

REALM OF BATTLE: SHYISH

REALMSPHERE MAGIC

PALL OF DOOM

Casting Value: 6

If successfully cast, pick an enemy unit within 18" of the caster that is visible to them.

Subtract 2 from the Bravery characteristic of the unit you picked until your next Hero Phase.

REALM SPELL

UNNATURAL DARKNESS

Casting Value: 6

If successfully cast, pick a friendly unit within 12" of the caster that is visible to them.

Subtract 1 from To-Hit rolls for attacks that target that unit until your next Hero Phase.

REALM COMMANDS

SOUL-FORCE SACRIFICE

You can use this Command Ability at the start of your Hero Phase.

If you do so, pick 1 friendly unit other than your General that is within 3" of your General.

Allocate any number of wounds to that unit that you wish – you can heal 1 wound that has been allocated to your General for each wound that you allocate.

REALMSCAPE FEATURE

HAUNTED REALM

Terrain features have the Sinister scenery rule (pg 235), in addition to any other scenery rules that they have.

REALM OF BATTLE: AQSHY

REALMSPHERE MAGIC

FIREBALL

Casting Value: 5

If successfully cast, pick an enemy unit within 18" of the caster that is visible to them.

If the enemy unit consists of one model it suffers 1 Mortal Wound, if it has two to nine models it suffers D3 Mortal Wounds, and if it has ten or more models it suffers D6 Mortal Wounds.

REALM SPELL

INFERNO BLADES

Casting Value: 6

If successfully cast, pick a friendly unit within 12" of the caster.

Add 1 to the Damage characteristic of **MELEE** weapons used by that unit until your next Hero Phase.

REALM COMMANDS

FIRESTARTER

You can use this Command Ability at the start of your Movement Phase.

If you do so, pick a terrain feature that is within 12" of a friendly **HERO** and within 3" of another friendly unit, and roll a D6.

On a 4+ the terrain feature is set alight.

If a terrain feature is set alight, for the rest of the battle, any unit with models in or on it at the end of their Movement Phase suffers D3 Mortal Wounds.

In addition, a model cannot see another model if a straight line drawn from the centre of its base to the centre of the other model's base passes across this terrain feature.

REALMSCAPE FEATURE

CLOUDS OF SMOKE AND STEAM

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

REALM OF BATTLE: CHAMON

REALMSPHERE MAGIC

TRANSMUTATION OF LEAD

Casting Value: 7

If successfully cast, pick an enemy unit within 18" of the caster that is visible to them.

Until your next Hero Phase, halve the Move characteristic of the unit you picked, rounding up.

In addition, if the unit has a Save characteristic of 2+, 3+ or 4+, then until your next Hero Phase you can re-roll To-Hit rolls of 1 for attacks that target that unit.

REALM SPELL

CURSE OF RUST

Casting Value: 7

If successfully cast, pick an enemy unit within 12" of the caster that is visible to them.

Subtract 1 from To-Hit rolls and Save rolls for that unit until your next Hero Phase.

REALM COMMANDS

ADAPT OR DIE

You can use this Command Ability at the start of your Hero Phase.

If you do so, pick a friendly unit within 3" of a friendly **HERO** or 12" of your General.

Until your next Hero Phase, roll a D6 each time you allocate a wound or Mortal Wound to a model in the unit you picked.

On a 6+ the wound is negated.

REALMSCAPE FEATURE

RUST PLAGUE

At the start of your Hero Phase, roll a D6.

On a 6+, pick an enemy unit that is in cover.

Subtract 1 from Save rolls made for that unit for the rest of the battle.

REALM OF BATTLE: GHUR

REALMSPHERE MAGIC

WILDFORM

Casting Value: 5

If successfully cast, pick a friendly unit within 12" of the caster that is visible to them.

Add 2 to Charge and Run rolls made for the unit you picked until your next Hero Phase.

REALM SPELL

PRIMAL HUNTER

Casting Value: 8

If successfully cast, pick a friendly **HERO** within 12" of the caster that is visible to them.

Re-roll failed Charge rolls and To-Hit rolls for that **HERO** until your next Hero Phase.

REALM RULE

MONSTROUS BEASTS

After set-up, each player can set up a **MONSTER** that is not a **HERO**, starting with the player that finishes setting up their army first. These monsters are called 'monstrous beasts' in the rules that follow. They are not part of either army.

A monstrous beast can be set up anywhere on the battlefield that is more than 9" from any other monstrous beasts and more than 9" from models from either army.

Monstrous beasts choose their prey at the start of each battle round. Their prey for that battle round will be the army that has a unit closest to them. For the rest of that battle round, the monstrous beast

REALMSCAPE FEATURE

RECKLESS AGGRESSION

Any unit that is within 12" of an enemy unit at the start of their Charge Phase suffers 1 Mortal Wound unless they finish that Charge Phase within 3" of an enemy model.

In addition, you can re-roll To-Hit rolls of 1 for units that have made a Charge move in the same turn.

REALM OF BATTLE: GHYRAN

REALMSPHERE MAGIC

SHIELD OF THORNS

Casting Value: 5

If successfully cast, pick a friendly unit within 18" of the caster that is visible to them.

Until your next Hero Phase, any enemy unit that finishes a Charge move within 3" of the unit you picked suffers D3 Mortal Wounds.

REALM SPELL

REALMBLOOD

Casting Value: 7

If successfully cast, heal D3 wounds allocated to the caster.

REALM COMMANDS

COMMAND THE LAND

You can use this Command Ability at the end of your Hero Phase.

If you do so, a friendly **HERO** can attempt to cast the Shield of Thorns spell, even if they are not a **WIZARD**, and even if the spell has already been attempted in the same Hero Phase.

If the **HERO** is a **WIZARD**, using this Command Ability allows them to attempt to cast the Shield of Thorns spell in addition to any other spells they have already attempted to cast, and even if the spell has been attempted by either themselves or another **WIZARD** in the same Hero Phase.

REALMSCAPE FEATURE

HIDDEN FESTERING CORRUPTION

At the start of your Hero Phase, roll a D6.

Add 1 to the dice roll if your army has allegiance to **NURGLE**.

On a 5+ pick an enemy unit that is within 1" of a terrain feature.

The unit you picked suffers 1 Mortal Wound.

REALM OF BATTLE: HYSH

REALMSPHERE MAGIC

PHA'S PROTECTION

Casting Value: 5

If successfully cast, select a friendly unit within 18" of the caster that is visible to them.

Subtract 1 from To-Hit rolls made for attacks that target the unit you picked until your next Hero Phase.

REALM SPELL

EXORCISING BEAM

Casting Value: 6

If successfully cast, pick an enemy unit within 12" of the caster that is visible to them.

That unit suffers D3 Mortal Wounds.

If the enemy unit is a **DAEMON** or **DEATH** unit, it suffers D6 Mortal Wounds instead.

REALM COMMANDS

STRIKE QUICKLY

You can use this Command Ability at the start of the Combat Phase.

If you do so, pick a friendly unit within 3" of a friendly **HERO** or 12" of your General, and within 3" of the enemy.

That unit fights immediately, instead of fighting later in that Combat Phase.

REALMSCAPE FEATURE

SPEED OF LIGHT

At the start of your Movement Phase, roll a D6.

On a 6+, you can pick a friendly unit.

Remove that unit from the battlefield, and then set up it anywhere on the battlefield that is more than 9" from any enemy models.

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

REALM OF BATTLE: ULGU

REALMSPHERE MAGIC

MYSTIFYING MIASMA

Casting Value: 4

If successfully cast, select an enemy unit within 18" of the caster that is visible to them.

That unit cannot run until your next Hero Phase.

In addition, subtract 2 from Charge rolls for that unit until your next Hero Phase.

REALM SPELL

BRIDGE OF SHADOWS

Casting Value: 6

If successfully cast, pick a friendly unit wholly within 12" of the caster and remove it from the battlefield.

Set it up anywhere on the battlefield that is wholly within 24" of the caster and more than 9" from any enemy models.

It may not move in the subsequent Movement Phase.

REALM COMMANDS

LORD OF THE SHADOW REALM

You can use this Command Ability at the start of your Hero Phase.

If you do so, you can use either the Shadowed Mansions or Shadow Realm realmscape feature.

In addition, after transferring or setting up the unit in its new location, you do not have to roll to see if any models from the unit become lost in the shadow realm.

Note that in the Shadowed Mansions or Shadow Realm realmscape features apply in your battle, you can use them normally as well as using them with this Command Ability.

REALMSCAPE FEATURE

DARKLY SHADED

The maximum range of attacks or spells is 18".