERO**. On a 6+, the wound is negated.

**8 Boon of Khorne:**

Add 1 to all Charge rolls. In addition, re-roll failed To-Wound rolls of 1 when attacking with **MELEE** weapons.

**9 Boon of Tzeentch:**

Add 2 to Casting rolls.

10-12 No effect.

## NARRATIVE PLAY

### SPECIAL RULE

# ILLUSORY LANDSCAPE

*Though there are manifold mountain ranges, verdant forests and sprawling cities scattered throughout the Mortal Realms, there are also those landscapes wrought of mere light and shadow, visible for all to behold yet insubstantial as a passing dream.*

Terrain features on this battlefield cannot be garrisoned and are never treated as obstacles.

In addition, models can pass across terrain features as if they can fly.

## NARRATIVE PLAY

### SPECIAL RULE

# LIFELIKE STATUES

*The hidden relics and sacred sites of the Mortal Realms have many guardians, some of which appear as lifeless statues. But these ominous sentinels may be roused to battle by one who knows the correct incantations or rituals.*

After setting up terrain for the battle, set up as many units as you wish to serve as lifelike statues.

These units count as terrain features that are also obstacles, and cannot move or be interacted with in any way unless animated.

**WIZARDS** belonging to one or both players (decide before the battle), know the Gift of Animus spell in addition to any others they know.

## NARRATIVE PLAY

### SPECIAL RULE LIFELIKE STATUES

## GIFT OF ANIMUS

### Casting Value: 7

If successfully cast, pick a unit of lifelike statues wholly within 18" of the caster.

That unit is animated and immediately becomes part of your army, and can act normally from that point on.

Once animated, the unit cannot be targeted by the Gift of Animus spell and no longer counts as a terrain feature or an obstacle.

WIZARD

## NARRATIVE PLAY

### SPECIAL RULE

# METEOR SHOWER

*A destructive hail falls from the sky. Whether these meteors are formed of burning rock, crystallized shadow or fragmented realmstone, the effect they have upon those battling on the ground is equally devastating.*

At the start of each battle round, roll a D6.

On an even roll, there is no effect.

On an odd roll, a meteor shower strikes the battlefield; roll a D6 for each unit that is on the battlefield.

On a 1, that unit suffers D3 Mortal Wounds.

## NARRATIVE PLAY

### SPECIAL RULE

## MYSTERIOUS OMENS

*As the constellations traverse the firmament, seers and scryers across the Mortal Realms bear witness to strange portents. Such astral energies can manifest on the battlefield in various ways – a General may experience flashes of unbidden tactical inspiration, or a troupe of fearless warriors may feel an impending sense of dread creeping into their souls.*

Before set-up, roll a D6 and consult the table below to see what special rule applies for the duration on the battle.

## NARRATIVE PLAY

### SPECIAL RULE

#### D6 RESULT

- 1 The Bloodied Crown:** You receive 1 extra Command Point in each of your Hero Phases.
- 2 The Crimson Aurora:** Subtract 1 from the Bravery characteristic of all units on the battlefield.
- 3 The Dark Star:** The maximum range of spells and **MISSILE** weapons is reduced to 12".
- 4 The Absent Flame:** Each time a unit fails a Battleshock test, one additional model from that unit flees.
- 5 The Veiled Bane:** At the start of your Hero Phase, roll a D6 for each enemy unit on the battlefield. On a 6, that unit suffers 1 Mortal Wound.
- 6 The Void Hearth:** All terrain features have the Deadly scenery rule (in addition to any other scenery rules they may have).

## NARRATIVE PLAY

### SPECIAL RULE

# NECROQUAKE TREMORS

*The aftershocks of the Shyish necroquake continue to ripple through the Mortal Realms. Unfettered magical energy and unquiet spirits are released into reality, whereupon they ravage the flesh of the living.*

Roll a D6 at the start of each battle round.

On a 1, each unit on the battlefield suffers D3 Mortal Wounds (roll damage separately for each unit), or 1 Mortal Wound if they are a **HERO**.

## NARRATIVE PLAY

### SPECIAL RULE

# OATH OF BATTLE

*Vows of duty, honour and vengeance abound in battle, and those who swear them will continue to fight on, even as the dead bodies of their allies are piled high around them.*

During set-up, pick a friendly unit.

That unit does not have to take Battleshock tests for the duration of the battle.

## NARRATIVE PLAY

### SPECIAL RULE

# PREVAILING WINDS

*Whether occurring as a natural phenomenon or the result of powerful sorcery, a strong wind blowing behind an army's back is a welcomed ally, sending their missile fire soaring further than before.*

At the start of each battle round, randomly determine one edge of the battlefield. A powerful breeze is blowing from that edge of the battlefield – referred to as the windward edge – in the direction of the opposite edge of the battlefield.

Add 6" to the Range characteristic of a unit's **MISSILE** weapons when it targets an enemy unit that is further away from the windward edge than the firing unit.

Conversely, if the firing unit is further from the windward edge than the target unit, subtract 6" from the Range characteristic of its **MISSILE** weapons.

SPECIAL RULE

## RAZED BATTLEFIELD

*The field of war is wreathed in flames that are the result of a previous battle, fell sorcery or the will of a raging god.*

All terrain features have the Deadly (pg 19) and Burning (see below) scenery rules in addition to any other scenery rules they may have.

**Burning:** A model cannot see another model if a straight line drawn from the centre of its base to the centre of the other model's base passes across a Burning terrain feature other than open ground and/or hills.

## NARRATIVE PLAY

### SPECIAL RULE

# REGIMENT OF RENOWN

*Through valorous battle or duplicitous deeds, veteran warriors become exemplars of warfare.*

During set-up, pick a friendly unit other than a **HERO** or **MONSTER**.

Add 2 to that unit's Bravery characteristic.

In addition, you can re-roll To-Hit rolls of 1 for attacks made by that unit.

## NARRATIVE PLAY

### SPECIAL RULE

# REINFORCEMENTS

*A canny General will often hold a portion of their army away from the front lines, bringing them forth to battle only when they can cause the greatest harm to the enemy force.*

During set-up, any number of units from your army can be placed to one side as reinforcements; these units will arrive later in the battle.

At the end of any of your Movement Phases after the first, you can set up these units anywhere wholly within your territory, wholly within 9" of any battlefield edge more than 9" from any enemy models.

Designer's Note: If you wish, the units selected as reinforcements in this manner can represent the arrival of a new army.

You can use the Coalition of Death rules from the Warhammer Age of Sigmar Core Book to determine how this new army functions – treat both of your armies as belonging to a coalition.

## NARRATIVE PLAY

### SPECIAL RULE

## RISING STAR

*Amongst the champions and renowned spellcasters of the Mortal Realms are those who are rightly revered for their deadly skill or masterful leadership.*

After set-up is complete, but before the battle begins, pick a **HERO** in your army.

The model you pick cannot be a named character.

Choose a discipline for that **HERO** from the following: Battlefield Strategy, Heroism, Leadership or Martial Prowess.

Depending on your choice of discipline, the following special rule applies to that **HERO** for the duration of the battle.

## NARRATIVE PLAY

### SPECIAL RULE

#### **Battlefield Strategy:**

You receive 1 extra Command Point at the start of each of your Hero Phases whilst the **HERO** is on the battlefield.

#### **Heroism:**

Each time the **HERO** piles in, but before it attacks, add 1 to the Attacks characteristic of their **MELEE** weapons (but not their mount's) for each enemy **HERO** within 6" of them. This bonus lasts until the end of that phase.

#### **Leadership:**

Friendly units within 12" of the **HERO** at the start of the Battleshock Phase can use the **HERO'S** Bravery characteristic when taking Battleshock tests.

#### **Martial Prowess:**

You can re-roll failed To-Hit rolls for attacks made by the **HERO** (but not their mount).

## NARRATIVE PLAY

### SPECIAL RULE

# SATURATED WITH MAGIC

*There are many sites of power throughout the Mortal Realms. Some of these result from naturally occurring realm magic coalescing within an area, whereas others were formed after apocalyptic arcane battles or fell rituals that went disastrously awry.*

All terrain features have the Arcane scenery rule (see below) in addition to any other scenery rules they may have.

**Arcane:** Add 1 to Casting or Unbinding rolls for **WIZARDS** while they are within 1" of any Arcane terrain features.

## NARRATIVE PLAY

### SPECIAL RULE

# SEISMIC UPHEAVAL

*Whether on a vast volcanic continent or a floating isle of ice, subterranean tremors can have cataclysmic effects on a battlefield.*

At the start of each battle round, roll a D6 for each terrain feature on the battlefield.

On a 1, it collapses.

Collapsed terrain features lose any scenery rules they had and can no longer be garrisoned.

They are treated as obstacles for the rest of the battle.

Units garrisoning a terrain feature when it collapses suffer 2D6 Mortal Wounds, and must attempt to leave the terrain feature during the controlling player's Movement Phase of that battle round.

If they are unable to do so, the unit is destroyed.

## NARRATIVE PLAY

### SPECIAL RULE

## SHEER EDGE

*Battles are not always fought on open planes, with many raging atop the walls of impossibly vast fortresses or on the precipices of yawning chasms.*

Choose or randomly determine an edge of the battlefield to represent a sheer drop or cliff edge.

Units cannot move on or off the battlefield via that edge of the battlefield (using abilities such as the Realm Wanderers BattleTrait, pg 118) unless they can fly.

Similarly, units cannot be set up within x" of that battlefield edge using rules such as Reinforcements (see opposite) unless they can fly.

Designer's Note: This special rule works well to represent an army that has been cornered and forced to fight – simply choose the edge of the battlefield behind the cornered army to be the sheer edge.

If you wish to represent a battle being fought in a narrow gorge or atop a plateau, just apply this special rule to both of the edges of the battlefield that flank the two armies.

## NARRATIVE PLAY

### SPECIAL RULE

## SITE OF POWER

*This battle converges on a site redolent with energy. Perhaps it is a locus of sorcerous power, or a holy site dedicated to the gods of a powerful pantheon.*

When you set up terrain, place one terrain feature (preferably a suitably grand and imposing one) as close as possible to the centre of the battlefield to represent the site of power.

This terrain feature has the Nexus of Power scenery rule (see below) in addition to any other scenery rules it may have.

**Nexus of Power:** Add 1 to Casting and Unbinding rolls for **WIZARDS** while they are within 1" of this terrain feature, and add 1 to prayer rolls for **PRIESTS** while they are within 1" of this terrain feature.

In addition, add 2 to the Bravery characteristic of units while they are within 6" of this terrain feature.

## SPECIAL RULE

## SKIRMISH ORDER

*It is not only apocalyptic battles that shape the fates of the Mortal Realms. Small skirmishing forces may clash over a contested mountain pass or to secure a powerful relic, with the victorious General achieving far more for the larger war effort than the numbers of their force would suggest.*

Players can field no more than five units per army, and must use the minimum size as specified on each unit's warscroll or Pitched Battle profile.

In the former case, for example, if a unit's warscroll states that it has '10 or more models', the unit cannot include more than 10 models.

Additionally, each player can only include one **MONSTER** in their army.

## NARRATIVE PLAY

### SPECIAL RULE

# STORM OF MAGIC

*A swirling tempest of energy envelops the battlefield. Spellweavers who ply their craft in these conditions find their internal reservoirs of magic greatly bolstered. However, such powerful arcane eddies are perilous, and can consume a caster's life-force in an instant.*

Add 1 to Casting rolls.

In addition, if a double is rolled for a Casting roll, the spell is automatically cast and cannot be unbound, but the caster suffers D3 Mortal Wounds after the spell's effects have been resolved.

## NARRATIVE PLAY

### SPECIAL RULE

## STORMY WEATHER

*The best-laid battle plans can be cast into disarray by the gathering of dark clouds above the field of war. Whether formed of ice-cold sleet or piping hot blood, a torrent of rain can transform the ground beneath soldiers' feet into a swampy bog, and can soak the bow strings and powder stores of ranged troops huddling on the back lines.*

Roll a D6 at the start of each battle round.

On a 1, subtract 1 from To-Hit rolls for **MISSILE** weapons when fired during that battle round, and subtract 1 from Run and Charge rolls made for units during that battle round.

## NARRATIVE PLAY

### SPECIAL RULE

# SUSTAINED ATTACK

*Some engagements are so brutal that it seems the carnage will never end. As ranked-up troops are cut down and hacked apart, more warriors race in to take their place, trampling over the dead as they press ever onward into their enemy. Such battles often rage for days, leaving only fields of corpses to memorialise the dead.*

Each time a unit other than a **HERO** or **MONSTER** is destroyed, place it to one side.

At the end of any of their following Movement Phases, the controlling player can roll a D6 for each unit that has been placed to one side in this manner: on a 3+, the unit being rolled for can be set up as a new unit anywhere wholly within their territory, wholly within 9" of the edge of the battlefield and more than 9" from any enemy models.

## NARRATIVE PLAY

### SPECIAL RULE

# UNSTABLE GROUND

*The battlefield is riven with cracks and crumbling features that threaten to buckle at any moment, sending the armies plummeting to a horrible demise. Perhaps combat is raging across a bridge of interwoven crystals that is beginning to fracture under the weight of war, or over a wide sheet of ice beneath which flow deathly cold waters.*

Roll a D6 at the start of each player's turn and consult the map below.



## NARRATIVE PLAY

### SPECIAL RULE

The number you roll indicates which part of the battlefield is most unstable at that time.

At the end of that player's Movement Phase, roll a D6 for each unit that is even partially within that part of the battlefield: on a 1, the unit being rolled for suffers D3 Mortal Wounds.

## SPECIAL RULE

## TUNNEL NETWORK

*Many battlefields are laced with networks of concealed passages. These may have been constructed by sappers or burrowed by some fell beast, or they may consist of eldritch corridors that wend through the corporeal features of the area.*

All terrain features have the Labyrinthine Tunnels scenery rule (see below) in addition to any other scenery rules they may have.

**Labyrinthine Tunnels:** If a unit is wholly within 6" of a terrain feature with this scenery rule at the start of your Movement Phase, you can remove the unit from the battlefield, and then set it up wholly within 6" of another terrain feature with this scenery rule and more than 9" from any enemy models.

This counts as that unit's move for that Movement Phase.

## NARRATIVE PLAY

### SPECIAL RULE

# VAGARIES OF BATTLE

*Even the most skilled tacticians cannot control every aspect of battle, and a combat may rage well beyond the point that their army can endure. Similarly, a grand assault could be cut short by the swift shroud of night, a furiously raging storm or the interdiction of a malefic force.*

At the end of the third battle round, roll a D6: on a 2+, the battle continues, otherwise the battle ends.

If the battle continues, then at the end of the fourth battle round, roll a D6: on a 4+, the battle continues, otherwise the battle ends.

The battle automatically ends at the end of the fifth battle round.

## SPECIAL RULE

**WANDERING MONSTERS**

*When two armies meet in battle, they are often joined by the gargantuan creatures that inhabit the Mortal Realms. Sometimes these monsters are lured to the battlefield by a nefarious wizard or a canny General, while other times the clashing forces merely spill so much blood that they draw the titanic predators to the theatre of war. Whatever the case, such monsters will unleash devastation upon whoever they encounter – but if their incredible strength and ferocity can be harnessed, they can tip the scales of victory.*

When you set up terrain, set up as many **MONSTERS** as you wish to serve as wandering monsters.

A wandering monster counts as an enemy unit to both sides, but will not move or attack unless a unit moves within 3" of it.

## NARRATIVE PLAY

### SPECIAL RULE

At the end of the Combat Phase, a wandering monster will fight the nearest unit within 3" of it (the controlling player's opponent should roll for these attacks).

If two units are equidistant, randomly determine which unit the wandering monster will attack.

**WIZARDS** belonging to one or both players (decide before the battle), know the Bind Creature spell in addition to any others they know.

## NARRATIVE PLAY

### SPECIAL RULE WANDERING MONSTERS

## BIND CREATURE

### Casting Value: 6

If successfully cast, pick a wandering monster within 12" of the caster.

That unit immediately becomes part of your army, and can act normally from that point on.

However, even if you have bound a wandering monster to your army in this manner, the effect is not necessarily permanent; if your opponent successfully casts this spell on a wandering monster that has joined your army, it will immediately switch sides and join your opponent's army instead.

WIZARD

## NARRATIVE PLAY

### SPECIAL RULE

## WILD MAGIC

*Since the shock waves of the Shyish necroquake tore through the Mortal Realms, destructive and undying magic has roamed far and free. Though these endless spells can be hunted and dispelled, in certain areas of power they prove far more resilient than usual.*

Subtract 2 from attempts to Unbind or dispel endless spells.

## NARRATIVE PLAY

### SPECIAL RULE

# WRATH OF THE GODS

*Even those battles that seem inconsequential in the grand scheme of the Mortal Realms may be observed by gods, both malign and magnanimous. Should the events unfolding in the thick of combat prove troubling to these gods, they can show their displeasure by smiting the battlefield.*

Each time the roll-off to see which player takes the first turn in each battle round is a tie, make a note.

If the roll is tied once before the turn order is resolved, the player that has the second turn in that battle round can pick an enemy unit anywhere on the battlefield to suffer D3 Mortal Wounds.

If the roll is tied twice before the turn order is resolved, the player that has the first turn in that battle round can pick an enemy unit anywhere on the battlefield to suffer D3 Mortal Wounds.

## NARRATIVE PLAY

### SPECIAL RULE

Alternate between the players in this manner for any further tied roll-offs at the start of that battle round.

The same unit cannot be picked as the target of Mortal Wounds caused by this special rule until all other units in the same army have been picked once.