

Warlords of Archaios



BY DARIO KOEN

Table of Contents

Lore	3
Core Rules	8
Unit Stat Tables	13
Empire	14
Horde	17
Undead	20
Elves	23
Spells	26
Equipment	30
Special Rules	34
Building your Army & Unit Types	37
Preparation	38
Terrain	39
Credits	40

Lore

The Kingdoms

Humanity, a union of righteous and devoted warriors. The descendants of Helios and his angels. Paladins who control the light mending the wounds of their people. Knights clad in radiant armor, charge forward in the king's name. Wizards wield arcane magic teleporting allies and banishing enemies. Peasants the backbone of human society doing things against their will for the king.

Helios, King of the Angels

The radiant god of light, is Revered as a master tactician in the celestial battle against the demons. Helios watches over the ethereal realm, guiding his angelic warriors and inspiring humanity.

Griffons

Griffons, somewhat intelligent yet possessing a penchant for aggression and a lack the ability to speak. Make nests in high rocky places and open caverns. When tamed from a young age, they become fiercely loyal mounts. Highly sought after, griffon eggs are often exchanged as royal gifts during matrimonial unions between kingdoms.

Angels

Angels are divine, demigod-like beings eternally at war with the demons in the ethereal realm. They are the forebears of humanity, who carry fragments of their celestial power within. While angels are distant and unknowable to most mortals, the righteous can gain Helios' favor. Through his divine light, chosen Paladins can transcend their mortal bonds, ascending to angelhood to join their celestial kin in the endless war.

Dwarves

Forged from the dirt by Helios and his angels, the dwarves were a divine creation. Shamed by their small stature, Helios banished them from the open plains of Archaios, confining them to the deep caves and jagged mountains. There, the dwarves grew an obsession with stone, minerals. When they emerged to meet the human descendants of Helios they forged an alliance, giving rise to The Kingdoms, united by faith. They found purpose in trade, developing a keen love for gold, which they used to obtain tools, fine goods, and most importantly, ale. Their unmatched craftsmanship laid the foundation for the Kingdoms' technological might, from steam tanks to blackpowder arms, all forged in compact, rugged designs fit for dwarven hands. Though they walk beside humanity, the dwarves have never forgotten the caves that shaped them—or the sky that once rejected them.



FROSTREACH

VERDURAN

DUNEVAST

N



ARCHAIOS

Frostreach

At the Arctic Pole of Archaïos lies Frostreach, a desolate and bitterly cold wasteland. Endless expanses of ice and snow stretch as far as the eye can see. Only the hardiest beings or the dead survive in this frigid realm, where icy winds howl and dangers lurk beneath the frozen surface.

Dunevast

Stretching across arid badlands, scorching deserts, and parched wastelands often home to the orcs. An unforgiving land where survival is a daily struggle against harsh conditions and scarce resources. Ancient ruins and forgotten oases hint at a time when this land was more fertile, ancient cities now lost to the sands of time.

Verduran

A continent of stark contrasts, encompassing ancient forests, sprawling tundra, and vast plains. Towering trees house hidden secrets, while hardy creatures roam the grasslands. The heart of Verduran is a battleground of nature's beauty and its ferocity.

Wyverns and Dragons

Wyverns, akin to dragons but lacking intelligence and the ability to speak, are aggressive creatures well-suited as companions for orcs. Found in dragon-favored environments such as tangled forests and large caverns, wyverns growl like animals and exhibit a primal nature. In contrast, dragons, larger and more intelligent, wield the formidable ability to breathe fire.

Orcs

Comprised of orcs, goblins, and boars all come from the same spores that are produced upon death, spawning new generations. Witches, gathering the magical energy of other orcs nearby to empower their magic. Having enslaved giants, and trolls, through sheer might and savagery. Unique to the greenskins is that they grow the longer they live, some as big as trolls. The bigger orcs tend to be the bosses if not overthrown by each other. Yet, few orcs survive long enough to grow to their full potential. The biggest orcs tend to get the first pick of equipment. Orcs rely on pig iron, a raw and unrefined metal, which they obtain through their Boars consume

their fallen enemies, armor and all, and later excrete the metal, which the Orcs then forge into their crude but brutally effective weapons. orc rock launchers crude and thrown together by whatever materials they can find are piloted by handicapped orcs who lost limbs in battle whipping goblins to pilot the crude warmachines. The largest Orc bosses prove their dominance by beating a wyvern into submission and claiming it as their mount. Once broken, the beast is gorged on goblins and swine alike, fattened into a hulking mass of muscle and bulk. By all reason it should be too heavy to fly its wings straining beneath obscene weight but reason has little hold over greenskin belief. Just as their collective will birthed their god, so too does their certainty defy nature itself. The wyvern flies because the orcs believe it can. Orcs daub bold checker patterns across their armor and war machines, not to hide—but to be seen. To them, camouflage is for cowards; the brighter and louder the mark, the faster the fight finds them.

Gorrun, Chaos Incarnate

The orcs' existence is steeped in primal magic—green energy born from their belief and shared will over centuries. Through this collective thought, the chaotic god Gorrun was manifested into existence. A monstrous flaming boar, Gorrun charges through the ethereal realm, laying waste to cities, crushing demons and angels alike, and leaving destruction in his wake. His unending rampage causes the ethereal realm to exist in a constant state of ruin. It is said that Gorrun's shakes the material plane itself, a phenomenon known as earthquakes.

Giants

Giants, moronic and voracious, resemble toddlers in intelligence and communicate in a disgruntled version of Common, sometimes

referred to as orcish. Prone to violent rampages if deceived or mocked, giants pose a threat to both the guilty and innocent until distracted or calmed. Trolls, known for infamous regeneration, set up dens in caves, creating filthy habitats for themselves.

The Undead

The dead do not rest peacefully in archaios vampires, humanoid bat-like creatures lead the undead, while legions of skeletons and zombies rise from graves under the command of Necromancers. Wraiths angry restless ghosts of lost souls brought back to fight for the dead. Abominations, bodies of dead trolls, giant, humans stitched together. Cultists push corpse-apults siege contraptions filled with the remains of fallen warriors used as artillery. Raised skeletal wyverns, These ancients darken the skies with their baleful presence. Death knights; paladins consumed by darkness fallen from grace with unholy regeneration and speed. Their soul blades strengthen with every soul they steal first taking the bearers. The dead march forward with green clouds of disease enthralled by flies. Necromancers desire to transcend their physical form and become liches. To reach this state, they must craft an phylactery and be raised from the dead to house their souls, knowing that their lich forms are nigh-invincible, and only the shattering of their phylactery can end their relentless existence.

Cthulhu, The Dark God

Once the dreaded god of demons, now slumbers in the lightless depths of Archaios' ocean. Cast down during the War in the Heavens defeated by Helios and Gaia he was banished from the ethereal plane entirely. Stripped of his place in that realm, souls there no longer nourish him, for they cannot reach him. But souls in the mortal world... those

hold a far greater value. Through dark, insidious whispers that coil through the minds of the ambitious, he tempts mortals with promises of dominion over death itself. Necromancers and liches believe they rise to power under their own will, but in truth, they are shaped into his generals, unwitting architects of his future army. Among demons, betrayal is expected—schemes for power, desperate gambits to survive. But Cthulhu is hated for a far greater crime: he steals the souls of demons from the ethereal plane, ripping them from their rightful cycle. His hunger has made him an enemy to all his own kind. He is no longer demon, god, or anything that once bore a name. Now, he is something far worse.



Demon Slayers

The Demon Slayers are elves who have crossed into the ethereal plane to wage war upon demons in their own realm. They drink the blood of demons, tainting themselves with infernal essence. The ritual grants them terrible power though it robs them of their sight. Blind, yet seeing through the currents of magic, they slip through reality by stepping along the ethereal veil and turn sorcery back upon its wielder, channeling searing green fire that devours arcane energy. Able to burst into flames as demons do. Their glaives drip with venom distilled from sacred tree frogs, a toxin as patient and deadly as the hunters who wield it.



The Elves

The elves found deep within the Forests known for their purple complexion. Treants, sentient ancient trees. Druids wield nature's forces in battle, shapeshifting seamlessly between animal forms and wielding the power to entangle enemies in roots in an instant and rejuvenate the wounds of their allies. Elite Archers, and spear men riding deer. Among their allies are the Hippogryphs, guardians of the ancient woods that lend their might to nature.

Treants

Treants prefer contemplative existence rooted in place, resembling normal trees. Trees destined to become Treants undergo a prolonged cycle of seasons, awakening under special circumstances. Opposing those who harm trees, especially those on the brink of awakening, Treants embody protectors of nature, standing against those careless with fire or destructive to the ancient flora.

Gaia, The Earth Mother

The primordial goddess of life and nature, is the creator of Archaioi. She shaped the world with care, birthing the forests, mountains, and animals—sheep, bears, squirrels, bats, and more. Yet as humanity grew industrious, their relentless expansion threatened her sacred trees. In response, Gaia created the elves, her most cherished children, to act as stewards of nature. However, when demons meddled with her creation, the corrupted remnants gave birth to the orcs—fungal creatures that spawn goblins and boars. Gaia now wanders the ethereal realm, surrounded by her wisps, a goddess who opposes demons, fighting to preserve the balance of nature.

Core Rules

Models & Units: In the rules, individual miniatures are referred to as models, whilst groups of one or more models are referred to as units. This means that when a rule applies to a unit it applies to all miniatures within that unit, whilst if a rule applies to a model it only applies to one individual miniature.

Dice: To play the game players will need some six-sided dice, which will be referred to as D6. Certain rules will refer to different types of dice, for example D3, 2D6 and D6+1. There are many types of dice, but the notation remains the same, so just apply the following explanations to all types of dice players come across.

- D3: To use these dice, roll a D6 and halve the result, rounding up.
- 2D6: To use these dice, roll two D6 and sum the results of both dice.
- D6+1: To use these dice, roll a D6 and add 1 to the result.



Re-Rolls: Whenever a rule tells players to re-roll a dice result, pick up the number of dice players have to re-roll, and roll them again. The result of the second roll is the final result, even if it's worse than the first. A die roll may only be re-rolled once, regardless of how many rules apply to it.

Roll-Offs: Whenever a rule tells players to roll-off, players involved in the roll-off must

roll one die, and then compare their results. The player with the highest result wins the roll-off, and in the event of a tie the players must re-roll until there is a winner.

Dice Tests: During the game players will be required to take dice tests in order to see if a unit succeeds at doing various things such as hitting its targets or passing morale tests. Whenever a rule states that a unit must take a dice test, roll one die. If players score the unit's value or higher, then it counts as a success, else it counts as a failure.

Modifiers: Throughout the game there are going to be rules that apply modifiers to players' die rolls. These will usually raise or lower the value of a unit's roll results by either +1 or -1, but the exact number may vary. Whenever a modifier applies to one of players rolls, add or subtract the value from the roll and the new value counts as the final result, however a roll of 6 counts as a success and a roll of 1 counts as a fail, regardless of how much it is being modified by.

Weapons: All weapons in the game are separated into two categories: ranged and melee. Ranged weapons have a range value and can be used for attacking at a distance, whilst melee weapons don't have a range value and can only be used in base contact.

Measuring Distances: To play the game players are going to need a measuring tape marked in inches, which players may use to measure distances at any time. Distances are usually measured from a model's base. When measuring the distance between two models players measure from/to the closest point of their bases. When measuring the distance between two units players measure from/to the closest model in each unit.

Measuring Movement: When measuring how far a model moves, measure so that no part of its base moves further than the total distance.



Line of Sight: When playing the game, line of sight is used to determine if a model can see another model for any purpose. Players must look down from the perspective of the model to determine if it has line of sight.

- Models can see in all directions, regardless of where the miniature is actually facing.
- Models may not see through solid obstacles, including the perimeter of other units (friendly or enemy).
- Models have line of sight to themselves, and may target themselves (unless stated otherwise).

Game Structure: The game is structured into game rounds, player turns. Here is the breakdown of what these mean:

- **Rounds:** Each round is made up of 1 turn per player.
- **Turns:** Each turn is made up of all the phases.

Playing the Game: After both players have deployed their armies, the game starts with the first round and the player that won the deployment roll-off can choose whether he goes first. During their turn, a player does all his phases with all of his units. Once all phases are done, their turn ends and the opposing player's turn starts. This continues until all players have taken a turn, at which

point the round ends and a new game round begins. On each new round the player that went first gets to go first again. After 4 rounds have been played the game ends, and players determine who won by checking their victory points.

Phases: Players whose turn it is performs each phase with all of their units in the following order below (except for the morale phase which is performed by the opponent):

1. Move
2. Magic
3. Shooting
4. Charge
5. Combat
6. Morale

Move Phase:

Each unit in the move phase can either hold, move, advance or retreat. However they must always remain in unit coherency when doing so.

- **Hold** - Doesn't move, can attack with ranged weapons.
- **Move** - Moves speed distance Models may move and turn in any direction regardless of their facing, as long as no part of their bases move further than the total speed distance. Models may never move through other models or units, even if they are taking a Charge action. Units cannot move out of combat but can move to reposition as long as they remain in combat.
- **Advance** - its the units speed + D6 but can't attack with ranged weapons. The same rules about turning. Units who advance cannot charge. Units cannot advance while in combat.
- **Retreat** - Move a unit's speed out of combat. Units who retreat cannot charge, shoot or move into range with any melee weapons.

Unit Coherency: All models in a unit must stay within 1" Horizontally of at least one other model at all times, and all models must stay within 7" Vertically of all other models at all times (or as close as possible). If a model is not in coherency with its unit at the beginning of the move phase, then you must take its move so that the model gets back into coherency.

Magic Phase

Units with the caster special rule can cast and dispel spells during this phase. All spell effects are resolved in this phase.

Spell Rules: Players may only have one spell of the same name per caster on the board at a time. Spells use the caster's ballistic skill when spells are attempting to damage an enemy unit. When attempting to hit warlords with spells it is always measured from the caster being the closest unit and not the spell unless the caster who casted them is no longer in play. The same spell cannot be attempted to be cast twice in the same turn.

Shooting Phase

Picking Targets: When attacking, a unit must pick one target and all models in the unit may attack it. If at least one model in the unit has line of sight to an enemy model, and has a weapon that is within range of that model, then that enemy is a valid target.

Who Can Attack: All models in a unit with line of sight to the target, and that have a weapon that is within range of it or in base contact, may attack it. Units in melee range cannot attack with ranged weapons. Units who have attacked back cannot attack again.

Multiple Weapon Types: If a unit is attacking with multiple weapons. Each weapon may attack a different target, however players may attack only at up to two different targets. The target for each weapon must be declared before rolling, and all weapons must attack simultaneously.

The Attacking Sequence: attacking is done in a simple sequence which has to be followed separately for each weapon:

1. Determine Attacks
2. Roll to Hit
3. Roll to Block
4. Allocate Damage & Remove Casualties

1. Determine Attacks: Sum the Attack value from the weapons of all models that can hit valid targets to determine how many attacks the unit has in total.

2. Roll to Hit: After having determined how many attacks the unit has in total, take as many dice tests as attacks. Each successful roll counts as a hit, and all failed rolls are discarded with no effect.

3. Roll to Block: For every hit that the unit has taken, the defending player must roll one die, trying to score the target's armor value. Each success counts as a blocked hit, and all failed rolls cause the weapons damage each to the target.

4. Allocate Damage & Remove

Casualties: For each damage that the unit has taken, the defending player must take damage on the same model until it is removed. The defending player may remove models from the target in any order, but must take damage on damaged units first keeping unit coherency in mind. Damage from one individual attack does not spill if a model is killed and there is still damage from a single attack it is lost. Multiple individual attacks can damage multiple models in a unit.

Attacking units in combat with ranged weapons or Spell Attacks: If an enemy unit is in combat with your unit, rolls of 1 to hit your unit instead. Units with orc in their name hit their own units on 2's and 1's.

Charge Phase

Charge - 2D6 into melee. Charging units may only charge if their 2D6 would bring at least one model into base contact with another model from the target unit if the unit does not move. Once all charging models have moved, all models from the target unit that are not in base contact with a charging model must move by up to 3" to get into base contact with a charging model, or as close as possible, maintaining unit coherency. Units in combat cannot charge another unit. Units gain +1 to initiative for charging, +2 if its unit type cavalry or has a mount(i.e King on Gryphon, Boss on Wyvern etc).

Overwatch - If a unit didn't attack with ranged weapons this round it can shoot a unit that is charging it. However, that means it cannot attack with ranged weapons during its turn. If a unit is already in combat it cannot overwatch.

Moment of Courage: During the charge phase warlords within 3" inches of an unit that was charged can move 3" inches in and join the combat.

Combat Phase

Who Can Attack: Units within base contact can attack and units within base contact of friendly models(within the same unit) in base contact with enemy models.

Initiative: Compare both units in combat initiative. The unit that has the highest initiative may attack first if they have not attacked already this round even if it's not the player controlling the unit's turn. If units have the same initiative units make the

attack at the same time taking damage once both attacks and armor rolls have been resolved.

Pile In: Units whose initiative is first get to move in combat 3 inches this must be close to the enemy models. If both players have the same initiative then it's the players whose turn it is that can pile in first.

The Attacking Sequence: is exactly the same as the shooting phase. Except before determining attacks add this first to the sequence.

Consolidation Moves: If one of the two units was destroyed with melee weapons (by removing all models as casualties, or by routing due to a failed morale test), then the other unit may move by up to 3".

Combat: Units with at least one model within range of melee weapons with one model from an enemy unit are considered to be in combat.

Morale Phase

Test for Morale: Whenever a unit takes damage that leaves with less models then it had before or with damage below half or less rounded up of its health value (for units with a single model), then it must take a morale test.

Demoralized: Units at half their unit size rounded down suffer -1 to their nerve stat.

Taking Morale Tests: To take a morale test, the affected unit must roll 2D6 if the result is more than or equal to the unit's nerve stat that unit is considered routed. The nerve stat is always used by the model in the unit with the highest nerve.

Routed Units: Routed units must immediately make a move action at their full speed value towards the closest table edge when initially routed. If the unit goes over the table edge it is removed from the game.

At the end of each round check if the unit is still routed if so make another move action at their full speed value towards the closest table edge. Units who are already routed suffer -1 to their nerve.

Miscellaneous

Disperse Dice: Certain times a rule will call for an object (a template, counter, model or even a whole unit) to be placed on the battlefield and then dispersed. When this occurs, follow this procedure: Place the object on the battlefield as instructed by the rule. Roll a disperse dice to determine the direction and distance of disperse in inches. If a unit hits, then the object does not move – leave it in place and resolve the remainder of the rule. If not or the rule immediately calls for you to roll a disperse dice, move the object the distance shown in the direction of the arrow. Ignore intervening terrain, units, etc... Once the object has dispersed to its final position, resolve its effects.



Auras: banners, war instruments and abilities that affect friendly models also affect the unit/model in which it comes from itself.

Quest Cards

Decks: Each player gets a personal deck of 27 quest cards.

Drawing Cards: At the beginning of each round, players draw cards from their own deck until they have 3, which are placed face up on the table. You draw a new card

for each objective completed on the previous turn, cards discarded and one for it being your turn.

Scoring Cards: At the end of each round, players check if they have completed at least one condition on any of their cards. If they did, then they must score the one worth most victory points, and discard that card from the game.

Discarding Cards: After scoring cards, each player may discard one of their remaining cards from the game. You cannot discard cards you've already discarded.

Mulligan: During a player's first turn they may choose to shuffle their drawn cards back in their deck and redraw their starting hand. Players get one free mulligan, however, for each subsequent mulligan, they draw one less card.

Unit Stat Tables



A .		B . Knights				
C. Gold Cost	D. Base Size	E. Unit Size	F. Speed	G. Health	H. Initiative	
100	32mm	5	5"	2	2	
J . Armor	K. Weapon Skill	M. Ballistic Skill	M. Attacks	N. Nerve		
3+	3+	3+	1	10		

O. Equipment: All models in this can take either; swords and shields, or halberds. One model in this unit can replace its weapons with a banner, halberd, and sword a different model in this unit can replace its weapons with a war instrument, and sword. Each model in this unit also has a holy seal(s).

P. Special Rules:

A. **Unit Type**: what slot this unit occupies in the player's army roster.

B. **Unit Name**

C. **Gold Cost**: Cost to bring the entire unit in your army.

D **Base Size**: Size of base each miniature is on.

E. **Unit Size**: Number of models in the unit.

F. **Speed**: Distance each model in the unit can move.

G. **Health**: damage each model can take before being removed from the game.

H. **Initiative** - Which unit can attack first in combat.

J. **Armor**: value used to block attacks in the attack sequence.

K. **Weapon Skill**: Value on dice in order to score a hit against an enemy target before modifiers.

M. **Ballistic Skill**: Ballistic skill this Value on dice in order to score a hit against an enemy target with ranged weapons before. Some units do not have a ballistic skill as they have no ranged weapons.

N. **Attacks**: base number of attacks used when attacking with weapons.

O. **Nerve**: value used for morale dice tests.

P. **Equipment**: weapons each model is or can be equipped with which can be found on the equipment page. When equipment says you can take something you can only take one of that thing unless otherwise stated.

Q. **Special Rules**: unique abilities that units have that can be found on the special rules page.

The Kingdoms



Dwarven Paladin

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
140	32mm	1	5"	5	2
Armor	Weapon Skill	Attacks	Nerve		
2+	2+	4	10		

Equipment: This model is equipped with a holy sledge hammer, Holy Grenades, and a spell tome. This unit can be human or can take wings.

Special Rules: Caster 0(Beam of Light, and Divine Shield), Devotion Aura.

Wizard

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
120	32mm	1	6"	6	4
Armor	Weapon Skill	Attacks	Nerve		
5+	4+	4	10		

Equipment: This model is equipped with a staff. This unit can take either a health potion or a mana potion.

Special Rules: Caster 2(Portal, Fireball, Polymorph, and Water Elemental), Brilliance Aura

Peasants

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
80	32mm	10	6"	2	4
Armor	Weapon Skill	Ballistic Skill	Attacks	Nerve	
5+	4+	4+	2	7	

Equipment: All models in this can take either; pitchforks or longbows and torches. Two models in this unit can take a net in addition to their pitchfork. One model in this unit may be replaced

with a knight with sword and shield for an extra 20 Gold .

Special Rules: Horde



Knights

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
100	32mm	5	5"	2	2
Armor	Weapon Skill	Attacks	Nerve		
2+	3+	3	9		

Equipment: All models in this unit can take either; swords and shields, or halberds. One model in this unit can replace its weapons with a banner, halberd, and sword a different model in this unit can take a war instrument, and sword. Each model in this unit also has a holy seal(s). The champion in this unit can take a holy sword. Unit is equipped with holy grenades.

Special Rules: Champion



Dwarves

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
80	25mm	5	5"	2	3
Armor	Weapon Skill	Ballistic Skill	Attacks	Nerve	
5+	4+	3+	3	8	

Equipment: All models in this unit are equipped with boomsticks and buttstock. The champion is instead equipped with a flintlock pistol and a pickaxe.

Special Rules: Champion, Hard to Hit, Forward Deploy, and holy grenades.



Mounted Knights

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
170	35x60mm	3	14"	4	2
Armor	Weapon Skill	Attacks	Nerve		
2+	3+	2	9		

Equipment: Each model in this unit is equipped with hooves, pike, holy seal(s), holy grenades and sword.

Special Rules: Impact(1), Champion, Scout



Gyrocopter

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
140	60mm	1	14"	8	1
Armor	Weapon Skill	Ballistic Skill	Attacks	Nerve	
2+	4+	3+	3	8	

Equipment: This model is equipped with rotor blades, flak cannon, holy seal(s).

Special Rules: Crash and Burn, Flying



Steam Tank

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
205	No Base	1	5"	12	1
Armor	Weapon Skill	Ballistic Skill	Attacks	Nerve	
2+	4+	3+	3	8	

Equipment: This model is equipped with a great cannon, flak cannon, holy seal(s), bumper.
Special Rules: Explodes, Impact(3)



King on Gryphon

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
385	100mm	1	12"	18	4
Armor	Weapon Skill	Attacks	Nerve		
3+	3+	2	10		

Equipment: This model is equipped with a massive claws, holy grenade, flaming sword, maw, holy seal(s), and a shield.

Special Rules: Flying, Nimble, Impact(3), Shouting Commander, King's Coffers.

DA ORCS



Orc Boss

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
130	50mm	1	4"	8	2
Armor	Weapon Skill	Attacks	Nerve		
3+	2+	3	10		

Equipment: This model is equipped with a great axe and massive fists. This model may take a mount.

Special Rules: Keep em in Line, Belligerent, Orcish Battle Cry



Orc Witch

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
110	32mm	1	5"	6	3
Armor	Weapon Skill	Attacks	Nerve		
5+	3+	4	8		

Equipment: This model is equipped with a staff. This model may take one Goblin Potion Stira, Vomit.

Special Rules: Caster 1(Arc Lightning, Bloodlust, Demonic Ritual), Green Energy, Belligerent



Orcs

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
120	32mm	10	5"	2	3
Armor	Weapon Skill	Ballistics Skill	Attacks	Nerve	
4+	3+	5+	2	8	

Equipment: All models in this unit can take either; axes and shields, or longbows and daggers. One model in this unit can replace its shield with a war instrument. The Champion in the unit with axes and shields can replace those weapons with a great axe.

Special Rules: Moar Arrowz, Horde, Belligerent, Champion



Goblins

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
70	25mm	10	6"	1	4
Armor	Weapon Skill	Attacks	Nerve		
-	5+	2	7		

Equipment: All models in this unit are equipped with a spear.

Special Rules: Horde, Hard to Hit



Trolls

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
165	60mm	3	6"	8	3
Armor	Weapon Skill	Ballistics Skill	Attacks	Nerve	
-	5+	4+	4	7	

Equipment: Each model in this unit is equipped with a boulder, vomit and crushing fists.

Special Rules: Regeneration(D3), Dumb



Orc Boar Riders

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
170	35x60mm	3	12"	4	3
Armor	Weapon Skill	Attacks	Nerve		
4+	3+	2	8		

Equipment: Each model in this unit is equipped with hooves, tusks, and a sword. One model in this unit can take a net. The Champion in the unit can take a great sword.

Special Rules: Belligerent, Champion, Horde, Scout



Orc Rock Launchers

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
160	93x150mm	1	4"	10	1
Armor	Weapon Skill	Ballistics Skill	Attacks	Nerve	
4+	3+	4+	2	8	

Equipment: This unit is equipped with Boulder, whip, and a dagger.

Special Rules: Ramshackled, Belligerent, Spiked Armor



I'M DA BOSS



Orc Boss on Fat Wyvern

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
365	100mm	1	12"	20	2
Armor	Weapon Skill	Attacks	Nerve		
4+	2+	2	10		

Equipment: This model is equipped with a maw, massive claws, spiked tail, great spear, and crushing fists.

Special Rules: Flying, Impact(3), Keep em in Line, Rampage, Belligerent, Orcish Battle Cry,



Giant

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
105	80mm	1	8"	14	3
Armor	Weapon Skill	Ballistics Skill	Attacks	Nerve	
5+	3+	5+	3	8	

Equipment: This unit is equipped with a giant club and crushing fists.

Special Rules: Titanic, Toss



Necromancer

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
120	32mm	1	6"	6	4
Armor	Weapon Skill	Attacks	Nerve		
5+	4+	2	10		

Equipment: This model is equipped with a Staff, dark grimoire, and claws. This model can take a Lich's Phylactery.

Special Rules: Caster 2(Raise Dead, Demonic Ritual)



Death Knight

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
140	32mm	1	5"	6	4
Armor	Weapon Skill	Attacks	Nerve		
2+	2+	4	10		

Equipment: This model is equipped with a Soulblade, and hooves. This unit can take a mount.

Special Rules: Unholy Aura, Death Pact



Skeletons

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
80	32mm	10	6"	1	3
Armor	Weapon Skill	Ballistics Skill	Attacks	Nerve	
3+	5+	5+	2	-	

Equipment: All models in this can take either; swords/axes or bows and daggers, or halberds and swords. The champion in the unit can take a sword of darkness. If the unit is equipped with halberds or bows this unit loses its champion ability.

Special Rules: Champion, Dispelable, Fearless, Horde, Shambling



Zombies

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
90	32mm	10	5"	2	2
Armor	Weapon Skill	Attacks	Nerve		
5+	5+	2	-		

Equipment: Each model in this unit is equipped with claws.

Special Rules: Disease Cloud, Dispelable, Shambling, Fearless, Horde, Crawlers



Wraiths

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
120	32mm	3	8"	2	3
Armor	Weapon Skill	Attacks	Nerve		
-	5+	3	3		

Equipment: Each model in this unit is equipped with massive claws.

Special Rules: Flying, Dispelable, Fearless, Fear, Ethereal, In The Shadows.



Stitched Abominations

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
170	60mm	3	5"	8	2
Armor	Weapon Skill	Ballistics Skill	Attacks	Nerve	
-	5+	5+	2	-	

Equipment: Each model in this unit is equipped with giant meat cleavers and chain hooks.

Special Rules: Disease Cloud, Dispelable, Shambling, Fearless, Fear



Plague Rats

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
80	25mm	10	8"	1	4
Armor	Weapon Skill	Attacks	Nerve		
-	6+	2	7		

Equipment: This unit is equipped with claws.

Special Rules: Horde, Disease Cloud



Corpse-apult

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
170	120x90mm	1	4"	9	1
Armor	Weapon Skill	Ballistics Skill	Attacks	Nerve	
4+	4+	4+	2	10	

Equipment: This model is equipped with a dagger and corpse.

Special Rules



Vampire on Skeletal Wyvern

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
385	100mm	1	12"	16	5
Armor	Weapon Skill	Ballistics Skill	Attacks	Nerve	
3+	2+	2+	2	9	

Equipment: This model is equipped with a maw, massive claws, blood chalice and a blade of corruption.

Special Rules: Flying, Dispelable, Vampirism Aura, Impact(3)

The Elves



Bear Druid

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
120	50mm	1	6"	8	3
Armor	Weapon Skill	Ballistic Skill	Attacks	Nerve	
5+	3+	4+	6	10	

Equipment: This model is equipped with claws. This unit can take a homecoming stone

Special Rules: Caster 1(Bear Form, rejuvenation)



Demon Slayer

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
140	32mm	1	7"	6	4
Armor	Weapon Skill	Ballistic Skill	Attacks	Nerve	
5+	2+	4+	4	10	

Equipment: This model is equipped with Spell Burn, magic war paint and a poison warglaive. This unit can take a homecoming stone.

Special Rules: Hard to Hit, Blink, Caster 0(Immolation)



Druid of the Wind

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
140	32mm	1	7"	6	3
Armor	Weapon Skill	Ballistic Skill	Attacks	Nerve	
5+	3+	4+	4	10	

Equipment: This model is equipped with claws. This unit can take a homecoming stone.

Special Rules: Caster 2(Butterfly Fire, Tornado, Crow form, Magic bolt)



Elves

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
100	32mm	5	7"	2	4
Armor	Weapon Skill	Ballistic Skill	Attacks	Nerve	
4+	4+	3+	3	9	

Equipment: All models in this can take either; spears or longbows and daggers. One model in this unit with a spear can take a banner, a different model in this unit can take a war instrument. The champion can take a bird of prey and a moon spear or a moonbow and dagger.

Special Rules: Champion



Wisps

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
80	32mm	3	8"	1	3
Armor	Weapon Skill	Attacks	Nerve		
-	5+	1	-		

Equipment: Each model in this unit is equipped with zap.

Special Rules: Flying, Implode, Renew, Fearless, Ethereal, Tree Dance



Treants

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
140	50mm	3	4"	4	1
Armor	Weapon Skill	Attacks	Nerve		
-	4+	3	9		

Equipment: Each model in this unit is equipped with massive claws.

Special Rules: Shambling



Deer Riders

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
140	35x60mm	3	14"	4	3
Armor	Weapon Skill	Attacks	Nerve		
5+	4+	3	9		

Equipment: Each model in this unit is equipped with hooves and a spear. The Champion model in this unit can take a moon spear.

Special Rules: Impact(1), Nimble, Scout



Ballista

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
170	80mm	1	3"	7	2
Armor	Weapon Skill	Ballistic Skill	Attacks	Nerve	
4+	4+	3+	3	9	

Equipment: This model is equipped with a ballista bolt, and a dagger.

Special Rules:



Arch Druid on a Dragon

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
385	100mm	1	12"	20	4
Armor	Weapon Skill	Ballistic Skill	Attacks	Nerve	
3+	3+	2+	2	10	

Equipment: This model is equipped with a maw, massive claws, staff, fire breath

Special Rules: Flying, Impact(3), Caster 2(Entangling Roots, Spirit Bird)



Treant Elder

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
205	63.5mm	1	4"	18	1
Armor	Weapon Skill	Ballistic Skill	Attacks	Nerve	
4+	4+	3+	8	10	

Equipment: This unit is equipped with massive claws.

Special Rules: Titanic, Toss, Summon Wisps



Gaia's Forest

Gold Cost	Base Size	Unit Size	Health	Initiative	Armor
0	No Base	1	-	1	5+
Weapon Skill	Attacks				
2+	D3				

Equipment: This unit is equipped with Roots, and Bird of Prey.

Special Rules: Gaia's Aura

Spells



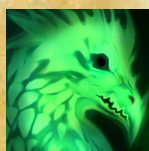
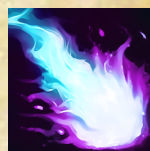
Beam of Light: This spell is successfully cast on a 7+ if successful placing a beam of light model on a 40mm base within 3" inches. Friendly units

within 6" inches heal D6 health. Undead and demon units within 6" inches get dealt D6 attacks -4 pierce and 1 damage. However it cannot return lost models to a unit or nor does it affect units of type siege. This heal can be used at any point once per round.



Divine Shield: This spell is successfully cast on a 8+ if successful, place a divine shield around the caster the model cannot be targeted by

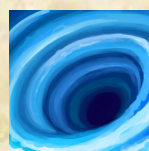
any spells or weapons while this spell is on them. This spell is removed at the beginning of your next magic phase. Units in combat with a caster affected by divine shields can leave the combat freely if they're only in combat with them. Models are considered to be in base contact with the caster when in contact with the Divine Shield model.



Fireball/Death Coil/Magic Bolt/Spirit Bird: This spell is successfully cast on a 6+ if successful choose a target within 18" inches and place a

Fireball on a 32mm base halfway between the target and the caster if there are models in the way place it as close as possible to middle. At the beginning of your

next turn the chosen target takes D6 attack -1 pierce 1 damage catch fire if its fireball. 1 attacks -4 pierce 2D6 Damage if its deathcoil. D3 attack -1 pierce 1 damage catch fire if its magic bolt or spirit bird. If it's turn 4 it damages at the end of the round..



Teleport: This spell is successfully cast on a 7+ if successful place two portal models anywhere out of 12" inches of enemy units. On

your next magic and each subsequent magic phase one unit within 3" inches may be removed from one portal and set up within 3" inches of the other. Units of unit type siege or behemoth cannot use the portal. All Wizard spells can be cast through the portal - the distance of the caster from the other portal. Portals must be place 9" inches away from enemy units.



Water Elemental: This spell is successfully cast on a 8+ if successful, place a Water Elemental unit within 3" inches.



Polymorph: This spell is successfully cast on a 9+ if successful; replace a model of the controlling player choosing within a unit of your choosing

within 12" inches with a sheep. That model is now considered part of that unit and gains the unit type it had before. If dispelled, return the model to its original form with its previous health. This cannot be cast on units of unit type cavalry, siege or units with the following name; King on Gryphon, Orc Boss

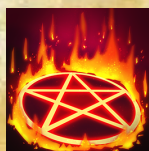
on Wyvern, Vampire on Skeletal Wyvern, and a Elven Druid on a Dragon.



Arc Lightning: This spell is successfully cast on a 6+ if successful place an lightning cloud model on a 60mm base within 3" inches it can attack one unit within 12" inches for 6 attacks no pierce, then it bounces to one unit within 8" inches of the first unit for 3 attacks no pierce, and bounces to another unit 4" inches of the second unit for 1 attack no pierce. Lightning Cloud gains +1 attack on each bounce for every +1 to cast from green energy.



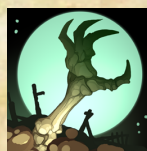
Bloodlust: This spell is successfully cast on a 7+ if successful place a Bloodlust droplet model on a 25mm base within 12" inches of the caster and 1" inch of a target unit, the bloodlust droplet model now moves with that unit and the chosen units attacks all gain +1 attack with melee weapons, initiative, and +1 move/advance/charge and gives fearless special rule to the unit. This spell cannot be used on units of unit type siege. Bloodlusted units always fail their belligerent test and cannot use the keep em in line special rule.



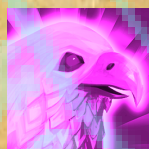
Demonic Ritual: This spell is successfully cast on a 8+ for if successful, place a Demon unit within 3" inches. In addition the caster takes 1 damage the first time this is cast or can sacrifice a non warlord model within 3" inches. Demons cannot be dispelled whoever using the dispellable rule they can be damaged through dispel.



Immolation: This spell is successfully cast on a 6+ if successful, placing an immolation model around the caster. Units within 3" inches take D6 attacks at -1 pierce 1 damage at the end of your move phases. Models are considered to be in base contact with the caster when in contact with the immolation model. This spell also gives +1 armor. Any new unit that gets within 3" inches takes D6 attacks at -1 pierce 1 damage (it can only happen once per round).



Raise Dead: This spell is successfully cast on a 6+ if successful place D6 skeletons or zombies that were destroyed or removed from your army. Depending on the way they were raised within 3" inches of either; a unit with 4 health or lower, and missing models that were destroyed, or a gravestone, or corpse-apult. It cannot, however, be created from a removed model of an enemy unit that has already been raised; both players must keep track of raised models and destroyed models. Models created from enemy units can only be zombies. Models from gravestones can only be skeletons. Models from a corpse cart can be either. Units cannot be raised from destroyed undead units. Necromancers 3" inches from where they were destroyed can be raised creating a lich model; it has the same stats as a necromancer but equipment changes to claws, massive claws, and orb of corruption. Liches also gain the following special rules; flying, caster2(Raise dead, death coil, and demonic ritual), and lich's phylactery. You cannot reraise Zombies, or Skeletons.



Bear/Crow

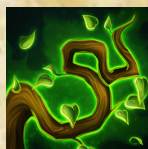
Form: This spell is successfully cast on a 5+ if successful

remove the caster and replace him with a bear/crow form unit. If this model is dispelled, replace it with the caster model with the current health + heals it received in bear form it had before being cast. The dire bear can return to its caster form at any point during the player's next turn.



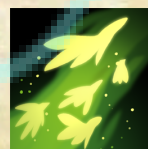
Rejuvenation: This spell is successfully cast on a 6+ if successful place on a coiled up golden string on the model within 12" inches, the model wrapped in the coil this model

gains 1 health at the start of each player turn including enemy turns. This spell cannot be used on units of unit type siege or unit name Treant. This heal can be used at any point once per round.



Entangling Roots: This spell is successfully cast on a 7+ if successful place a Twine Vine, Jute Burlap Leaf Ribbon with

Artificial Green Leaves for Crafts, Gift Wrapping, Jungle Party Decor, Home Wall Decor a chosen enemy unit it is within 18" inches of the unit or spell with this ability. The chosen units cannot move and takes D3 attacks at -1 armor 1 damage at the beginning of your next magic phase and then is removed. This cannot be used on Behemoth unit type.



Butterfly Fire: This spell cast on a 5+ if successful places a Butterfly Fire model on a 40mm base within 3" inches it can move 8" inches and has flying. Units within 3" inches lose -1 armor.



Cyclone: This spell is successfully cast on a 7+ if successfully put an enemy unit on top of the cyclone model, that unit cannot do anything until your next turn. The unit in the cyclone cannot be attacked in combat except by units flying or by ranged attacks. Units of unit type behemoth cannot be targeted. If this spell is removed the model effected by it takes D3 attacks at -3 pierce. If it's turn 4 fireball damages at the end of the round.



Demon				
Base Size	Unit Size	Speed	Health	Initiative
60mm	1	8"	10	3
Armor	Weapon Skill	Ballistic Skill	Attacks	Nerve
4+	2+	2+	6	10

Equipment: This unit is equipped with massive claws.

Special Rules: Flying, Caster2(Fireball, Immolation), Keep em in Line



Sheep

Base Size	Unit Size	Speed	Health	Initiative
60mm	1	6"	1	4
Armor	Weapon Skill	Attacks	Nerve	
-	6+	1	4	

Equipment: This unit is equipped with hooves.

Special Rules:



Water Elemental

Base Size	Unit Size	Speed	Health	Initiative
50mm	1	4"	4	2
Armor	Weapon Skill	Attacks	Nerve	
-	4+	4	-	

Equipment: This unit is equipped with Massive Fists.

Special Rules: Ethereal, Fearless



Bear Form

Base Size	Unit Size	Speed	Health	Initiative
60mm	1	6"	10	4
Armor	Weapon Skill	Attacks	Nerve	
-	2+	6	10	

Equipment: This unit is equipped with massive claws, and maw.

Special Rules: Bear Roar



Crow Form

Base Size	Unit Size	Speed	Health	Initiative
50mm	1	8"	6	4
Armor	Weapon Skill	Attacks	Nerve	
-	3+	3	10	

Equipment: This unit is equipped with massive claws, and maw.

Special Rules: Caster1(Magic Bolt), Flying

Equipment

1. **Weapon Name** - (Weapons that have specials rules have a * next to their name)
2. **Type** - weather weapon can be used in Melee or in Ranged (which is two types; Straight which means there must be no other target between the shooter and its target and Arc where it can shoot regardless of whether there is or isn't).
3. **Range** - Minimum - maximum range in which individual models need in

order to attack with their weapons.

4. **Attacks**: Number of attacks each weapon gets (User means number of attacks from the unit stat card).
5. **Pierce**: Value modifying a unit's armor for example if a unit armor is 3+, -2 armor piercing would bring it to 5+.
6. **Damage**: value that reduces a unit's health till it's removed.
7. **Gold Cost**: Cost of each weapon for each model in a unit.
8. **Equipment Special Rules**: Additional rules that apply to the equipment being taken.

1. Weapon Name	2.Type	3.Range	5.Attacks	6.Armor Pierce	7.Damage	8.Gold Cost	
Axe*	Melee	-	User	-1	1	0	
Ballista Bolt*	Straight	30"	1	-3	D6	0	
Bird of Prey*	Arc	14"	1	-	1	0	
Blade of Corruption*	Melee	-	3	-1	D3	0	
Boulder*	Arc	8"	1	-2	D3	0	
Boom Stick*	Straight	18"	1	-1	1	0	
Bumper	Melee	-	User	-	1	0	
Buttstock	Melee	-	User	-	1	0	
Chain Hook*	Straight	12"	1	-3	D3	0	
Claws	Melee	-	User	-	1	0	
Corpse*	Arc	36"	D6	-3	D3	0	
Crushing Fists	Melee	-	User	-1	D3	0	
Dagger	Melee	-	User	-	1	0	
Flaming Sword*	Melee	-	4	-1	D3	0	
Flak Cannon	Straight	18"	D6	-1	1	0	
Fire Breath*	Straight	8"	6	-1	1	0	
Giant Club	Melee	-	User	-4	D6	0	
Great Axe	Melee	-	User	-3	D3	0	
Great Cannon	Straight	42"	2	-4	D6	0	
Great Spear	Melee	-	5	-2	D3	0	
Halberd*	Melee	-	User	-1	1	2	
Holy Grenade*	Arc	-	D3	-1	1	0	
Holy Sledge Hammer*	Melee	-	User	-2	D3	0	
Hooves	Melee	-	2	-	1	0	
Longbow	Arc	24"	1	-1	1	2	

Mallet	Melee	-	User	-	1	0
Mana Burn*	Straight	18"	1	-1	1	0
Massive Claws	Melee	-	User	-2	D3	0
Maw	Melee	-	1	-3	D3	0
Moonshard Bow*	Arc	24"	1	-1	1	10
Moonshard Spear*	Melee	-	1	-1	1	10
Net*	Arc	8"	1	-	-	5
Pike*	Melee	-	User	-1	D3	0
Pitchfork	Melee	-	User	-	1	0
Pickaxe	Melee	-	User	-	1	0
Roots*	Melee	-	User	-1	1	0
Rotor Blades	Melee	-	User	-1	1	0
Spiked Tail	Melee	-	1	-3	D3	0
Spoon	Melee	-	User	-	1	0
Staff	Melee	-	User	-1	D3	0
SoulBlade*	Melee	-	User	-1	D3	0
Sword	Melee	-	User	-1	1	0
Sword of Darkness	Melee	-	User	-1	D3	10
Toss*	Arc	12"	1	-2	D3	0
Tusks	Melee	-	1	-	1	0
Vomit	Ranged	8"	D3	-1	1	0
Whip	Melee	-	User	-	1	0

Equipment Name	Gold Cost 
Banner*	10
Blood Chalice	0
Dark Grimoire*	0
Goblin Potion Stira*	10
Human	15
Health Potion*	10
Home Coming Stone	10
Mana Potion*	10
Holy Seal(s)*	0
Lich's Phylactery*	30
Witche's Cauldron*	0
Magic Armor	0
Mount*	40
War instrument*	10
Wings*	60
Spell Tome*	0
Shield*	0

9. Equipment special rule

Ballista Bolt: Draw a line up to 36" inches with this weapon if it hits its first target in a line the next 2 units the line cross take an

attack. The second one takes 1 attack -2 pierce D3 damage, The third unit takes 1 attack -1 1 damage. This weapon must

have a straight attack with no obstruction line to its target to be shot from the base.

Banner: units with a model equipped with this equipment give models of the same friendly army within 12" inches +1 morale. Trolls, sheep and giants do not benefit from this rule.

Bird of Prey: Unit that takes damage from this weapon suffers -1 to hit for the rest of the game. Units can only be affected by this ability once per game it does not stack. This weapon can attack warlords even if they're not the closest unit. This weapon is 5+ to hit.

Blade of Corruption: If the blade of corruption damages the enemy unit the model that took damage has -1 armor for the rest of the round.

Blood Chalice: Until this unit has killed a model this game it acts as if it has bloodlust however it only gains the bonus attacks on the blade of corruption.

Boom Stick: this weapon gains +1 attack at half range.

Boulder: This weapon is D6 Attacks and -3 armor piercing for D6 Damage each if it's shot by a rock launcha (This weapon also has a minimum range of 4" inches for the rock launcha). The rock launcha is 30" inch range.

Chain Hook: If this weapon hits its target it can pull models into melee range, however it cannot break enemy unit coherency unless the number of models is the same as the number of chain hooks that hit the enemy unit. If that's the case the unit is brought close to the bearer of the weapon without breaking enemy unit coherency.

Corpse: When units are hit by this weapon place a disease cloud next to the unit it lasts the rest of the round. If this weapon misses, roll a disperse dice and a D6 to see where the disease cloud lands. (This weapon also

has a minimum range of 4" inches). Unlike other damage this damage by this weapon carries over model to model in the same unit.

Dark Grimoire: When any doubles that are rolled to cast the bearer takes D3 damage in addition this book gives +1 to cast.

Net: Players who successfully hit an enemy unit with this weapon can choose which model in that unit loses the flying ability and suffer -1 to hit until your next turn to place a 2" inch by 2" whicker net on the model. If missed, roll a disperse dice and 2D6 see where the whicker net lands that units is now net instead.

Flaming Sword: This weapon gains the catch fire special rule.

Goblin Potion Stira: Goblins are ignored for the purposes of morale tests. Units with this equipment are considered to be units with one model for purposes of morale test as well.

Halberds: units equipped with this weapon gain the phalanx special rule.

Health Potion: At any point once per game this model can gain D6 Health.

Homecoming Stone: Once per turn you may return an allied unit within 12" inches of the bearer to 3" inches of your gaia's forest. You may only have one of this in your army.

Holy Seal(s): For each point of damage taken on this unit roll a dice on a 6+ the damage is ignored.

Holy Grenade: Place a holy grenade model within 8 inches of the bearer then roll a disperse dice every unit within 3" inches of where the holy grenade lands takes the attacks. Only one model in the units can use this weapon per round.

Holy Sledge Hammer: This weapon becomes D6 damage when attacking

undead and units with the word demon in their name.

Human: This unit gains +1 health and a spell tome.

King's Coffers: This unit may take an additional magic item. It can have 2 or 1 and another warlord can take one.

Mana Burn: This weapon can be used on units with the ability caster even if they're not the closest target regardless if their of unit type warlord. For each spell in play that the target has; it deals an additional damage in addition that caster is -2 to cast all spells until your next turn.

Mana Potion: At any point once per game gain +2 to cast all spells for the remainder of the round.

Magic Armor: This model's armor value cannot be modified by pierce higher than -1.

Moonshard Bow: This weapon gains -1 pierce and +1 damage for each spell within 3" inches of the bearer.

Moonshard Spear: This weapon gains -1 pierce and +1 damage for each spell within 3" inches of the bearer.

Mount: Units equipped with this gain hooves weapons, +8" to their speed and +2 health. Orc Mounts in addition get the tusks weapon. Mounted Warlords are considered to be the cavalry unit type as well as being on a 35x60mm base except for the orc one which is on a 42x75mm base instead

Lich's Phylactery: When a lich is raised from a dead necromancer it drops a phylactery, roll a disperse dice and 1D6 from the spawned lich. This phylactery cannot move or be attacked by ranged weapons and has 1 health, no armor. One model can pick it up at any point during their move phase within 1" inch of it. A lich cannot pick up his own phylactery. If it does so, put it on the model's base; the

phylactery cannot be attacked while a model is holding it. If the model holding it is destroyed the phylactery is dropped, roll a disperse dice and 1D6. A lich cannot be damaged while the phylactery is in play, if he phylactery is destroyed and the lich is removed from play.

Shields: Models equipped with shields reroll ones to block.

Torch: This weapon gains the catch fire special rule.

War Instrument: units with a model equipped with this equipment give models within 12" inches +1 to move/charge/advance

Witch's Cauldron: The bearer can give a one unit within 3" inches envenomed weapons until the end of the round.

Whip: This weapon can be used in melee and in range.

Wings: This unit now has flying gains +3 inches to its move, +2 health and +2 attacks. Increases the models base size to 60mm. They also get the In the skies special rule.

Spears: units equipped with this weapon gain the phalanx special rule.

Spell Tome: The bearer gains +1 to cast.

Soulblade: Every time this weapon kills a model it gains +1 Damage for the rest of the game.

Sword of Darkness: If this weapon destroys a model it returns a skeleton to the bearer's unit

Vomit: Units hit by this weapon have -1 armor for the rest of the round. Only one model in the units can use this weapon per round.



Goblin Potion Stira

Gold Cost	Base Size	Unit Size	Speed	Health	Initiative
5	40mm	1	6"	1	4
Armor	Weapon Skill	Attacks	Nerve		
6+	5+	2	6		

Equipment: This unit is equipped with a Witch's cauldron and spoon. Special Rules: Hard to Hit

Special Rules

Bear Roar: friendly units within 12" inches gain +1 damage with all weapons.

Belligerent: Roll a dice for each unit holding or moving in the move phase on a 1 or a 2 units with this rule must advance or charge towards the closest enemy unit. In addition roll a dice for each unit in charge range that is not charging this turn on a 1 or a 2 it must charge and attack. If there are multiple closest enemy units controlling players with this ability can choose.

Blink: At any point once per round this unit may move 8" inches as if it had flying.

Brilliance Aura: friendly units within 6" inches gains +1 to cast.

Champion: One model in the unit is the champion. Champions get +1 to hit when attacking. Orc champions instead get +1 health, +1 armor, +1 attack, +1 damage, -1 initiative, and -1 move.

Charm: Once per turn choose a unit in vision of the unit with this special rule. If it's a human, dwarven, vampire, or demon it must make a morale test, if it fails instead of running it cannot do anything until your next turn.

Catch Fire: When a weapon or spell hits with this special rule, roll a dice on a 4+ that model takes an additional damage, roll again on a 5+ that model takes an additional damage, roll a dice again on a 6+ that model takes another damage. This damage is doubled against treants and units of unit type siege and fortification. This ability does not affect skeletons, liches or demons.

CasterX(Y) Models during the magic phase with this rule get Y spells you may try casting one spell then roll 2D6, and on the value shown in the spell you may resolve

the effects on a target in line of sight. Models with this ability may also dispel spells within 18" for level 2 casters, and 14" inches for level 1 caster, both players roll off 2D6 the player with the higher value wins. If the controlling player wins the spell remains in play if the player attempting to dispel wins the spell is removed. X is the spells they can attempt to cast. You cannot attempt to dispel the same spell in the same round with different warlords. Caster who are level 0 cannot dispel.

Crawlers: 3 models in this unit must be crawlers meaning the model only has 1 health instead of 2 and is on a base size of 35x60mm. When raising zombies from the raise dead spell the unit has a chance to be a crawler roll a dice for each zombie spawned on a 4+ they are a crawler (This can only happen until all your existing crawlers in your army have been exhausted).

Death Pact: This unit once per round can roll a dice on a 2+ can instantly destroy a friendly model healing it for the current health of that model. This cannot be a model of unit type warlord, or siege.

Devotion Aura: units within 6" inches gain reroll ones to save. If they already have shields, it's rerolling ones and twos instead. This does not apply to units of unit type siege.

Disease Cloud: Units with this ability can have a maximum of 1 disease cloud, teddy bear fur or cotton ball maximum of 2" inches by 2" inches sprayed green with flies within it that remains in unit coherency. Units within 3 inches of the teddy bear fur or cotton balls take 1 damage at the beginning of your next turn. Any models that are destroyed, are health 2 and are affected by disease clouds return one model to the zombies unit within 3" inches. This ability does not work on paladins. Disease clouds block line of sight. Units within 3" inches of the disease cloud are -1 to hit with ranged weapons.

Dispelable: Units with this ability can be dispelled (refer to the caster special rule) the model is instantly removed if it has 2 health, if it has more than 2 health it is dealt D3 damage instead.

Dumb: Roll a dice on a 1 this unit cannot do anything this turn but attack.

Envenomed Weapon: for each attack place a poison counter next to the unit that was damaged. Deal an additional damage for each poison stack at the end of controlling players move phase, in addition it slows the target by each poison stack to move/advance/charge and nimble special. Treants, and units with the dispellable special rule cannot be poisoned.

Ethereal: this unit can only be attacked, targeted, damaged or in combat with the following; units with the caster special rule, the following weapons; any spell, flaming sword, soul blade, blade of corruption or other ethereal units. Units can move through ethereal units.

Fear: Units within 3" inches must reroll passed morale tests.

Fearless: This unit does not take morale tests.

Flying: Models with this special rule may move through other units and impassable terrain, and they may ignore terrain effects.

Forward Deploy: This unit during deployment can be set up anywhere within no man's land as well as your own deployment, however must be outside 9 inches from enemy units.

Gaia's Aura: While elven models are within this forest they gain +1 to cast +1 to hit with ranged weapons models outside the forest are -1 to hit units inside Gaia's forest.

Green Energy: For every 5 models with the orc and goblin (rock launchas count as 4 models 5 if you take the goblin rigger) in

their name within 8" inches of the model with this ability give the unit with this ability +1 to cast; however, if the result of a cast roll is 13+ the caster automatically explodes special rule.

Hard to Hit: Units with this ability are -1 to hit with all weapons in addition it can still charge and attack when retreating from combat.

Horde: If there is a unit with the same name within 3 inches gain +1 attack with melee weapons and +1 morale (up to a maximum of +1 attack and morale).

Impact(X): Whenever a model with this special rule charges, it gets X attacks that hit on a 2+ no pierce 1 damage.

Implode: Remove a model from a unit with this ability causing the following; casters within 6" inches to suffer -2 to enemy caster for the rest of the casters next spell phase and make a dispel roll for all spells within 3" inches and deal D6 attacks -1 pierce to dispellable units.

In The Shadows: This unit during the deployment can be declared to be In In The Shadows. If so this unit does not start the game on the board; instead at the end of the move phase of any turn you may have it appear anywhere on the board 9" inches away from enemy units and 3" inches of a terrain piece.

In The Skies/In The Grave: This unit during the deployment can be declared to be In The Skies/ In The Grave. If so this unit does not start the game on the board; instead at the end of the move phase of any turn you may have it appear anywhere on the board 9" inches away from enemy units. Only half your army can be deployed this way.

Keep 'em in line: When an allied unit within 3 inches of a unit with this ability fails a moral you may choose to use this ability if you do so the allied unit does not route, or charge or move towards the closest enemy

unit but must take an attack from one of the bearer's weapons. This can only be used on units with orc/goblin in the name and once per round per unit with this ability. This ability cannot be used on units with a boss in the name.

Moar Arrowz: When using hold actions and shooting, hits from unmodified rolls of 6 generate 1 additional attack. These attacks cannot generate further attacks. In addition models with this rule suffer -6 inches to their range characteristic when using ranged weapons.

Nimble: Each time this unit charges, it can make a 6" move after all of its attacks have been made. If you kill a unit you may then still move 6" inches does not add consolidation to this movement.

Orcish Battle Cry: units within 12" inches can advance and charge in addition gain +1 to hit with all weapons.

Phalanx: Models equipped with weapons with this special rule gain the following enemies charging the units with units that don't count as having charged for the purpose of initiative and weapon bonuses/special abilities and must make a dangerous terrain test equal to the number of models in the unit with this rule. In addition, models equipped with weapons with this special rule deal 2 damage instead of 1 to units with 5 or more health that are not unit type siege or warlord. Models within base contact with another allied model in the same unit and in base contact with an enemy unit.

Rampage: If this unit destroys all units within 3" inches instead of consolidating it can immediately charge and attack again. However for this ability to manifest the boss on wyvern must be the first model to attack the unit this turn. You cannot charge warlords with this ability unless they're also of unit type behemoth. This ability can only happen once per round.

Ramshackled: Roll a dice for each damage taken that is more than 1 on a 6+ that damage is reduced to 1. Any rolls of one to hit when attacking with the boulder damage itself by 1.

Regeneration(X): Units with this ability at the start of the controlling players turn gain X health. This cannot return removed models to the unit.

Renew: Heal Treants, Treant Elder, or Gaia's Forest within 3" inches 1 health per wisp in the unit.

Scout: This unit may make 1 move before the game begins.

Shambling: This unit cannot advance.

Shouting Commander: units within 12" inches reroll 1's and 2's to hit.

Spiked Armor: Units that successfully hit units with this ability must roll a dice for each successful hit, any ones and 2's rolled that unit take 1 attack at -1 pierce 1 damage.

Summon Wisps: Return any one fully destroyed wisps unit within 3" inches of the treant. Whoever the treant who used this ability cannot attack with melee or ranged weapons this round.

Titanic: Titanic units can move through allied and enemy units if it does so through enemy units an attack for each model the units base it moves through those units take 1 attack at -1 pierce 1 damage this only affects units of type troops with 2 health or less. In addition before removing a model with this ability, roll a disperse dice and lay the model flat in that direction. All models touched by the model when laid flat take D3 attacks at -3 pierce 1 damage.

Toss: Once per round during this unit you may instantly destroy an enemy model of a unit within base contact of your opponents

choosing. If you do so make an attack with the toss ranged weapons regardless of whether you are in melee range. This ability cannot be used on units with more than 2 health. If this ability is used on a warlord do not destroy it; instead roll a disperse dice and 2D6 towards the target unit to see where the model lands; it then takes 1 attack at -1 pierce D3 damage. If you use this ability you cannot use the crushing fist weapon or the massive claws weapon. Or you can choose to toss an enemy warlord at a point instead if missed roll the D6 + disperse dice and the warlord takes 1 attack -4 pierce D3 damage. You can toss a friendly goblin model instead for 1 attack D6 damage -3 pierce. If the goblin misses it is destroyed. Tossing goblins does not affect their morale. You may toss units that are divine shielded however they take no damage.

Tree Dance: When this unit is within 3" inches of a gaia's forest you may choose to tree dance; place each wisp in this unit within 1" inch of a different model (ignoring unit coherency) in the gaia's forest for each turn like this gain an extra favor per wisp This unit cannot do anything else for the rest of the turn. If this unit would like to move on its next turn, redeploy the unit within 3" inches of the gaia's forest.

Unholy Aura: Units within 6" inches gain regen(1) and +2 to their speed characteristic.

Vampirism Aura: Each damage dealt with melee weapons heals units within 6" inches for an equal amount.

God Powers



These are powerful abilities that can be used even during your opponents turn. Each god power costs favor to use; each faction earns favor in different ways. All players start the game with 1 favor. God powers can only be used once per round. The player with less gold army gains +1 favor. You gain 1 favor for your general being alive and you gain 1 favor at the beginning of each of your turns. God power cannot be used on units that are fleeing.



The **Kingdoms** gains favor by praying during each turn; you may choose to pray; meaning the unit can give up a phase (meaning it doesn't do anything) like

Redeploy - 1 Favor

At the start of your game move a unit in your deployment anywhere else in your deployment.

Miracle - 1 Favor

Reroll one of the following rolls; charge roll (both dice), advance roll, attack roll, defense roll, casting roll (both dice), damage amount.

Visions of the Gods - 1 Favor

Check the next two quest cards. You may put them back on the top of the deck in any order or put 1 or both of them on the bottom of the deck. In addition, draw a card.

Reactionary Maneuver - 1 Favor

During enemy movement move D6 inches away from enemy unit

attacking or moving; you then roll a dice on a 2+ you gain 1 favor. Paladins doing so grants 2 favor instead of 1.



gains 1 favor per unit.

The **Orcs** gain favor by fighting for every orc or goblin unit that ends their turn in combat while the controlling player's turn



The **Undead** gain favor by spreading the contagion. Separate the table into 4 quadrants for every unit within 1 quadrant and gain 1 favor.



The **Elves** gain favor by protecting the forest each round for each model in the gaia's forest unit that is still in play; gain D3 favor.

Cover Fire - 1 Favor

During your opponents shooting phase you can attack with ranged weapons with one unit of your choosing. This cannot be unit of unit type siege.

Faith is my Shield - 1 Favor

Unit gains +1 defense for the remainder of the phase.

Counter Charge - 1 Favor

When an enemy unit declares a charge; another may charge them first instead, thus gaining bonuses from charging. In addition making the original player unable to charge because they're now in combat. If you don't make the distance, the enemy player may then make the charge roll.

Call To Arms/Green Tide/Who Let The Dogs Out - 3 Favor

Return one completely removed Peasants/Orcs/Goblins/Plague Rat unit within 3" inches of a table edge. This god power can only be used once per game.

On The Crusade - 1 Favor

Chosen unit gains +1 to hit with all weapons for the remainder of the phase.

Fight Twice - 1 Favor

This unit can attack again with all melee weapons even if it already fought with all its weapons this phase. This cannot cause rampage to go off.

Godly Presence - 2 Favor

Before attempting a morale roll do not roll a dice instead that unit does not need to take a morale test this turn.

Counter Spell - 1 Favor

When an enemy caster casts a spell you may also cast a spell as if it was your turn.

Lightning Bolt - 3 Favor [Kingdoms Only]

Choose an enemy unit, that unit takes 1 attacks at -4 pierce 2D6 damage. This cannot target warlords with 10 or less health.

Valor - 1 Favor [Kingdoms Only]

If there is one model remaining and it has knight in the name and it has passed its morale test you can use this ability on it. If you do so, that model gains 4 health +2 attacks on one of its weapons deal D3 damage instead.

Speed of Light - 1 Favor [Kingdoms Only]

Unit within 3" inches of a portal may immediately take the portal.

Divine Intervention - 1 Favor [Kingdoms Only]

You may have a moment of courage 6" inches instead of 3".

Beastial Charge - 1 Favor [Orcs Only]

Pick a unit within 18" inches roll 3 dice instead of 2 to charge.

Green Energy Storm - 3 Favor [Orcs Only]

All Orcs and goblins within 3" inches of another orc unit gains +1 attack for each unit.

Chaos Warp - 3 Favor [Orcs Only]

Remove then set up a unit randomly on the board roll 2D6 dice for the long table edge where the unit will be set up length wise and roll D6 + 1D2 dice width wise. Use the closest table corner for the starting point.

Mass Raise Dead - 2 Favor [Undead only]

Instead of rolling D6 to return zombies or skeletons to a unit automatically gain 6.

Increase Potency - 1 Favor [Undead only]

Chose one unit affected by the disease cloud takes D6 damage instead of 1.

Visions of the Dark God - 1 Favor [Undead only]

An enemy of your choice must make a morale test.

Gaia's Touch - 2 Favor [Elves only]

Heal a unit 2D6 health.

Fire and Meld - 1 Favor [Elves only]

The chosen unit can attack with its ranged weapon and then move.

Gaia's Winds - 2 Favor [Elves only]

All units suffer -2 move/advance/charge. until the end of this turn.

Building your Army & Unit Types

Preparing your Army: Before the game begins, you and your opponent are going to have to agree on what size of game you want to play. Each player has 1650  gold to spend on their armies each. To put your army together, select units and upgrades from your army's list, and sum together their total gold cost. All units must be from one faction; Humans, Orcs and Goblins, Undead, or Elves.

Force Organisation: Both players must follow the unit types. The first number under the icons below is the minimum of that unit type you can bring and the second number is the maximum of that unit you can bring.

General: At the beginning of the game one model in your army is allocated to be your general that model gains magic armor. Killing a general is worth 1 victory point.



Warlord 1/4



Troop 3/6



Elites 0/3



Cavalry 0/2



Siege 0/3



Behemoth 0/2



Fortification 0/1

Warlords: Units of unit type warlord cannot be targeted with ranged weapons or spells unless they're the closest enemy unit unless they have 10 or more health and 3" inches within a non-warlord allied unit. This only applies if that warlord has an allied unit that is not another unit of unit type warlord within 3" inches. Warlords count as 3 when holding objectives.

Troops: Units of this type equipped with ranged weapons have -1 armor, -1 initiative and -1 to weapon skill with melee weapons (except for bird of prey).

Elites: Each elite model counts as 3 for holding objectives.

Cavalry: Cavalry is -1 to hit with ranged weapons if the unit moved during the controlling player's last turn. Cavalry gets +2 to initiative when charging. Cavalry counts as 2 when holding objectives.

Siege: Units of unit type siege suffer -1 to hit with all weapons when they are at half health or less. Siege units count as 2 models when holding objectives.

Behemoth: Units of this unit type behemoth suffer -1 to hit with all weapons when they are at half health or less and their movement is halved. Behemoths can retreat, charge and attack the same turn without penalty. Behemoths count as 10

models when holding objectives but halved when at half health. You may only have one warlord + behemoth type unit in your army.

Fortifications: Units of this unit type cannot move or hold objectives chests/complete quests. Also they're free to bring for the factions that can bring them. Units can retreat from combat or fortifications without penalty. Models can end their movement on top of them.

General Traits

Your general may choose one trait from their faction.

The Kingdoms

1. **Valiant**
When this Warlord uses Moment of Courage, it gains +2 Attacks for that combat phase.
2. **Unwavering**
This Warlord automatically passes morale tests and cannot be routed or have its Nerve reduced. Units around him within 12" inches also gain +1 morale.
3. **Righteous**
Once per phase, this Warlord may reroll one failed armour roll.
4. **Vengeful**
Each time this Warlord suffers damage, it gains +1 Attack until the end of the round, to a maximum of +3 Attacks.
5. **Devout**
Once per round, this Warlord may reroll one casting or dispel roll. If it has no Caster rule, it may instead reroll one armour roll per round.
6. **Honourable**
While this Warlord is in combat with an enemy Warlord, it gains +1 to hit and +1 Damage with melee weapons. It cannot voluntarily leave that combat.

Da Orcs

1. **Reckless**
This Warlord adds D3" to its charge rolls but suffers -1 to its armour rolls during the round in which it charged.
2. **Brutal**
Unmodified hit rolls of 6 from this Warlord's melee weapons gain +1 Damage.
3. **Bad-Tempered**
After this Warlord suffers damage in combat, it may immediately make one melee attack against the attacking unit. This can happen once per phase.
4. **Bully**
Once per round, this Warlord may destroy one friendly Goblin model within 3" to heal D3 Health.
5. **Thick-Headed**
The first point of damage suffered by this Warlord each round is ignored.
6. **Kunnin'**
Once per game, this Warlord may retreat and still shoot, cast spells or charge during that turn.

The Undead

1. **Soul-Hungry**
Whenever this Warlord destroys an enemy model in combat, it heals 1 Health, to a maximum of 3 Health per round.
2. **Undying**
The first time this Warlord is

destroyed, roll a D6. On a 4+, return it with D3 Health at the end of the phase.

3. **Terrifying**

This Warlord gains Fear. If it already has Fear, enemy units within its Fear range suffer -1 Nerve.

4. **Cruel**

When an enemy unit fails a morale test within 6" of this Warlord, the Warlord heals D3 Health.

5. **Necromantically Gifted**

This Warlord gains +1 to cast Raise Dead. If it does not know Raise Dead, it may attempt to cast it once per game as a Caster 0.

6. **Without Mercy**

This Warlord gains +1 to hit and +1 Damage when attacking a unit that is below half its starting models or Health.

6. **Vindictive**

After an enemy successfully casts a spell affecting this Warlord, it gains +1 to hit and +1 Damage against that caster for the remainder of the game.

The Elves

1. **Elusive**

Ranged attacks targeting this Warlord from more than 9" away suffer -1 to hit.

2. **Swift**

This Warlord gains +2" Speed and may reroll charge rolls.

3. **Precise**

Once per phase, this Warlord may change one failed hit roll into an unmodified roll of 6.

4. **Arcane-Minded**

Once per round, this Warlord gains +1 to one casting or dispel roll.

5. **Patient**

This Warlord gains +1 Initiative when it did not charge during the current round. If it attacks first as a result, it also gains +1 Attack.

Magic Items

One unit warlord from your army may choose a magic item.

The Kingdoms

1. **Crown of Command**
The bearer's Moment of Courage range increases from 3" to 6".
2. **Shield of Helios**
Once per round, change one failed armour roll made by the bearer into a successful roll.
3. **Hammer of the Mountain**
The bearer's melee attacks gain +1 Pierce. Against Siege and Fortification units, they also gain +1 Damage.
4. **Angel-Forged Armour**
Attacks against the bearer cannot have better than -2 Pierce.
5. **Radiant Spell Tome**
The bearer knows Beam of Light. If already known, it receives +1 to cast it instead.
6. **Griffon-Feather Cloak**
The bearer ignores damage from Crash and Burn, dangerous terrain and dispersed objects. It may also move through friendly units.

Da Orcs

1. **Boss's Iron Jaw**
The first time the bearer would be destroyed, roll a D6. On a 3+, it remains in play with 1 Health.
2. **Axe of Excessive Choppin'**
Each unmodified hit roll of 6

generates one additional melee attack. Additional attacks cannot generate more attacks.

3. **Lucky Goblin Skull**
Once per round, the bearer may reroll one D6. If the new result is a 1, the bearer suffers 1 damage.
4. **Boots of Stompin'**
After the bearer charges, select one enemy model in base contact. It immediately suffers one attack with -1 Pierce and D3 Damage.
5. **Witch's Shrunk Head**
Once per round, the bearer may add or subtract 1 from one casting or dispel roll after seeing the result.
6. **Red Warpaint**
The bearer gains +2" Speed and adds +2" to its charge rolls.

The Undead

1. **Crown of the Restless**
At the beginning of the bearer's turn, heal it 1 Health for every friendly Dispelable unit within 3", to a maximum of 2 Health.
2. **Blade of the Last Breath**
Whenever the bearer destroys an enemy model in melee, it heals 1 Health, to a maximum of 3 Health per round.
3. **Grimoire of Endless Graves**
Once per game, the bearer may cast Raise Dead without making a casting roll.
4. **Armour of Bound Souls**
When the bearer suffers damage, roll one D6 for each point of damage. Each roll of 6 ignores one point of damage.
5. **Lantern of Lost Spirits**
The bearer gains Fear. If it already

has Fear, increase its Fear range from 3" to 6".

6. **Shroud of the Wraith**

Once per game, at the beginning of any phase, the bearer becomes Ethereal until the end of that phase.

The Elves

1. **Moonbow of the Hunt**

The bearer's ranged attacks ignore Hard to Hit and penalties caused by cover or terrain.

2. **Glaive of the Demon Hunter**

The bearer's melee weapons gain Envenomed Weapon. Against Demons and Dispelable units, they also gain +1 Damage.

3. **Cloak of Autumn Leaves**

Ranged attacks against the bearer suffer -1 to hit. This does not stack with Hard to Hit.

4. **Heartwood Staff**

Once per round, the bearer may heal itself or a friendly Treant or Wisp within 3" for D3 Health. It cannot return destroyed models.

5. **Charm of the Swift Stag**

The bearer gains +2" Speed and may make a 3" move after making ranged attacks. It cannot enter combat with this movement.

6. **Circlet of the Archdruid**

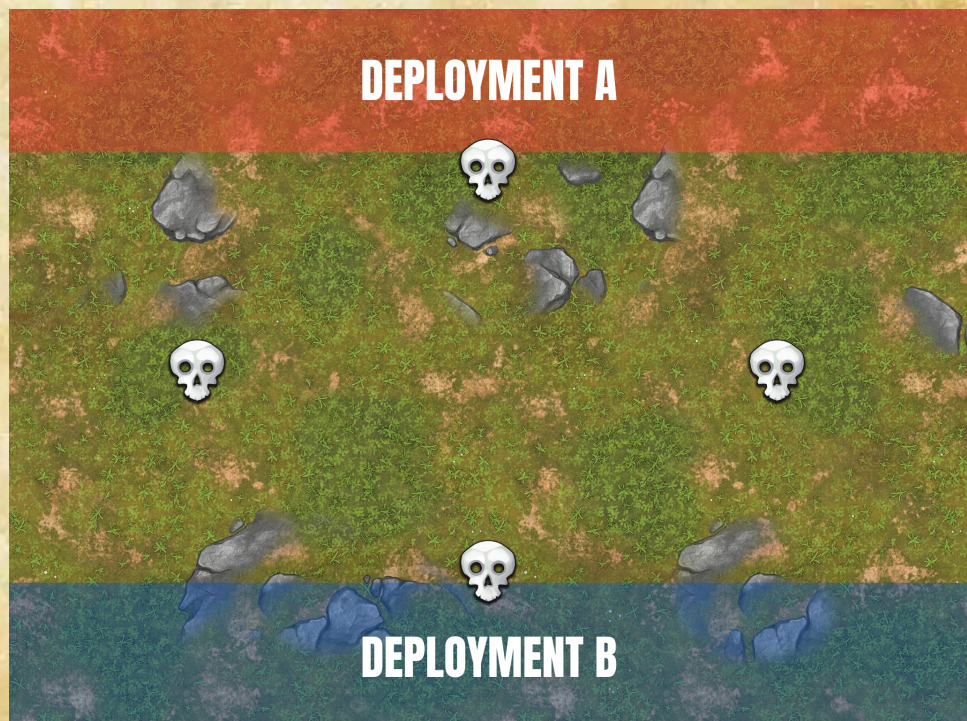
Once per round, the bearer may reroll one casting or dispel roll. If both results fail, it suffers 1 damage.

Preparation

Preparing the Battlefield: You are going to need a flat rectangular surface to play on, which is usually referred to as the “battlefield” or “the table” or “the board”. The game must be played on a rectangular board of at least 12” between deployments and 24” inches utmost between deployments. Table should be around 6 feet (72 inches)in width. Players are going to have to place roughly 10 pieces of terrain on it. There are no specific rules on how players should place terrain. Players should place enough blocking terrain that players can’t draw a clear line of sight from edge to edge across the table, as well as place a variety of cover and difficult terrain so that there are no gaps bigger than 12” between terrain pieces.

Deployment & Placing Objectives : Roll a dice to decide which deployment to play on and then place 3 objectives as marked by skulls below. (objectives are on 40mm bases).

Deploying Armies: Once the game has been set up, the players roll-off and the winner can choose a side and deploy his whole army first. The winning player also chooses one long table edge to deploy on and then places one unit fully within 12” of their table edge. These sections are split into 2 if there are more than 2 players. Once they are done, then the opposing player takes their whole army fully within 12” of the opposite table edge. Units cannot deploy within combat of each other.





Terrain

Terrain Rules: When setting up terrain, players must agree on what terrain type rules each piece of terrain has. Each piece of terrain may count as having multiple terrain types.

Open Terrain: Grass Fields, Dirt Roads, Streets, counts as open terrain. Open terrain does not have any special rules.

Impassable Terrain: Mountains, Canyons, Deep Water. Units may not move through impassable terrain.

Cover Terrain: Forests, Ruins, Fences, etc. Terrain features that could stop projectiles count as cover terrain. If the majority of models in a unit are in or behind a piece of cover terrain, they get +1 to armor when blocking hits from ranged attacks.

Obscuring Terrain: Bushes, Vines, Hay Fields, Forests. Terrain features that models can hide in or behind, count as obscuring terrain. If the majority of models in a unit are in or behind a piece of cover terrain, they are -1 to hit from enemy ranged attacks.

Difficult Terrain: Woods, Mud, Rivers, etc. Terrain features that hinder a model's movement, or force them to slow down, count as difficult terrain. If any model in a unit moves in or through difficult terrain at any point of its move, then all models in the unit are -1 to move/advance/charge. -2 to move/advance/charge for cavalry.

Dangerous Terrain: Quicksand, Lava Pools, Deadly Vegetation. If a model moves in or through dangerous terrain, or is in it, then it must take a dangerous terrain test. To take a dangerous terrain test, roll one die, and if the result is 1 the unit takes one automatic damage. If there are models with more than 1 health in the unit, then the controlling player must roll X dice equal to their total health for them instead of only 1 die.

Elevated Terrain: Hills, Rooftops, Cliffs, etc. Terrain that is over 3" tall, and any gaps that are over 1" wide, count as elevated terrain, and are impassable. Any terrain piece that is up to 3" tall can be climbed as part of a unit's regular movement, and units may move across gaps up to 1" wide as if they were solid ground. Cavalry and Siege type units cannot climb or deploy on this terrain.



Credits

Author

Dario

Miniatures By

Giant by Duncan Shadow Louca

https://www.patreon.com/Duncan_shadow

Wraiths and Goblins by Vidovicarts

<https://www.patreon.com/VidovicArts>

Skeletons, and Knights; Hornblower, and
Swordsman by Briteminis

<https://www.patreon.com/BriteMinis>

Bear Form by DarkRealms

<https://www.patreon.com/darkrealms>

Death Knight by Artisan Guild

<https://www.patreon.com/ArtisanGuild>

Vampire by Onmioji

<https://www.patreon.com/onmioji>

Lich by Tarot_Miniatures

<https://www.tarotminiatures.com/>

PeculiarCompanions

<https://www.patreon.com/peculiarcompanion>

[S](#)

Water Elemental by

<https://www.patreon.com/PrintedEncounter>

Druid, by Valandar

Undead Wyvern by NerdyAlien

Davicao

James Olley

<https://www.olleysarmies.co.uk/joconceptart.html>

Art By

Shredderdima

Color Dot Studios

Rubykumari2019

Valadzionak_volha

Martin_089

Juliansito

Painted Terrain by

Gamemat.eu

Special Thanks To

Kathleen Mailly

Alex St Jacques

Howard Sawada

Adam Barecki

Playtesters

Howard Sawada

Battle for Archaïos

In the sprawling world of Archaïos, ancient forces and diverse civilizations clash amidst continents of frozen wastelands, vibrant forests, and unforgiving deserts. The noble Humans, the Horde of the Sporeborn's Orcs, the malevolent Undead, and the mystical Elves each vie for dominance. Devoted paladins, cunning necromancers, enigmatic druids, and fearsome wyvern shape the fate of this realm. As you delve into the lore of Warlords of Archaïos, uncover the rich tapestry of history, magic, and conflict that defines Archaïos' epic battles.

Inside this tome you will find:

you will unveil a treasure trove of gaming marvels. Unearth the intricate rules governing each unit's tactics and strategies, guiding the destiny of your chosen faction in exhilarating battles. Harness the power of arcane spells that can turn the tide of war, shaping the very fabric of the battlefield. Engage in the art of deployment, plotting your forces' positions to secure victory and control the ebb and flow of combat. Immerse yourself in the rich lore of Archaïos, a realm teeming with history, mystery, and entwined destinies. Embark on challenging quests that will test your strategic prowess and adaptability. Discover the joy of embracing the hobby, from understanding the basics of 3D printing and painting to assembling a cherished collection that reflects your vision. Prepare to embark on an epic journey, where every page holds the promise of adventure, mastery, and the forging of legendary tales.

