WARHAMMER
AGE OF SIGMAR

UNOFFICIAL
CAMPAIGN SUPPLEMENT

SAVAGE LANDS

There is a beast lurking in the soul of every living creature, caged by the shackles of civility, masked by the illusion of virtue. For some it spills over, slips free its prison to rampage upon the world in an eruption of primal fury, for others they can pass a lifetime, burying it, denying it, shackling it.

Those who live within the Savage Lands can never truly deny the Beast its due, the very soil churns and ripples with the constant drum beat of the savage heart. The mountains erupt from the plains like jagged teeth of a hungry maw begging to be allowed to feast upon the realms.

There are those that blame the land itself for the Savagery wrought, others its populace all the while denying the monsters they cage within their Psyche. But the monster will not be denied, and every cage can be broken in time.

ABOUT THIS CAMPAIGN SUPPLEMENT

DISCLAIMER

This Campaign supplement is entirely written from a fan perspective by those who enjoy and embrace the vibrant lore and gameplay of Games Workshops Age of Sigmar setting. Characters and locations within the Mortal Realms that have been referenced are the property of Games Workshop, utilised for the purposes of embracing and expanding the Cities of Sigmar to encompass new realms, city themes and cultures within the Age of Sigmar. Similarly any artwork used is done with utter reverence to those with the talent to create it for the setting, and is in no way my own work and remains the property of the original creators who managed to envision and execute work to such quality.

The rules within are designed for players to utilise an expanded Cities of Sigmar faction in open, narrative and casual matched play environments, I will endeavour to keep said rules up to date as much as possible and welcome any and all feedback around content and potential expansions going forward.

I would personally like to thank all contributors to the Supplement for their hard work and perseverance in the inception and completion of the Battletome in what has been a highly enjoyable experience for me in developing one of my personal favourite elements of the Age of Sigmar setting.

WHY PLAY SAVAGE LANDS

The Savage Lands bring the civility and culture of the Cities of Sigmar face to face with the realities of life within the Realm of Ghur, those who have spent a lifetime using fineries and diplomacy to mask the true beast within their souls now find themselves in a daily struggle to reign in a monster that is growing in strength.

MOUNTS AND MONSTERS

The Savage lands represent the opportunity to explore the myriad of monsters that make up the plains of Ghur, bringing them to the forces of Order for the first time this supplement allows you to embrace them as caged beasts from the Azyrite Settlers, or companions to the nomadic Reclaimed tribes of Ghur.

LEGENDARY SAGAS

The plains people of Ghur channel the sagas of their people through the spirits of the Realm, tapping into refined elements of the Bestial spirits of the realm itself to channel the courage of a Lion, Ferocity of a Dracoth or resilience of the might Stone horn. Choose the saga that best suits your hero and gather their war party to embrace that legend on the field of battle..

DRUIDIC PRIESTS

Pull upon the latent bestial energies of Ghur with Druidic heroes able to shape the battlefield around them turning pleasant shrubs into carnivorous fauna. Explore the use of Spirit Walkers within the units of the tribes to bring your battleline to life and react to new threats.

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It is the Godkings will that we bring Order and Stability to this region. Too long have its feral beasts had free reign terrorising the settlers from Azyr, too long have its treasures been pilfered by the malign and corrupt shielded under the veil of its jungles.

These "Wild Lands" will be brought to heel just like any other, they will fall to the forces of the Godking and rise anew under his rule, or they will be destroyed.

For Azyr, For Sigmar,
We enter the Savage Lands

ENTER THE SAVAGE LANDS

RUNNING A SAVAGE LANDS CAMPAIGN

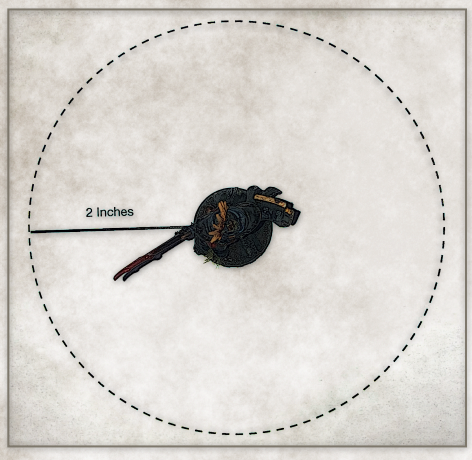
THE PLAYER FORCES
On the campaign map each players forces are represented by a single model on a 25mm round base, representing hundreds of soldiers in the Age of Sigmar universe. Players are free to depict their forces on this base however they wish so long as it is uniquely identifiable as their own force and does not exceed the boundaries of the base.

Each player begins the campaign wholly within 1 inch of the Campaign map, and not within 2 inches of any Enemy Forces. Players take turn to setup by rolling a d6 with the player who rolled highest setting up first, and then moving through the players until the player who rolled lowest sets up last.

AREA OF CONTROL
Every asset, player token, and fortification radiates a 2 inch area of control, this reflects the approach to key assets on the battlefield or the distance at which an army can realise the foe is upon them. For the sake of a Savage Lands campaign this Area of Control allows you to know where you must be in order to seize assets or attack another players forces.

The Area of Control for a Strategic asset is measured from the Centre of the asset.

The Area of Control for Enemy Forces are measured from the edge of the models base



STRATEGIC ASSETS
There are numerous named assets of the map each denoting a particular location of power within the region of the Savage Lands. In each other their turns players will have the option of seizing such assets by ending their movement phase within their Areas of Control and completing a Seize action. Once an asset is seized it is marked on the campaign map by an icon of the army that now control is, a Seized Asset is treated as enemy forces by all other Players and remains in the owners control until an enemy player successfully attacks it. Once an asset is no longer in a players control its bonuses are lost.

FORTIFICATION
Fortifications represent unique player built Strategic Assets, they radiate an area of control much like any Seized Asset but can never be unclaimed. Fortifications represent staging areas for friendly forces on the field of battle and are invaluable in rallying new forces should your army be defeated in battle.

THE CAMPAIGN TURN
Much like a game of Age of Sigmar the Savage Lands Campaign turn is broken into phases, each encapsulating key functions of your campaign forces upon the map. The Campaign turn allows you to forge new paths for your empire be it by erecting fortifications to cover key strategic locations, seizing the natural assets of the region to give your army a boost on the battlefield or marching with all haste to do battle with the enemy.

Unlike in Age of Sigmar every players actions are completed in each phase of the campaign turn before moving on to the next, allowing players a degree of control over where they are engaged in battle. The Order of operations for the phases is shown below:

1) Determine Turn Effects
2) Campaign Movement
3) Campaign Actions
4) Resolution

DETERMINE TURN EFFECTS
To reflect the shifting seasons of the Savage Lands, at the beginning of each battleround a nominated player may roll on the **Seasonal Impacts** table, each result displays an effect that will impact either the Campaign Turn, or any battles taking place during this campaign turn.

If any players forces were vanquished in the previous campaign turn they may add their forces back to the battlefield during this phase, setting them up wholly within 2 inches of a friendly **Fortification** or the edge of the Campaign map, and not within 2 inches of any enemy forces

As part of the Turn Effects players must each roll a D6 to determine who moves first, with the player who rolled highest moving first this turn and progressing through to the player who rolled lowest. Players may not hold or defer their moves and must act in the order rolled, if two or more players roll the same result they must separately roll again in order to determine which of them acts before the other.

CAMPAIGN MOVEMENT
The Campaign map runs a simplified version of the Age of Sigmar movement, every player may move their forces up to a **maximum of 6 inches** on the campaign map, if any part of this movement would take them within the area of control of an enemy forces or Seized Asset you must immediately come to a halt when entering that area of control and any further movement is lost.

By ending their movement in the **Area of Control** of an **Enemy Force** or **Seized Asset** a player will have the option of doing battle in the action phase, initiating a dispute for the region.

No part of the players movement may take their forces off of the campaign map, nor may they transverse a **Realmgate** during the movement phase, additionally a player may not actively cross any Rivers shown on the map without an established **Bridge** or **Fleet**

CAMPAIGN ACTIONS:
There are a number of actions that a player may take as part of their turn, each reflecting the concerted labour efforts of their army upon the region. Each player may take a single action in each campaign turn starting with the players who moved SECOND in the movement phase and following the same order, with the player who moved FIRST acting last. All actions are declared during this phase but are not resolved until every player has had the chance to declare intent. The actions you may undertake on the Campaign Map are as follows:

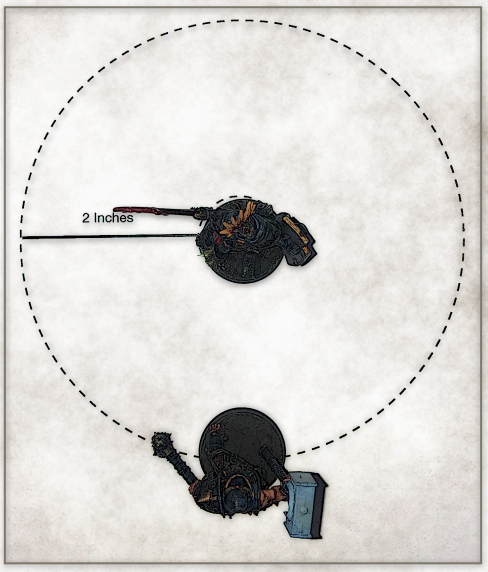
Seize: If a player begins their Action Phase within the area control of a Strategic Asset not currently controlled by another player they may attempt to Seize the asset this turn, if successful the player may add their icon to the asset and gain its benefits from the beginning of the following Campaign Turn. If more than one player is within the Area of Control of an unclaimed asset neither may attempt a Seize action until they are the sole occupant.

Bridge the River:
The raging torrent of the Liars Tongue has claimed many a generals prized asset, in the Action Phase if a Players forces are within 1 inch of the river they may erect a Bridge. This is added to the campaign map covering the minimum distance from their location to cross the river, one added to the map the bridge remains in play for the rest of the campaign and may be used by any players to cross the river in their Movement Phase.

Assemble the Fleet:
Some players might want to sail the Liars Tongue to reach their destination, in the Action Phase if a Players forces are within 1 inch of the river they may assemble the Fleet. If successful move the forces icon the minimum distance needed to enter the river, until this force makes a Move outside of the river they may travel the River as though it were a normal part of the map.

Enter the Realmgate:
If a player begins their Action Phase within the Area of Control of a Realmgate they may lead their forces through. Randomly determine another realmgate on the Campaign Map and set your forces up wholly within that Gates area of control. An army used in this manner may not be setup within the area of control of any enemy forces, if this is not possible then this action is considered unsuccessful and the army is not moved.

Engage or Retreat:
If a player is within the area of control of any Enemy Forces, or Enemy Assets in the Action Phase they may only attempt an



Engage or Retreat Action.
If both players opt to Engage so then a game of Age of Sigmar is initiated, with the victor gaining control of the Asset, or the Vanquished force being removed from the battlefield.

If one Player opts to **Retreat** the battle is still initiated however the Retreating force has no impact on the Campaign Map if the win the engagement, but are not removed if they lose. Instead the losing force is moved the minimum distance required to exit their opponents area of control.

A controlled asset may never attempt a Retreat action, instead it must be seized or repel the enemy forces.

Note: The initiated game is determined by the Players taking part, not every game need be a Pitched Battle, instead games of Warcry can also be used to depict a more individual level incursion into the region for some of the more expansive Strategic Assets on the Campaign Map. The points level of the game is determined by the players taking part but should represent their empire on the Campaign Map.

Assemble Fortification:
If a player is not within the Area of Control of any enemy forces or strategic asset, nor currently on a Bridge they may elect to assemble a Fortification an add it to the battlefield wholly within their Area of Control and not within the Area of Control of any enemy forces or Strategic Assets. This becomes a Seized Asset for the player building it and does not require a seize action for them, however in later turns enemy forces may attempt to seize it.

March:
A player may elect to march if they begin their action phase outside of any Area of Control except their own. To do so they may move a further 3 inches in the Action Phase, but may not end this move within the Area of Control of any Enemy forces or Strategic Assets.

THE RESOLUTION PHASE
As the campaign exists to facilitate wargaming players are encouraged to utilise games of Age of Sigmar or Warcry to decide the success or failure of any actions they have declared during a turn with other players representing the non player forces of the region as an opposition force.

If a player opt to depict such Non Player Forces the game will have no impact on their own campaign forces or assets and instead reflects local tribes pushing back against another player.

If two or more players are involved in an **Engage or Retreat** action they must resolve their games against each other.

If BOTH players selected to **Engage** the Victor claims the Asset (if fought over an asset) and then vanquisher force is removed from the Campaign map for this turn.
If one or more Player opts to **Retreat** the battle is still initiated however the Retreating force has no impact on the Campaign Map if the win the engagement, but are not removed if they lose. Instead the losing force is moved the minimum distance required to exit their opponents area of control

In all cases a Victory (Minor or Major) will result in the players action being successful for this turn

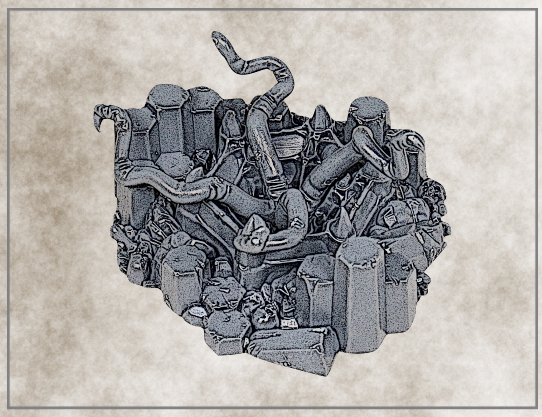
Once all actions are resolves a new Campaign Turn begins

SEASONAL IMPACTS
All games in the Savage Lands campaign take place in the Realm of Ghur, utilising the Realm rules detailed in the Generals Handbook 2020, in addition to these players may opt to use the Seasonal Impacts table to reflect the changing elements in their ongoing campaigns within the Savage Lands. Each is randomly generated by rolling a d6 and consulting the table below n the Turn Effects phase, and lasts until the end of that Campaign Turn.

These effects are entirely optional and will have no impact on any Warcry games played due the ensuring the simplicity of impact on standard games of Age of Sigmar. Players are however free to find their own ways to reflect the changing seasons of Ghur in their games.

D6	Campaign Effect
1	**Mother Hungers** - *A beast of unknowable size mother is seen only by her monolithic tendrils reaching from beneath the ground to grab whole swathes of creatures to drag below and feed her appetites* Assign a number from 1-6 to each of the Strategic Assets on the campaign map and roll a d6. Place the "Mother" asset directly next to the Asset that corresponds to the number rolled. For the duration of this Campaign Turn that asset grants no bonuses to its owning player as the Garrison are consumed wholesale by the hungry Mother. Remove Mother from the map at the beginning of the next campaign turn.
2	**A Show of Dominance** - *As the mating season nears for the native beasts of the region each is given over to increasingly volatile displays of dominance to secure a mate and the future of their linage.* For battles fought during this campaign turn, if a friendly MONSTER is within 12 inches of an enemy MONSTER in your charge phase they must attempt to charge, and finish that charge as close to the nearest enemy MONSTER as possible
3	**The Fires Stoked** - *In the heat and passions of the Ghur hot seasons there is a defiance lurking in the heart of all who prowl her lands.* Add 1 to the Bravery Characteristics of all Units for battles fought during this campaign turn, to a maximum of Bravery 10
4	**The Reaping** - *During the reaping a ferocity tears through Ghur, even domicile animals are driven to bestial hunger and the Liars Tongue runs red.* Add 1 to Charge Rolls for all units fighting in Battles during this campaign turn.
5	**Winters Teeth** - *As many creatures retire to hibernate the long cold season, the predators of the Savage Lands become increasingly desperate, even encroaching on raging battles to snare fresh meat.* For the duration of this campaign turn, add 1 to the number of models lost when a unit fails a battleshock test.
6	**The Stillness** - *Even Ghur must sleep at times* No additional effects this Campaign Turn

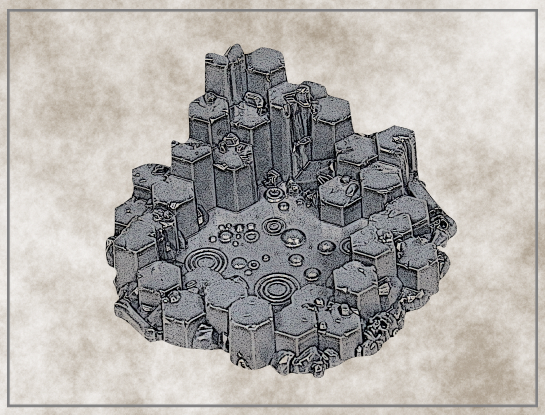
STRATEGIC ASSETS ON THE CAMPAIGN MAP



MOTHER
An unnatural beast of unknown proportions little is known about mother beyond her ravenous appetites.

Location: Unknown

Whilst Mother is on the Campaign map, any Strategic Assets within 1 inch of her have no impact on this game turn. They remain owned if previously held but the owners may not utilise any abilities they confer this turn.

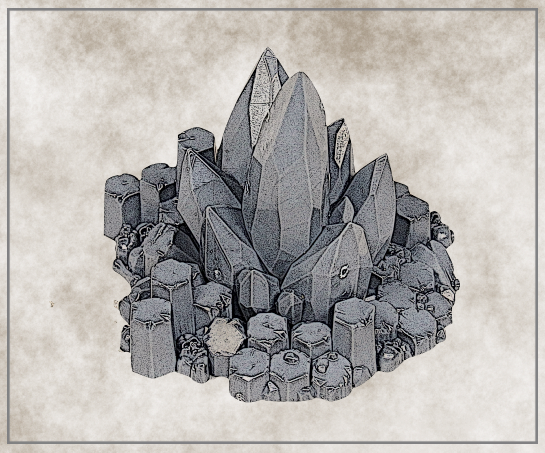


THE ABYSS
An all consuming broiling tarpit used to dispose of some of the most lethal threats and malignant prisoners of the savage lands.

Location: South East

Whilst they retain control of the Abyss the owners General may attempt to unbind one spell in each of their Hero Phases as though they were a wizard.

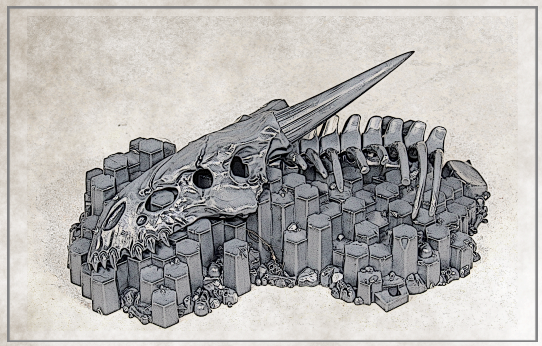
If the General is a Wizard they may instead reroll failed attempts to unbind enemy spells.



IRECLAW RIDGE
A ridge formed of amberlike glass erupting from a battle of gods long since passed, slivers of this element can adorn blades with lethal edge.

Location: South West

Whilst they retain control of the Ireclaw Ridge a player may select a single unit from their army each battle and increase the Rend Characteristic of their melee weapons by 1 for the duration of that battle.



MORGRASH, THE CITY OF BONES
Morgrash, built in the husk of a long slain Godbeast forms the seat of power for the Savage Lands. It is said she who sits upon its thrones sits at the beating heart of Ghur.

Location: Central

Whilst they retain control of Morgrash, a player may roll a dice at the start of each of their Hero Phases, on a 4+ they gain an additional command point.

THE VOICE OF THE BEAST
Ghur whispers, growls and roars to those who know how to heed its call. There are few places this can be heard better than at the geysers that form the Voice of the Beast, and to those who listen close enough the portents of the future can be divined.

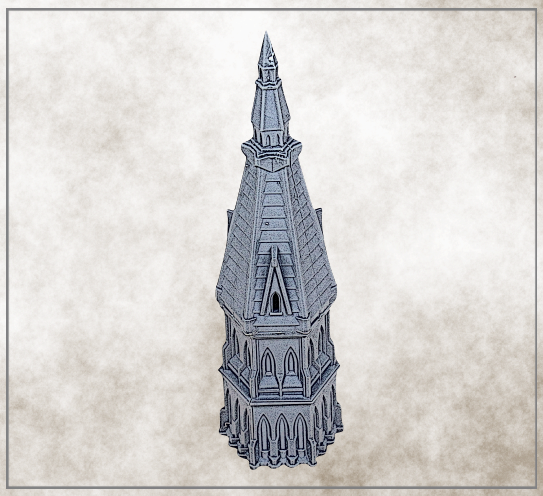
Location: East

Whilst they retain control of The Voice of the Beast the owners army may reroll a single to hit, to wound or save roll each turn.

THE HOPESPRING SPIRE
A poorly thought out attempt by an Arcane College to tame the wild of Ghur, the Spire has long since been reclaimed by ravenous beasts and carnivorous plants feasting on its magics.

Location: North

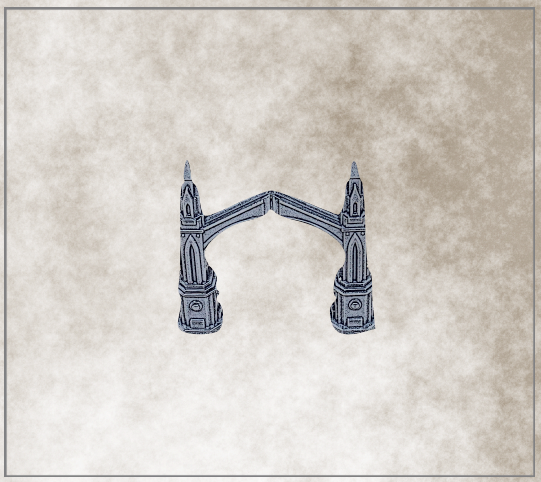
Whilst they retain control of the Abyss wizards in the controlling players army know and may cast the Briarshard Brambles endless spell without spending points.



REALMGATES
Safe transit is rarely an option in the belly of the beast, even the Realmgates of the region are as prone to devour their passengers as grant them safe journey..

Location: South, North East, West

If Players begin their Action Phase within 2 inches of a Realmgate they may attempt to pass through using **Enter the Realmgate** action..



FORTIFICATIONS
Stormkeeps, Watchtowers, Crude Bone construsts or massive Pyres of the Suneater, all races that come to the savage lands eventually seek to mark it as their own..

Location: Unknown

If a players army is vanquished they may return their forces within the area of control of a friendly Fortification at the beginning of the next Campaign Turn.

LOCATIONS OF REPUTE

THE ANCESTOR CAVES
As one sails the Liars Tongue its shores are lined with any number of caves that form Dens to the many predators who rely on its life giving waters and caverns said to contain hidden wealth of pirates who used the waterways to escape with their bounty. As one nears the fork in the Tongue however there is one cave unlike any other, a chill breeze ripples out from deep within carrying the voices of those who have long since slipped the mortal coil, the rivers currents seemingly acceleration in excitation of the caves open maw whilst even the most lowly of fish desperately seeks any other route than this bitter destination.

Beyond the cave mouth lay the descent, a sheer plummet in which water courses yet by the bottom only shards of ice remains, the pit forming a natural Realmgate to the depths of Shyish in some misbegotten frozen region known to the locals as Bykaal. In the seasons when even the winds of the Savage Lands bear teeth, and the Tongue freezes for the winter travellers have been known to climb the pit and emerge from the ancestor caves to sell their wares, bringing with them whale-skin cloaks, scrimshaw carvings and a stock in robust root vegetables to barter for the bountiful meats of Ghur.

Yet in recent days a pall of death beyond the norm has resonated in the area of the ancestor caves, a sickness that fells tree and fawn alike. The Carrions Sisters have erected mighty totems to stem this tide, and all travel to the Ancestors has been denied. In the first winter since the death arrived in the Savage Lands the merchants of Bykaal sought to scale the ascent once more to fill their stores with salted meats only to be greeted by the bitter sting of the venomous arrows of the Carrion Sisters, their corpses cast back down the frozen cascade as a warning to any from the blighted region seeking to enter the Savage Lands.

THE LIARS TONGUE
Snaking its way through the plains of the Savage lands the waters of the Liars Tongue river roar with the bestial energies of the realms, many a foolish traveller who thought themselves capable of forging a path across its depths have been dragged below by hidden predator or surging current. Flowing from heart of the Realm in the direction of Excelsis and disappearing into the dense jungles that form the Realms Edge, the Liars Tongue bears the forked shape of a serpentine tongue, though many in the Realm will claim its name comes instead from the fleets of ships the Azyrites use to leverage honeyed words to rob the lands of its beauty.

Many creatures of the Realm rely on the Liars Tongue for water, and the peoples of the Savage lands use its rapid currents to speed transit through the region, though all these must contend with the new litany of predators that lurk just beneath the surface seeking to claim absent minded prey.

Despite these dangers the Liars Tongue forms one of the most reliable methods of transit through the inner plains of Ghur, with the realm itself rapidly devouring attempts at established roads, and the Coast of Tusks some miles from the inland respites there are plenty of travellers willing to risk the perils of the Tongue to reach their destination before old age claims them.

THE ABYSSS
There is a natural order in Ghur that everything is eaten by something else, a certainty and reliability in the fact that the circular food chain spreads life throughout the realm in its own distorted interpretation of the natural order. The Abyss however changes all that, a bubbling and broiling chasm of tar in the far south of the savage lands there is a finality to it that unsettles even the most stalwart spirit of the realm, that which is fed to the abyss is never seen again yet it must be fed for fear it burst the banks of its chasm and spread as burning plague across the plains.

Those creatures that the realm cannot tolerate and prisoners for whom there is no salvation are sacrifices to the maw of the Abyss, their wails of agony joining its roar in a crescendo marking its appetites and staving off its apocalyptic surge for another generation at least. It is said the hungers of the Abyss even stray to the incorporeal, consuming the roaming endless spells of the land. There are those however that posture that the Abyss is a pathway to somewhere else, that all that have been fed into its maw, the powerful and the malign linger waiting to erupt one day back into the realm and wreak havoc.

THE IRECLAW RIDGE
One of the lasting reminders of the legends of Gorkamorka doing battle with the Godking Sigmar that little the realms the Ireclaw Ridge is said to have been formed when the Godking was sent flying by a savage blow by the Orruk god, his form crashing across the landscape and sending vast piles of ore and rock in a wave crashing behind them that felled forests and drowned oceans. At the point this cataclysmic wave of broken earth stopped it was crested by glasslike ore from deep beneath the crust of Ghur, jagged like the teeth of the great drakes, tough like no metal, a true testament to the might of the blow of Gorkamorka.

For generations small slivers of this ore have been gathered from where it falls into the Liars Tongue, used to adorn weapons and arrowheads to provide lethal blow to pierce even the toughest of hides within the savage lands. There are many that claim the Ireclaw is the forge of the realm, driven not by industry but the nature and brutality of the savage lands it delivers no less devastating an arsenal than the steam belching forges of Greywater.

THE VOICE OF THE BEAST
Across the Realms many cultures have their own interpretation of the divine, be it in the presence of the great beasts that roam the Realms drawing those who crave reflected power to further their own status, or the very touch of the Gods and Goddesses made flesh that proliferate through the realms. In the Savage Lands however their is a worship both deeper and older, that transcends but a single form, the worship of the Voice of the Beast. Long has there been the belief that the Realm of Ghur is more than the rocks and rivers that form it, that the realm itself has wants and appetites, rage and hunger, that this realm of beasts is itself one far more monolithic in size than any mortal mind could hope to comprehend.

The Shamans of the area long sought sign from the Great Beast itself to shape their people, to guide them through darkness and share in their revelry. And in time they found it, on the eastern crest of the savage lands vast geysers would whisper and roar into the night sky, expressing rage and elation in the volcanic eruption of steam and vapours casting ore from far below the surface skyward to reward its chosen people. The tribes of the Savage Lands fear and revere the voice of the beast, many making pilgrimages for many days from distance refuges to consult with the Voice that they might garner the will of the Realm. Azyrite scholars ofcourse dismiss this as little more than misguided faith and superstition reading far deeper into a natural phenomena than could possibly be real, yet such words do little to dent the belief of the populace.

We can claim the lands all we want, but when the Mountains themselves march to war, spreading death and destruction wherever they go, what can mortal men do but flee.

That in our flight we warn those of what comes their way is an act of honour, not cowardice!

Johann Torburg, Fleeing Villager

THE ANCESTRY OF TITANS

Many Scholars in the realms have dedicated their lives to the study of the great beasts that roam the lands that they call home, for some the cataloging and recording breeds of Gargants has become a time sensitive manner as rapid expansion and the attrition of unending wars draws their extinction ever closer.

FROSTWYRM

To the eternal shame of the Azyrite Zoological society the Frostwyrm Mega gargants remain one of the only breeds named for the folly of their discoverer. Upon being called to examine a slew of flash frozen corpses in the Shyishian wastes an intrepid scholar declared them the victims of an Iceborn Dragon and dubbed it a Frostwyrm, from that point forth all discoveries, from a horde of bones and trinkets to the guttural roar resonating across the icy tundra were interpreted to reinforce this misconception. To this date despite the devastation now being attributed to a breed of Gargant able to channel ice through their breath the name endures, and thus these Frost Gargants who bear no semblance to drakes are known as Frostwyrm's

Perhaps more-so than their traditional kin the Frostwyrm are isolationists, preferring to wander the frozen tundra alone carving out a kingdom of ice and desolation. Those who have observed them claim that whilst their ice breath seems like an offensive measure it may well be a survival mechanism, allowing them to preserve what food they can scavenge for the long months in which their home land is inhospitable to all forms of life.

Those villages who find themselves on the periphery of the icy regions have long since learnt that by sending sacrifices into the wastes in these long months they can delay or deter the FrostWyrm venturing into their homes to secure a food source.

IRONMONGER

The Ironmongers of the Gargant race are stricken with a new appetite as of yet not reaching their kin, some liken it to the greed of humanity for precious metals and yet this craving can never be sated. Tearing huge chunks of metal from the ground to smelt in vats strapped to their backs, forming a crude carapace of stolen armour, trinkets and trophies until their hide is clad almost entirely in steel. Often found lurking in ruined Ironweld Forge Cities, or making their lair amidst desolate Duardin hold there is seemingly no end to their appetite for the metals of the realms.

It is thought that the Ironmongers are a recent evolution of Mega Gargant manifesting in those who have consumed too many lodges of Fyreslayers, seemingly taking on large quantities of Ur-gold that their bodies are unable to digest. This has caused a particularly distasteful relationship between Duardin of all breeds and the few Ironmongers still remaining in the realms, as their constant hunger for metal drives them into conflict with ever larger Duardin holds and Cities to pillage the forges and sate their appetite.

BOG DRINKERS

There is an enduring debate amongst the Azyrite Scholars as to whether the Bogdrinkers should be classified as Troggoths or Gargants, in no small part due to their frankly disgusting appearance and smell. Though originating in the Ghyran swamplands the name Bog Drinkers is now used to refer to most Gargant of a more repulsive breed, whether they dwell in bogs or not.

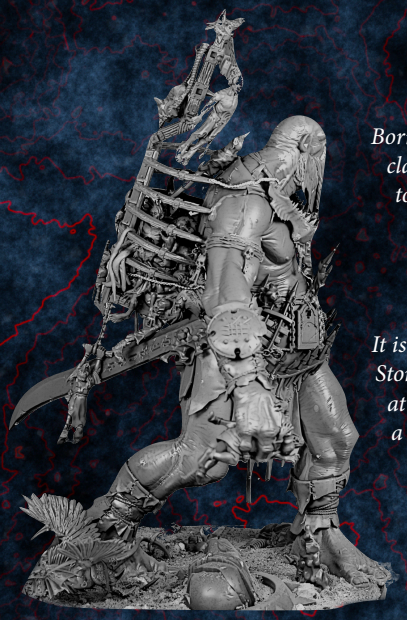
There does seem to be, at least at a glance, a degree of kinship between these repellant Gargants and the Troggoths, perhaps because both confuse the scent of the other as one of their own kind. That isn't to say however that the Gargants wont eat a Troggoth in a pinch or moment of sudden onset hunger, simply that there is no malice behind the act.

Many claim the Bogdrinkers are the easiest Gargants to avoid, so long as the wind is in your favour as their scent can carry for miles further than the sound of their footfalls, however on an ill wind the scent of death arrives all too late to escape.

ROCKHEWN

Oft mistaken for a small rocky outcrop or indeed a large segment of an ancient mountain range the Rockhewn Mega Gargants are among the hardest of their kin to stir to anger. Once woken however their advance is all but inevitable. Rockhewn Gargants are thought to be amongst the oldest and longest lived of their kind, if only due to their stone-littered carapace forming the perfect natural camouflage that even the most adept gargant hunter might mistake them for a moss cloaked hill whilst they sleep.

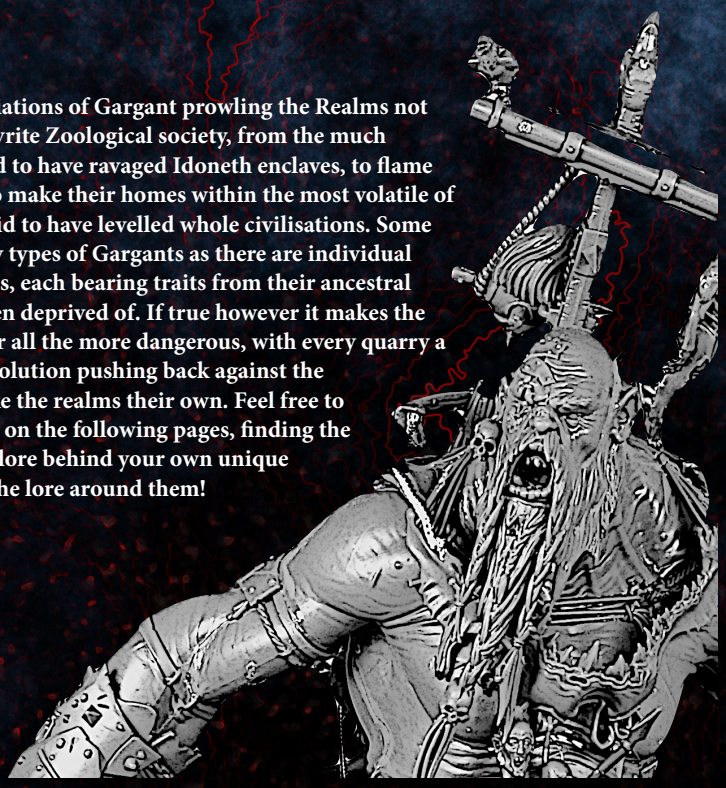
Able to go many decades between their need to eat, when a Rockhewn Gargant wakens they are a force of nature, descending on villages in the locality in a rockslide of anger and ravenous hunger with a rampage that will only end when they have exhausted themselves and filled their stomach. Though slower moving than many of their kin the Rockhewn are relentless in their advance, once they set themselves upon a path there is no barrier physical or arcane that will deter them.



STORMTITAN

Born atop the storm ravaged peaks of the Realms it is said some of the greatest storms of the age have been clashed between Titans on the peaks, casting monolithic arcs of lightning across vast distancing hoping to topple each other. It has been theorised by the meteorological societies of High Hammerhal that the very presence of a Storm Titan is disruptive to the local weather patterns with some theorising that should these rare gargants gather in sufficient numbers the cumulative effects of their Storm auras could well wreak more havoc than the Gargants themselves.

It is fortuitous however for their would be victims that the latent energies building beneath the skin of the Storm titans results in an unearthly glowing aura, allowing villages to stop them at great distances even at night. Many a villagers however has been haunted by seeing their glaring faces shining out every time a storm passes by, though how many were truly the presence of a Gargant is debatable.



There are countless other variations of Gargant prowling the Realms not yet catalogued by the Azyrite Zoological society, from the much rumoured Aquatic kin said to have ravaged Idoneth enclaves, to flame wreathed monstrosities who make their homes within the most volatile of volcanos whose wrath it is said to have levelled whole civilisations. Some theorise that they are as many types of Gargants as there are individual Gargants prowling the Realms, each bearing traits from their ancestral Godbeast that others have been deprived of. If true however it makes the profession of Gargant Hunter all the more dangerous, with every quarry a unique masterpiece of evolution pushing back against the civilisations that seek to make the realms their own. Feel free to explore the Gargant Lineages on the following pages, finding the abilities that best suit the lore behind your own unique Gargants and adapt the lore around them!

"We can claim the lands all we want, but when the Mountains themselves march to war, spreading death and destruction wherever they go, what can mortal men do but flee.

That in our flight we warn those of what comes their way is an act of honour, not cowardice!"

Johann Torburg, Fleeing Villager

SONS OF BEHEMAT BATTLE TRAITS

On the following pages you will find additional rules and abilities for your Sons of Behemat army. These include additional powerful allegiance abilities and battalions along with a Gargant Maker to represent your own custom Mega Gargant in Age of Sigmar in games of *Warhammer Age of Sigmar.*

This Battletome supplement is entirely written from a fan perspective by those who enjoy and embrace the vibrant lore and gameplay of Games Workshops Age of Sigmar setting. Characters and locations within the Mortal Realms that have been referenced are the property of Games Workshop, utilised for the purposes of embracing and expanding setting to encompass new realms, city themes and cultures within the Age of Sigmar. Similarly any artwork used is done with utter reverence to those with the talent to create it for the setting, and is in no way my own work and remains the property of the original creators who managed to envision and execute work to such quality.

ALLEGIANCE ABILITIES - SONS OF BEHEMAT

PLAYING AS GARGANTS IN THE SAVAGE LANDS

Whilst playing your Sons of Behemat army in the Savage Lands your forces may benefit from the following additional Battle Traits, these are used in addition to the Allegiance Abilities shown in the Sons of Behemat Battletome for all battles taking place in the Savage Lands campaign.

GARGANT TREASURE HORDE

Legends say there are gargants whose hordes of stolen treasures rival the dragons of old, vast repositories of wealth ripped from broken empires. Some tribes marching to war with these vast repositories upon their backs to wield against their foe.

When making an army list you may draw upon the Gargant Treasure Horde, if you do so you may select one additional Mega Gargant to receive an Artefact of Power from your tribe following the normal restrictions. However any army that draws upon the Gargant Treasure Horde does not generate a command point in their first Hero Phase.

COMMAND ABILITY

Fast Food!

There are worse things than to perish in noble combat against the destructive might of the Gargants, many who seek to flee find themselves snatched upon and forced down the gullet of their foe.

You may select one Mega Gargant to use this command ability in the Battleshock phase if any enemy units within 3 inches lose one or more models to battleshock. That Mega Gargant may immediately heal D3 wounds, increasing to D6 wounds healed if 5 or more models from that enemy unit fled.

SONS OF BEHEMAT

WARSCROLL BATTALIONS

WARPARTY (Stomper Tribe Only)

100 Points

A War-party must consist of:
1 **WARSTOMPER**
2-3 Units of Mancrusher Gargants

Unstoppable Momentum:
There is little that can slow the advance of an enraged war-party, adrenaline making them ignorant to all but the most grievous of wounds when in the grips of bloodlust.
If a unit from this battalion runs in the movement phase, until your next Hero Phase roll a dice whenever a wound or mortal wound is allocated to that unit. On an unmodified roll of 5 or more that wound is ignored.

Grind their Bones:
Warstompers have felled whole armies in a swing of their gargantuan clubs, but they savour little more than the taste of nobles, a fattened and refined meat that their palettes crave.
If the **WARSTOMPER** from this battalion kills an enemy **HERO** in the combat phase it may immediately heal D3 wounds.

HOMEWRECKERS (Breaker Tribe Only)

100 Points

A Homewreckers Battalion must consist of:
1 **GATEBREAKER**
2-3 Units of Mancrusher Gargants

Just Fling it!
The advance of the Breakers is heralded by trees torn up from the ground, mountains toppled and cattle flung skyward, many utilising this sheer destruction to give a nigh limitless arsenal to fling at lesser foes.
In your Hero Phase, any unit from this Battalion is within 3 inches of any **RUBBLE** scenery may attempt to make a shooting attacks using the **Chuck Rocks** profile as though it were the shooting phase (See Chuck Rocks in Sons of Behemat: Allegiance abilities). Each unit may utilise this ability once per Hero Phase.

Spite and Loathing
There are few the Gatebreaker loathe more than the minuscule creatures trying to put an end to their rampage, bringing down their mighty fists with spiteful destruction upon them.
Units from this Battalion may add 1 to their hit rolls when targeting a unit that has inflicted any wounds on this Battalions **GATEBREAKER** in the same battleround, this is not cumulative with any Loathings currently in effect.

LANDGRABBERS (Taker Tribe Only)

100 Points

A Landgrabber Battalion must consist of:
1 **KRAKEN-EATER**
2-3 Units of Mancrusher Gargants

No Place like Home
Land held by the Takers is reshaped by their every thunderous footfall, vast plumes of dirt and debris cast skyward shielding them from oncoming arrow and shot.
Add 1 to Save rolls for units from this Battalion whilst wholly within 6 inches of any objectives you control.

Saving These For Later!
There is an unnatural prudence to the Krakeneaters, able to resist the urge to shove anything they grab down their gullet. Though when hunger strikes their hunger is as ravenous as any of their Gargant kin.
Keep track of the number of models that are slain by this Battalions **KRAKEN-EATER** "Stuff 'Em in Me Net" rule. At the end of the each turn roll a number of dice equal to the number of models currently in the net, for every 3+ this model immediately heals 1 wound and the tracker count is reset to 0.

WARSCROLL BATTALION

FAMILY REUNION

Bonegrinder Mega-Gargants are considered the most unruly of Behemat's sons, which includes some stuff competition! Their constant need to prove themselves grates deeply with the other tribes. When a Bonegrinder is on the loose, violence and mayhem is always just round the corner. The other Mega-Gargants will often take it upon themselves to break a Bonegrinder that has shown particular disrespect, steering them from their path with bribes, threats or promises of ultimate destruction acts worthy of Behemat himself! Being blessed with the least amount of intellect amongst their siblings it isn't hard to trick a Bonegrinder Mega Gargant into this behavioural adjustment, yet it is seldom successful for long…

ORGANISATION
1 Bonegrinder Mega-Gargant
2+ Kraken-Eater, Warstomper or Gatebreaker Mega-Gargants in any combination

Family Ties: *Bringing the Bonegrinders to heel is a task for the Elders. Mancrushers would interfere with the air of superiority necessary to bring the unruly Bonegrinder in line.*

MANCRUSHER GARGANTS may not be taken in a Sons of Behemat army that includes the Family Reunion Battalion, however each **MEGA-GARGANT** that isn't the General gains the Battleline battlefield role.

Black Sheep: *Bonegrinders are more than aware of their brothers sense of superiority and will go to great lengths to show them how wrong they are!*

Friendly **MEGA-GARGANTS** may not use command abilities on the **BONEGRINDER MEGA-GARGANT** as he will point black refuse to listen to them. In addition you may reroll to hit rolls of a 1 for attacks made by this Battalions **BONEGRINDER MEGA-GARGANT** attacks while they're within 12" of another **MEGA-GARGANT** from this battalion as they attempt to show them they are the next Behemat incarnate!

WORLD TITAN

MEGA GARGANT MAKER

What follows are the early inception ideas for customising your own Mega Gargants to join the ranks of the Warstompers, Krakeneaters and Gatebreakers. Following the steps listed below you will have the option of selecting lineage, legend and armoury for your Mega Gargant that will provide new and exciting ways to field Mega Gargants on the field of battle. Unlike the Anvil of Apotheosis all Mega Gargants formed in this builder should come out at the same points value as listed (500 Points).

The Steps you will undertake follow below:

STEP 1 *- The Warscroll*
STEP 2 *- The Lineage*
STEP 3 *- The Legend*
STEP 4 *- The Armoury*
STEP 5 (Optional) *- The Name*

STEP 1 - THE WARSCROLL

WARSCROLL

MEGA GARGANT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Almighty Stomp	1”	4	3+	3+	-2	D3
Deadly Grip	2”	1	3+	2+	-3	6

Wounds Lost	Move	Deadly Grip	Might of the Titan
0-12	11”	6	3
13-18	10”	D6	3
19-24	9”	D6	2
25-30	8”	D3	2
31+	7”	D3	1

DESCRIPTION

ABILITIES

Almighty Stomp: *A Mega-Gargant's massive, stomping feet are devastating against smaller opponents.*
You can re-roll hit rolls of 1 for Almighty Stomp attacks unless the target is a Monster.

Crushing Charge: *When a Mega-Gargant charges, its incredible bulk flattens any foe that fails to get out of the way.*
After this model makes a charge move, roll a dice for each enemy unit within 1" of this model. On a 2+, that unit suffers D3 mortal wounds if it is a **Monster**, or D6 mortal wounds if it is not a **Monster**.

Son of Behemat: *The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.*
If a spell or ability would slay this model without any wounds or mortal wounds being inflicted by the spell or ability, this model suffers D6 mortal wounds instead.

Longshanks: *A Mega-Gargant towers high above the battlefield, and with its long powerful legs it can step over most obstacles.*
When this model makes a normal move, it can ignore models that have a Wounds characteristic of 10 or less and terrain features that are less than 4" tall at their highest point. It cannot finish the move on top of another model or within 3" of an enemy model.

Timber!: *A dying Mega-Gargant is a weapon of ruin in its own right, though it is anyone's guess where – and on whom – their body falls. This fact is all the more true for the heavier ironclad hides of the Ironmonger Gargants, releasing a hail of rent plates the size of cattle onto those below.*
If this model is slain, before removing the model from the battlefield, the players must roll off. The winner must pick a point on the battlefield 5" from this model. Each unit within 3" of that point suffers D3 mortal wounds unless it is a **Mega-Gargant**. This model is then removed from the battlefield.

Might of the Titan
When making attacks with any **PRIMARY WEAPON** carried by this model, multiply the attack characteristic by this models Might of the Titan score shown in the wound chart.

Terror: *This terrifying monstrosity strikes fear into the hearts of its foes.*
Subtract 1 from the Bravery characteristic of enemy units if they are within 3" of any friendly units with this ability.

Keywords:	DESTRUCTION, SONS OF BEHEMAT, GARGANT, MEGA-GARGANT, MONSTER, HERO

STEP 2 - THE LINEAGE

Whilst many Azyrite scholars debate the finer elements of Gargant reproduction including diagrams that truly boggle the mind and wrench the stomach, there is a common consensus that Gargants largely follow groupings that could be referred to as Lineages, though these may well be more environmental in impact than ancestral there remain key traits that help define each linage and how they manifest themselves in battle.

Making your choice…
Each lineage below offer their own unique bonuses and drawbacks to the Gargants selecting them, with many manifesting key flaws that play as much of a narrative impact upon the character as the positive trait. When making a choice of Lineage the Mega Gargant gains both the Trait and the Flaw.

BORN FOR GREATNESS
Add the name of your chosen Lineage as a Warscroll Keyword.
No Mega gargant may have more than one Lineage.

ROCKHEWN

Oft mistaken for a small rocky outcrop or indeed a large segment of an ancient mountain range the Rockhewn Mega Gargants are among the hardest of their kin to stir to anger. Once woken however their advance is all but inevitable.
Trait: Stoneborn
Roll a D6 whenever a wound or mortal wound is allocated to a **ROCKHEWN MEGA-GARGANT,** on a roll of 5 or more that wound (or mortal wound) is ignored.

Flaw: The Mountain (Barely) Walks
Subtract 2 from all Move Characteristics for a **ROCKHEWN MEGA-GARGANT**, in addition halve the result of any Run rolls for this model.

STORM TITAN:

Born atop the storm ravaged peaks of the Realms it is said some of the greatest storms of the age have been clashed between Titans on the peaks, casting monolithic arcs of lightning across vast distancing hoping to topple each other.
Trait: Primal Energies
At the start of the Combat Phase roll a D6 for every unit (friend or foe) within 3 inches of any models with this special rule, on a 4 or more that suffers D3 mortal wounds. **STORM TITANS** are unaffected.

Flaw: Unearthly Glow
Enemy models making a Shooting Attack targeting this model may reroll unmodified to hit rolls of a 1.

BOG DRINKERS:

There is an enduring debate amongst the Azyrite Scholars as to whether the Bogdrinkers should be classified as Troggoths or Gargants, in no small part due to their frankly disgusting appearance and smell
Trait/Flaw: Truly Repulsive to All
Subtract 1 from to Hit rolls for attacks made by models within 3 inches of any models with this special rule. **BOGDRINKERS** are unaffected.

IRONMONGER:

The Ironmongers of the Gargant race are stricken with a new appetite as of yet not reaching their kin, some liken it to the greed of humanity for precious metals and yet this craving can never be sated. Tearing huge chunks of metal from the ground to smelt in vats strapped to their backs and forming a crude carapace of stolen armour, trinkets and trophies until their hide is clad almost entirely in steel.
Trait: Ironhide
An **IRONMONGER MEGA-GARGANT** has a Save characteristic of 3+

Flaw: Hungry for Steel
In the charge phase if a model with this special rule is within 12 inches of an enemy **WARMACHINE** it must attempt to charge, and if possible end that charge within 1/2 an inch of that **WARMACHINE**

FROSTWYRM:

Though in no way akin to a Wyrm in shape (more reminiscent of a monolithic barbarian in truth) the Frostwyrms earn their name by the trail of frozen victims they leave in their wake.
Trait: Glacial Breath
At the start of the combat phase select 1 enemy unit within 3 inches of this model and roll a D6 (subtract 1 to the roll if that unit has 10 or more models, subtract 2 if the target unit has 20 or more models), if the roll is more than that units wound characteristic that unit may not be selected to fight until all other units have fought that phase.

Flaw: Cold to Company
This model may not use any Command Abilities or Artefacts.

STEP 3 - THE LEGEND

It is not truly by their name that many Mega Gargants are known by the legends told by those they leave in their wake. It is through these ripples of agony inflicted upon slain beast, decimated farmland and half dead villagers that they shall truly be known to the Realms.

Making your choice…
Unlike Lineages there are no flaws inherent to the Legends, each represents a unique warscroll or battlefield role change that provides a variety of play styles for each lineage.

A LEGEND TO FORGE
Add the name of your chosen Legend as a Warscroll Keyword.
No Mega gargant may have more than one Legend.

BATTLEBORN
Some are born to lead, others simply to walk in their shadow…
Trait: Born to Follow
A **BATTLEBORN** Mega gargant replaces their Leader battlefield role with Battleline in a Sons of Behemat Allegiance

BEZERKER:
Is it possible to be even more angry than standard for their race?
Trait: Bloodlust
If the unmodified To Hit roll with an attack made by this models **PRIMARY WEAPON** is a 6 it inflicts 2 hits instead of 1. Roll to wound and save each separately.

LONGARM
Even dodging the massive limbs of a Gargant will not always guarantee you aren't crushed by debris.
Trait: Death from Afar
A **LONGARM** Mega Gargant may select 1 Missile Weapon from the Armoury.
A **LONGARM** Mega Gargant has an attack characteristic of 2 for its Almighty Stomp

SOULEATER:
Some victims of the Sons of Behemat are consumed whole, not even their souls escaping the chasm like jaws.
Trait: Ravenous Abomination
If any models are slain as a result of this models Deadly Grip attack you may immediately heal a number of wounds allocated to this model equal to the Wound characteristic of the model slain. (To a maximum of 3 wounds healed per phase)

SPELLDRINKER:
The appetites of the children of Behemat are plentiful and varied, some even drinking in the arcane energies that infused the magics of their lessers.
Trait: Ravenous Abomination
If this model is chosen as the target of a Spell roll a D6, on a 4 or more than spell has no effect. On a roll of a 6 this model may immediately attempt to cast the same spell as though they were a **WIZARD**.

If this model comes into contact with an endless spell roll a D6, on a 5 or more that spell is unbound. If any spells are unbound in this manner immediately heal d3 wound allocated to this model.

UNDERKIN:
Not all Gargants are heralded by thunderous footfalls, ever so often their arrival is noted by worrying sinkholes.
Trait: Death from Below
Instead of setting this model up on the board you may instead declare it is tunnelling, if you do so set it to one side. At the start of your first movement phase you may place it anywhere on the board more than 9 inches from any enemy models, any models that cannot be placed in this manner are slain.

STEP 4 - THE ARMOURY

Each Mega Gargant may make a single selection from the PRIMARY WEAPON section of the Armoury, any **LONGARM** Mega Gargants may select one MISSILE WEAPON from the armoury in addition to their Primary Weapon.

Modelling your choice:
Each weapon name and descriptor is simply an example of one such incarnation of that weapon, feel free to use creativity and imagination when modelling them onto your Mega Gargant

PRIMARY WEAPON
Select one Primary Weapon for your Mega gargant to add to your warscroll, this is the

PRIMARY WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Briar Oak Webber*	2”	4	3+	3+	-1	2
Gargant Impaler*	3”	1	4+	2+	-3	7
Titanwrought Maul	3”	2	3+	3+	-2	4
Bell-on-a-Chain	3”	D6	3+	3+	-2	2

BRIAR OAK WEBBER

Formed form an Arachnarok web string between the forks on as Briar Oak branch, this sticky monstrosity is often used to snare large numbers of smaller foes to restrain them

If the unmodified to Hit roll of an attack made with this weapon is a 6 and the target is not a **MONSTER**, until your next Hero Phase that unit may only pile in 1 inch.

GARGANT IMPALER

A massive blade either forged by lessers or drawn from a suitably sized statue, Gargant Impalers are among the most lethal weapons in the arsenal designed to fell mighty beasts of the Realms.

Add 1 to Hit Rolls for attacks made by this weapon that target a **MONSTER** or **WARMACHINE**

MISSILE WEAPON

Select one Missile Weapon for your LONGARM Mega Gargant to add to your warscroll.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Titan Cannon	18”	1	4+	2+	-2	4
Hurled Rubble	12”	D3	3+	3+	-2	D3
Fistful of Rocks	10”	2D6	3+	4+	-1	1

STEP 5 - THE NAME

To generate names for your new Sons of Behemat gargants simply select the Realm that best embodies them, and the category that corresponds to their Origin and roll as D6 on each, combining the names into the start of your Gargants Legendary Name.

REALM

D6	GHYRAN	CHAMON/ AQSHY	ULGU/HYSH	GHUR	SHYISH
1	Pig Gnashing	Boulderbacked	Moon Drinking	Rot Breathed	Blood Drinking
2	Ale Soaked	Rock Brained	Storm Bringing	Troll Eyed	Gore Seeking
3	Red Eyed	Stone Fist	Thunderfoot	Marsh Walking	Wrath Drunk
4	Upchucking	Hill Breaking	Cloud Walking	Bridge Lurking	Beast Slaying
5	Staggering	Ground Shaking	Light Quenching	Grim Faced	Savage
6	Child Eating	Avalanche	Shadow Riding	Toad Licking	Rageborn

ORIGIN

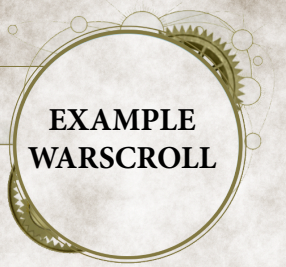
D6	IRONMONGER	FROSTWYRM	STORMTITAN	ROCKHEWN	BOGDRINKER
1	Horde Bringer	Yeti	Fire Walker	Stone Tomb	Poisontooth
2	Slave Shackler	Cyclops	Inferno	Chasmkin	Snakecharmer
3	Rabble Rouser	Accursed	Pyrekin	Rockbone	Nightshade
4	Gargant King	Blizzard	Lantern Drinker	Ancient	Wolfsbane
5	Marshall	Ice Walker	Intangible	Mountainchild	Acidmaw
6	City Breaker	Frost Biter	Rage Storm	Peakwalker	Serpent

WARSCROLL

SHYISHIAN BLOODDRINKER

MEGA-GARGANT

The Frostwyrms of Shyish are known by the trail of frozen corpses left in their wake, for many the icy breath inherent to their breed could be seen as primarily a method of offence, though others claim that in the long expanses of nothing between villages it is this ice breath that allows them to preserve their victims to consume later.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Almighty Stomp	1”	2	3+	3+	-2	D3
Deadly Grip	2”	1	3+	2+	-3	*
Gargant Impaler (**PRIMARY**)	3”	1	4+	2+	-3	7

Wounds Lost	Move	Deadly Grip	Might of the Titan
0-12	**11”**	**6**	**3**
13-18	**10”**	**D6**	**3**
19-24	**9”**	**D6**	**2**
25-30	**8”**	**D3**	**2**
31+	**7”**	**D3**	**1**

DESCRIPTION
This Shyishian Bloodrinker is a single model armed with a Gargant Impaler, he may also attack with his Deadly Grip and Almighty Stomp

ABILITIES
Almighty Stomp: *A Mega-Gargant's massive, stomping feet are devastating against smaller opponents.*
You can re-roll hit rolls of 1 for Almighty Stomp attacks unless the target is a Monster.

Crushing Charge: *When a Mega-Gargant charges, its incredible bulk flattens any foe that fails to get out of the way.*
After this model makes a charge move, roll a dice for each enemy unit within 1" of this model. On a 2+, that unit suffers D3 mortal wounds if it is a **Monster**, or D6 mortal wounds if it is not a **Monster**.

Son of Behemat: *The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.*
If a spell or ability would slay this model without any wounds or mortal wounds being inflicted by the spell or ability, this model suffers D6 mortal wounds instead.

Longshanks: *A Mega-Gargant towers high above the battlefield, and with its long powerful legs it can step over most obstacles.*
When this model makes a normal move, it can ignore models that have a Wounds characteristic of 10 or less and terrain features that are less than 4" tall at their highest point. It cannot finish the move on top of another model or within 3" of an enemy model.

Timber!: *A dying Mega-Gargant is a weapon of ruin in its own right, though it is anyone's guess where – and on whom – their body falls. This fact is all the more true for the heavier ironclad hides of the Ironmonger Gargants, releasing a hail of rent plates the size of cattle onto those below.*
If this model is slain, before removing the model from the battlefield, the players must roll off. The winner must pick a point on the battlefield 5" from this model. Each unit within 3" of that point suffers D3 mortal wounds unless it is a **Mega-Gargant**. This model is then removed from the battlefield.

Might of the Titan
When making attacks with any ***PRIMARY WEAPONS*** carried by this model, multiply the attack characteristic by this models Might of the Titan score shown in the wound chart.

Terror: *This terrifying monstrosity strikes fear into the hearts of its foes.*
Subtract 1 from the Bravery characteristic of enemy units if they are within 3" of any friendly units with this ability.

Gargant Impaler
A massive jagged blade usually wielded atop a wooden haft as a crude spear, Gargant Impalers are among the most lethal weapons in the arsenal designed to fell mighty beasts of the Realms.
Add 1 to Hit Rolls for attacks made by this weapon that target a **MONSTER** or **WARMACHINE**

SPELLDRINKER (Legend)
Trait: Ravenous Abomination
If this model is chosen as the target of a Spell roll a D6, on a 4 or more than spell has no effect. On a roll of a 6 this model may immediately attempt to cast the same spell as though they were a **WIZARD**.

If this model comes into contact with an endless spell roll a D6, on a 5 or more that spell is unbound. If any spells are unbound in this manner immediately heal d3 wound allocated to this model.

FROSTWYRM (Origin)
Though in no way akin to a Wyrm in shape (more reminiscent of a monolithic barbarian in truth) the Frostwyrms earn their name by the trail of frozen victims they leave in their wake.
Trait: Glacial Breath
At the start of the combat phase select 1 enemy unit within 3 inches of this model and roll a D6 (subtract 1 from the result if that unit has 10 or more models, subtract 2 if the target unit has 20 or more models), if the roll is more than that units wound characteristic that unit may not be selected to fight until all other units have fought that phase.

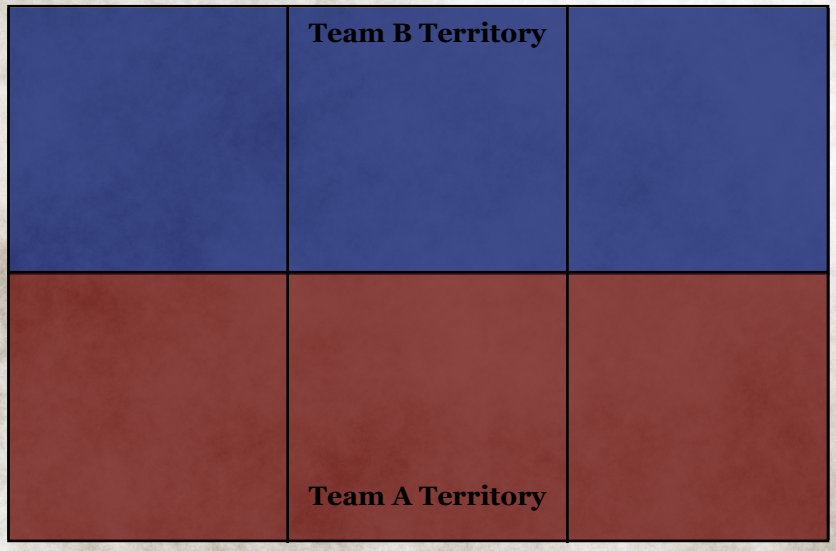
Flaw: Cold to Company
This model may not use any Command Abilities or Artefacts.

Keywords:	DESTRUCTION, SONS OF BEHEMAT, GARGANT, MEGA-GARGANT, MONSTER, HERO, FROSTWYRM, SPELLDRINKER

NARRATIVE BATTLEPLAN

SMASH AND GRAB

Sport for Mega Gargants is no mere trifle of simply beating an air-filled goats bladder with sticks, no for such legendary creature the true measure of physical prowess is measured by the scars and craters they can leave upon the face of the Realms. Any who would dare to call themselves the World Titan must be able to shape the realms around them in their own image.



PITCHED BATTLE
Each Team is composed of up-to 3 players, each fielding a single **MEGA-GARGANT**, for the duration of the battle the teams are each treated as a single army.

SETUP
Divide the table into 6 even sections as shown above, placing D3 pieces of scenery into every segment (in the case of large scenery pieces count these as 2 scenery pieces placed) with teams alternating in choosing a table segment to roll and place scenery for. Once all scenery is placed the teams roll off, and the winner decides which territory each side will use. The territories are shown on the map above.

Teams then alternate setting up Gargants one at a time, starting with the team who won the roll off. Units must be setup wholly within their own territory and more than 12 inches from enemy territory.

Continue to set up units until both teams have setup their armies. If one team finished first, the opposing team sets up the rest of the units in their army, one after another.

OBJECTIVES
At the end of each of their Combat Phases players may elect to attempt to destroy a piece of scenery, for Gatebreakers this follows the rules shown on their warscroll, for Warstompers and Kraken Eaters follow the Smash and Grab rules below.

Smash and Grab
At the end of the combat phase, you can pick 1 terrain feature within 3" of this model and roll a dice. If the roll is equal to or greater than the Smash Down value on this model's damage table, that terrain feature is reduced to rubble: all of its scenery rules are replaced with the Deadly scenery rule, and its keywords are changed to Scenery, Rubble.

Wounds Suffered	Smash and Grab
0-12	3+
13-18	4+
19-24	5+
25-30	6+
31	6+

SPELLS
For the duration of this Battleplan, all **WIZARDs** know and may cast the following spell:

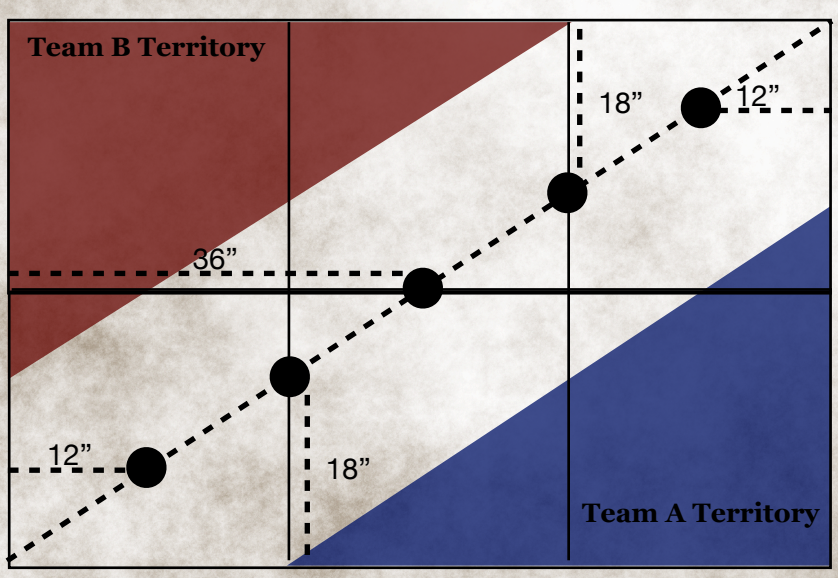
Seismic Disturbance
Casting Value 5
Sending coursing currents of the arcane racing through the dirt the caster can incite ravenous hunger into the realm threatening to consume buildings wholesale
Select one piece of scenery wholly within 18 inches of the caster, until the your next hero phase add 1 to any Smash and Grab rolls for that objective.

VICTORY CONDITIONS
At the end of the fifth battle round the team that has destroyed the highest number of Scenery pieces has won, in the event of a Tie the team with the most wounds remaining on their Gargants wins. If both criteria are draws the game is considered to be a draw.

NARRATIVE BATTLEPLAN

PEOPLE SNATCHER

It an unfortunate fact of Gargant life that your lunch so very often sees, heard, or feels the your approach long before you reach them. This makes every meal a frantic scramble to grab whats on offer before sneakier, more dexterous or simply luckier Gargants get in on the action. Any potential World Titan would need to be adept at filling their stomach to grow to truly impressive size.



PITCHED BATTLE
Each Team is composed of up-to 3 players, each fielding a single **MEGA-GARGANT**, for the duration of the battle the teams are each treated as a single army.

SETUP
Before either side begin to setup Johann (or one of his cousins) is setup in the centre of the board, his extended family are setup as shown above until all 5 Johannkin are deployed.

Once all Johannkin are setup the teams roll off, and the winner decides which territory each side will use. The territories are shown on the map above.

Teams then alternate setting up Gargants one at a time, starting with the team who won the roll off. Units must be setup wholly within their own territory and more than 12 inches from enemy territory.

Continue to set up units until both teams have setup their armies. If one team finished first, the opposing team sets up the rest of the units in their army, one after another.

OBJECTIVES
At the end of each of their movement phases a Megagargant may attempt to snatch any Johannkin objective they are within 1 inch of. To do so roll 1d6, on a 2 or more that objective has been snatched. Keep track of which Gargants are carrying Johannkin. A Kraken Eater may attempt reroll failed attempts to claim a Johannkin

At the end of any phase in which a Gargant carrying any Johannkin suffers any wounds or mortal wounds roll a d6.

- On a roll of a 1 they have accidentally squashed one of their Johannkin, that objective marker is removed from play and will have no further impact on the battle
- On a roll of a 2 tone of heir Johannkin has escaped, and may be placed by the player who inflicted the wounds anywhere wholly within 3 inches of the gargant who had been carrying it.
- On a 3 or more they have kept ahold of their prize and continue as normal.

RUUUUUUUN!!!
At the start of every battleround from turn 2 onwards, before players roll off, players may alternate selecting and moving any unclaimed Johannkin D6 inches starting with the player who went first in the previous Battleround. This move may not take them within 1 inch of any Gargants.

EATING AWAY VICTORY
At the start of each of your Hero Phases, any Gargant currently carrying any Johannkin may opt to eat one. If they do so immediately heal d6 wounds allocated to that model, however the objective marker is immediately removed from play and will have no further impact on the battle

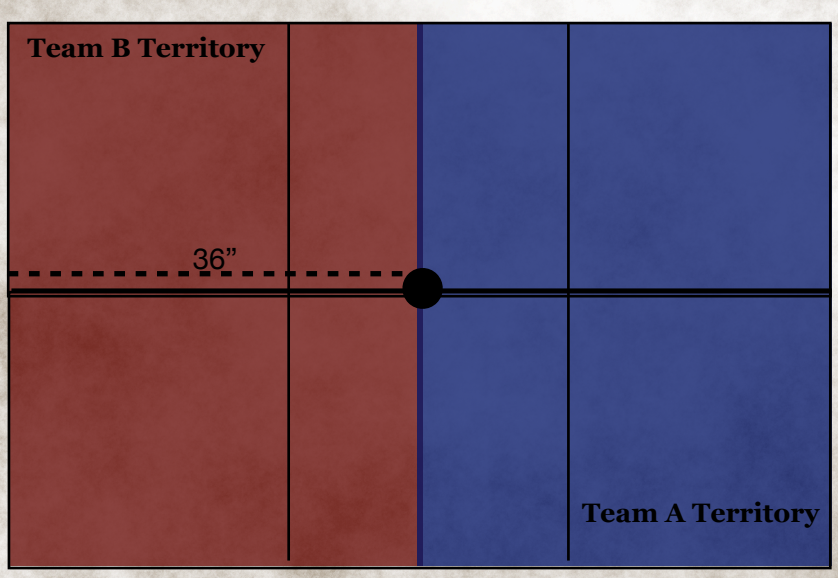
VICTORY CONDITIONS
At the end of the fifth battle round the team that has the most Johannkin currently claimed by their Gargants are the victors.

In the case of a draw the Team who squashed the most Johannkin whilst in their enemies possession may claim a minor victory. If there is no clear victor the game is a Draw.

NARRATIVE BATTLEPLAN

KING OF THE HILL

A World Titan must be feared not only by the lesser races, but by their own kind too, how else can one earn their respect but by strength and will. Often one Mega Gargant will lay claim to a hill of little significance if only to challenge the might of their Gargant Kin and dare any to come take it from them.



PITCHED BATTLE
Each Team is composed of up-to 3 players, each fielding a single MEGA GARGANT, for the duration of the battle the teams are each treated as a single army.

SETUP
Before either side begin to setup a single objective in the centre of the battlefield.

Teams then alternate setting up Gargants one at a time, starting with the team who won the roll off. Units must be setup wholly within their own territory and more than 12 inches from enemy territory.

Continue to set up units until both teams have setup their armies. If one team finished first, the opposing team sets up the rest of the units in their army, one after another.

GRAPPLE
In the combat phase when activated any **MEGA-GARGANT** may elect to Grapple instead of attacking with their Deadly Grip, to do so both players roll a d6, with the following modifiers:

- Add 1 if the model initiating the grapple charged this turn.
- Add 1 to your roll if your model is a **WARSTOMPER**
- Subtract 1 from your roll if you have fewer than 12 wounds remaining.

The attack is successful if the model initiating the grapple rolls HIGHER than their opponent. A successful attack can inflict one of the following effects

Trip Him! - For the duration of this combat phase **MEGA-GARGANTS** may choose to reroll to hit rolls for Jump up and Down, and Almighty Stomp attacks against the target model.

Eye Gouge - For the duration of this combat phase, the target model subtracts 1 from all To Hit rolls.

Throw Him! - The Target model is immediately moved D6 inches in a direction chosen by the attacker, this move cannot end on top of any enemy models or impassable terrain.

OBJECTIVES
At the end of each battleround teams score a number of Victory points as listed below, no one gargant may score for more than one victory point condition:

Every Gargant **WHOLLY WITHIN** 6 inches of the Objective; 3VP

Every Gargant within 6 inches of the Objective: 2 VP

Every friendly Gargant within 9 inches of the Objective: 1 VP

VICTORY CONDITIONS
At the end of the fifth battle round the team that has the most Victory Points wins a Major Victory

In the case of a draw the Team who has the most models wholly within 6 inches of the objective at the end of the battle wins a Minor Victory.

If neither team achieve a Major or Minor Victory the battle is a draw.

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes and battlefield roles for the Warscroll and Warscroll battalions in this book, for use in Pitched Battles. Used alongside the rules for Pitched Battles in the Generals Handbook, this along with Battletome: Sons of Behemat provides you with all the information you need to use an expanded Sons of Behemat roster against any opponent.

SONS OF BEHEMAT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
World Titan Custom Mega Gargant	1	1	500	LEADER, BEHEMOTH	
World Titan Custom Mega Gargant (BATTLEBORN)	1	1	500	LEADER, BEHEMOTH	BATTLELINE in a SONS OF BEHEMAT Army
Warparty Battalion	-	-	100	*Warscroll Battalion*	-
Homewreckers Battalion	-	-	100	*Warscroll Battalion*	-
Landgrabbers Battalion	-	-	100	*Warscroll Battalion*	-
Family Reunion	-	-	40	*Warscroll Battalion*	

Gorbaz sed date he's found a new scrap fer us! E' sez da beasts der is bigger, an' a'rder than anywer else.

Gorbaz sez he beat dese beasts and den Ghur dun spoke to 'im. Ghur sed bring Da Waaagh, bring em all, coz a fight is comin an wez dont wanna miss it!

Gorbaz sez all dis to me, and Den got krumped.

So I sez,
Enter Da Savage Lands!

TRIBES OF THE SAVAGE LANDS

On the following pages you will find rules and abilities for your Savage Lands Tribes army. These include powerful allegiance abilities and items, new battle plans, and warscrolls and battalions that describe the emergent Tribes in games of *Warhammer Age of Sigmar*

ALLEGIANCE ABILITIES - CITIES OF SIGMAR

PLAYING AS THE SAVAGE LANDS TRIBES

From mighty beasts to the enigmatic hunters that prowl the wild lands, this section provides rules and abilities for all **SAVAGE LANDS** armies

ALLEGIANCE
Every unit and warscroll battalion in *Warhammer Age of Sigmar* owes allegiance to one of the Grand Alliances – either **ORDER, CHAOS, DEATH** or **DESTRUCTION.** Many units and warscroll battalions also have more specific allegiances – for example **SAVAGE LANDS** or **CITIES OF SIGMAR.** If all the starting units and warscroll battalions in your army are from the **SAVAGE LANDS**, then it has the **SAVAGE LANDS** allegiance. An army with the **SAVAGE LANDS** allegiance (sometimes known as a **Savage Lands Tribes** army) can use the potent allegiance abilities found in the following pages.

When your army qualifies for more than one allegiance – e.g. all of the units are **SAVAGE LANDS** and **ORDER** – you must choose which allegiance your army will use before each game. These restrictions aside, you can use allegiance abilities whenever you play games of *Warhammer Age of Sigmar*.

BATTLETRAITS:
An allied army fights with units and cohesion, granting it additional boons. See opposite for the battle traits available for Savage Lands Tribes armies.

COMMAND TRAIT:
Unlike normal Age of Sigmar armies the general of a Savage Lands Tribes army may never take a command trait.

ARTEFACT OF POWER:
Artefacts available to **HEROES** in an **SAVAGE LANDS** army depending on which city your army hails from. (PgXX, or see Cities of Sigmar pgXX)

INVOCATIONS OF GHUR:
If your army is a **CITY OF BONES** army you may select a prayer from the Invocations of Ghur table for every **PRIEST** in your army

PRIMAL MANIFESTATIONS:
If your army is a **CITY OF BONES** army you may select a spell from the Primal Manifestations table for every **WIZARD** in your army

BATTLEPLANS
This section contains rules for using your Savage Lands army in a number of narrative scenarios depicting the history of this region of Ghur {See pg XX)

WARSCROLL BATTALIONS
This section describes formations made up of several units that combine their strengths to gain powerful new abilities. By mustering these Battalions you can form your own hunting parties across the plains. (See pg 4XX8-50)

WARSCROLLS
This section describes the characteristic and abilities of the individual Savage Lands Tribes models and units.

SAVAGE LAND TRIBES BATTLE TRAITS

THE SAVAGE LANDS TRIBES

CITY OF THE REALMS
Even the plains of Ghur have not been spared the relentless expansionism of the Azyrite Colonists, their ilk spreading like locust from the Realm of Heaven across the Great Beast.

Any units with the **CITIES OF SIGMAR** keyword may be taken within a Savage Lands Tribes army. These units gain the **SAVAGE LANDS** keyword for the duration of the battle.

When you choose a Savage Lands Tribes army, you must give it a City Keyword from the list below. All **SAVAGE LANDS** units in your army gain that Keyword and you can use the allegiance abilities listed for that city on the pages listed.

INSERT CITY HERE (pgXX)
HAMMERHAL (Pg64-65 Battletome: Cities of Sigmar)
LIVING CITY (Pg66-67 Battletome:
PHOENICIUM (Pg70-71 Battletome: Cities of Sigmar)
ANVILGUARD (Pg72-73 Battletome: Cities of Sigmar)
HALLOWHEART {Pg74-75 Battletome: Cities of Sigmar)
TEMPEST'S EYE (Pg76-77 Battletome: Cities of Sigmar)

Armies built in this manner replace the Free Cities Battle traits on pg63 of the Cities of Sigmar Battletome with those on pgXX-XX of this Supplement.

In addition 1 in 4 units within the army may be a **BEASTS OF CHAOS** unit without a mark of chaos (KHORNE, SLAANESH, TZEENTCH, NURGLE) reflecting the native creatures with an affinity for the Great Beast. These units gain the **SAVAGE LANDS** and corresponding city keywords for the duration of the battle.

SAGAS OF THE BEAST
The tribes of the Savage Lands each bear an affinity for a certain aspect of the Great Beast, they often attribute this to the strongest predators of the plains and seek to channel it in battle.

The General in a Savage Lands army may not select a command trait, instead every **SAVAGE LANDS HERO** may select a Saga of the Beast as detailed on the following pages, no model may benefit from more than one Saga of the Beast at any one time.

In addition after both sides have setup each **SAVAGE LANDS HERO** may select two **SAVAGE LANDS** units that are not **HEROES** to join their War party, these units gain the same **SAGA OF THE BEAST** as their hero for the duration of the battle.

RESISTANT TO INDUSTRY
The strength of Ghur lies with those who understand the Great Beast itself, to muddy ones self with beasts hewn of steel and soot is to lose sight of the natural order of the Realm..

A Savage Lands army may not include more than a single unit with the **WARMACHINE** keyword, this includes models taken as Allies or Mercenaries.

FIRST AMONG PREDATORS
Those who have an affinity with the great beast have an instinctive understanding of Predatory creatures. It would seem this extends beyond those born of flesh and bone.

A **SAVAGE LANDS** army may always elect to move the first Predatory Endless spell at the beginning of the battleround.

THE WILD RECLAIMS
The great beast does not tolerate interlopers, its even the flora of the realm seek to dominate all other life that lay in their path

After both armies have set-up, but before the first battleround the player of a Savage Lands army may select D3 terrain pieces to be reclaimed by the wild. For the duration of the battle these terrain pieces have the Overgrown rule in addition to any other rules they may have.

SAGAS OF THE BEAST

As detailed in the Savage Lands Battletraits, every Hero in a **SAVAGE LANDS** army may select a Saga of the Beast, and confer it to two additional units within the army as their War party. These war party allegiances and their Saga must be recorded on your army list.

Every Saga of the Beast is comprised of three elements:

The Blessing
All Units with the Saga benefit from this, it is always considered to be active and lasts for the duration of the battle.

The Legacy
Is an ability gained by HERO's with the Saga only. And lasts the duration of the battle.

The Invocation
Is a benefit gained when a unit uses the Invocation of the Beast prayer and lasts until your next Hero Phase

PRAYER

Invocation of the Beast
Calling upon the bestial spirits of Ghur the spirit walkers seek to harness but a sliver of the realms energies to perform superhuman feats.
In your Hero Phase, each **PRIEST** that knows this prayer may attempt to invoke the beast. To do so roll a d6, on a result of 3 or more the prayer is successful and that **PRIESTs** unit gains the benefit of their Sagas invocation until your next hero phase.

SAGA OF THE BEAR

Those who invoke the bear channel its resilience and pride, able to endure the elements in a manner that would fell lesser mortals and bringing its indomitable stamina to the field of battle.

BLESSING:
Friendly **SAVAGE LANDS** units with the Saga of the Bear may halve the number of models lost that turn (rounding down) when determining the modifier their Battleshock results.

LEGACY:
Add 1 to the Wound characteristic for any SAVAGE LANDS HERO with the Saga of the Bear

INVOCATION:
If this Saga is successfully invoked, Subtract 1 from rolls to Wound for attacks that target this unit. until your next Hero Phase.

SAGA OF THE WOLF

The wolf is sure of foot as it leaps through the undergrowth after its prey, those that channel it in battle harness the speed of the wolf whilst their Heroes gain the predatory intellect of the Pack Hunter.

BLESSING:
Friendly **SAVAGE LANDS** units with the Saga of the Wolf may add 1 to Run and Charge Rolls

LEGACY:
Add 1 to the attack characteristics of this HEROs Melee weapons in the combat phase for every other friendly unit with the Saga of the Wolf within 3 inches. This bonus does not apply to a Mounts weapons

INVOCATION:
If this Saga is successfully invoked, until your next Hero Phase this unit may attempt to Charge even if they Ran in the same turn.

SAGA OF THE SNAKE

The most dangerous beasts in Ghur are not the largest, the serpents in the region possessing a venom that can stop the heart in mere moments. Those who follow the Saga of the Snake utilise such venoms, with the Heroes even able to spit blinding venoms.

BLESSING:
Friendly **SAVAGE LANDS** units with the Saga of the Snake may reroll to Wound rolls of a 1 in the Combat Phase.

LEGACY:
At the end of the Charge Phase select one enemy unit within 3 inches of this HERO, for the duration of the following combat phase subtract 1 from hit rolls for that unit.

INVOCATION:
If this Saga is successfully invoked, Until your next hero phase if the unmodified wound roll for an attack made by this unit in the combat phase is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

SAGA OF THE DRAKE

Though seldom seen in recent years the Great Drakes of Ghur are creatures of legend and those who follow their Saga can channel their unnatural resilience upon the field of battle, even against the arcane.

BLESSING:
Subtract 1 from the Rend characteristic of attacks that target friendly SAVAGE LANDS units with this saga

LEGACY:
This HERO may attempt to unbind 1 spell in each enemy Hero Phase, and dispell 1 Endless Spell in their own Hero Phase as though they were a wizard.

INVOCATION:
If this Saga is successfully invoked, Until your next hero phase ignore the rend characteristic of all enemy attacks that target this unit.

CITY OF BONES BATTLE TRAITS

THE PLAINS TRIBES
CITY OF BONES armies only

BORN OF THE SAVAGE LANDS
Hewn in the skeletal remains of a fallen Godbeast Mogrash, the City of Bones forms a hub for the tribes of the Savage Lands
A City of Bones army must be from Ghur

MOVEMENT IS LIFE
Those who have been raised in the Savage Lands know that movement is life, to fall still and stagnant is to beg the ground itself to consume you. The tribes employ rapidly shifting formations darting across the plains,
After both sides have setup but before the battle begins you may make a normal move of upto 6 inches with half the friendly **CITY OF BONES** units setup on the table (Rounding Down). Units may not run as part of this move.

ALPHA PREDATORS
To hunt in the Savage lands is not a matter of cruelty or cowardice but one of dominance, to become the Alpha Predator one must first find worth foe the slay.
Add 1 to Hit rolls for friendly **CITY OF BONES HERO** when attacking a **HERO** or **MONSTER**

COMMAND ABILITY
Anointed in Blood: *Rule of Might within the Savage Lands is a bestial law few can deny, to witness the dominance of their tribe upon the field up battle can spur the beast in any creatures soul.*
You may use this command ability at the end any phase a **CITY OF BONES HERO** destroyed an enemy unit, if you do so select one **CITY OF BONES HERO** that has destroyed a unit that phase, until you next hero phase friendly **CITY OF BONES** units wholly within 12 inches this model do not need to take Battleshock tests.

CITY OF BONES ARTEFACTS

BEASTSLAYERS PRIZES
CITY OF BONES HEROES only

1 **The Hungry Blade**
Ghur hungers, it longs for the taste of flesh and is never truly sated. These bonehewn blades take on a life of their own when they have tasted blood in battle.

Select one of this models melee weapons to be The Hungry Blade (this cannot belong to a mount), immediately after having resolved this models attacks roll a D6, on a 4 or more this model may attack again but only with this weapon. This can only be attempted once per phase.

2 **Plainsrunner Cloak**
A bizarre cloak formed of the feathers of hundreds of Plainsrunner fowl, said to grant the user some measure of flight and speed.

Add 4 to the movement characteristic of this model, in addition this model may ignore vertical distance moved as though they could FLY

3 **The Bestial Heart**
Plucked still beating from the chest of a great beast of the plains this pulsing heart radiates the bestial energies of Ghur, granting strength and ferocity before consuming its host.

Once per battle at the start of the combat phase you may declare this model is consuming the Bestial Heart. If you do so this model can reroll all to hit, wound and save rolls for the duration of that phase.

CITY OF BONES PRAYERS

City of Bones PRIESTS may select a single Prayer from below in addition to any on their warscroll, they may attempt this Prayer once in each of your Hero Phases in addition to any others they know.

INVOCATIONS OF GHUR
CITY OF BONES PRIESTS only

1 Hide of the Dreadmaw—
Invoking the spirits of the great Dreadmaw the priest causes the skin of his warriors to harden into chitinous scales to glance away lethal blows.

In your Hero Phase you can pick a friendly **SAVAGE LANDS** unit wholly within 12 inches of this model and roll a D6. On a 3 or more add 1 to Save rolls for that unit until your next Hero Phase.

2 Bestial Terror–
Faces contort into fanged filled visages, voices carry on the wind like the howl of the Midnight Wolf. The Priest channels to terror of the Ghur hunt.

In your Hero Phase you can pick a friendly **SAVAGE LANDS** unit wholly within 12 inches of this model and roll a D6. On a 3 or more, until your next Hero Phase subtract 2 from the bravery characteristic for enemy units within 3 inches of that unit.

3 Realmshaper—
Ghur is not a static realm, it is a shifting beast that grows and prowls beneath the stars, Priests of Ghur can shape the very lands around them.

In your Hero Phase you can pick a piece of Scenery unit wholly within 12 inches of this model and roll a D6. On a 3 or more, you may select one Scenery characteristic from pg XX of the generals handbook to apply to that scenery until your next hero phase.

CITY OF BONES SPELLS

City of Bones WIZARDS may select a single Spell from below in addition to any on their warscroll

PRIMAL MANIFESTATIONS
CITY OF BONES WIZARDS only

1 Blood Drunk
The peoples of Ghur know too well that the revelry of slaughter can lead to misdeeds, their wizards imparting that drunkened blood rage on their enemies to make them turn on their own kind.

Casting Value: 7
Select an enemy unit wholly within 18 inches of this model, and roll a dice for every model in that unit. For every unmodified roll of a 5+ that unit suffers a single mortal wound.

2 Breaking the Herd
Channeling the winds of magic the Shaman can drag a weaker creature out of a herd, aiding their hunters in claiming prize for the feast.

Casting Value: 6
Pick an enemy unit within 18" that is visible to the caster, half the movement characteristic of that unit until your next Hero Phase. In addition if that unit attempts to charge before your next hero phase halve the result rolled (rounding up)

3 Turning the Knife
Not all predators can be defeated by might alone, a true hunter knows that often the path to victory is to turn the strength of the enemy against them.

Casting Value: 8
Select an enemy unit wholly within 18 inches of this model, until your next hero phase that unit suffers a single mortal wound for every unmodified to hit roll of a 1 when they make an attack in the combat phase.

WARSCROLL

SLAUGHTERFIELDS BEASTMASTER

WITH ROCKTUSK PROWLER

It is said the Beastmasters of the Slaughterfields may walk blindfolded through it, basting away the sight of mortals to feel the ripples of the energies of the realms enveloping them. To feel this primal energy, and subtly alter its course grants them mastery over some elements of the appetites of the realm and those creatures that call it home.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hidepiercer Harpoon	9”	1	3+	See Below		
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Hidepiercer Harpoon	1”	3	3+	3+	-1	1
Savage Tusks	1”	D3	4+	3+	-2	1

DESCRIPTION
A Slaughterfields Beastmaster with Rocktusk Prowler is a single model. The Beastmaster may throw their Hidepiercer Harpoon in the shooting phase, or use it to lash out in melee.

ROCKTUSK PROWLER
This models Rocktusk Prowler is treated as a mount for all rules purposes, and may maul a foe with its Savage Tusks

ABILITIES
Pinning Strike
Thrown with such ferocious speeds the Beastmasters harpoon pins his prey to the dirt that he might deliver final blow

If an enemy unit is successful hit by this models Hidepiercer Harpoon in the shooting phase they immediately suffers a single model wound and are Pinned until your next Hero Phase.
Units that are Pinned fight at the end of the Combat Phase.

PRIEST OF GHUR
Ghur Prayers: *His eyes slowly drifting into the black of the beast, and every word resonating with the bestial growl of Ghur. The Beastmaster invokes the greatest spirits to aid his hunt.*

In your hero phase, this model can chant one of the following prayers. If it does so, pick one of the prayers and then make a prayer roll by rolling a dice. On a 1-2, the prayer is not answered. On a 3+ the prayer is answered.

Lambs to the Slaughter: *It is said the air hangs heavy with the scent of blood when the Beastmaster invokes his will, driving the feral creatures of the land into a frenzy.*
Until your next Hero Phase add 1 to the attack characteristics of any friendly **SAVAGE LANDS HUNTING PACKS** in the combat phase whilst they are wholly within 12 inches of any models with this prayer active.

Keywords:	ORDER, HUMAN, SAVAGE LANDS, SLAUGHTERFIELDS, HERO, PRIEST

WARSCROLL

SLAUGHTERFIELDS CHIEFTAIN

ON PLAINSRUNNER

The Slaughterfields are no place for the meek of heart, an expansive void absent cover and shade save for the long grass it is home to some of the fastest and most lethal predators in the Savage Lands. Those who survive to rise to Chieftain of the tribes that call this place home are known for their deft reflexes and bloodlust in the heat of battle. They seize upon the flightless birds of the plains known as Plainsrunners for their speed and savagery.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mor’grash Fanged Cleaver	1”	3	3+	3+	-1	2
Razor Beak and Claws	1”	3	3+	3+	-2	1

DESCRIPTION
A Slaughterfields Chieftan on Plainsrunner is a single model armed with a relic Mor’grash Fanged Cleaver

Their Plainsrunner mounts may attack with their Razor Beak and Claws

ABILITIES
Mor’grash Hungers
Though long dead with tribal settlements carved into its skeletal husk the hunger of Mor’grash endures, those chieftains wielding a weapon hewn from its form find their blade leaping to savour fresh blood.

In the combat phase, for every successful hit with this models Mor’grash Fanged Cleaver you may make an additional attack, these attacks cannot themselves confer additional attack.

Plainsrunners Stride
Evolving to stride the great plains of the Savage lands the mighty stride of the Plainsrunner gifts an explosive leap upon their bewildered prey

This model can be chosen to pile in and attack in the combat phase if it is within 6” of an enemy, and can move upto 6” when they pile in.

Lead from the Front
A true general does not cower behind his men

At the start of your Hero Phase if this model is within 3 inches of any enemy units you may roll a d6, on a 4 or more gain an additional command point

COMMAND ABILITY
Blooded Champion
Those anointed in the blood of the great beasts of the Savage Lands may call themselves Chieftain. Those who gather to their side share in a portion of their power.

This ability can be used in your Hero Phase, if you do so select one model with this command ability. Until your next hero phase all friendly **SAVAGE LANDS** units wholly within 12 inches of this model may benefit from their Sagas Invocation without utilising the **Invocation of the Beast** Prayer

Keywords:	ORDER, HUMAN, SAVAGE LANDS, SLAUGHTERFIELDS, HERO, PRIEST, CHIEFTAN

WARSCROLL

CARRION KIN BEASTMASTER

WITH DIREFLOCK

The Beastmasters of the Carrion Kin know that might alone cannot survive in the realm of Ghur, might itself inviting challenge. Instead they feast upon the husks discarded by the great beasts of the realms, surviving on that which others would discard and in doing so find their place amongst the scavengers.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Direflock	18”	See Below				
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Hidepiercer Axe	1”	3	3+	3+	-1	1

DESCRIPTION
A Carrion kin Beastmaster with Direflock is a single model. The Beastmaster may attempt to lay low a foe with their Hidepierce Axe in the combat phase

DIREFLOCK
This models Direflock is treated as a mount for all rules purposes, and may be unleashed upon a foe in the shooting phase

ABILITIES
A Murder of Crows
The direflock shadows the every move of the Carrion Kin, revelling in the feast discarded by the ignorant, survving not through might but the cunning of the Beast.

When resolving an attack with this models Direflock select an enemy unit within 18 inches, and roll a dice for every model in that unit within 24 inches of this model. For every unmodified roll of a 6 that unit suffers a single mortal wounds.

PRIEST OF GHUR
Ghur Prayers: *His eyes slowly drifting into the black of the beast, and every word resonating with the bestial growl of Ghur. The Beastmaster invokes the greatest spirits to aid his hunt.*

In your hero phase, this model can chant one of the following prayers. If it does so, pick one of the prayers and then make a prayer roll by rolling a dice. On a 1-2, the prayer is not answered. On a 3+ the prayer is answered.

Upon Dead Wings: *The trinkets of the Carrionkin are many, but among the most prized are the feathers plucked from the great birds of Ghur. Priest channelling these totems to impart the flight of their previous owners upon their hunters.*
Select a friendly **SAVAGE LANDS** unit wholly within 12 inches of this model, until your next Hero Phase that unit can FLY.

Keywords:	ORDER, HUMAN, SAVAGE LANDS, CARRION KIN, HERO, PRIEST

WARSCROLL

FOMOROID WINTERWALKER

There is an ancient rage coursing through the icy veins of the Winterwalkers, they live to see walls torn away and for many in the savage lands are the pinnacle of Ghur. Much like their fell Fomoroid kin in the ranks of Chaos these souls are nigh untamable, but may bring the might of Ghur to bear in primitive yet highly destructive arcane might through sheer will and brutality.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurled Terrain	12”	2	3+	3+	-1	2
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Mournskull Staff	1”	3	3+	3+	-1	D3

DESCRIPTION
A Fomoroid Winterwalkr is a single model armed with a crude Mournskull Staff and able to launch large chunks of Hurled terrain at a foe.

ABILITIES
Rampage
Though long dead with tribal settlements carved into its skeletal husk the hunger of Mor'grash endures, those chieftains wielding a weapon hewn from its form find their blade leaping to savour fresh blood.

After this model has mad a charge move select 1 enemy unit within 1 inch of this model androll a number of dice equal to the charge roll for that charge move. For each 6 that unit suffers 1 mortal wound.

Arcane Might
The Bitterbite Fomoroids channel raw magics of ghur, their forms wreathed in the pure destruction able to bring it to bear instinctively

In your Hero Phase, if this model does not cast any Spells you may instead use this ability. If you do so until the start of your next hero Phase add 1 to the damage characteristic of this models Mournskull Staff

MAGIC
MAGIC
This model is a Wizard. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Bestial Rampage spells.

Bestial Rampage:
The instinctive rage of the Fomoroids is contagious, even as their magic spreads its tendrils bear the rage at the realms they have become known for.
Green Puke has a casting value of 6. If successfully cast, pick 1 friendly SAVAGE LANDS unit wholly within 12 inches of this model. Until your next hero phase, at the end of your charge phase if that unit has made a succesful charge select an enemy unit within 1 inch of that unit and roll a number of dice equal to the charge roll. For every 5+ that unit suffers a mortal wound.

Keywords:	ORDER, FOMOROID, SAVAGE LANDS, BITTERBITE, MONSTER, HERO, WIZARD

WARSCROLL

RAVENOUS SLAVERMAWS

HUNTING PACK

Amongst the most cunning of the predators of the Savage Lands the packs of wild slavermaws works with startling efficiency as they encircle their foe and drive them ever onwards unto their perfect ambush site. Once the battle commences the bloodlust of these ravenous wolves unleashed a torrent of slaughter that few can endure.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slavermaw Jaws	1”	2	3+	3+	-	1

DESCRIPTION
A Ravenous Slavermaws hunting pack unit consists of 5 or more Slavermaw wolves who attack with their Slavermaw Jaws

BEASTS
This unit may never benefit from a Saga

ABILITIES -
Smell Weakness
Once the scent of blood is in their snout, a Slavermaws attacks become increasingly frenzied tearing through armour and hide as though it were nothing.

Add 1 to the rend characteristics for attacks made by this unit's Slavermaw Jaws that target a unit with 1 or more wounds allocated to it.

Ferocious Pounce
Slavermaws strike with startling speed, falling upon their prey in a blur of claws and ripping teeth.

This unit is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and it can move an extra 3" when it piles in.

Keywords:	ORDER, SAVAGE LANDS, SLAUGHTERFIELDS, SLAVERMAW, HUNTING PACK

WARSCROLL

SLAUGHTERFIELDS TRACKERS

The Trackers of the Slaughterfields often move ahead of the tribes of the Savage Lands, carving path for their kin to move without encroaching on the hunting grounds of the great beasts. There are times however when combat is unavoidable, and here these hunters seek to end it swiftly bringing the might of their tribe down on a foe with a single cataclysmic blow of bonehewn hunting weapons.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Jagged Harpoom	8”	1	4+	3+	-1	2
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Hunting Weapons	1”	1	4+	4+	-	1

DESCRIPTION
A Unit of Slaughterfields Trackers consists of 15 or more models, each armed with Hunting Weapons.

Spirit Walker
One model in this unit may be chosen as a Spirit Walker carrying an emblem of their Saga into battle, this model is a **PRIEST.** This models knows and may only use the Invoking the Saga prayer.

First Fang
1 in every 15 models in this unit may be a First Fang, this model is armed with a Jagged Harpoon in addition to its Hunting Weapons

ABILITIES
Heart of the Lion
The trackers of the Slaughterfields know too well the scent of blood will draw predators to their quarry, seeking to deliver such a blow upon their arrival that they might be long gone when greater beasts arrive to feast.

This unit may reroll failed charges, in addition in a turn this unit charged add 1 to the attack characteristics of its Hunting Weapons.

Keywords:	ORDER, HUMAN, SAVAGE LANDS, SLAUGHTERFIELDS, TRACKERS

WARSCROLL

DIREWING FLOCK

HUNTING PACK

Amongst the most cunning of the predators of the Savage Lands the packs of wild slavermaws works with startling efficiency as they encircle their foe and drive them ever onwards unto their perfect ambush site. Once the battle commences the bloodlust of these ravenous wolves unleashed a torrent of slaughter that few can endure.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Beak and Claws	1”	4	5+	4+	-	1

DESCRIPTION
A Direwing Flock hunting pack unit consists of 3 or more Direwings who attack with their Beaks and Claws

BEASTS
This unit may never benefit from a Saga

FLYING
This unit can Fly

ABILITIES -
Swarm of Shadows
The descent of the Direwing comes as a swirly tempest of feather and claw, bringing a cloak of darkness that leaves a foe swinging blind.

Subtract 1 from To Hit rolls for attacks made by enemy units within 3 inches of any models in this unit

On Swift Wing
The speed of the direwing stands as one of their defining assets, they survive on the savage lands by striking at wounded foes only to disappear when predators return.
This unit may retreat and charge in the same turn.

Keywords:	ORDER, SAVAGE LANDS, CARRIONKIN, DIREWING, HUNTING PACK

WARSCROLL

CARRIONKIN STALKERS

The Stalkers of the Carrionkin are shifting shadows amidst the heavy branches of the Forest of Blades, using their wit and speed to avoid the predators that lurk within and descending as a shadow to claim prized hunt of their own. They bear poison tipped raven darts to slow a beast with before delivering final blow with their Carrion Blades

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Raven Darts	8”	1	4+	5+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Carrion Blades	1”	1	4+	4+	-	1

DESCRIPTION
A Unit of Carrionkin Stalkers has 15 or more models armed with Raven Darts and Carrion Blades

Spirit Walker
One model in this unit may be chosen as a Spirit Walker carrying an emblem of their Saga into battle, this model is a **PRIEST.** This models knows and may only use the Invoking the Saga prayer.

Shrike Talon
1 in 15 models in this unit may be chosen as a Shrike Talon. You may reroll charges for this unit if it includes any Shrike Talons

ABILITIES
Death from Above
The Carrionkin survive on speed and cunning alone, patiently stalking their prey before descending on blade and wing.

When this unit makes a move, it can pass across terrain features in the same manner as a model that can fly.

Keywords:	ORDER, HUMAN, SAVAGE LANDS, CARRIONKIN, STALKERS

WARSCROLL

BITTERBITE RANGERS

ON MOURNFANGS

The Bitterbite Rangers embrace the hunger of the Great Beasts, carving their weapons from the bones and teeth of some of the greatest predators in the realms to feed them the blood of the enemy even in death. Each mournfang bears a pair of Rangersc to battle, allowing one to focused on guiding the relunctant mount across the battlescape whilst their companion delivers lethal blow to any who stray too close.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunters Bow	18”	2	4+	3+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Tusks	1”	4	4+	3+	-1	1
Bitterbite Handaxe	1”	3	4+	4+	-	1
Bitterbite Greatweapon	1”	2	4+	3+	-1	2

DESCRIPTION
A Unit of Bitterbite Rangers consists of 2 or more models, each representing a Mournfang with two Rangers riding. Models in this unit are armed with a Bitterbite Handaxe and either a Hunters bow or Bitterbiter greatweapon

Their Mournfang mounts may attack with their Tusks

Spirit Walker
One model in this unit may be chosen as a Spirit Walker carrying an emblem of their Saga into battle, this model is a **PRIEST.** This models knows and may only use the Invoking the Saga prayer.

ABILITIES
Bitterbite Blades
The Realm of Ghur is a hungry beast, even the bones of its great predators still long to tear flesh from bone. The Bitterbite Rangers mount such creature teeth upon their blades to feed the Great Beast

At the end of any phase an enemy unit suffers one or more unsaved wounds from a Bitterbite Handaxe or Bitterbite Greatweapon they immediately suffer a single mortal wound in addition to any other damage.

Mournfang Charge
Heels dig deep into the flanks of the Mournfangs, spurring them forward in rage as they lower their tusks ready for impact.

Add 1 to the damage inflicted by attacks made with this unit’s Tusks if this unit made a charge move in the same turn.

Keywords:	ORDER, HUMAN, SAVAGE LANDS, BITTERBITE, RANGERS

They say there is a land spared the ravages of war and Chaos. It grows lush with bountiful fruits vibrant as the Agshy sun, and teems with beasts bearing meat so succulent you'd swear you were eating in Azyr.

They say this is a land where the sweat on your brow and strength of your soul divine your future, not wealth or breeding. Buried in these untamed wilds lay the riches of lost kingdoms. These lands wait to be remade in your own image.

Best of all, they say the Hammerhalian Colonist expedition is still taking applications, so sign up now and carve your future.

Enter the Savage Lands.

EMPIRES OF INDUSTRY

On the following pages you will find rules and abilities for your Empires of Industry army. These include powerful allegiance abilities and items, new battle plans, and warscrolls and battalions that describe the emergent Empires in games of *Warhammer Age of Sigmar*

PLAYING AS THE EMPIRES OF INDUSTRY

ALLEGIANCE ABILITIES

From enigmatic engineers to the mighty Cogforts that prowl the wild lands, this section provides rules and abilities for all **EMPIRES OF INDUSTRY** armies

ALLEGIANCE
Every unit and warscroll battalion in *Warhammer Age of Sigmar* owes allegiance to one of the Grand Alliances – either **ORDER, CHAOS, DEATH** or **DESTRUCTION.** Many units and warscroll battalions also have more specific allegiances – for example **EMPIRES OF INDUSTRY** or **IRONWELD ARSENAL.** If all the starting units and warscroll battalions in your army are from the **EMPIRES OF INDUSTRY**, then it has the **EMPIRES OF INDUSTRY** allegiance. An army with the **EMPIRES OF INDUSTRY** allegiance (sometimes known as an **EMPIRES OF INDUSTRY** army) can use the potent allegiance abilities found in the following pages.

When your army qualifies for more than one allegiance – e.g. all of the units are **EMPIRES OF INDUSTRY** and **ORDER** – you must choose which allegiance your army will use before each game. These restrictions aside, you can use allegiance abilities whenever you play games of *Warhammer Age of Sigmar*. BATTLETRAITS:

An allied army fights with units and cohesion, granting it additional boons. See opposite for the battle traits available forEmpires of Industry armies.

COMMAND TRAIT:
Abilities available to the general of an Empires of Industry army if it is a **HERO,** depending on which city your army hails from (pg 46-47, or see Cities of Sigmar pg64-77)

ARTEFACT OF POWER:
Artefacts available to **HEROES** in an Empires of Industry army depending on which city your army hails from. (Pg45, or see Cities of Sigmar pg64-77)

MASTERWORK DESIGNS:
If your army is a **MIDNIGHT CITY** army you may select Masterwork Designs for friendly **WARMACHINES** following the restrictions on Pg47

SPARKS OF INNOVATION:
Artisan schematics and useful tools the Sparks of Innovation available to **ENGINEERS** in an Empires of Industry army are shown on pg41.

NAMED CHARACTERS
Beings such as The Midnight Queen are singular and mighty warriors, with their own unique personalities and bespoke items of terrifying power. As such The Midnight Queen and The Mad Admiral cannot take Command Traits or Artefacts of Power

BATTLEPLANS
This section contains rules for using your Empires of Industry army in a number of narrative scenarios depicting the history of the Midnight City (See pg 29-31)

WARSCROLL BATTALIONS
This section describes formations made up of several units that combine their strengths to gain powerful new abilities. By mustering these Battalions you can form your own legions of the Empires of Industry on the tabletop. (See pg 48-50)

WARSCROLLS
This section describes the characteristic and abilities of the individual Empires of Industry models and units.

ALLEGIANCE ABILITIES

EMPIRES OF INDUSTRY BATTLE TRAITS

THE EMPIRES OF INDUSTRY

CITY OF THE REALMS
Long since having emerged from their isolation the Empires of Industry have been awash with refugees and reclaimed unable to find tolerable harbour from the winds of magic elsewhere.

Any units with the **CITIES OF SIGMAR** keyword may be taken within an Empire of Industry army. These units gain the **EMPIRES OF INDUSTRY** keyword for the duration of the battle.

When you choose an Empires of Industry army, you must give it a City Keyword from the list below. All **EMPIRES OF INDUSTRY** units in your army gain that Keyword and you can use the allegiance abilities listed for that city on the pages listed.

MIDNIGHT CITY (pg45)
HAMMERHAL (Pg64-65 Battletome: Cities of Sigmar)
LIVING CITY (Pg66-67 Battletome: Cities of Sigmar)
GREYWATER FASTNESS (Pg68-69 Battletome: Cities of Sigmar)
PHOENICIUM (Pg70-71 Battletome: Cities of Sigmar)
ANVILGUARD (Pg72-73 Battletome: Cities of Sigmar)
TEMPEST'S EYE (Pg76-77 Battletome: Cities of Sigmar)

Armies built in this manner replace the Free Cities Battle traits on pg63 of the Cities of Sigmar Battletome with those on pg42-45 of this Supplement.

In addition 1 in 4 units within the army may be a **STORMCAST ETERNALS** unit reflecting a time prior to the Siege of Midnight or some of the more heavily armoured denizens of the Realms.These units gain the **EMPIRES OF INDUSTRY** and corresponding city keywords for the duration of the battle.

JUST LIKE CLOCKWORK
It is not only the Automata and creations of the Empires of Industry that run like Clockwork, their military machine is a finely tuned creation with all of the moving parts shaved to precision. So long as their command structure remains intact they are able to exact their plans with ruthless efficiency.

If a friendly **EMPIRES OF INDUSTRY HERO** utilises a command ability whilst within 3 inches of one or more friendly Standard Bearers you may add 3 inches to the range of that models command ability. Furthermore if the command ability is issued to a **COGWORK** unit roll a D6, on an unmodified roll of a 6 you gain a command point. Command abilities that do not target a specific unit may not benefit from friendly **COGWORK** but may still benefit from friendly Standard Bearers.

VENGEFUL ALCHEMISTS
Whether born of faith, fear or superstition these Cities have an enduring belief in all manner of charms against the magics of the realms, some have even on occasion proved effective.

An Empires of Industry army may not include more than a single unit with the **WIZARD** keyword, this includes models taken as Allies or Mercenaries.

STRUCTURED COMMAND
Some units within this supplement have tiered command abilities, represented by a number after their Command Ability (For example As One (2)). When utilising these command abilities players can choose to pay a number of command points equal to the number shown, in order to gain the relevant effects. A second tier command ability (represented by a (2)) includes the effects of both the first tier, and its own effect.

COMMAND ABILITY
As One (1)
Unity, cohesion and practice define the legions of the Empires of Industry, such practice grants tactical benefits on the field of battle.
In the movement phase immediately after a friendly unit has made a Run roll whilst wholly within 12 inches of an **EMPIRES OF INDUSTRY** hero you may use this command ability. For the duration of that phase you may use the result of that Run roll for all friendly **EMPIRES OF INDUSTRY** units wholly within 12 inches of that hero.

As One (2)
In addition to the above units benefiting from this command ability may attack with their Missile Weapons in the Shooting Phase even if they ran in the same turn.

ALLEGIANCE ABILITIES

THE INDUSTRY OF WAR

SCHEMATICS POINTS

The Empires of Industry operate a unique mechanic known as Schematics Points, depicting the collective engineering knowledge and libraries they can pull from whilst at war. This resource can be spent in a number of ways from enhancing the armies Cogfort into a true bastion of war, to utilising a vast array of reactive abilities known as Sparks of Innovation throughout the flow of battle. It is important to manage this resource as there are very few ways to regain spent Schematic Points as the battle progresses making it key to controlling the battlefield. Schematics points are gained in the following ways:

- Gain 1 Schematic Point for every **ENGINEER** in your army
- Gain 1 Schematic Point for each different **WARMACHINE** warscroll in your army (Duplicate units of the same Warscroll will not generate additional Schematic Points, however HERO units derived from an original scroll will. For example a Steam Tank Commander is considered a different scroll to a standard Steam Tank)
- Gain 1 Schematic Point for fielding a **COGFORT**
- Gain 1 Schematic Point for every Battalion in your army.

Schematic Points are accrued when the army list is written, and any points spent upgrading the Cogfort must be recorded at that time. Remaining Schematic Points may be spent throughout the battle on Sparks of Innovation as detailed below

SPARK OF INNOVATION

Whilst functioning similarly to prayers (and to a lesser degree spells) the Sparks of Innovation represent advanced Cogwork schematics memorised by the Cities artificer engineers. The beauty of their designs is the interchangeable components, able to harvest and reassemble Cogs and gears in the time it would take others to form coherent words.

Every **ENGINEER** in an **EMPIRES OF INDUSTRY** army knows one Spark of Innovation in addition to any listed on their warscroll and is capable of utilising Sparks of Innovation, providing the army has Schematics Points left to utilise.

No Spark of innovation may be attempted more than once per battle round.

ACTS OF INNOVATION

In each of your Hero Phases (unless the innovation specifies a specific phase) any **ENGINEER** in your army may attempt to perform a single Sparks of Innovation they know, to do so simply roll a D6.

On a roll of a 3 or more the Innovation has been implemented successfully. Spend the requisite Schematic points and follow the rules specified below.

On a roll of a 2 no effect has been gained but no Schematic Points are spent.

On a roll of a 1 however the Engineer has failed to grasp the true nature of their Innovation, simply wasting valuable resources that could have been bettered used by more skilled hands, the Schematic Points utilised are lost but no ability is gained.

SPARKS OF INNOVATION

EMPIRES OF INDUSTRY ENGINEERS only

1 - Gerunds Lesser Combustibles (1 SP)

Perfected in the Underwar each combustible forms an arachnid hewn of Cogwork, its abdomen glowing with barely contained magmic energies ready to explode at the slighted provocation. Sent scurrying into defenders quarters to flush out a foe.

If the Innovation is successfully executed select one visible Terrain feature wholly within 12 inches of this model and roll a dice for every enemy model within 1 inch of terrain feature, for every 6 that models unit suffers a single mortal wound and cannot gain the benefit of Cover until your next hero phase.

2 - Protector Swarm (1 SP)

A whirly tempest of cogs and blades make up the shimmering metallic clouds of the protector swarm, circling their charge with lethal efficiency and tearing into all those who would venture too close.

If this Innovation is successfully executed select one visible **EMPIRES OF INDUSTRY** unit wholly within 12 inches of this model, that unit is shrouded by the Protector swarm until your next Hero Phase. At the start of the combat phase roll a D6 for every enemy unit within 3 inches of this unit, on a 3 or more than unit suffers a mortal wound. Units wounded in this manner subtract 1 from all hit rolls for the duration of that combat phase.

3 - Personal Anchorage Shrine (1 SP)

A delicate balance of alchemical humours borne in constant rotation by artisan Cogworks these bizarre creations can help limit the effects of magic in an area, for a time at least.

If this Innovation is successfully executed, until your next Hero Phase this model may attempt to dispel a single spell per turn as though they were a wizard.

4 – Blade Keener (2 SP)

Simple by Midnight City design these glimmering alchemical stones are able to restore even the most aged and dulled blade to keen edge if only briefly.

If this Innovation is successfully executed select one visible **EMPIRES OF INDUSTRY** unit within 3 inches of this model, until your next Hero Phase unmodified to Wound rolls of a 6 with attacks made by that unit inflict a single mortal wound in addition to their normal damage

5 - Prismatic Cascade Cloak (2 SP)

Composed from hundreds of strands of prismatically imbued fibres this cloak reflects light across a myriad of spectrums. At great distance this dizzying array can blind onlookers trying to focus on the wearers.

If this Innovation is successfully executed select one visible **EMPIRES OF INDUSTRY** unit wholly within 12 inches of this model, until your next hero phase add 1 to Save rolls made for this unit.

6 - Multifocal Array (1 SP)

Shifting, shimmering panes of glass flitter in paper thing metallic rims. Those who glance through them see the world around them distort, the pin point vision of a bird of prey illuminating their foe.

If this Innovation is successfully executed select one visible **EMPIRES OF INDUSTRY** unit wholly within 12 inches of this model, until your next hero phase add 6 inches to the range of all Missile Weapons used by that unit.

WARSCROLL

STEAMFORGED COGFORT

There are as many Cogfort designs as there are Cogforts in existence, each is a unique laborious design of the of the Duke for whom it was commissioned. It is these Cogforts, lumbering mechanised constructs akin to the castles of old that allow the force of the Ironweld to exert strategic influence over the realms. Though by now means swift in nature they provide mobile fortifications to secure key locations long before others could assemble even a rudimentary defence

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Bulk	3”	D6	5+	2+	-2	3

Wounds Lost	Move	Resolute Defender	Bastion of Industry
0-4	6”	+2	2+
5-8	6”	+2	3+
9-12	5”	+1	4+
13-16	4”	+1	5+
17	2”	-	6+

A Cogfort is a unit consisting of 1 Steamforged Cogfort. Rather than placing this feature with other units it is setup after immediately deployment zones have been chosen must be placed wholly within its controlling players deployment zone. It cannot hold Objectives, nor does it count as a model slain when determining the victor of a scenario. A Cogfort may move, shoot and act without penalty even if enemy models are within 3 inches.

Each Cogfort is drawn from the collective experiences of the Cogsmiths who forge it, integrating a myriad of features to suit their tastes. When adding a Cogfort to your army list you may spend Schematic points on upgrades, selecting at most one from each column on the following page to integrate into its features. Cogfort upgrades selected in this manner should be modelled onto the Cogfort, though how they are modelled is entirely down to the designer.

Of Stone and Steel
Such bastions of defence are nigh impervious to the blows of blade and shot, it takes far mightier weaponry to slay such a monolith of battle.
Add 1 to the Save rolls for this model against attacks with a Damage characteristic of 1.

Stone Never Dies
Such bastions of defence are nigh impervious to the blows of blade and shot, it takes far mightier weaponry to slay such a monolith of battle.
When this model is slain it remains on the battlefield as a terrain feature with the DEADLY characteristic. Once it is slain it may not be repaired, and no other abilities it possesses have any further effect on the battle.
When this model is slain roll a D6 for every model embarked, on a roll of a 1 that models unit suffers 1 mortal wound. When all wounds inflicted in this manner have been allocated all garrisoning units must immediately disembark.

Weld Garrison
A friendly EMPIRES OF INDUSTRY unit with a wound characteristic of no more than 1 per model, and no more than 20 wounds in combination, can garrison a Cogfort.

If all of the models in the chosen unit are wholly within 6" of it at the start of their movement phase, or if they could be set up wholly within 6" of the Cogfort when deploying for the battle they may opt to Garrison it. Remove the Garrisoning unit from the battlefield and place it to one side.

A unit garrisoning a Cogfort can attack and be attacked as normal, except that the range and visibility for the models in the Cogfort is measured from the building instead. The garrison add the value shown in this models Resolute Defender table to their Save rolls whilst embarked on the Cogfort.

Bastion of Industry
A single friendly **EMPIRES OF INDUSTRY HERO** with a wound characteristic of 6 or less may Garrison this Cogfort in addition to the Weld Garrison following the same rule to embark and disembark.
In addition at the start of your HERO PHASE if a friendly HERO is embarked on the Cogfort roll a D6 and consult this models Bastion of Industry table, if the roll equals or exceeds the value shown you may immediately generate an additional command point.

Disengage: *A veritable fortress of steel and stone mere men at arms can do little to hold this Cogforts guns from firing.*

This model and any models in its garrison can still shoot if this model retreats in the same turn, as long as there are no enemy MONSTERS within 3" of this model at the start of the retreat move and there are less than 10 wounds allocated to this model at the start of the retreat move.

Keywords:	ORDER, HUMAN. EMPIRES OF INDUSTRY, IRONWELD ARSENAL, WARMACHINE, COGFORT

INDUSTRY

Alchemical Laboratory—3 SP
Heady potions, elixirs and choking gases are all created within this bizarre yet effective madmans laboratory.

Master Forge—2 SP
No true artisan would travel so far from a forge without the knowledge they could maintain their creations on the march.

Field Surgery—3 SP
Though crude, even barbaric by Azyrite standards these field surgeries can, for a time, keep their garrison in the fight.

ARSENAL

Steam Drenched Maw— 2 SP
Oft modelled on the maw of the Drakes of the Realms, these metallic maws host the exhaust vents for the boilers searing steam.

Titans Cannonade— 3 SP
The Ironweld love war and artillery, some Cogforts combining these loves in a thunderous choir of shots.

Gunnery Nest—2 SP
Though less glorious than the Cannonade those in the Gunnery Nests can pick out enemy commanders with lethal precision.

DEFENCE

Ironbark Bulwark—1 SP
Forged from the finest Ironbark these Cogforts are said to be near indestructible, their crew however are often less resilient.

Plentiful Powder Cache— 2 SP
Some seek refinement, others seek to drown their foes in sheer weight of shot. Who can say which is truly right?

Runic Wards— 2 SP
Few things in the Realms are more destructive than Magic, only a fool leaves their forts undefended against such things.

INDUSTRY
If any selections are made from the Industry table when constructing the Cogfort they confer the corresponding abilities to this unit. Should the Cogfort be destroyed it may no longer use any abilities it possesses

Alchemical Laboratory—In your Hero Phase roll a D6 and consult the table below to discover the results of the Alchemists most recent labours, the results last only until your next hero phase as he carelessly disregards those innovations that do not receive immediate praise.

1—No Effect, though studying laboriously he has simply succeeded in making a mess and little else
2-3—Ethereal Mists, Until your next hero phase friendly units embarked upon the Cogfort ignore the rend characteristics of enemy attacks. 4-5—Incendiary Rounds, Until your next hero phase Enemy units targeted by units embarked on this Cogfort do not gain the benefits of Cover 6—Eternity Stone, In your Hero Phase if any friendly HEROES have been slain this battle you may shatter the eternity stone buckling time and reality itself, setup the slain Hero within 3 inches of this model and more than 9 inches from any enemy models. Models setup in this manner have D3 wounds restored to them.

Master Forge—In your Hero Phase select a friendly WARMACHINE within 6 inches of this model, that unit immediately heals 3 wounds lost earlier in the battle. The Cogfort can be selected as the target of this ability.

Field Surgery—In your Hero Phase you may attempt to restore models to a single unit embarked upon the Cogfort, to do so select a unit that has lost models this battle and roll a D6. On a roll of a 1 that unit immediately suffers D3 mortal wounds as the surgeries take a turn for the worse, on a roll of a 4 or more you may immediately restore up-to 3 models to that unit lost earlier in the battle.

ARSENAL
If any selections are made from the Arsenal table when constructing the Cogfort they confer the corresponding Missile Weapon profile to this unit. Should the Cogfort be destroyed it may no longer use any weapons it possesses.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steam Drenched Maw	8”	*	3+	4+	-1	1
Titans Cannonade	30”	D6	4+	3+	-2	3
Gunnery Nest	30”	3	4+	3+	-1	2

Steam Drenched Maw—Before attacking with a Steam Drenched Maw, pick 1 enemy unit within 8" of the attacking model. The Attacks characteristic of that model's Steam Drenched Maw is equal to the number of models from that enemy unit within 8" of the attacking model. All attacks made with that Steam Drenched Maw must target that enemy unit

Gunnery Nest—Attacks made by this models Gunnery Nest ignore the penalties from Look Out Sir, additionally abilities that would allow wounds inflicted upon the target model to be transferred to a secondary unit have no effect on attacks made by Gunnery Nests.

DEFENCE
If any selections are made from the Defence table when constructing the Cogfort they confer the corresponding abilities to this unit. Should the Cogfort be destroyed it may no longer use any abilities it possesses

Ironbark Bulwark—When you make a save roll for this unit, or units embarked upon this unit, ignore the enemy Rend characteristic unless it is –2 or better.

Plentiful Powder Cache—In your Hero Phase select a friendly unit embarked on this Cogfort and roll a D6. On a roll of a 5 or more that unit may make a shooting attack as though it were the Shooting Phase. This does not stop the unit firing later in the turn. The Cogfort itself may never be the target of this ability.

Runic Ward—If this model, or models Embarked upon it are selected as the target of an enemy Spell roll a D6, on a roll of a 5 or more that spell has no effect.

THE MIDNIGHT CITY BATTLE TRAITS

THE COGWRAITHS
MIDNIGHT CITY armies only

BORN OF THE MIDNIGHT VEIL
This once hidden city lies within the shifting mists of Ulgu, beyond treacherous canyon and lethal drops into the abyss.
A Midnight City army must be from Ulgu

SHADOWS IN THE SMOG
The choking mists that accompany the Midnight Cities advance are born of their creations furnaces, yet shift and coil as though they bring the will of Ulgu in their wake.
Reduce the range of enemy shooting attacks, abilities or spells that target a friendly MIDNIGHT CITY unit by 3 inches, to a minimum of 6 inches (unless their range was already lower). Abilities that do not have a range, or do not target a specific unit are unaffected

STUDIOUS OBSESSION
The Nobles of Midnight study all things with an obsession that put others to shame, every battle plan, every ploy, every strategy become reflexive.
When utilising the Just Like Clockwork rule, friendly Midnight City Cogwork units regain command points on a roll of a 5 or more, instead of a 6.

COMMAND ABILITY
Trenching Charges: *Warriors of this Bastion of the Ironweld march to war with rudimentary black powder trenching charges, able to dig in at a moments notice in makeshift craters throwing up clouds of dust to disorient attackers*
You may use this command ability at the end of your opponents charge phase. If you do so select a friendly unit with 6 inches of a friendly **MIDNIGHT CITY HERO**, for the duration of the following combat phase that unit counts as being in Cover.

THE MIDNIGHT CITY COMMAND TRAITS

WELD NOBILITY
MIDNIGHT CITY generals only

1 Artisan Engineer
All the Nobles of the Weld are trained in the art of Engineering, but it is the truly gifted who master these lessons.

This model gains the **ENGINEER** keyword. In addition In your hero phase, you may pick 1 friendly **MIDNIGHT CITY WARMACHINE** or **COGWORK** within 3" of this model and heal up to D3 wounds allocated to that unit

2 Titan of Industry
War is a matter of Industry to the Weld, it is the particularly savvy nobles who can see the profit in every engagement.

At the beginning of your Hero Phase if this model is on the battlefield roll a D6, on a 4 or more generate an additional command point.

3 Ulgan Scout
Born of the shifting mists of Ulgu, the Generals of the Midnight City have deception coursing through their veins

After both sides have setup, but before the first battle round you may immediately move D3 **MIDNIGHT CITY** units as though it was the movement phase. Units moved in this manner may not run but may opt to Garrison or Disembark.

THE MIDNIGHT CITY ARTEFACTS OF POWER

ARTISAN COGWORKS
MIDNIGHT CITY HEROES only

1 **Personal Anchorage Pendant—**
Forged from the same stone as the Anchors of the Midnight City this complex Cogwork pendant can drain the arcane energies from a localised region. However the very act of doing so often destroys such a priceless piece of history.

This model may attempt to unbind a single spell, or dispel a single endless spell per turn as though they were a wizard, alternatively once per battle when your opponent casts a spell you may instead declare the pendant is opened, that spell is immediately unbound however the Pendant has no effect for the rest of the game.

2 **The Clockwork Cuirass –**
A Masterpiece of armour design this rippling plated metal can shift to concentrate protection against repeated blows, often proving the difference between life and death

Subtract 1 from the Damage Characteristics of all attacks that target this model, to a minimum of one. If this model has 6 or less wounds it instead counts at damage characteristic of all weapons that target it as 1.

3 **Oracular Time Keeper—**
A Timepiece unlike any other, it is said these Time Keepers are infused with the raw prophetic energies of the Midnight Queen, allowing their bearer to directly influence the flow of time around them.

At the start of the Combat phase select a friendly unit within 3 inches of this model and within 3 inches of an enemy Unit. That unit may pile in and attack immediately, units activated in this manner may not attack again in the same combat phase.

THE MIDNIGHT CITY MASTERWORKS

WELD INNOVATIONS
MIDNIGHT CITY Warmachines only

A **MIDNIGHT CITY** army may select a single **MIDNIGHT CITY WARMACHINE** in a unit no larger than 1 model to receive a Masterwork Design. You may select one additional **WARMACHINE** to receive a Masterwork design for every Battalion in the army, no Warmachine may have more than one design nor may any design be duplicated within the army

1 **Smog Belcher**
Whilst many seek clean and refined Cogwork designs there is something to be said for the cloud of smog that cloaks the advance of less artistic pieces, leaving foes swinging wild in a nauseating fog.

Subtract 1 from all To Hit rolls for attacks that target this model with missile weapons

2 **Tunnelling Machine**
So much of the Midnight City exists beneath the surface, a warren of tunnels and workshops carved out by Cogwork diggers over the Aeons.

Instead of setting this model up as normal you may set it and one other **MIDNIGHT CITY** unit to one side as it tunnels. At the end of any of your movement phases you may set this model and any unit that tunnelled with it up anywhere on the battlefield more than 9 inches from any enemy models and within 3 inches of each other. Any models that cannot be setup in this manner, and units tunnelling that have not been set up by the end of turn 3 are destroyed.

3 **Excessive Shot Reserves**
Midnight is a bastion of Ironweld Warmachine, its lower workshops stocked with enough powder and shot to endure centuries long sieges. In battle this excess if oft put to lethal use.

At the beginning of each of your Shooting Phases select one of this units missile weapons to benefit from the shot reserves (these cannot belong to the rider). For the duration of that phase any unmodified 6's to hit inflict two hits instead of one.

WARSCROLL BATTALION

THE IRON CIRCLE

To be chosen for the ranks of the Ironsworn, the military arm of the cities Nobility is honour enough, but those who ascend to the ranks of the Queens elite Iron Circle are heroes forging their own legends to be told for years to come.

The Battalion must include:

1 Ironsworn Paladin
2 Ironsworn Templars
1 Unit of Ironsworn Guardians

ABILITIES

King Slayers
The Knights of the Midnight City serve the queens will on the battlefield, seeking out her most potent foes to lay them low in the name of their Queen and City.
In the Combat phase (of either player) if an Enemy HERO is within 6 inches of a unit from this battalion that has not attempted a charge move that turn, that unit may be selected to pile in, and may pile in up-to 6 inches so long as they end that move within 1 inch of that Enemy Hero. If multiple enemy heroes are within range the unit only has to end their pile in within 1 inch of one of those models.

A Shield of Iron
Every Ironsworn bears a creation of the finest cogworks of their household, others march to war clad in the armour of the Orphan House. Regardless their origin the Iron Circle now bear the greatest armour born of the Midnight City
Unit from this Battalion may reroll unmodified save rolls of a 1 in the combat phase.

WARSCROLL BATTALION

THE COG STABLES

When the Cogstables of the Ironweld are emptied a tide of steel and belching steam engines are unleashed upon the Realmscape. With them ride a host of engineers tasked with ensuring these robust war machines are at peak efficiency throughout the battle. When in formation the Coghaulers of the Stables can form a near unshakable wall of steel to rebuff an enemies advance.

The Battalion must include:

0-3 **ENGINEERS**
1 Steam Tank Commander
3-5 Steam Tanks

ABILITIES

Setting the Pace -
The Cogstables practice synchronicity in movement, that the whole formation might move as one on the field of battle. Each engineer practicing a paced, steady advance readying to open the valves to full when needed to deliver thunderous speed.
At the start of the Movement Phase roll 2D6, you may opt to use the result instead of rolling for the move characteristic for any friendly Steam Tanks from this Battalion during that phase.

Rolling Inferno—
A single steam tank is able to deliver a skin searing blast of steam from their steam gun, however when functioning together a host of steam tanks can cause the cloud of blistering steam to swell to boiling inferno that no life could survive.
Add 1 to hit rolls and rend characteristics for attacks made with Steam guns in the Shooting Phase for units from this Battalion for every Steamtank from this battalion that has already fired their Steam gun at the same unit this turn.

WARSCROLL BATTALION

COGNIZANT LEGIONS

Reborn in the fires of hatred, those who suffer at the hands of arcane bear with them scars that will endure long past their mortal lifespans, it is these lost souls who are drawn to the Cognizant, schooled by the Vendati Order to bring their hate to bear against all who seek to use the Arcane to further their own ends.

The Battalion must include:

1-3 **VIGILANT**
3-5 **COGNIZANT**
0-1 Ventrian Reclaimer OR Ventrian Redeemer

ABILITIES

Turn Hate to Steel -
The Vendati Order train their Cognizant legions in the art of killing Witches, more so they teach them to channel their own pain, suffering and scars at the hands of the Arcane into a weapon to wield against their foe.
You may reroll 1s to hit when making attack rolls for Units from this Battalion that target a WIZARD

Let Old Debts be Settled…. -
Cognizant live and breath to bring an end to Arcane Tyranny, to see a wielder of fell Arcane magics fall upon the field of battle can spur untold bravery amongst them as they are warmed by the fires of their hate.
Unit from this battalion do not take Battleshock tests if a WIZARD (friend or foe) has been slain in the same turn.

WARSCROLL

IYLA GREYSON

STEWARD OF THE GREY HOUSE

With the demise of Garret of the Grey, his protege Iyla has risen to Steward of the House of Grey, a tactician relying on her wits and resilience though no engineer she channels the self same ingenuity that drives the city on the field of battle. With her mentors blade reforged into an artisan sword she has sworn to hunt down those who felled the cities fabled hero.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brace of Pistols	9”	3	3+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Blade of the Betrayer	1”	5	3+	4+	-1	2
Ironwrought Beak	2”	2	3+	3+	-2	*
Piston Talons	2”	*	4+	3+	-1	2

Wounds Lost	Move	Ironwrought Beak	Piston Talons
0-3	15”	4	6
4-6	13”	3	5
7-9	11”	2	4
10-11	9”	1	3
12+	7”	1	2

DESCRIPTION
Iyla Greyson is a single model on Clockwork Griffon, she may attack with her Brace of Pistols and Blade of the Betrayer

MOUNT: Clockwork Griffon may attack with its Ironwrought Beak and Piston Talons

BOUNDING STRIDE: This model can pass over terrain as though it can FLY.

WELD HERALDRY
Models in this unit may be adorned with Weld Heraldry, a reminder to all in the field that the Nobles shed blood alongside their subjects.

Add 1 to the Bravery characteristic of friendly EMPIRES OF INDUSTRY units wholly within 12 inches of any models with this special rule.

ABILITIES
Piercing Bloodroar
The shrill war cry of a mighty griffon can shatter the enemy's resolve.

Subtract 1 from the Bravery characteristic of enemy units while they are within 8" of any friendly units with this ability.

Steward of the House of Grey
Unlike the other noble houses of Midnight the Grey House haven't the fortune or prestige to pull upon to support their troops, instead relying on grit and ingenuity to drive their cause forwards

Once per Battleround this model may use one of the following command abilities without spending a command point:
- All Out Attack
- Volley Fire
- At the Double
- Forward to Victory

Arsenal of Privilege
Though lacking the wealth of armoury of her other Midnight Counterparts Iyla is occasionally able to draw upon the favour of the cities engineers.

This model may be given an Artefact as an exception to the Unique Character rule. If awarded an artefact she may only be given the Clockwork Cuirass

Keywords:	ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, MONSTER, HERO, COGWORK, MIDNIGHT CITY

WARSCROLL

IRONSWORN PALADIN

Though borne to battle in the Templar Harnesses refined by the Midnight City those who ascend to the rank of Paladin lead the armies of Midnight. The Paladin creed is nigh exclusively Duardin and feature some of the most advanced Cogworks the city can produce.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Harpoon Cannon	16”	1	3+	3+	-2	3

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethershock Hammer	2”	3	3+	3+	-1	D3
Piston Stomps	1”	D3	4+	3+	-1	1

DESCRIPTION
An Ironsworn Paladin unit consists of a single Ironweld Noble in a Templar Harness. Each marches to war carrying a unique Aethershock Hammer of their own personal design, in addition to their Templar harness able to lash out with Pistol Kicks, many often accompany this armament with a Harpoon Cannon.

WELD HERALDRY
Models in this unit may be adorned with Weld Heraldry, a reminder to all in the field that the Nobles shed blood alongside their subjects.
Add 1 to the Bravery characteristic of friendly **EMPIRES OF INDUSTRY** units wholly within 12 inches of any models with this special rule.

ABILITIES -
Stoke the Furnace - *The power of the Ironweld is borne out of their Steam Furnaces, each Templar Harness carries one of these immense Cogwork engines able to push it to the limit to compete with the monsters of the Realms.*
At the start of your hero phase, you can choose to overpressure this model's boiler. If you do so, roll 2D6. If the roll is less than the number of wounds currently allocated to this model, this model immediately suffers D3 mortal wounds. If the roll is equal to or greater than the number of wounds currently allocated to this model, until the start of your next hero phase, you can add 3 to this model's Move characteristic and add 2 to the Attacks characteristic of this model's Aethershock Hammer.

Aethershock Hammer - *The Duardin innovators of the Ironsworn Paladins have learnt from the craft of their Kharadron kin, channelling Aethergold into an earth shattering Hammer*
If the unmodified hit roll for an attack made with an Aethershock Hammer is 6, that attack inflicts 2 mortal wounds on the target in addition to its normal damage. If a unit suffers any mortal wounds in this way, it cannot pile in later that phase

COMMAND ABILITY
It's a thing of Precision - *Every gear, every lever a delicate balance of skill and precision. The art of war is no different, the precise application of pressure can often do more than a hundred imprecise blows,*
You can use this command ability at the start of the combat phase. If you do select a friendly **EMPIRES OF INDUSTRY** unit wholly within 12 inches of this model. Add 1 to Hit rolls for attacks made by that unit during that combat phase.

Keywords:	ORDER, DUARDIN. EMPIRES OF INDUSTRY, IRONSWORN, COGWORK, HERO, WARMACHINE

WARSCROLL

VENDATI EXECUTIONER

The Vendati Executioners are forged of those who suffered the most agony at the hands of Witches, their constant pain leads to burning hatred and the desire to channel that agony upon others. Masked as Clockwork Angels from on High they stalk above the realms, searching the arcane to deliver judgement

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alchemical Volley	12”	3	3+	3+	-1	1

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Myriad of Blades	1”	4	3+	4+	-	1

DESCRIPTION
A Vendati Executioner is a single model unit, marching to war with their refined artisan revolver firing alchemical rounds. Should a foe stray too close the Vendati lash out with a myriad of blades concealed around their person.

FLY—The unit can fly

Hatred Beyond Reason - *The burning hatred the Vendati hold for wizards has become their obsession, their sole purpose.*
Add 2 to this models Bravery characteristic whilst within 12 inches of any WIZARDS

Witch bane Vapours—*The Vendati have experimented extensively on the vulnerabilities of Wizards, in manners some have even felt a glimmer of shame for. Yet these tests have yielded... results. Their alchemical rounds have been infused with the potent vapours refined from these experiments*
If the target of this models Alchemical Volley is a **WIZARD**, for every successful hit the target suffers 2 mortal wounds and the attack sequence ends.

Patient Hunter— *Such is the toxicity around the Executioners that even their own kin cannot bear them for long. As such they often move ahead of the host, seeking battle on their own.*
Instead of setting up this unit at the start if the battle you may declare he is infiltrating. At the end of your first movement phase place this model anywhere on the battlefield more than 9 inches from any enemy model and within 3 inches of a terrain piece.

COMMAND ABILITY
Tactical Feint (1)
At the start of the enemy charge phase you may select a model that knows this command ability to use it. If you do so select a friendly **EMPIRES OF INDUSTRY** unit wholly within 12 inches of that model, that unit may immediately move D3+2 inches in a direction of your choice.

Tactical Feint (2)
In addition after completing this move that unit may immediately make a shooting attack with any missile weapons on their Warscroll as though it were the shooting phase.

Keywords:	ORDER, HUMAN. EMPIRES OF INDUSTRY, VIGILANT, ENGINEER, HERO

WARSCROLL

VENDATI SPECULATOR

The Vendati Speculators are obsessive, paranoid and more comfortable amongst their creation than their own kind. Each goes to war amidst a swarm of clockwork innovations of bizarre and often unwieldy design.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brace of Pistols	9”	3	3+	3+	-1	1

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Speculators Tools	1”	2	4+	4+	-	1

DESCRIPTION
A Vendati Speculator is a single model unit, marching to war with their myriad of Cogwork innovations. They carry a brace of pistols with which to defend themselves though they can if strictly needed lash out with their Speculator tools in a pinch.

Hatred Beyond Reason - *The burning hatred the Vendati hold for wizards has become their obsession, their sole purpose.*
Add 2 to this models Bravery characteristic whilst within 12 inches of any **WIZARDS**

Master Engineer: *Speculators are no mere engineers but artisans in their own right. Still if needed they can patch up lesser designs.*
In your hero phase, you can pick 1 friendly **EMPIRES OF INDUSTRY** War Machine or **COGWORK** unit within 3" of this model. You can heal up to D3 wounds allocated to that unit

SPARK OF INNOVATION
The Engineers of the Vendati are perhaps more obsessive than their hunter kin. Each buries years of grief and pain in the pursuit of the perfect Cogwork mechanisms.
In each of your Hero Phases if this model does not use its Master Engineer ability, it may instead may attempt a single Spark of Innovation (See Allegiance Abilities). A Vendati Speculator knows the Witch bane Bolts Innovation

Witch bane Bolts (1 SP)—In the shooting phase select a friendly **EMPIRES OF INDUSTRY** unit within 3 inches of this model. If this Innovation is successful add 1 To Hit rolls for that unit for the duration of the phase. If that units attacks inflict one or more unsaved wounds on a **WIZARD** whilst this innovation is in effect that Wizard suffers a single mortal wound at the end of the shooting phase.

Keywords:	ORDER, HUMAN. EMPIRES OF INDUSTRY, VIGILANT, ENGINEER, HERO

WARSCROLL

COGNIZANT REPEATERS

Pallid, drawn faced men and women, the Cognizants are clad in interlocking Cogwork plate and inhale alchemical infusions to dull their fear receptors on the field of battle. They fire lethal volleys from refined Clockwork Repeater crossbows to wither a foe to nothing.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Clockwork Repeater - Full Draw	24”	1	4+	3+	-1	1
Clockwork Repeater - Hair Trigger	16”	2	4+	4+	-	1

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mailed Fists	1”	1	5+	5+	-	1

DESCRIPTION
A Cognizant Repeater unit has 10 or more models. They march to war in interlocking Cogwork plate and wield artisan Clockwork Repeater crossbows. In melee they rely on the brute force of their plated fists for defence.

Vigilant—*The Vigilant have long since surpassed simple militia command, they are responsible for both moral and military enforcement to those under their command.*
One model in this unit may be a Vigilant. Add 1 to the attacks characteristic of this models Missile weapons.

Vendati Standard Bearer—
Those that bear the banner of the Vendati are spurred to act of valour, or malice against those who would wield magic to their own ends.
One model in this unit may be a Vendati Standard Bearer, add 1 to the bravery characteristic for any units including a Vendati Standard Bearer.
Whenever a Wizard (Friend or Foe) is slain while visible to this unit, you may instead add 3 to this unit's Bravery for the remainder of the Battle round.

ABILITIES
Clockwork Repeater—*The Cognizants attack in perfect unison, every routine practiced with industrial efficiency to the sound of their Vigilant overseers commands*
When this unit is selected to make an attack with its Missile Weapons you must declare whether it will be firing Full Draw or Hair trigger shots. The entire unit must attack with the same profile and may not use both profiles in the same turn.

Withering Volleys—*The artisan repeater crossbows that make up the Cognizant armoury are fitted with magazines of bolts able to be emptied and replaced within the blink of an eye.* Add 1 to the attack characteristics of this units Clockwork Repeaters if they did not move in the preceding movement phase and there are no enemy units within 3 inches.

Keywords:	ORDER, HUMAN. EMPIRES OF INDUSTRY, COGNIZANT

WARSCROLL

COGNIZANT PHALANX

The shadows beneath the eyes of these soldiers speak of horrors yet untold. Now serving military might the Cognizant Phalanx carry with them long steam venting pikes and heavy cog-plate to defend the battle line of the Empires of Industry.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steampike	3”	1	2+	4+	-	1

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steampike	1”	1	4+	4+	-	1

DESCRIPTION

A Cognizant Phalanx unit has 10 or more models. They march to war in interlocking Cogwork plate and wield long Steampikes connected by hoses to their own personal boilers, able to vent burning steam at a foe even as they impale them upon the pike.

Vigilant—*The Vigilant have long since surpassed simple militia command, they are responsible for both moral and military enforcement to those under their command.*

One model in this unit may be a Vigilant. Add 1 to the attack characteristic of any Vigilants Steampike.

Vendati Standard Bearer—

Those that bear the banner of the Vendati are spurred to act of valour, or malice against those who would wield magic to their own ends.

One model in this unit may be a Vendati Standard Bearer, add 1 to the bravery characteristic for any units including a Vendati Standard Bearer. Whenever a Wizard (Friend or Foe) is slain while visible to this unit, you may instead add 3 to this unit's Bravery for the remainder of the Battle round.

ABILITIES

Anchoring the Long Lines—*The Defensive Phalanx of the Cognizant is a perfect harmony of pikes and precision, able to use the momentum of a foe to their hoist them upon the pike.*

Add 1 to Wound rolls for this unit in the combat phase when targeting an enemy unit that charged this turn. If this unit has 10 or more models instead add 1 to Hit and wound rolls when targeting an enemy unit that charged this turn.

Blistering Cloud—*It is a brave soul indeed who makes the charge into the thorny lines of the Cognizant Phalanx, even as they near the Steampikes release a blistering cloud of steam to sear and disorient a foe*

Once per turn, if an enemy unit finishes a charge move within 3 inches of this unit and there are no other enemy units within 3 inches of this unit, they may opt to fire a blistering cloud of steam. If you do so roll a dice for every model in the target unit within 3 inches of a model from this unit. For every unmodified roll of a 6 that unit suffers a mortal wound, units wounded in this manner subtract 1 from all To Hit rolls in the following combat phase

Keywords:	ORDER, HUMAN. EMPIRES OF INDUSTRY, COGNIZANT

WARSCROLL

VENDATI SKYMARSHALS

Pale of skin and gaunt the Vendati Skymarshals commitment to the hunt of the arcane is unwavering, sacrificing even their legs to the bladed talons of the hunt. They stalk the realms on high before descending to fire a hail of hardened steel rods from steam powered pressure rifles.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steam rifles	12”	1	3+	3+	-1	2
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Bladed Talons	1”	2	3+	4+	-	1

DESCRIPTION
Vendati SkyMarshals form a single unit of 3 or more models.
They fly to war on Clockwork harnesses and canvas wings, swooping like the Carrion bird over wounded foes to deliver the final blow. In the Shooting phase each may launch hardened steel rods from their Steam Rifles whilst able to defend themselves in combat with their Bladed Talons

FLY—The unit can fly

High Marshall—*There is little that can cement the faith of the Vendati more than their disgust for magic and its practitioners.*
One model in this unit may be a High Marshall. Add 2 to any unit's bravery containing a High Marshall while it is within 12 inches of any enemy WIZARDS.

Steamforged Arsenal —*The Skymarshals are adept engineers, able to regular the flow from their Steam powered harness from weapon to wing in the heat of battle. To do so allows them to unleash a torrent of shots whilst perched before flying away should a foe stray too close for comfort.* If this unit does not move in your movement phase increase the attack characteristics of its Steam Rifles to 3 for the duration of the following Shooting Phase

Vultures in the Mists — *The Mists of Ulgu hide many a predator, the Vendati Skymarshals learn from the carrion birds of the Ulgan cloudscape. Able to swoop down in the heat of battle and pluck the vulnerable and wounded from the field without ever being seen.*
After this unit has made a normal move, pick 1 enemy unit and roll a dice for each model in this unit that passed across any models from that enemy unit. For every roll of a 4 or more you may remove a single model with a wound characteristic of 1 from that unit as slain.

Keywords: ORDER, HUMAN. EMPIRES OF INDUSTRY, VIGILANT

WARSCROLL

COGSTRIDER LANCERS

Those of noble birth and steel resolve often seek to forge their own legends upon the field of battle, each crafting their own bizarre Cogstrider mount upon which ride to war bearing Forgesunder Lances.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotary Pistol	9”	D3	4+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Forgesunder Lance	2”	2	4+	3+	-1	1
Piston Kicks	1”	D3	4+	3+	-1	1

DESCRIPTION
A unit of Cogstrider Lancers consists of 3 or more models. The Knights of the Cogstrider Lancers ride out alongside the hosts of the City, deftly clambering over rock and rubble without hinderance. Each mechanical strider is crewed by a Ironsworn knight who fights a Forgesunder Lance to impale any unfortunate foes that cross his path and a Rotary Pistol.

MOUNT:
This units Cogstriders attack with Piston Kicks

Apprentice Engineer -
The Cogstrider crews are no mere nobles, each is an apprentice to the master engineers of the Ironweld capable of maintaining the warmachines of the Arsenal.
One model in this unit may be an Apprentice Engineer, if this unit contains any Apprentice Engineers in your hero phase you may select a single friendly **WARMACHINE** within 3 inches of this unit and restore 1 wound to that model lost earlier in the battle

Master of the Hunt -
The young nobles of the Industrial Empires are shepherded to war by the more venerable Masters of the Hunt steering their youthful enthusiasm to purpose
One model in this unit may be nominated to be the Master of the Hunt. Add 2 to all charge rolls for this unit whilst it contains any Masters of the Hunt

Steady Platform -
The many pistons and gears of the Cogstriders afford their riders are more stable firing platform than any horse could, allowing them to fire even as they speed forwards.
This unit may fire their Rotary Pistols even if they ran in the same turn.

Steel Buckling Charge -
Hardened steel, momentum and the will to do righteous harm combine into a crescendo of battle when the Cogstriders deliver a charge.
This units Forgesunder Lances have a rend of -2 and Damage of 3 if this unit made a charge move in the same turn.

Keywords: ORDER, HUMAN. EMPIRES OF INDUSTRY, COGWORK, LANCERS

WARSCROLL

IRONSWORN TEMPLAR

Complex engines of war from the Foundry Cities of the Ironweld, those Ironsworn who march to war in the clad in the Templar Harnesses are amongst the wealthiest families held in high regard amongst the Weld

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Valve Lance	2”	3	3+	3+	-2	2
Piston Stomps	1”	D3	4+	3+	-1	1

DESCRIPTION
An Ironsworn Templar unit consists of a single Ironweld Noble in a Templar Harness. Each marches to war carrying a complex Valve Lance and able to unleash Piston Kicks from their Harness
Some Templars couple this with either a Signal Lantern or heavy Weld Shield,

WELD HERALDRY
Models in this unit may be adorned with Weld Heraldry, a reminder to all in the field that the Nobles shed blood alongside their subjects.
Add 1 to the Bravery characteristic of friendly **EMPIRES OF INDUSTRY** units wholly within 12 inches of any models with this special rule.

ABILITIES -
Signal Lantern - *The flickering lanterns of the Ironsworn Templars can be seen standing out against the dark, marking targets for the City's artillery.*
You may reroll hit rolls of a 1 for friendly **EMPIRES OF INDUSTRY WAR MACHINES** in the Shooting Phase when they target an enemy unit within 6 inches of a model with this special rule

Weld Shield—*This heavy slab shield is built to withstand the blows of even the most savage of foe.*
A Model with a Weld Shield has a 3+ Save

Valve Lance - *Some Templars mount vats of heated oil below their steel hewn lances that they might at the peak of battle drown impaled foes in the boiling liquid.*
Add one to Wound rolls and the Damage characteristic of this weapon if this model made a charge move in the same turn.

Stoke the Furnace - *The power of the Ironweld is borne out of their Steam Furnaces, each Templar Harness carries one of these immense Cogwork engines able to push it to the limit to compete with the monsters of the Realms.*
At the start of your hero phase, you can choose to overpressure this model's boiler. If you do so, roll 2D6. If the roll is less than the number of wounds currently allocated to this model, this model immediately suffers D3 mortal wounds. If the roll is equal to or greater than the number of wounds currently allocated to this model, until the start of your next hero phase, you can add 3 to this model's Move characteristic and add 2 to the Attacks characteristic of this model's Valve Lance.

Keywords:	ORDER, HUMAN. EMPIRES OF INDUSTRY, IRONSWORN, COGWORK, WARMACHINE

WARSCROLL

IRONSWORN GUARDIANS

Smaller than their Templar kin the Ironsworn Guardians are crewed exclusively by Duardin miners, their resilience to the foul fumes in the deep mines and hardy natures help them bear the heavy armour and blistering heat of the industrial harness and savage drills

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Weldforged Drills	1”	4	3+	3+	-1	2

DESCRIPTION
A unit of Ironsworn Guardians has any number of models, each armed with a Weldforged Drill.

Foreman: 1 model in this unit can be a Foreman. Add 1 to hit rolls for attacks made by that model.

ABILITIES
Sundering Drills: *Repurposed drills designed to cleave through even Ulgan Obsidian there is little that can stop these mighty weapons.*

If the unmodified wound roll for an attack made with a Weldforged Drills is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Lock Armour: *Duardin are a naturally resilient race, the Ironsworn Guardians take this trait to a new level, able to lock the gears in their armour and create a nigh unshiftable wall of plate armour.*

At the start of the charge phase, you can say that this unit will lock its armour. If you do so, until the end of the turn, this unit cannot move except to pile in up to 1", but you can re-roll save rolls for attacks that target this unit.

Smog Cloud: *Smaller and more compact the furnaces of the Ironsworn Guardians spew far more smog than their Templar counterparts. The air around them thick with choking black clouds.*

At the end of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll 1 dice for each model in this unit. For each 4+ that enemy unit suffers 1 mortal wound.

Keywords:	ORDER, DUARDIN. EMPIRES OF INDUSTRY, IRONSWORN, COGWORK

VENTRIAN RECLAIMER

A Coghewn beauty of a Warmachine the Ventrian Reclaimer resembles a giant metal hewn insect, its rear carapace bearing and exposed Warpstone reactor channelled into a lethal energy beam known as the Reclaimer Cascade

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Reclaimer Cascade	30”	6	3+	*	-2	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Arcing Bolts	2”	4	4+	4+	-	1
Crushing Legs	1”	*	5+	3+	-1	2

Damage Table

Wounds Lost	Reclaimer Cascade	Crushing Legs	Vendati Engineer
0-2	**2+**	**D6**	**FOCUSED**
3-4	**2+**	**D6**	**FOCUSED**
5-7	**3+**	**D3**	-
8-9	**4+**	**D3**	**ERRATIC**
10+	**5+**	**1**	**ERRATIC**

DESCRIPTION

A Ventrian Reclaimer is a unit consisting of a single Cogwork Warmachine, crewed by an elite Ventrian Engineer who operate the Reclaimer Cascade. In combat the volatile arcing electrical bolts from its grounding pylons can rebuff attackers, other less fortunate foes can find themselves crushed beneath massive piston driven legs.

ABILITIES

Volatile Payload—*Powered by reclaimed Warpstone pendulums impacting with a channelled core, the lightning cascade produced can be lethal but highly unpredictable.*
Before firing this models Reclaimer Cascade in the shooting phase you may declare the engineer is tapping into more of the volatile payload. If you do so this models Reclaimer Cascade has an attack characteristic of 12 for the duration of that shooting phase, however every unmodified to hit roll of a 1 for that weapon inflicts a mortal wound on this model at the end of the shooting phase.

Excavation Engine—*The Ventrian was forged in the Underwar, designed to use its weaponry to clear huge swathes of rock, rubble and crude Skaven icons from its path.*
Once per Battle in the shooting phase instead of targeting an enemy unit with this units Reclaimer Cascade you may instead select a single terrain piece wholly within range of this weapon and roll a D6. On a 3 or more that terrain piece does not grant cover, nor do any abilities it possesses have any effect until your next Hero Phase. On a roll of a 6 however the terrain piece is completely obliterated and is removed from play.

Vendati Crew - *Whilst their creations work in perfect synchronistic harmony the Vendati engineer controlling it requires total focus to channel the reclaimer beams energies effective.*
Whilst this models Vendati Engineer is FOCUSED reroll 1’s to hit in the shooting phase with this models Reclaimer Cascade.
Whilst this model is ERRATIC add 2 to its Arcing bolts attack characteristic instead.

Keywords:	ORDER, HUMAN. EMPIRES OF INDUSTRY, WARMACHINE, RECLAIMER

WARSCROLL

VENTRIAN REDEEMER

A Coghewn beauty of a Warmachine the Ventrian Redeemer provides those who understand the true magic of their Arcane blood a chance to turn it to the City's defence, entering the interrogation chamber each knows they might never emerge, but should they do so their c rimes may in some small way be forgiven.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Arcane Blast	*	3	See Below			
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Crushing Legs	1”	*	5+	3+	-1	2
Interrogators Blade	1”	2	4+	3+	-1	D3

Wounds Lost	Arcane Blast	Crushing Legs	Runic Wards
0-2	18”	D6	4+
3-4	16”	D6	4+
5-7	14”	D3	5+
8-9	12”	D3	5+
10+	10”	1	6+

DESCRIPTION

A Ventrian Redeemer is a unit consisting of a single Cogwork Warmachine, crewed by an elite Ventrian Interrogator who operate the Redeemer Chamber. In combat less fortunate foes can find themselves crushed beneath massive piston driven legs.

ABILITIES

Arcane Siphon—*The Warpstone matrices lay over Duardin runic protections, each forming a complex network of pathways absorbing and channeling any latent arcane energies into the Redemption chamber at the head of this metallic beast.*
Every time a spell is successfully cast and not unbound within 18 inches of this model add 1 to its Arcane Siphon count, these can then be spent on the following:

- In the Shooting Phase when making an attack with this models Arcane Blast you may add 1 to the attack characteristic for that attack for every point of Arcane Siphon spent

- One per Hero Phase you may spend an Arcane Siphon point to attempt to unbind a single spell as though this model were a wizard

- When making a Runic Ward roll you may spend an Arcane Siphon point to reroll a failed roll.

Runic Wards—*The Duardin of Midnight are not ignorant of their heritage, each versed in the libraries of runes and wards against fell magics.*
Roll a dice if this model is affected by a Spell or Endless spell and consult the wound table. If the result equals or exceeds this models Runic Wards that spell or endless spell has no effect.

Arcane Blast- *Those wizards housed in the Redemption Chamber are bound to the machine by chain and wire, every trace of arcane energy channelled through their energy wracked forms to provide arcane rebuff to attackers.*
When making an attack with this weapon roll a number of dice equal to the attack characteristic (including any bonuses from Arcane Siphon) for every roll of a 3 or more the target unit suffers D3 mortal wounds.

Keywords:	ORDER, HUMAN. EMPIRES OF INDUSTRY, WARMACHINE, REDEEMER

PITCHED BATTLE BASE SIZE GUIDE

Whilst the rules within this Battletome supplement have been designed to embrace the joy of creativity, converting and kitbashing they have been play tested with the following bases in mind for each unit. feel free to expand onto more scenic bases for display purposes however this may have unforeseen impacts on gameplay,

UNIT	BASE SIZE
Amelia, The Midnight Queen	160mm
Bragga, The Mad Admiral	50mm
Ironsworn Paladin	105 x 70mm
Vendati Executioner	32mm
Vendati Speculator	32mm
Cognizant Repeaters	25mm
Cognizant Phalanx	25mm
Cogstrider Lancers	75 x 42mm
Vendati Skymarshals	50mm
Ironsworn Templar	105 x 70mm
Ironsworn Guardians	50mm
Ventrian Reclaimer	120 x 92mm
Ventrian Redeemer	120 x 92mm
Cogfort	280 x 210mm

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes and battlefield roles for the Warscroll and Warscroll battalions in this book, for use in Pitched Battles. Used alongside the rules for Pitched Battles in the Generals Handbook, this provides you with everything you need to field your army of Empires of Industry against any opponent

EMPIRES OF INDUSTRY	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
Amelia, The Midnight Queen	1	1	600	LEADER, BEHEMOTH	Unique
Bragga, The Mad Admiral	1	1	140	LEADER	Unique
Iyla Greyson	1	1	300	LEADER, BEHEMOTH	Unique
Ironsworn Paladin	1	1	240	LEADER	
Vendati Executioner	1	1	100	LEADER	
Vendati Speculator	1	1	80	LEADER	
Cognizant Repeaters	10	30	140	-	BATTLELINE in an EMPIRES OF INDUSTRY army
Cognizant Phalanx	10	30	100/260	BATTLELINE	
Cogstrider Lancers	3	12	140	-	
Vendati Skymarshals	3	12	100	-	BATTLELINE in an EMPIRES OF INDUSTRY army if your general is a Vendati Executioner
Ironsworn Templar	1	1	180	-	
Ironsworn Guardians	3	9	190	-	BATTLELINE in an EMPIRES OF INDUSTRY army if your general is an Ironsworn Paladin
Ventrian Reclaimer	1	1	200	BEHEMOTH	
Ventrian Redeemer	1	1	200	BEHEMOTH	-
Cogfort	1	1	200	UNIQUE	-
The Cog Stables			*100*	*BATTALION*	
The Iron Circle			*120*	*BATTALION*	
Cognizant Legions			*120*	*BATTALION*	

Whilst not included in this supplement the following units have noted added:

Steamtank - *Battleline in an Empires of Industry army if your general is a Steam Tank Commander*
Gyrocopters - *Battleline if the unit contains 3 models in an Empires of Industry army if your general is* ***GREYWATER FASTNESS***

For Every Dreamer, Converter, Kitbasher and Lore Writer.

For Every Narrative gamer,

Thank you for all the inspiration.

Ricki

And to Charlotte
for enduring my madness.