

BATTLEPLAN 3 (TABLE 2) POWER FLUX

Across the realms, mages and sorcerers hunt the sites of pure power that birthed the incarnates – and in Andtor, many such sites lie temptingly unclaimed.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

AETHER SURGES

In this battle, players can only score victory points for objectives they control if the objective has been **activated**.

At the start of each battle round, after determining which player will take the first turn, the player taking the second turn must choose which pair of objectives (either A or B) are activated for that battle round.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one activated objective.
- Score 1 victory point if you control both activated objectives.
- Score 1 victory point for each activated objective you control that is contested by a friendly **ANDTORIAN LOCUS** and that has no enemy **ANDTORIAN LOCUS** units contesting it.

- Score 1 victory point if any enemy **WIZARD** units were destroyed in that battle round.

- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.



BATTLE LENGTH

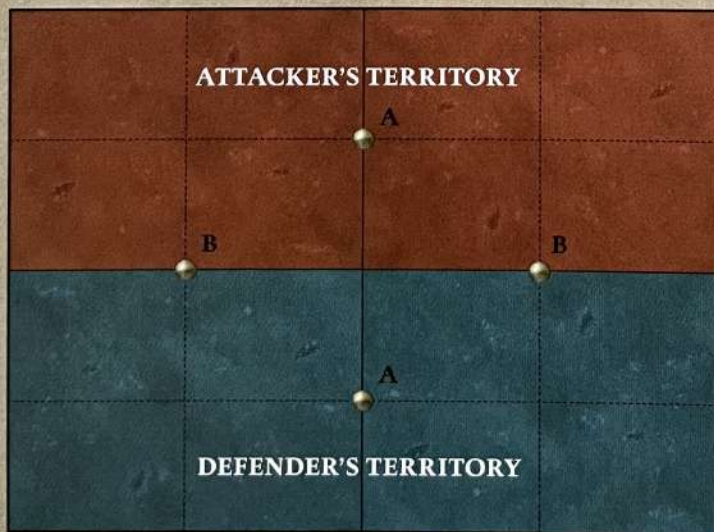
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 1 (TABLE 1) GEOMANTIC PULSE

Andtor's shifting plains beat with frigid power. Now many seek to seize and harness such an energy source to freeze their foes solid. Claim the pulse for your own – or your own warriors may be next.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory.

THE PULSE

At the start of the second battle round, after determining which player will take the first turn, the player taking the second turn picks either objective A or objective B to be the **pulse** for that battle round. At the start of each subsequent battle round, the objective adjacent to the pulse that has not yet been the pulse becomes the pulse. Only 1 objective can be the pulse per battle round. Objectives cannot be moved in this battle.



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 2 victory points if you control the pulse.
- Score 1 victory point for each objective adjacent to the pulse that you control.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

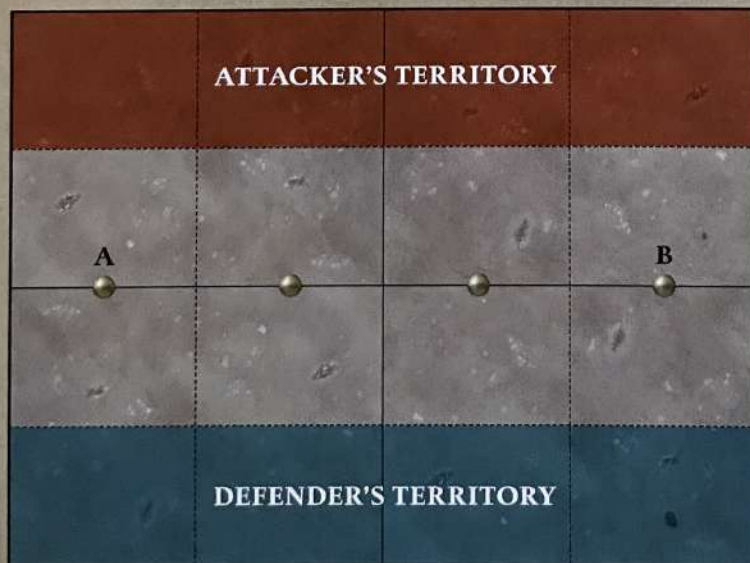
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 2 (TABLE 1) NEXUS COLLAPSE

The cold magic of Andtor is as much of an enemy as your rivals – and no less deadly. While the unclaimed land offers many sites of power to be seized, beware the flaring of the continent's nexus points. This land is hostile, and its energy has a bitter will all of its own...

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

INSTABILITY

At the start of each battle round after the first, after determining which player will take the first turn, the player with the fewest victory points can choose to collapse up to 2 objectives. If both players are tied on victory points, the players roll off and the winner can choose to collapse 1 objective.

Roll a dice for each unit within 6" of any collapsed objectives. On a 4+, that unit suffers D3 mortal wounds. Once all rolls have been made for those units, remove all collapsed objectives from the battlefield.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 3 (TABLE 1) LINES OF COMMUNICATION

Cut off from civilisation, communication has never been more important. To win this battle, you must use your isolation against your foe and force them to break in confusion.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).



DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory.

DISRUPTION

At the start of each battle round, after determining which player will take the first turn, the player taking the second turn can pick a phase to disrupt (e.g. the hero phase). During that battle round, each time a model in their opponent's army issues a command in that phase, their opponent must roll a dice. On a 3+, an additional command point must be spent in order to issue that command.

Their opponent can choose whether or not to spend the additional command point. If they choose not to spend the additional command point, that command is not received (the command ability still counts as having been used) and the command point that was spent to issue that command is lost.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

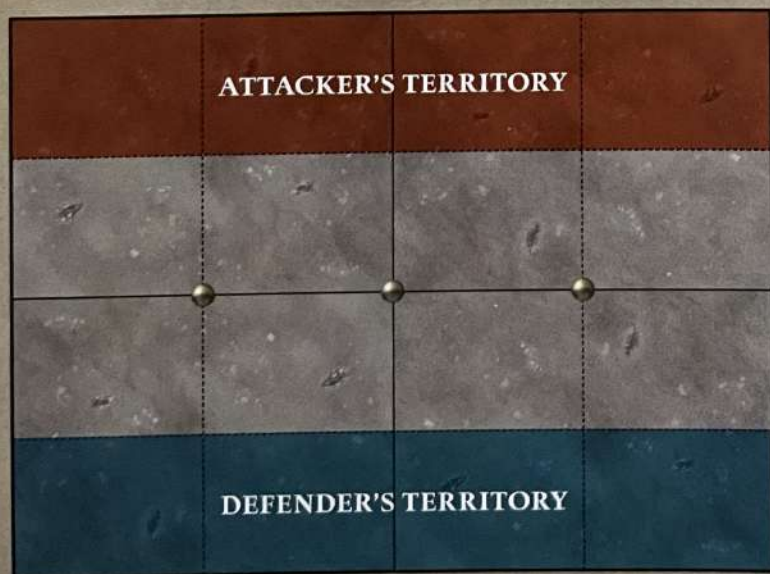
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 4 (TABLE 1) EVERY STEP IS FORWARD

The path to victory has been wracked with vicious sentient cyclones, pushing those who would conquer Andtor into close quarters. You will not be able to escape and press on unless you confront your foes once and for all.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with

the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

GIVE NO GROUND

If a unit makes a charge move, until the end of that turn, add 1 to the number of models that each model in that unit counts as for the purposes of contesting objectives. If a unit retreats, until the end of that turn, models in that unit cannot contest objectives.



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 5 (TABLE 1) LIMITED RESOURCES

Reaping the treasures of Andtor does not come without consequence. The journey is treacherous even for the most skilled of warriors. Now deep into the continent, frostbitten and exhausted, your only hope lies in claiming meltwater from sites of power. This arcane-infused liquid holds healing properties your warriors desperately need.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

SIPHON MELT WATER

When a player gains control of an objective, they start to siphon meltwater from it. After scoring victory points, if the player whose turn it is controls an objective that they controlled at the end of their previous turn, they have siphoned all the meltwater from that objective. For the rest of the battle, that player cannot control that objective.

Designer's Note: Once a player has siphoned all the meltwater from an objective, they can still contest it to prevent their opponent from controlling it, but they do not count as controlling it themselves.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 6 (TABLE 1) SPRING THE TRAP

Out on the tundra, enchanted snowstorms howl constantly and shelter is sparse. With the only safe camp for miles around resting in a valley's glacial caw, it is up to you to eliminate any rival armies seeking to use it for themselves – or face a frigid and painfully slow death above ground.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.



OUTFLANK

During deployment, after both players have set up their units, starting with the attacker, each player can remove D3 units from the battlefield (roll once for both players) and place those units in reserve. Starting from the second battle round, at the end of your movement phase, you can set up those units you placed in reserve wholly within 6" of the battlefield edge and more than 9" from all enemy units.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 1 (TABLE 2) FOUNTAINS OF FROST

Sometimes, the prize proves just as dangerous as the enemy. Seize Andtor's geysers of pure magic, or freeze your warriors solid trying.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory.

GEYSERS OF PRIMAL MAGIC

ANDTORIAN LOCUS units count as 10 models for the purposes of contesting objectives.

At the start of each battleshock phase, roll a dice for each objective that is contested by 3 or more units. On a 4+, each unit contesting that objective suffers D3 mortal wounds (roll separately for each unit).

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

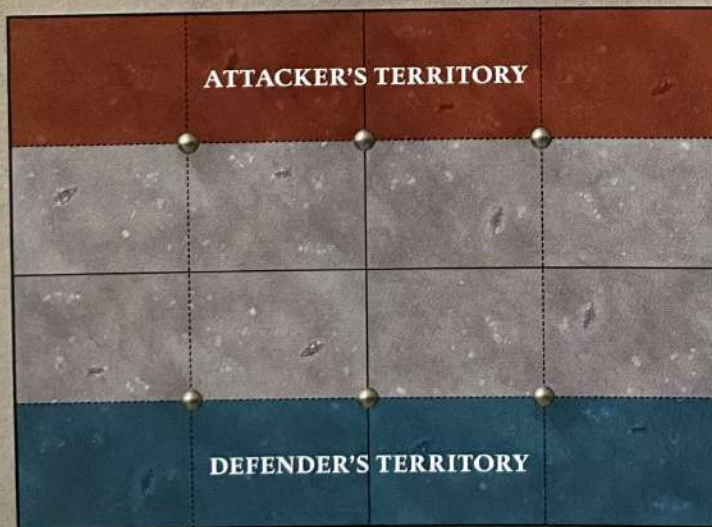
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 2 (TABLE 2) THE ICEFIELDS

Andtor will not allow armies to claim its bounty so easily. As you meet your rivals in battle, you may find the land hungering to join the fight as well...

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

ICE-ENCRUSTED DOMAIN

Each time a unit runs, it suffers D3 mortal wounds. When you make a charge roll for a unit, for each dice that shows a 1 before modifiers are applied, that unit suffers D3 mortal wounds.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 4 (TABLE 2) THE FRIGID ZEPHYR

As you clash in battle, you must contend with the freezing squalls belched straight from Andtor's frigid lungs. This continent is hostile, and those who fail to adapt will perish.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.



THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

FEROCIOUS SQUALL

At the start of the battle, the battlefield is affected by a **squall**. Until the squall dissipates, units more than 12" apart are not visible to each other. In addition, until the squall dissipates, models cannot fly. At the start of each battle round after the first, after determining which player will take the first turn, if the squall has not dissipated, the player taking the second turn rolls a dice and adds the number of the current battle round to the score. On a 7+, the squall dissipates.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 5 (TABLE 2)

NO REWARD WITHOUT RISK

This site is suffused with power that courses through the veins of magic-users as easily as breathing. Slaying wizards here is a dangerous task, for Andtor's might thrums under their skin and threatens to tear them apart.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory.



FEEDBACK OVERLOAD

When a WIZARD is slain, before removing that model from play, roll a dice. On a 4+, the WIZARD explodes as their magical energies are released uncontrollably. Each unit within a number of inches equal to the Wounds characteristic of that WIZARD suffers D3 mortal wounds (roll separately for each unit).

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 6 (TABLE 2) TOWERS IN THE TUNDRA

Andtor's vast, unclaimed swathes of arcane land are a tempting prospect indeed. You are not the first to set foot here, as the ruins of the wizards that came before still dot the landscape. Seizing such magic-saturated sites will be vital – as will plundering their forgotten treasures.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9). At least 1 defensible terrain feature that is neither large nor very large must be set up wholly within each territory and more than 9" from enemy territory.

Designer's Note: *If you do not have any defensible terrain*

features, the defender must pick 2 terrain features that are neither large nor very large to be treated as defensible in this battleplan.

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. Each player chooses 1 defensible terrain feature or faction terrain feature wholly within their territory to represent a **Wizards' Tower**. Wizards' Towers have the Arcane scenery rule (28.1.3) in addition to any other scenery rules they have.

The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.

- Score 1 victory point if you control both objectives.
- Score 2 victory points if you completed the battle tactic you picked that turn.

Each player scores victory points at the end of the battle as follows:

- Score 2 victory points if friendly units are garrisoning the Wizards' Tower in your territory. If your starting army did not include any units that could garrison a terrain feature, score 2 victory points if you control the Wizards' Tower in your territory instead.
- Score 2 victory points if there are no units garrisoning the Wizards' Tower in enemy territory.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



REALM RULES

REGION OF WAR: ANDTOR, THE BITTER LAND

The following rules reflect what it is like to do battle in the bitter and frozen lands of Andtor in Ghur. Only the hardest fighters survive for long amidst this continent's unforgiving environments.

SPECIAL RULES

One with the Land: *To survive in the harsh Andtorian tundra, inhabitants must learn to master their surroundings. For wizards, this is even more imperative given the wild nature of Andtorian magic, and those who can negotiate this balance are at a significant advantage.*

WIZARD HEROES with a Wounds characteristic of 9 or less that are not Unique gain the **ANDTORIAN LOCUS** keyword.



Optimal Focus: *Like all things Ghurish, Andtorian magic is wild and dangerous, but a wizard who focuses their entire concentration on manipulating it can find their powers amplified beyond expectation.*

At the start of the battle round, after priority is determined, the player taking the second turn can pick 1 friendly **HERO** on the battlefield. If that **HERO** is an **ANDTORIAN LOCUS**, they can attempt to cast 1 extra spell and attempt to unbind 1 extra spell in that battle round. If they are not an **ANDTORIAN LOCUS**, you receive 1 command point that can only be spent to allow that **HERO** to issue a command.

Primal Magic: *Turbulent, violent and dangerous, primal magic can be harnessed to significantly enhance the magical powers of those brave enough to risk a mind-shatteringly violent backlash should they make a single mistake.*

At the start of the hero phase, both players roll a dice. For each 4+, each player receives 1 **primal magic dice**. After a player attempts to cast or unbind a spell, or after a player attempts to dispel an endless spell, they can roll 1 of their primal magic dice. If they do so, add the result to the casting, unbinding or dispelling roll. That player can continue to roll additional primal magic dice until the caster suffers a primal miscast (see below) or there are no more primal magic dice to be rolled.

Abilities that allow you to re-roll casting, unbinding or dispelling rolls must be used before primal magic dice are rolled. If you choose to use an ability to re-roll a casting, unbinding or dispelling roll, you cannot use primal magic dice to supplement that roll. At the end of each battle round, any primal magic dice that have not been used are lost.

When a primal magic dice is rolled as part of a casting roll, on an unmodified casting roll that includes a double 1, the caster suffers a **primal miscast** instead of a miscast. The spell is not successfully cast, the caster suffers D3+3 mortal wounds and each other unit within 3" of the caster suffers D3 mortal wounds. In addition, the caster cannot attempt to cast any more spells in that phase.

When a primal magic dice is rolled as part of a casting roll, on an unmodified casting roll that includes a double 6, the spell is successfully cast and cannot be unbound. In addition, the caster cannot attempt to cast any more spells in that phase and both players receive 1 primal magic dice.

UNIQUE ENHANCEMENTS

NULLSTONE ADORNMENTS

A Nullstone Adornment is a unique enhancement that can only be taken in an army that does not include any **WIZARDS** or any units with abilities that would allow a unit to cast spells in the same manner as a **WIZARD**. You can always take 1 Nullstone Adornment enhancement in such an army. Each time you take a Nullstone Adornment enhancement, you can pick 1 Nullstone Adornment from the table below and give it to 1 **HERO** in your army that does not have an artefact of power. If a rule allows you to take an extra enhancement, you can take a Nullstone Adornment enhancement as that extra enhancement, but if you do so, you cannot pick the same Nullstone Adornment from the table below more than once, and you cannot give a Nullstone Adornment to a **HERO** that already has one or that has an artefact of power.

NULLSTONE ADORNMENTS

Hand-carved Nullstone Icon:
Skilfully sculpted and inscribed with powerful enchantments, this icon can be held aloft to undo volleys of sorcerous power.

The bearer can attempt to unbind 1 spell or attempt to dispel 1 endless spell in the enemy hero phase in the same manner as a **WIZARD**. Each time the bearer successfully unbinds a spell or dispels an endless spell using this ability, the bearer can attempt to unbind 1 additional spell in that phase.

Pouch of Nulldust: *As the bearer releases finely ground nullstone into the air, nearby spellcasters recoil as their control of Andtor's magic starts to slip away.*

Once per battle, at the start of the hero phase, you can say that the bearer will use their Pouch of Nulldust. If you do so, until the end of that phase, unmodified casting rolls that include a double 1, double 2 or double 3 are treated as miscasts or, if a primal magic dice was rolled as part of the casting roll, as primal miscasts. In addition, roll a dice for each endless spell on the battlefield. On a 5+, that endless spell is dispelled.

Polished Nullstone Pebble:
When a warrior carries this small, almost perfectly spherical and remarkably reflective stone, they repel malevolent magic at the last second.

When this unit is picked as the target of a spell or the abilities of an endless spell, you can roll a dice. On a 4+, the caster must pick another unit within 3" of this unit and within range of that spell or endless spell's abilities to be the target. If, when picking another unit, there are no other units within 3" of this unit and within range, ignore the effect of that spell or the effects of that endless spell's abilities on this unit instead.



REALMSPHERE MAGIC

You can pick 1 spell from the Lore of Primal Frost for each **ANDTORIAN LOCUS** in your army instead of picking 1 spell from another spell lore that they know.

LORE OF PRIMAL FROST

ANDTORIAN LOCUS only.

Hoarfrost: *With a gesture from the wizard, razor-sharp shards of ice materialise around their allies' weapons.*

Hoarfrost is a spell that has a casting value of 8 and a range of 12". If successfully cast, pick 1 friendly unit wholly within range and visible to the caster. Pick 1 melee weapon profile on that unit's warscroll and roll a D3. Change the To Hit, To Wound or Rend characteristic of that melee weapon to match the result until the start of your next hero phase. For example, if the result was 2, you could change either the To Hit characteristic to 2+, the To Wound characteristic to 2+ or the Rend characteristic to -2.

Designer's Note: *An unmodified hit roll or wound roll of 1 always fails.*

Rupture: *The bond between enslaved living magic and its master is frozen. It quickly becomes brittle and inflexible before completely fracturing, leaving the endless spell free to rampage across the land.*

Rupture is a spell that has a casting value of 10 and a range of 18". If successfully cast, pick 1 predatory endless spell or 1 **INCARNATE** wholly within range and visible to the caster. The target immediately becomes wild and cannot be picked to be controlled or bonded for the rest of the battle.

Merciless Blizzard: *Embracing the savage magic of Andtor, the wizard becomes a conduit through which a storm of raw aetheric energy blasts directly into the foe.*

Merciless Blizzard is a spell that has a casting value of 12 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers 4D6 mortal wounds, but for each roll of 1, the caster also suffers D3 mortal wounds that cannot be negated. The range of this spell cannot be modified and must be measured from the caster, even if an ability would allow you to measure it from elsewhere.



COMMAND TRAITS

If your general is an **ANDTORIAN LOCUS**, you can pick 1 command trait from the following list and give it to your general.

DWELLERS OF THE TUNDRA

ANDTORIAN LOCUS only.

Shaman of the Chilled Lands: *This warrior has not only learned how to survive in Andtor's brutal environment but also how to harness its magical energies.*

This general knows all of the spells from the Lore of Primal Frost (pg 14).

Eye of the Blizzard: *Even in the tumultuous commotion of battle, this general can draw upon immense powers of focus and concentration.*

At the start of your hero phase, if this general is on the battlefield, roll a dice. On a 5+, you gain 1 primal magic dice.

Chilled to the Bone: *A master of damage limitation, this general can reflect the magical backlash of a miscast away from their body.*

Once per battle, if this general suffers a miscast or primal miscast, you can roll a dice. On a 3+, this general can ignore the effects of that miscast or primal miscast.

Eater of Magic: *Twisting and turning the aetheric energies surrounding a wizard as they grapple with Ghurish magics, this general interrupts the mage's focus with such force that the spell is ripped from their mind.*

Each time this general successfully unbinds a spell, roll a dice. On a 5+, the caster no longer knows that spell and may not cast it again for the rest of the battle.





CORE BATTALIONS


You can include any of the following core battalions in your army in addition to those found in the core rules and other publications. In addition, you cannot include the same core battalion from those shown below more than once in your army.

UNIT ICONS

(Mandatory/Optional)

 **Champion: HERO** with a Wounds characteristic of less than 10, that does not have a mount and is not Unique

 **Infantry:** Unit with a Wounds characteristic of 4 or less that is not Leader, Artillery or Behemoth and does not have mounts

 **Monster: Behemoth** that is not Leader

ANDTORIAN ACOLYTES



Coordinated Augmentation: *When channelling their powers in unison, these wizards magnify their command of the aetheric.*

At the start of the hero phase, if there are 2 or more friendly **ANDTORIAN LOCUS** units in this battalion on the battlefield, roll a dice. On a 3+, you gain 1 primal magic dice.

WIZARD-FINDERS OF ANDTOR



Magic Hunters: *The Wizard-finders of Andtor are tasked with locating those mages who roam the tundra and slaying those who do not declare fealty to the Wizard-finders' master.*

Each time a unit in this battalion is picked to fight, you can say that it will go on a wizard hunt. If you do so, pick 1 melee weapon profile on that unit's warscroll. Until the end of that phase, add 1 to the Attacks characteristic of that melee weapon, but all of the attacks that unit makes in that phase must target an enemy **WIZARD**.

WIZARDS cannot be included in this battalion.

GRAND STRATEGIES

After you have picked your army, you must pick 1 grand strategy from the list below and record it on your army roster. At the end of the battle, if you completed your grand strategy, you score additional victory points as described in the battleplan you are playing.

Control the Nexus: When the battle ends, you complete this grand strategy if 2 or more friendly **WIZARD** units are wholly within 6" of the centre of the battlefield.

Spellcasting Savant: When the battle ends, you complete this grand strategy if the model picked to be your general is an **ANDTORIAN LOCUS** and that unit has not been slain.

Slaughter of Sorcery: When the battle ends, you complete this grand strategy if there are no **WIZARD** units on the battlefield.

Barren Icescape: When the battle ends, you complete this grand strategy if all enemy units that have artefacts of power are destroyed and there are no enemy units within 6" of the centre of the battlefield.

Overshadow: When the battle ends, you complete this grand strategy if all enemy Battleline units from your opponent's starting army are destroyed and there is at least 1 friendly Battleline unit from your starting army on the battlefield.

Magic Made Manifest: When the battle ends, you complete this grand strategy if there are 2 or more endless spells or **INCARNATES** on the battlefield that are controlled by or bonded to friendly units.



BATTLE TACTICS

At the start of your hero phase, you must pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

1. **Intimidate the Invaders:** You complete this battle tactic at the end of your turn if there are more friendly units wholly outside your territory than there are friendly units within your territory.
2. **Reprisal:** You complete this battle tactic if an enemy unit that destroyed a friendly general earlier in the battle is destroyed in this turn.
3. **Endless Expropriation:** Pick 1 enemy unit that is controlling or bonded to an endless spell or **INCARNATE**. You complete this battle tactic at the end of your turn if any of the following are true:
That enemy unit has been destroyed.
That endless spell is wild.
That endless spell is controlled by or bonded to a friendly unit.
That **INCARNATE** is wild.
4. **Magical Dominance:** You complete this battle tactic at the end of your turn if a friendly **WIZARD** unit successfully cast 1 or more spells and none of the spells cast by any units in your army were unbound.
5. **Magical Mayhem:** Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed by damage inflicted by a spell or the abilities of an endless spell.
6. **Bait and Trap:** You complete this battle tactic if 2 or more friendly units retreated this turn and 2 or more different friendly units made a charge move this turn.
7. **Led into the Maelstrom:** You complete this battle tactic if 1 or more friendly **HEROES** and 1 or more friendly Battleline units each made a charge move this turn and at least 1 of those units is within 3" of an enemy unit at the end of the turn.
8. **Surround and Destroy:** Pick 3 different friendly units on the battlefield. You complete this battle tactic at the end of your turn if each of those units is wholly within 6" of a different battlefield edge and 2 or more of those units are wholly outside your territory.

BATTLEPLAN LIST

BATTLEPLANS	
Table 1	Table 2
1. GEOMANTIC PULSE (PG 22)	1. FOUNTAINS OF FROST (PG 34)
2. NEXUS COLLAPSE (PG 24)	2. THE ICEFIELDS (PG 36)
3. LINES OF COMMUNICATION (PG 26)	3. POWER FLUX (PG 38)
4. EVERY STEP IS FORWARD (PG 28)	4. THE FRIGID ZEPHYR (PG 40)
5. LIMITED RESOURCES (PG 30)	5. NO REWARD WITHOUT RISK (PG 42)
6. SPRING THE TRAP (PG 32)	6. TOWERS IN THE TUNDRA (PG 44)

ENDLESS SPELLS UPDATE

In this section, you will find the endless spell warscrolls originally from *Warhammer Age of Sigmar: Malign Sorcery* and *Soul Wars: Forbidden Power*. Many of these warscrolls have had their rules updated to accompany this season's Pitched Battles battlepack (2023-24), and they take precedence over all versions with an earlier publication date or no publication date.

Endless spells are one of the most exciting aspects of playing Warhammer Age of Sigmar, brining a physical representation of arcane power to your games and synergise with the units in your army in many interesting ways.

Because endless spells work quite differently to the units in your army, an entire section of the core rules (19.3-19.5) is devoted entirely to these autonomous magical manifestations and how they fit into the turn sequence.

The abilities of many endless spells affect units from both players' armies, so before you summon one, it's important to consider that doing so may well advantage your opponent as well as you! For example, you may find that the Purple Sun of Shyish you summoned turns your general into a glittering amethyst statue! This is very much in keeping with the lore of the Age of Sigmar, after all, for arcane forces by their very nature are highly unpredictable, and with great power comes great risk...

The endless spells in this section are far from being the only endless spells that are available. There are many endless spells that are summonable only by wizards of a certain faction, such as the Lumineth Realm-lords' Rune of Petrification or Mork's Mighty Mushroom of the Gloomspite Gitz. The endless spell warscrolls for such endless spells are found in the battle tome of the faction that can summon them.


ENDLESS SPELL WARSCROLL HORRORGHAST

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 12". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Prey on Fear: *Horrorghasts devour the terror of their victims, growing more powerful as fear and panic spread like wildfire.*

Units cannot receive commands in the battleshock phase while they are within 12" of any endless spells with this ability. In addition, if a unit fails a battleshock test while it is within 12" of any endless spells with this ability, add D3 to the number of models that flee.



Arcane predators that feast upon fear, Horrorghasts haunt the deathly wilds of Shyish, taking on the appearance of whatever will most terrorise their prey - most often the pitiless gaze of Nagash, the Great Necromancer.



Sweeping suddenly into existence like a reaper's blade, the Aethervoid Pendulum cuts through armour, flesh and even the fabric of the realms themselves with equal ease.

ENDLESS SPELL WARSCROLL AETHERVOID PENDULUM

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 8". If successfully cast, set up the endless spell wholly within range of the caster. When this endless spell is set up, pivot the model so that the tip of the pendulum blade is pointing in the direction in which you wish the endless spell to move.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly. When you move this endless spell, it must move in a straight line either in the direction in which the tip of the pendulum blade is pointing or in the opposite direction to the direction in which the tip of the pendulum blade is pointing.

Scything Blade: *A single pass of the pendulum's blade is enough to decimate enemy ranks, sending out gory showers of severed limbs and decapitated heads as it swings.*

After this endless spell has moved, roll a dice for each unit that has any models that it passed across, and each other unit that is within 1" of it at the end of its move. On a 2+, that unit suffers D6 mortal wounds.



Like the procession of the heavens, the rotations of the Chronomantic Cogs control the passage of time, allowing wizards to speed or slow the events that are unfolding around them.

ENDLESS SPELL WARSCROLL CHRONOMANTIC COGS

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". If successfully cast, set up the endless spell wholly within range of the caster.

Mechanisms of Time: *The workings of the Chronomantic Cogs show the passing of seconds and aeons alike. By manipulating the cogs, a spellcaster can speed up time around them, allowing warriors to quickly close with their enemies. In the same vein, a wizard can slow time's passage so as to avoid incoming blows and provide themselves a chance to cast further spells.*

When you set up this endless spell, you must decide if it is increasing or decreasing the flow of time.

If it is increasing the flow of time, players can re-roll charge rolls for friendly units while they are wholly within 12" of any endless spells with this ability.

If it is decreasing the flow of time, players can attempt to cast either Arcane Bolt or Mystic Shield in their hero phase with a friendly WIZARD wholly within 6" of this endless spell without counting that spell towards the number of spells that WIZARD can attempt to cast in that phase. In addition, subtract 1 from hit rolls for shooting attacks that target WIZARD HEROES while they are wholly within 6" of any endless spells with this ability.

If a player has any friendly WIZARDS within 6" of this endless spell at the start of their hero phase, they can change whether this endless spell is increasing or decreasing the flow of time.

Designer's Note: *If a player already cast Arcane Bolt or Mystic Shield earlier in their hero phase, this endless spell does not allow them to cast that spell again.*

ENDLESS SPELL WARSCROLL


EMERALD LIFESWARM

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Bounteous Healing: *Squirring into the gaps between rent flesh and broken bones, the insects of the Emerald Lifeswarm seal the wounds of the living and return the dead to the fight through restorative magics.*

After this endless spell has moved, the commanding player can pick 1 unit within 3" of it. They can heal up to D3 wounds allocated to that unit or, if no wounds are allocated to it, they can return a number of slain models to that unit that have a combined Wounds characteristic of D3 or less.



Imbued with the healing powers of Ghyran, an Emerald Lifeswarm buzzes across the battlefield, seeking out the dead and dying and restoring their lives and vigour.

ENDLESS SPELL WARSCROLL

GEMINIDS OF UHL-GYSH

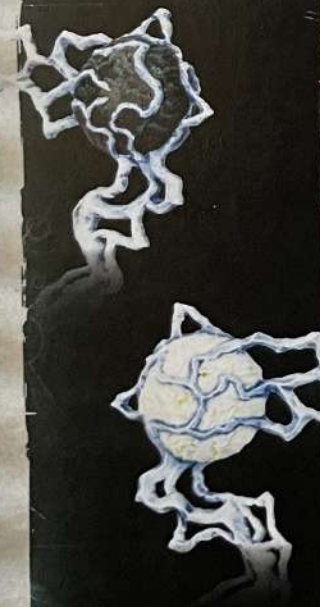
PARTS: This endless spell has 2 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 8". If successfully cast, set up the parts of the endless spell within 6" of each other and wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly. The parts of this endless spell must remain within 6" of each other.

Tendrils of Shadow and Light: *Where the Shadow Geminid leaves behind a noxious dark mist populated by illusions, the Light Geminid radiates incinerating light and bestows mind-destroying truths.*

After this endless spell has moved, roll a dice for each unit that has any models that it passed across, and for each other unit that is within 1" of it at the end of its move. On a 2+, that unit cannot issue or receive commands until the start of the next hero phase.



Drawn from the twilight demi-realm between Hysh and Ulgu, the Geminids lash out with the raw magic of light and shadow, annihilating flesh and alternately filling minds with horrific lies and unbearable truths.

ENDLESS SPELL WARSCROLL

MALEVOLENT MAELSTROM


SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 8". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Morbid Detonation: *As it gorges itself on magic and the howling spirits of the dead, the maelstrom eventually collapses under the weight of its own existence in a nova of devastating energy.*

After this endless spell is summoned, place a D6 beside it with the '1' facing up. Each time a spell is successfully cast by a unit within 12" of this endless spell and not unbound, after the effects of the spell have been resolved, increase the value of the dice beside this endless spell by 1 (to a maximum of 6). In addition, each time a model is slain within 12" of this endless spell, increase the value of the dice beside this endless spell by 1 (to a maximum of 6). At the end of a phase in which the dice beside this endless spell reaches '6', this endless spell is removed from play.

When this endless spell is removed from play, add 6 to the value of the dice beside it. Each unit within a number of inches equal to the result suffers D3 mortal wounds. **WIZARDS** suffer 3 mortal wounds instead of D3.



A Malevolent Maelstrom is a swirling vortex of Shyishan magic, a tempest that sucks in sorcerous energies and the souls of the dead before exploding in a cataclysmic nova.


ENDLESS SPELL WARSCROLL

PRISMATIC PALISADE

SUMMONING: This endless spell is summoned with a spell that has a casting value of 7 and a range of 18". If successfully cast, set up the endless spell wholly within range of the caster.


Blinding Light: *The radiant beams projected from this barrier confound the aim of all within sight of it, and they grow wider by the moment.*

After this endless spell is set up and at the start of each subsequent hero phase, roll a dice for each unit within 6" of this endless spell. On a 3+, that unit cannot make shooting attacks in that turn. Add 3" to the range of this ability at the start of each battle round after the turn in which this endless spell was summoned.



The crystalline spars of the Prismatic Palisade are formed of pure light, hardened into a barrier that bathes those on the battlefield in the blinding rays of Hysh.

ENDLESS SPELL WARSCROLL PURPLE SUN OF SHYISH

A purple, skull-shaped orb with sharp, spiky protrusions, floating in a dark space.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 8 and a range of 8". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.


End Given Form: *All those touched by the dire rays of the Purple Sun of Shyish meet their final fate, their bodies crystallised and their souls ripped away to the Realm of Death.*

Subtract 1 from save rolls for attacks that target units while they are within 6" of any endless spells with this ability. In addition, roll a dice for each unit within 1" of this endless spell after this endless spell has moved. On a 1, that unit has been touched by the Purple Sun's rays. If that unit has a Wounds characteristic of 9 or less, 1 model in that unit is slain. Otherwise, that unit suffers D6+6 mortal wounds.

No spell inspires greater fear in the beholder than the Purple Sun of Shyish. The skull-faced orb drifts across the battlefield, its rays of death energy transmuting all they touch into amethyst statues.



ENDLESS SPELL WARSCROLL QUICKSILVER SWORDS

A collection of swords with ornate, golden hilts, arranged in a fan-like pattern.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Dancing Blades: *With startling rapidity and efficiency, and seemingly possessed of vengeful purpose, the Quicksilver Swords cut through the enemy lines, their keen-edged blades severing not only limbs but also spirits from their bodies.*

After this endless spell has moved, you can pick 1 unit that has any models it passed across and roll 12 dice. For each 5+, that unit suffers 1 mortal wound. In addition, mortal wounds caused by this ability cannot be negated.

Borne aloft on currents of Chamonian energy, the Quicksilver Swords fly across the battlefield in tight formations before fanning out to eviscerate and behead those in their path.





Savage, unrelenting and eternally hungry, the spell known as Ravenak's Gnashing Jaws chomps its way through entire regiments of infantry, transporting its mangled prey into the stomach of a great pit-beast in Ghur.

ENDLESS SPELL WARSCROLL

RAVENAK'S GNASHING JAWS

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 8". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 3D6" and can fly. You can re-roll the dice that determines how far this endless spell can move if it was summoned in the same turn.

Ravenging Hunger: *Rampaging across the battlefield in a blur of bestial motion, the gnashing, razor-sharp teeth of Ravenak's Gnashing Jaws rip apart anyone and anything within reach.*

After this endless spell has moved, pick 1 unit that has any models it passed across or that is within 1" of it at the end of its move and roll a dice. On a 2+, if the roll for this endless spell's move was greater than that unit's Move characteristic, that unit suffers a number of mortal wounds equal to the difference (rounding down) between that unit's Move characteristic and the roll for this endless spell's move.



crepit chains clatter and rusted manacles grind as the Soulsnare Shackles snap at their prey, seeking to clamp down on the spirits of their victims so that they can drag them back to the Great Oubliette in Shyish.

ENDLESS SPELL WARSCROLL

SOULSNARE SHACKLES

PARTS: This endless spell has 3 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 7 and a range of 8". If successfully cast, set up the parts of the endless spell wholly within 3" of each other and wholly within range of the caster.

Bound for the Great Oubliette: *These manacles latch onto not just the bodies of combatants but their very souls, draining them of vigour and life as they drag their quarry to a vast dungeon in Shyish.*

At the start of the movement phase, roll a dice for each unit within 6" of this endless spell. Subtract the result from that unit's Move characteristic (to a minimum of 0) until the end of that phase. In addition, if a unit's Move characteristic is reduced to 0 by this ability, that unit suffers D3 mortal wounds.



ENDLESS SPELL WARSCROLL


SUFFOCATING GRAVETIDE

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 8". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 12" and can fly.

Pulled to the Grave: *Those warriors caught in the path of a Suffocating Gravetide find themselves buffeted by churning earth and dragged by the spectral forms of the restless dead.*

After this endless spell has moved, for each unit that has any models it passed across, roll a number of dice equal to the number of models in that unit. For each 5+, that unit suffers 1 mortal wound.



The spirits of the dead rise from the ground and surge forwards in a Suffocating Gravetide to smother the living, burying their victims and dragging their souls down to the Realm of Death.

ENDLESS SPELL WARSCROLL

THE BURNING HEAD

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 8". If successfully cast, set up the endless spell wholly within range of the caster.


PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Flaming Skull: *The Burning Head crashes into the enemy battle line with volcano-force, reducing all around it to ash before expending its arcane power in a single burst of rage.*

After this endless spell has moved, the commanding player can pick 1 enemy unit within 1" of this endless spell and roll a dice. On a 2+, this endless spell is treated as part of that enemy unit until either that unit is destroyed or the endless spell is dispelled, at which point the endless spell is removed from play.

While this endless spell is part of a unit, at the end of each movement phase, roll a dice. On a 2+, the unit that this endless spell is part of suffers D3 mortal wounds.

Designer's Note: *Once it is part of an enemy unit, the Burning Head becomes a marker that indicates which unit it is part of.*



Formed from the fires of Aqshy, the Burning Head is a blazing skull that scorches its way across the battlefield, incinerating ranks of troops and inflaming the anger of those who draw close.

ENDLESS SPELL WARSCROLL UMBRALE SPELLPORTAL


PARTS: This endless spell has 2 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 18". If successfully cast, set up 1 part of this endless spell within 1" of the caster, then set up the other part wholly within range of the caster.

Arcane Passage: *When looking upon an Umbral Spellportal, those versed in magic see a shadowy reflection of what lies on the other side of its twinned construct; while physical matter cannot travel through the portal, aetheric energy knows no such restriction.*

Once per turn, when a **WIZARD** within 1" of this endless spell attempts to cast a spell, the commanding player can say that the spell will be sent through the portal. If they do so, the range, visibility and effect of that spell can be measured from 1 part of this endless spell instead of the caster, and that part of the endless spell is considered to be the caster of the spell for the purposes of unbinding. Spells that summon endless spells do not benefit from this effect.

In addition, once per turn, if a predatory endless spell starts a move wholly within 6" of this endless spell, instead of making a move with it, the commanding player can remove that predatory endless spell from the battlefield and set it up again anywhere wholly within 6" of the other part of this endless spell. An endless spell set up in this manner does not count as having moved.



Comprising a pair of shadowy mirrors, the Umbral Spellportal links two points on the battlefield, allowing wizards to cast their destructive magics and enchanting boons at incredible distances.

ENDLESS SPELL WARSCROLL SOULSCREAM BRIDGE


PARTS: This endless spell has 2 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 18". If successfully cast, set up 1 part of this endless spell within 1" of the caster, then set up the other part wholly within range of the caster.

Deathly Passage: *Those who pass across a Soulscream Bridge travel the tides of deathly magic, bypassing physical obstructions.*

At the start of the movement phase, the player whose turn is taking place can remove 1 friendly unit that is wholly within 6" of a part of this endless spell from the battlefield and set it up again wholly within 6" of the other part of this endless spell and more than 9" from all enemy units.

A unit cannot be removed and set up again in this way more than once per phase. A unit removed and set up again in this way cannot make a normal move or run in the same phase and cannot issue or receive commands until the start of that player's next hero phase.



A nightmarish fusion of bone and tortured spirit-stuff, a Soulscream Bridge disintegrates and consumes the souls of the fallen in order to tear open a makeshift pathway across reality.



These cracked prisms of black stone orbit the battlefield in pairs, necromantic energy spilling from their breaching surfaces in a sickening stream, sapping the spirit and life force of all those it passes over.

ENDLESS SPELL WARSCROLL

SHARDS OF VALAGHARR

PARTS: This endless spell has 2 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 18". If successfully cast, set up the parts of the endless spell wholly within 8" of each other and wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. When you pick this endless spell to move, remove 1 of its parts from the battlefield and set it up again wholly within 8" of its other part.

Ensnaing Soul-drain: *The foul energies of the Shards of Valagharr link one prism to another, ensnaring nearby creatures in a web of animus-draining magic.*

While they are within 6" of any endless spells with this ability, units cannot fly or be removed from the battlefield with an effect that would allow them to be set up again in the same turn. In addition, units cannot be set up within 6" of this endless spell.



The splintered echo of an ancient underworld deity, Lauchon the Soulseeker sails the swirling tides of death, drawn by the lure of powerful spirits. Spellcasters can join his macabre odyssey, if they are willing to offer a fitting sacrifice.

ENDLESS SPELL WARSCROLL

LAUCHON THE SOULSEEKER

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 18" and can fly.

Soul Price: *The Soulseeker knows the location of every spirit in the realms, and can swiftly guide a spellcaster to that which they seek. In return, it demands a heavy toll.*

Before the commanding player moves this endless spell, they can pick 1 friendly **WIZARD** with a Wounds characteristic of 9 or less wholly within 3" of this endless spell. Remove that **WIZARD** from the battlefield. After this endless spell has moved, set that **WIZARD** up again wholly within 3" of this endless spell and more than 9" from all enemy units. After that **WIZARD** has been set up, it suffers 1 mortal wound. That **WIZARD** can make a normal move or run in the following movement phase.