

Core Rule Changes:

Formations/Conga Lines:

Units must be wide enough to gain a rank bonus if they have enough models to do so(ie. 5 models for infantry and cavalry, 3 models for Monstrous infantry and Brettonian Cav, etc...). This does not apply to units with the Skirmish or Fast Cavalry rule.

Victory Points:

Units fleeing at the end of the game and/or at 25% or less of the number of starting models yield 50% of their VPs

Steadfast:

While a unit is disrupted, then it cannot be steadfast. If a unit is no longer disrupted, then it will again be steadfast.

Who May Attack:

If a model is in a position to make an attack against a unit, it may always strike against "Rank and File" models, even if it is only in base contact with character models.

Monsters/Chariots with Riders:

A character riding a monster/chariot has a single combined profile for wounds and toughness, similar to monstrous cavalry. Use the highest T and W between the rider and the mount. Any characteristic tests will use the highest value on the model, either the rider or the mount. The highest Ward save a rider on a monster can have is 4+, no bonus may ever increase it, you may never re-roll a failed ward save for a character riding a monster. If both the character and the mount have a ward save, use the higher of the two. Use the rider's armor save for the model, adding +1 to that save for being mounted; if the mount has a scaly skin armor save, then add +2 to the armor save. These rule applies to Characters riding a Screaming Bell/Cauldron of Blood/Chaos Warshrine/etc as well.

Challenges:

If one of the participants in a challenge has attacks which happen at different Initiative steps, then it can still make all of its attacks, even if the opposing model has already been killed at a prior Initiative step. These wound will contribute to the overkill bonus in a challenge. (For example, if a rider on a monster kills a unit champ before the monster gets a chance to attack, the monster will still get the opportunity to make its attacks against the unit champ, including thunderstomps)

Magic:

- A maximum of 12 power dice may be used in each magic phase.
- A wizard may only use a number of casting dice equal to its level + 2 when attempting to cast a spell. (Example – A level 2 wizard may only throw 4 dice max at a casting attempt)
- Spells that remove whole models without causing wounds (Dwellers Below, Final Transmutation, Purple Sun, Pit of Shades, Curse of the Horned Rat) will allow ward saves that are granted from Magic Resistance only. (Example - If a model has a 4+ ward save as well as MR(1), that model will have a 6+ ward save against these spells)
- 1 Character in a unit can get a 2+ "Look Out, Sir!" against Dwellers Below, Final Transmutation and Dreaded 13th. Normal requirements for Look Out, Sir! apply

New Miscast Table - Roll 2D6 add the number of PD used for the result on the table

3-6 - S10 hit against all in base contact with the caster. This wizard may not attempt to cast or dispel spells until its next friendly magic phase.

7-8 - S6 hit against all friendly models that can generate power or dispel dice, lose D6 dice

9-10 - S10 Small Template hit centered on the caster, lose D6 dice

11-12 - Rebound: An enemy wizard may immediately cast one spell with a casting value less than the spell that was being attempted during the miscast. If the spell was boosted, use the boosted casting value. The miscasting wizard may attempt to dispel using his own power dice, you must meet the casting value of the spell to successfully dispel.

13-14 - Wizard loses D3 levels and forgets D3 spells, including the one cast. The wizard may not cast again this phase.

15-18 - Cascade: S10 Large Template, test to kill the Caster, lose D6 dice

Lore of Undeath will be available to all wizards with the following restrictions in place:

- 4 dice casting cap
- No ethereal units may be raised
- Raised units give up victory points

LINE OF SIGHT:

- Simple Line of Site will be used instead of True Line of Sight as defined below:
- Terrain pieces are divided into ones that:
 - Block LoS: Hills, Buildings and impassable terrain.
 - Don't block LoS: all other terrain.
- Unit is considered to be in hard cover when:
 - Majority of unit's footprint is obscured from shooter's Line of Sight by one or more Interfering Unit(s) or LOS blocking terrain(s), as described on page 41 BRB
 - Majority of unit's front rank is defending an obstacle, as described on page 122 BRB
 - If the unit is being shot from the flank or the rear, treat the corresponding file or the last rank, respectively, as the front rank
 - Majority of unit's footprint is in Ruins
 - Unit is considered to be in soft cover when:
 - Majority of unit's footprint is in or behind woods, as described on page 119 BRB
- Models shooting from hills or buildings don't get the hard cover penalty for shooting through interfering units, unless interfering the unit is also on hill.
- Units with majority of its models on hill do not receive hard cover for being shot at through interfering units, unless that part of the units which interferes is also on hill.
- Units with majority of its models on hill do not receive hard cover for being partially obscured from the shooter's LoS by the same hill they are on
- Large Targets can't claim cover for obstacles, ruins and interfering units, unless interfering unit is also a Large Target.
- Large Targets which shoot don't suffer any penalties for interfering units, unless interfering unit is also a Large Target.

GENERAL ARMY BUILDING RESTRICTIONS

All Army building restrictions are applied only during the creation of the roster, and may be ignored during the game (ie: joining characters or summoning new units)

- All army sizes are **2400** points
- Maximum 25% points on Lords, 25% point on Heroes.
- The Army Lists allowed are those from any of the currently published GW Army Books, and The Legion of Azgorh from Tamurkhan
- All Special or Named Characters that appear in army books are allowed. Other sources of Special Characters (Battlescrolls, White Dwarf, End Times books...) are disallowed
- Undead Legions, Legions of Chaos, Formations, and any other End Times Army Lists are not allowed
- Fozzrik's Folding Fortress may not be taken
- Units cannot be more than 450 points. This does not apply to characters

ARMY SPECIFIC RESTRICTIONS AND COMP CHOICES

Some army lists have additional list building rules applied below. Each Army List, except Beastmen, Bretonnia, Orcs and Goblins, and Tomb Kings, has a total of **5 comp choices** to expend. The possible choices to pick are listed in each army's specific section. Additionally, the following choices are applied to all armies

- One or more characters with leadership 10 for the purpose of Spirit Leech and one or more wizards with access to that spell - 1 choice
- One or more wizards rolling spells on Lore of Death - 1 choice

Beastmen:

Maximum unit size is increased to 550 points

May take Putrid Blightkings from Warhammer End Times: Glottkin

Bretonnia:

BSBs can take all the equipment their unit type has access to as if they weren't BSBs.

Chaos Dwarves:

- Hellcannon - 1 choice each
 - If Lore of Death in the army -additional 1 choice each
- K'daai Destroyer - 2 choices
- Deathshrieker, Magma Cannon, Dreadquake Mortar or Iron Demon - 1 choice each
- 2 (or part thereof) Hobgoblin Khans above 2 - 1 choice each
- Chalice of Blood and Darkness - 1 choice

Dark Elves:

- Character mounted on Dark Pegasus or Dark Steed - 1 choice each
- 2 (or part thereof) character on other mounts above 1 - 1 choice each
- 5 (or part thereof) Doomfire Warlock models - 1 choice each
- One or more Reaper Bolt Thrower - 1 choice
- Unit of dark riders above 2 - 1 choice each
- More than 40 Repeater Crossbows (Each Bolt Thrower counts as 3) - 2 choices
- Morathi (Lore of Death, Spirit Leech, and Pegasus choices included) - 4 choices
- Malekith - 2 choices

Demons of Chaos:

May take Putrid Blightkings from Warhammer End Times: Glottkin. Blightkings can only receive Inspiring Presence and Hold Your Ground! if they come from a Daemon of Nurgle

May take any of the 3 Bloodthirsters from Warhammer End Times: Archaon

- First Skullcannon - 2 choices
- Second Skullcannon - 3 choices
- Lord character (except Daemon Prince) - 1 choice each
- Fourth unit of Pink Horrors - 1 choice
- Putrid Blightkings in the army - 1 choice
- Unit of Plague Drones of Nurgle - 1 choice each
- Up to 2/6/10 Beast of Nurgle models in the army - 1/2/3 choices
- Epidemius - 2 choices
 - A character or unit of Nurgle(except Heralds) - Additional 1 choice each
- Kairos Fateweaver (Lord choice included) -5 choices

Dwarves:

- Cannon, Organ Gun, Grudge Thrower or Flame Cannon - 1 choice each
- 2 (or part thereof) Gyrocopters above 1 - 1 choice each
- Grimm Burloksson - 1 choice

Empire:

- First Steam Tank - 1 choice
- Second Steam Tank - 4 choices
- Crown of Command, Standard of Discipline, War Altar, Great Cannon - 1 choice each
- Third Great Cannon - 1 extra choice
- 3 or more wizards using the Lore of Light - 1 choice
- Unit with 4 or less models of Demigryph Knights - 1 choice each
- Unit with 5 or more models of Demigryph Knights - 2 choices each
- Karl Franz - 1 choice
 - If mounted on a horse – Additional - 1 choice

High Elves:

- Banner of the World Dragon - 3 choices
- Frostheart Phoenix, Star Dragon - 1 choice each
- Strength 6 or more Flying Large Target above 2 - 2 choices each
- 3 or more mounted characters - 1 choice
- 1 or more Eagle Claw Bolt Thrower - 1 choice

- Book of Hoeth taken by Archmage - 1 choice
- Teclis (Spirit Leech choice included) - 4 choices
- Alarielle the Radiant - 2 choices
- Banner of Averlorn - 1 choice

Lizardmen:

- Slann Mage-Priest, Lord Kroak, Lord Mazdamundi - 1 choice each
- Discipline of Harmonic Convergence - 1 choice
- Character mounted on Cold One above 1 - 2 choices each
- Flying unit and/or character above 3 - 1 choice each
- Unit of Core Skink Skirmishers above 3 - 1 choice each
- Unit of Skink Cohort above 3 - 1 choice each
- Tetto'Eko - 3 choices

Orcs and Goblins: - None

Ogres:

- Ironblaster First one - 1 choice
- Hellheart - 2 choices
- Crown of command, Runemaw - 1 choice each
- 1 or more Slaughtermasters in the army, including Skragg - 1 choice
- Unit of gnobblars above 3 - 1 choice each

Skaven:

May take Stormfiends and any of the 4 Verminlords from Warhammer End Times: Thanquol, but may not take Skreech Verminking as he is a Special Character from outside the Skaven Army Book.

Skaven Slave units cannot be bigger in size than 60 models

- Warp Lightning Cannon, Doomwheel - 1 choice each
- First Hellpit Abomination - 1 choice
- Second Hellpit Abomination - 2 choices
- Stormbanner - 1 choice
- Non-wizard Warplock Engineer above 1 - 1 choice each
- 40 (or part thereof) Skaven Slaves models above 120 - 1 choice each
- 2 (or part thereof) Skaven Slaves units above 3 - 1 choice each
- 15 or more gutter runners - 1 choice
- Stormfiend model above 1 - 1 choice each
- 2 (or part thereof) Ratling Gun upgrades on Stormfiends - 1 choice each

Tomb Kings:

May take Morghast Harbingers and Morghast Archai from Warhammer End Times: Nagash

Maximum unit size is increased to 550 points.

Army does not crumble upon the death of the Hierophant

Vampire Counts:

May take Morghast Harbingers and Morghast Archai from Warhammer End Times: Nagash

- First Terrorgheist - 1 choice
- Second Terrorgheist - 3 choices
- Character with Red Fury and/or Quickblood - 1 choice each
- Ethereal character or unit - 1 choice each
- Unit of Hexwraiths above 1 - 1 choice each
- Banshee and/or Terrorgheist above 1 - 1 choice each
- More than 10 crypt horrors in the army - 1 choice
- Direwolf and/or Fellbat unit above 4 - 1 choice each
- Count Mannfred (Spirit Leech choice included) - 2 choices
 - Another wizard with Lore of Death - Additional 1 choice

Warriors of Chaos:

May take Putrid Blightkings from Warhammer End Times: Glottkin

May take Khorne Wrathmongers and Skullreapers from Warhammer End Times: Archaon

- Daemon Prince above 1 - 1 choice each
- Daemon Prince with 2+ or better armor save - 1 choice each
- Daemon Prince of Nurgle, Chimera, Exalted Hero on Daemonic Mount - 1 choice each
- Third Eye of Tzeentch on a model with 4+ Ward Save - 1 choice
 - On a model with a 3+ Ward Save - 2 choices
- Character with 3+ Ward Save above 1 (Opal Amulet excluded) - 1 choice each
- First Hellcannon - 1 choice
 - If Lore of Death or Tzeentch and a Hellcannon are present in the army - 1 choice
- Second Hellcannon - 2 choices

- If Lore of Death or Tzeentch and a Hellcannon are present in the army - 1 choice
- Unit of Skullcrushers above 1 - 1 choice each
- Core Chaos Chariot above 2 - 1 choice each
- Flying model above 2 - 1 choice each
- Archagon, Galrauch, Crown of Command, Blasted Standard - 1 choice each
- Throgg - 3 choices

Wood Elves:

- Character on mount with Lore of Death and 6 or more Sisters of the Thorn models in the army - 2 choices
- Unit of Wild Riders above 1 - 1 choice each
- 10 (or part thereof) Waywatchers - 1 choice each
- 15 (or part thereof) models with Trueflight or Hagbane arrows above 15 - 1 choice each
- Waystalker above 1 - 1 choice each
- Moonstone of the Hidden Ways - 1 choice
 - If Lore of Death present in the army as well - 3 choices
- Acorn of the Ages and Moonstone of the Hidden Ways in the army - 1 choice
- Sisters of Twilight - 1 choice