

REALM OF BATTLE RULES

In matched play games, you will choose which Mortal Realm you and your opponent will be fighting in. This will determine the Realm of Battle rules that will apply to the battle, including realmscape features and realmsphere magic as well as unique command abilities and artefacts of power.

After picking a battleplan to use, you must pick a Mortal Realm for the battle to take place in. The players roll off and the winner picks the Mortal Realm for the battle. On pages 102-107, you will find Realm of Battle rules for each of the Mortal Realms to be used in a matched play game.

If you decide that your army is from a specific Mortal Realm and wish to make one of your artefacts of power a realm artefact, you must pick the realm artefact for your chosen Mortal Realm from the following pages, instead of using an artefact from *Malign Sorcery*.

REALM OF BATTLE: AQSHY, THE REALM OF FIRE

The following Realm of Battle rules are used for matched play battles fought in the Mortal Realm of Aqshy, also known as the Realm of Fire.

REALMSPHERE MAGIC

Fireball: *The wizard claps their hands, conjuring a small orb of flame that they hurl at the foe.*

Fireball has a casting value of 5. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. If that enemy unit has 1 model, it suffers 1 mortal wound; if it has 2-9 models, it suffers D3 mortal wounds; and if it has 10 or more models, it suffers D6 mortal wounds.

REALMSCAPE FEATURE

Burning Lands: *The lands of Aqshy are forever brimming with volatile power. As the fires of battle rage,*

this energy magnifies and can even erupt, with lethal effect to anyone unfortunate enough to be nearby.

Terrain features (including faction terrain) have the Volcanic scenery rule (pg 75) in addition to any other scenery rules that they have.

REALM ARTEFACT

Incandescent Rageblade: *In battle, the emberstone crystal set into this sword glows bright, granting the wielder bursts of killing fury.*

Pick 1 of the bearer's melee weapons. If the unmodified hit roll for an attack made by that weapon

is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

REALM COMMAND

Blazing Fervour: *In Aqshy, fiery tempers are stoked to lend a warrior formidable endurance.*

You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly unit wholly within 12" of a friendly HERO. Add 1 to run and charge rolls made for that unit until your next hero phase. The same unit cannot benefit from this command ability more than once per phase.





REALM OF BATTLE: CHAMON, THE REALM OF METAL

The following Realm of Battle rules are used for matched play battles fought in the Mortal Realm of Chamon, also known as the Realm of Metal.

REALMSPHERE MAGIC

Metamorphic Warding: Through tapping into the ever-changing magical properties of Chamon, the caster compels the armour and hide of their allies to become as strong as unyielding sigmarite.

Metamorphic Warding has a casting value of 7. If successfully cast, pick 1 friendly unit wholly within 12" of the caster and visible to them. Add 1 to save rolls for attacks that target that unit until the start of your next hero phase.

REALMSCAPE FEATURE

Transmutative Lands: Alchemical by nature and further warped by the power of Tzeentch, the lands of Chamon are prone to shift and alter

on a whim, hampering the advance of even the most determined army.

Terrain features (including faction terrain) have the Entangling scenery rule (pg 75) in addition to any other scenery rules that they have.

REALM ARTEFACT

Plate of Perfect Protection: One of the many mystical artefacts forged by the lost artificers of Metallurgica, the steel of this armour is alloyed with Chamonian quicksilver, allowing it to subtly reform and ward off all but the truest strikes.

If a weapon used for an attack that targets the bearer has a Rend characteristic of -1, change the Rend characteristic for that attack to '-2'.

REALM COMMAND

Living Blades: In Chamon, each weapon seems to take on a life of its own. When guided by a steely-eyed warrior, they strike at the foe with unerring accuracy.

You can use this command ability in the combat phase. If you do so, pick 1 friendly unit wholly within 12" of a friendly HERO. Until your next hero phase, add 1 to hit rolls for attacks made with melee weapons by that unit if it made a charge move in the same turn.

REALM OF BATTLE: GHUR, THE REALM OF BEASTS

The following Realm of Battle rules are used for matched play battles fought in the Mortal Realm of Ghur, also known as the Realm of Beasts.

REALMSPHERE MAGIC

Wildform: *The wizard transforms their allies into swift-moving bestial forms.*

Wildform has a casting value of 5. If successfully cast, pick 1 friendly unit within 12" of the caster and visible to them. Add 2 to run and charge rolls made for that unit until the start of your next hero phase.

REALMSCAPE FEATURE

Savage Lands: *The lands of Ghur are primal and perilous beyond compare; even the rocks and trees will eagerly devour the unwary, if given a chance.*

Terrain features (including faction terrain) have the Deadly scenery rule (pg 75) in addition to any other scenery rules that they have.

REALM ARTEFACT

Predator's Torc: *When this amber-bronze torc is bound tightly around a limb, the wearer becomes filled with the savage energy of the hunt.*

You can re-roll charge rolls for the bearer.

REALM COMMAND

Feral Roar: *When the wild animus of Ghur fills their bestial souls, monsters of all shapes and sizes will fight on without consideration of injury or pain.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly MONSTER wholly within 12" of a friendly HERO. Until the end of the battle round, when you look up a value on that model's damage table, that MONSTER is treated as if it has suffered 0 wounds.

REALM OF BATTLE: GHYRAN, THE REALM OF LIFE

The following Realm of Battle rules are used for matched play battles fought in the Mortal Realm of Ghyran, also known as the Realm of Life.

REALMSPHERE MAGIC

Shield of Thorns: *At the caster's command, crawling brambles burst from the ground, forming a living barrier around their allies and tearing apart any who approach with malicious intent.*

Shield of Thorns has a casting value of 5. If successfully cast, pick 1 friendly unit wholly within 18" of the caster and visible to them. Until your next hero phase, any enemy unit that finishes a charge move within 3" of that unit suffers D3 mortal wounds. The same friendly unit cannot be picked as the target of this spell more than once per turn.

REALMSCAPE FEATURE

Verdant Lands: *Life blooms eternal in Ghyran, its energies blessing the lands with cyclical regrowth.*

Terrain features (including faction terrain) have the Healing scenery rule (pg 75) in addition to any other scenery rules that they have.

REALM ARTEFACT

Everspring Diadem: *The powers of this oaken crown can soon heal even the most crippling of wounds.*

In your hero phase, you can heal 1 wound allocated to the bearer.

REALM COMMAND

Command the Land: *In Ghyran, even the landscape can be bent to your will.*

You can use this command ability at the end of your hero phase. If you do so, 1 friendly HERO can attempt to cast Shield of Thorns, even if they are not a WIZARD and even if the spell has already been attempted in the same hero phase. If that HERO is a WIZARD, using this command ability allows them to attempt to cast Shield of Thorns in addition to any other spells they have already attempted to cast and even if Shield of Thorns has been attempted in the same hero phase.

REALM OF BATTLE: HYSH, THE REALM OF LIGHT

The following Realm of Battle rules are used for Matched Play battles fought in the Mortal Realm of Hysh, also known as the Realm of Light.

REALMSPHERE MAGIC

Purity of Defence: *The wizard bathes their allies in a column of brilliant white light, increasing their speed of thought and reaction time.*

Purity of Defence has a casting value of 5. If successfully cast, pick 1 friendly unit wholly within 12" of the caster and visible to them. You can re-roll save rolls of 1 for attacks that target that unit until the start of your next hero phase.

REALMSCAPE FEATURE

Dazzling Lands: *The lands of Hysh still shine with lambent brilliance. Those who stare into the*

radiant glow for too long may find themselves blinded just when they need their vision most.

Terrain features (including faction terrain) have the Mystical scenery rule (pg 75) in addition to any other scenery rules that they have.

REALM ARTEFACT

Syari Trueblade: *Crafted by the aelven mage-artisans of Hysh, this crystalline blade seeks out the enemy with peerless accuracy.*

You can re-roll hit rolls of 1 for attacks made with a melee weapon by the bearer.

REALM COMMAND

All-seeing Enlightenment: *The Realm of Light is a place of purity and enlightenment. Should a warrior focus their mind, they will find themselves able to deduce and thwart even the most cunningly laid ambushes.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly unit wholly within 12" of a friendly HERO. Do not apply the cover modifier to save rolls for attacks made by that unit until the start of your next hero phase.



REALM OF BATTLE: SHYISH, THE REALM OF DEATH

The following Realm of Battle rules are used for matched play battles fought in the Mortal Realm of Shyish, also known as the Realm of Death.

REALMSPHERE MAGIC

Ripples of the Necroquake: *It was from the dark heart of Shyish that the necroquake erupted across creation. Those skilled in the arcane arts can tap into this power to call forth lingering magical manifestations with greater ease.*

Ripples of the Necroquake has a casting value of 7. If successfully cast, until the end of that phase, add 1 to casting rolls made for friendly WIZARDS if the casting roll is for an endless spell.

REALMSCAPE FEATURE

Terminal Lands: *Even the sorceries of the Arcanum Optimar cannot escape the grasp of Shyish forever.*

Terrain features (including faction terrain) have the Nullification scenery rule (pg 75) in addition to any other scenery rules that they have.

REALM ARTEFACT

Gravesand Brooch: *This morbid item of jewellery is filled with fine particles of gravesand. One who wears it overlong slowly becomes more akin to the dead than the living and is equally hard to slay.*

You can re-roll save rolls of 1 for attacks that target the bearer.

REALM COMMAND

Amethyst Aura: *Those who fight in the Realm of Death have one foot already in the afterlife and can shrug off the most grievous injuries.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly unit wholly within 12" of a friendly HERO. Until the end of that battle round, roll a dice each time you allocate a wound or mortal wound to that unit. On a 6, that wound or mortal wound is negated.



REALM OF BATTLE: ULGU, THE REALM OF SHADOW

The following Realm of Battle rules are used for matched play battles fought in the Mortal Realm of Ulgu, also known as the Realm of Shadow.

REALMSPHERE MAGIC

Judgement of Shadow: *The shadows of Ulgu are alive, and they hunger. By speaking thirteen whispered words of power, one for each of the realm's great Dominions, a caster can bid the darkness to swallow up their enemies.*

Judgement of Shadow has a casting value of 7. If successfully cast, pick 1 enemy unit within 12" of the caster that is visible to them and roll 7 dice. For each roll that is less than that unit's unmodified Save characteristic, that unit suffers 1 mortal wound. If the target has an unmodified Save characteristic of '-', it suffers 1 mortal wound for each 2+ instead.

REALMSCAPE FEATURE

Penumbral Lands: *The all-consuming shadows of Ulgu can obscure even the mightiest foe's advance, as many unwary warriors have discovered to their cost.*

Terrain features (including faction terrain) have the Overgrown scenery rule (pg 75) in addition to any other scenery rules that they have.

REALM ARTEFACT

Trickster's Foil: *This phantasmal weapon is never quite where it appears to be, and as such it is capable of inflicting truly horrific wounds on the unprepared.*

You can re-roll wound rolls of 1 for attacks made with a melee weapon by the bearer.

REALM COMMAND

On Me! *The champion imposes their will on nearby allies, commanding them to reform amidst the enshrouding darkness of Ulgu.*

You can use this command ability once per battle, at the end of your movement phase. If you do so, pick 1 friendly unit wholly within 18" of a friendly HERO. Remove that unit from the battlefield and then set it up again wholly within 6" of that friendly HERO and more than 9" from any enemy units.

