Day of the Dragons -

A Warhammer Fantasy Narrative Event



Chaos stirs more than usual, and the normally comatose Dragons of the mountains grow restless. Your great lords send you on their behalf. Armed and gifted with a great host, you travel to the lost plains of Walthamstow. On the way, each army is joined by a great Dragon, each with their own motive. Some wish to keep the peace, others to revel in slaughter. Some may even just be following the food. As you arrive, your senses blur. Old alliances forgotten. Each army standing is just another threat to be crushed. Spill blood, take skulls and revel in the mad laughter of the gods.

Venue: 112F HIGH STREET, WALTHAMSTOW, LONDON E17 7JY
Date: 16/01/2027

This will be a 2500 point (plus extras) tournament. Whilst primarily 8th ed, there will be a few aspects taken from the end times books, as well as some army adjustments built on the backs of many a previous event.

If at any point you have any questions or want me to check a proxy please email me at matpwillis@gmail.com

This is an event rather than a tournament, and designed to include more interesting lists. Take stuff you wouldn't normally take, screw the meta, grab that Zombie Dragon and let's have a laugh

Though I am planning to hopefully play myself, I'm happy to help with questions here and there where an agreement cannot be reached between players.

What can I use?
The following army factions, lists & rules will be allowed at this event:

- All the final Warhammer 8th edition Armies books: Beastmen, Bretonnia, Daemons of Chaos, Dark Elves, Dwarfs, High Elves, Lizardmen, Ogre Kingdoms, Orcs & Goblins, Skaven, The Empire, Tomb Kings, Vampire Counts, Warriors of Chaos, & Wood Elves.
- The Legion of Azgorh (Chaos Dwarfs) from the Tamurkhan book will also be welcome.
- Kislev & Grand Cathay books produced by Chris Tray. His books are here and added with his permission https://drive.google.com/drive/folders/1FbV5KUfm3vizVDoyDvyhe4x3OwRvLcgJ

Any additional units that are available to you will be outlined in their specific army section below. There are some changes to certain stronger and weaker armies to try and encourage more entertaining play.

Third party models, proxy models and/or conversions are allowed if it is clear to your opponents what the model is now representing. In short, if you have tried to do something cool it will probably be fine.

What can I NOT use?

- No special characters are permitted - they are too busy for your little skirmishes.
- The Great Host of Chaos list from the Tamurkhan book is NOT allowed; and the units from it may also not be taken.
- Any of the end times combined lists (Host of the eternity king for example).
- The Warhammer Formations presented in End Times: Thanqual and End Times: Archaon are not allowed.
- Any Creatures from Monstrous Arcanum or Storm of magic.

What should I bring?

- Your army, dice, tape measure, and any gaming aids needed by your army (templates etc). Movement trays for any unit of 3 or more models and your Dragon 🙂
- The Warhammer 8th edition rulebook.
- The latest edition of your army book and any supplement books you require.
- A printed copy of your army list.
- Any FAQs you will be relying on – if you don't have it and a copy can't be found, expect to be ruled against!

Painting

Whilst a painted army is a pretty sight to behold, I will not force this upon you. A fully painted army will be awarded 500 kill points however, so bear that in mind. Everyone's dragon will also be judged for an award so also bear this in mind.

Building your Army:

Ok, so now the fun starts, getting your army together. This is a 2500pts event.
Please be aware that all army lists for this event will need to have the following:
Your name at the top.
The name of the faction you are intending to use.
Your unit (points).
A note as to who the General is, Magic Lore's Taken, Equipment/Upgrades (incl. points) etc
Your Army's total points cost.
In addition to the 2500 pts limit, there will also be the addition of the following;

Walthamstowe Wyrm

Every army will have access to (and be required to bring) a dragon. The Profile and rules for said dragon will be included later in the pack. The dragon is worth 300 Kill points if slain. The dragon is a part of your army and will therefore cause panic as per normal for a unit destroyed within 6 inches.

Your General

Whilst the likes of Tyrion or Franz may not grace the battlefield, as the General trusted with this campaign, your lord has been granted special funding from your homeland. Each player is granted a 200pt budget for their general. Your general can go over this budget, but anything over must be paid for outside of your lords allowance as usual.The general must be selected from the lords section of your army book. Any points not spent will be awarded to your opponent if the general is slain…so you might as well go nuts. In addition, the magic item budget (or gifts of chaos budget if you are a daemon) is increased for your general only to 125pts. I wanna see some nutters leading these armies!

House Rules (where comp would normally be) and FAQs

Army Composition rules

- The event will use the Lords and Heroes allowance as 50% as per end times and the BRB updates.
- The Battle Standard Bearer may take mundane items available to heroes of their type. In addition, the BSB can either take a magic banner of any cost, or up to 50pts of magic banner and magic items combined. For example, if they take the Lichebone Pennant (15pts) they can also take Armour of Fortune (35pts).
- There is a cap of 4 war machines in each army, there are models/units that count as one or more war machines.

Individual Armies

Beastmen:

- Beastmen armies may select Marks of Chaos for their units. Marks of Chaos are free! They follow the normal limitations for mixing Characters/Units with Marks as in the Warriors of Chaos Army Book. Chaos Giants & Spawns use the same Marks of Chaos as per the same units in Warriors of Chaos Army Book. Beastmen characters will also gain Champion of Chaos and will use the Eye of the Gods table included in this pack.
- Characters may take Gifts of Chaos in addition to their magic items allowance. You still follow all of the restrictions for selecting the Gifts, but it is treated as a separate allowance to your magic items. Heroes may have up to 25pts, Lords up to 50pts as per Warriors of Chaos.
- Great Bray Shaman & Bray Shaman have access to the Lores of Tzeentch, Nurgle & Slaanesh (as per Warriors of Chaos) for their respective Mark. They are also unable to take the Mark of Khorne.
- The following units cannot be given Marks of Chaos: Chaos Warhounds, Razorgor, & Harpies.
- Before rolling to cast spells with the Warpflame special rule, the caster may choose for it to gain the Flaming Attacks special rule.
- Ignore the Common Magic Items section in the Army Book. Use the Common Magic Items points & rules from the Warhammer Rulebook instead.
- Chaos Giants are 200pts instead of 225pts
- Cygors, Ghorgons, & Jabberslythes are 225pts instead of 275pts
- Beastmen Ambush: Replace the 2nd paragraph & the table from this special rule with the rules for Ambushers, as per the Warhammer Rulebook on page 79. Therefore, the caveats for needing a larger unit remain. This rule remains optional, you can deploy these units as normal, or you may choose to Ambush.

Bretonnia:

- Ignore the Common Magic Items section in the army book. Use the Common Magic Items points & rules from the Warhammer Rulebook instead.
- Bretonnian Models with the Knights Vow, Questing Vow and Grail Vow gain the 'Fight in extra ranks' Rule
- Bretonian knights units gain Devastating Charge special rule when joined by the General or BSB
- Remove the 0-1 selection limit on the following units (as per their 8th Edition FAQ): Grail Reliquae, Pegasus Knights & Grail Knights.
- Bretonnian Lords & Paladins may take one Virtue in addition to their magic items allowance. You still pay points for the Virtue & follow all of the restrictions for duplicating virtues, but it is treated as a separate allowance to your magic items. Virtues for Paladins are capped at max. 50pts, Lords have no points limit.
- Prophetesses & Damsels of The Lady, both have access to the following Lores: Beasts, Life, Heavens & Light.
- Peasant Bowmen are not limited to 1 unit with the Skirmishers special rule.
- Hippogryph mounts may be purchased from the Storm of Magic book, rather than the Brettonian Army Book, at the given cost of 140 points with all upgrades available at their set costs, & may be ridden by Paladins.

Chaos Dwarfs/ Legion of Azgorh:

- Chalice of Blood and Darkness can only be used after Channelling, & "before a spell is cast" – (Step 2 of Magic Phase); or "after a spell has resolved" – (after Step 4 of the Magic Phase).
- The black hammer of Hashut may be taken by Bull centaur Ta'ruks.

Daemons of Chaos:

- All mounts, except ridden monsters, are ignored for leadership purposes for the Spell Treason of Tzeentch. In the case of Chariots, the creatures pulling the chariot & the Chariot's Leadership are ignored.
- Hits from the Reign of Chaos are always treated as having hit the front arc of the targeted unit.
- Before rolling to cast spells or fire shots with the Warpflame special rule, the caster/shooter may choose for it to gain the Flaming Attacks special rule.
- Daemonic characters with more than 1 magic weapon can only benefit from the effects of 1 weapon at a time. They must declare at the start of the player turn which weapon the character is using; any other magic weapons have no effect whatsoever for the duration of that turn.
- The bloodthirsters variants from End times: Archaon may NOT BE TAKEN.

Dark Elves:

- The Cauldron of Blood does not allow re-rolls on ranged attacks or spells.
- A model with Hatred (High Elves) has Hatred against all models taken from the High Elf Army Book.

Dwarfs:

- Runelords with an Anvil of Doom will not automatically be destroyed if they are required to take a Characteristic Test.
- Infantry with the relentless rule may march up to 3x their movement.

High Elves:

- The -1S from the Blizzard Aura special rule for Frostheart Phoenixes does not stack.
- The Banner of The World Dragon only affects damage from enemy sources and may only be taken on a BSB or a unit of dragon princes.
- The High Magic Lore Attribute increases all Ward Saves as well as all conditional Ward Saves a model may have. If a model only has conditional Ward Saves then it also receives a 6+ Ward Save.
- Sisters of Averlorn may take full command and may take a magic banner up to 50pts.
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Lizardmen:

- Piranha Blade only gives Multiple Wounds (D3) Special Rule while being used in close combat.
- Burning Alignment targets all enemy units within the distance of the spells. This applies even if the enemy unit is engaged in close combat or in the rear/flank arc of the model casting.
- Models with the Predatory Fighter rule may benefit from it when fighting from the second or subsequent ranks.
- Skink oracles on (the guy on the troglodon) may purchase a single wizard level for 35pts. They may take spells from the lore of heavens only.

Ogre Kingdoms:

- Big Names may be taken in addition to the Magic Item allowance. All other rules apply.
- Rhinox Riders MAY NOT BE TAKEN
- Ogre Tyrants may purchase a Stonehorn as a mount (same price as hunter).

Orcs & Goblins:

- A shot from a Doom Diver war machine may never hit more than one unit; if two units are struck by a Doom Diver marker, the controlling player decides which one they hit. (This is to avoid issues with the size of the marker etc).
- Night Goblin Squig Gobbas may NOT BE TAKEN.
- Orc Big Boss' may ride a Wyvern.
- Goblin warbosses (not night goblin) may select an Arachnarok spider as a mount (no catchweb shrine though)

Skaven:

- The army list does not need to state any Lores for a Skaven Grey Seer or Verminlord as they can freely mix Spells of Plague & Ruin as per their special rules.
- A charging Skaven unit that has moved forward D6" as a result of a Screaming Bell allows no charge reactions.
- The Skaven Spell Cracks Call may be cast into combat & through friendly units as it does not have a target.
- Other Skaven Spells may not be cast into combat unless they specifically say so or mention it in their description.
- Ignore the Common Magic Items section in the army book. Use the Common Magic Items points & rules from the Warhammer Rulebook instead.
- A Hellpit Abomination that has had its strength reduced or increased will use the new strength when working out any of its special attacks.
- Chieftains may ride the following Mounts: Great Pox Rat, War-Litter, or Rat Ogre Bone Breaker.

The Empire:

- Empire Captains may ride a Gryphon.
- Steam tanks and marienburg class landships count as 2 war machines
- Grand masters may be mounted on a barded Demigryph for 40pts

Tomb Kings:

- Tomb King armies may use Morghast Harbringers & Morghast Archai from End Times: Nagash; They gain the Nehekharan Undead special rule.
- Friendly Tomb Kings units can March if within 12" of the General. If your general is mounted on a large target, the size of the 'March Bubble' also increases to 18''.
- The Lore Attribute for the Lore of Nehekhara is changed to the following:
- "Restless Dead - Each time a wizard successfully casts a spell from the Lore of Nehekhara, the target(s) immediately recovers D3+1 Wounds worth of models, as described on pg.28. One Wounded character may recover one of these wounds.
- Units with Animated Construct can recover 1 wound per successful spell cast.
- If the spell is successfully cast at an enemy, choose a friendly Undead unit within 12" of the caster to recover D3+1 as described above."

Vampire Counts:

- When making their special movement attack, Hexwraith models measure distance moved from the starting point to the enemy unit they are attacking & back to a legal position. The distance moved cannot exceed their movement value or double this if they marched. They may reform inside an enemy unit.
- Deathshriek & Ghostly Howl are not considered shooting attacks for the purposes of situational ward saves
- Vampires may ride Abyssal Terrors.
- If your general is mounted on a large target then the size of their 'March Bubble' increases to 18''
- Vampire Counts armies may use Morghast Harbringers & Morghast Archai from End Times: Nagash

Warriors of Chaos:

- Warriors of Chaos may not select a Daemon Prince as a lords choice. Your army is not considered worthy.
- All mounts, except ridden monsters, are ignored for leadership purposes for the Spell Treason of Tzeentch.
- In the case of Chariots, the creatures pulling the chariot & the Chariot's Leadership are ignored.
- Soul Feeder may NOT be used to gain wounds back from both Stomps & Breath weapon attacks.
- Before rolling to cast spells with the Warpflame special rule, the caster may choose for it to gain the Flaming Attacks special rule.
- Hellcannons count as 2 war machines for the purposes of budget.
- Warriors of chaos will use the amended Eye of the Gods table included in this pack.

Wood Elves:

- Units/Characters may duplicate their Enchanted Arrows across more than one unit.
- Glade Riders may choose to not Ambush
- Spellsingers may also select spells from the lores of dark and high magic.
- Wildwood Rangers are S4.
- As per the general ruling, if your general is a Treeman Ancient they may purchase up to 125pts of magic items.

Forest Spirit Sub-army:
You may only take the following units:, Treeman Ancient, Branchwraith, Dryads, Treekin, Treeman or Great Eagles.

If the army contains no elf units, the following units gain:

- Forest Stalker Special Rule: Dryads, Treekin, Treeman, Treeman Ancient, Branchwraith.
- Units of Treekin and Dryads may purchase standard bearers and musicians for 10 points each.
- 5+ Ward Save: Units with the Forest Spirit Special Rule.
- Treeman Ancients may take 50 points of magic items OR the Acorn of Ages and Branchwraiths may take 25 points of magic Items. Neither may purchase magic armour. As per the general ruling, if your general is a treeman ancient they may purchase up to 125pts of magic items.
- One Branchwraith may be upgraded to a Battle Standard Bearer for 25 points. They may take a magic banner with no points limit, but if they do they may not take any additional magic items.
- Branchwraiths may be upgraded to have a second wizard level at the cost of 35 points.
- Branchwraiths and Treeman Ancients may take lore of Beasts, lore of shadow or lore of life.
- Dryads, Treemen and tree-kin are stubborn when in woods, though they still do not receive rank bonuses.
- Dryads, treemen and tree-kin have +1 S.

Terrain

- Forests, rivers and hills will be randomised as per the base rule book.
- Buildings are buildings, and can therefore be garrisoned by a maximum of 20 wounds of infantry or monstrous infantry.
- Buildings can be destroyed! They are classed as Toughness 8 with 15 wounds. Buildings cannot be injured by attacks less than S4 unless that attack is flaming. Buildings, as well as their occupants are flammable. If a building is destroyed whilst garrisoned, each model inside must make an initiative test. If passed they escape the building with a few minor scratches and burns. If they fail, the model takes D3 wounds with no armour saves allowed (ward and regen may be taken as normal)

Movement

- True Line of Sight (LoS) will be used - Except for hills & Impassable Terrain/Buildings, which are considered infinitely high, therefore blocking LoS. This means you can shoot at a unit on the hill, it is for LoS/Blocking purposes only. Units on a hill are not considered to be infinitely high… i.e. Is the unit partially on the hill? It can be seen. Is the unit behind the hill? It cannot be seen.
- Only 1 character may charge out of a unit per phase.

- When Reforming, each model in the unit can only move as far as their Movement value. Continue to conduct a Swift Reform move as normal thereafter.
- Abilities affecting the Fly special rule also applies to units with Hover.
- If a model/unit loses the Fly special rule they also lose Swiftstride.
- if 2 characters have incompatible base sizes to the unit they are joining then they are placed on either side of the unit. A 3rd character with an incompatible base size may not join the unit.
- Charges are measured to/from the closest points that the charging unit can see of the enemy unit.
- “Rail Roading”: If a Random Mover can clip the enemy & there is sufficient room to place it in close combat, it will count as having charged that unit in the arc the Random Mover is in. This isn't achievable if there are 2 units sufficiently blocking either side of a Random Movement unit, or there is no room to place the Random Mover into close combat. This wording can't cover every eventuality, so please feel free to call a TO over to clarify and/or discuss with your opponent.

Magic

- A maximum of 12 Power Dice can be used in a single Magic Phase. Night Goblin Magic Mushrooms are not power dice, as per their army book. Warpstone Tokens are treated as Power Dice.
- One model in a unit may benefit from a ‘Look Out, Sir!’ roll against the following spells:
  The Dwellers Below, Final Transmutation & The Dreaded 13th.
- If the centre of a Magical Vortex is off the board, it is no longer in Play!
- Khaine Magic & the Lore of Undeath will NOT be used.
- Open ground does count as terrain for the purposes of the Curse of Anraheir spell, & other similar effects.
- Birona's Timewarp cannot increase a unit’s movement value above 10, so max. march would be 20”.
- The wizard who miscast cannot get a ‘Look out, Sir!’ from damage via a miscast template.
- When resolving Spirit Leech, you can use modifiers such as Inspiring Presence, & the highest Leadership in the unit.
- Arnzipal’s Black Horror: As stated in its rules, Ward Saves are allowed to be taken against this spell, this includes saves made by: The Banner of the World Dragon, & Magic Resistance.
- Remains in Play spells on units that leave the battlefield, end immediately (they're no longer in play!).
- Before rolling to cast spells with the Warpflame special rule, the caster may choose for it to gain the Flaming Attacks.
- Iceshard Blizzard & Pha’s Protection (& things with similar effects) affect anything that fires in the same way as a War Machine.
- The Lore of Beasts Attribute, also effects models from the Warhammer Armies: Lizardmen & Skaven books.

Shooting

- Cannons must see the point on the ground targeted before rolling the initial Artillery Dice.

- Cannons are not considered template weapons for the purposes of shooting at multipart models such as a character on a monster or chariot. As such the shot must be randomised as per regular shooting
- Cannonballs cannot bounce through Impassable Terrain or Buildings. The cannonball will however inflict hits on any unit within the building as normal, if building rules are being used.
- Cannonballs cannot deliberately bounce over a hill at a unit behind said hill.
- Ironcurse Icon works against all weapons that fire like a War Machine.
- Effects that make war machines only fire on a 4+ or similar, such as The Storm Banner, Iceshard Blizzard, etc. will also work against units that fire like a war machine.
- Models that shoot like war machines, but are not - cannot pivot before firing in the shooting phase. In addition, those that shoot like cannons must shoot in a straight line forward from the “barrel”.
- Before rolling to fire shots with the Warpflame special rule, the unit may choose for it to gain Flaming Attacks.
- Characters/Champions with the troop type Chariot, Monstrous Infantry or Monstrous Cavalry and models in the Lance Formation, gain a ‘Look Out Sir!’ roll if there are at least 3 rank & file models with the same troop type.

Combat

- A model in a challenge cannot be affected by any enemy breath weapons or impact hits inflicted by models from outside of the challenge.
- A character model may ‘Make Way!’ at the start of any round of close combat.

Special Rules

- Saves / immunity to Killing Blow also benefits against Heroic Killing Blow.
- All ambushers automatically enter the battlefield on turn 5 if they have failed to appear on turns 1-4.
- Magic Items that are “potions”, can be used at the start of any phase.
- Impact Hits cannot be Magical Attacks unless they are specifically mentioned as such.
- Stomp attacks (incl. Thunderstomps) cannot be Magical / Flaming Attacks unless they are specified as such.
- A model with ‘Always Strike First’ & with equal or higher initiative than an enemy model with both ‘Always Strike First’ & ‘Always Strike Last’ will get to re-roll to hit rolls in close combat against that model.
- When a unit with multiple parts is hit by a template that requires a Characteristic Test; each model part is hit (as per the rules for templates), & each model part must test against their own Characteristic (as per the BRB FAQ).
- Ranged Attacks are considered any attack with a range; including damage from Templates, Magic Missiles & Deathshrieks. Magical Vortices & Lore Attributes, are also considered Ranged Attacks.
  “Shooting Attacks are Ranged Attacks, but not all Ranged Attacks are Shooting Attacks”.

End Game

- If a unit is at 25% or below or fleeing at the end of the game, the opposing player will get half points for that unit. If a unit is at 25% or below & fleeing at the end of the game, the opposing player will get full points for that unit. This also applies to single model units. e.g. a Giant (which has 6 wounds), needs to have a single remaining wound to be counted as 25% or below.
- Each model part of a Character riding a Chariot or Monster is worth its own points when killed. e.g. A High Elf Prince (140pts) on a Moon Dragon (300pts) = 440pts. If the prince alone is slain, 140pts will be awarded to the other player.

Winning the game

Once the game is over, add together points as normal, adding any extra points for banners/ general/objectives.

If the difference is greater than 100 kill points, then the player with the higher score is the victor. Do not add sportsmanship points, This will be done at the end of the tournament (see below).

Sportsmanship

You may note that due to the lack of comp that this isn't designed to be an overly competitive event. As such I want to place an emphasis on sportsmanship. As such I am introducing a 1-5 scale to rate your opponent. HOWEVER there will also be a brief comments section. I don't want anyone just giving everyone a 5 out of 5, or just giving people a 1 out of 5 because they got annoyed that they lost. If you give someone a score, please write a brief review of your game and opponent

Sportsmanship points will be counted as follows

1 - My opponent was deeply unpleasant to play and I hope they stub their toe on their TV unit tonight - 200 kill point deduction.
2 - My opponent was not fun to play and I would not play them again by choice - 100 kill point deduction.
3 - This game was average, I have no complaints - No additions or subtractions.
4 - My opponent was fun to play against and i would happily play them again - 100 kill point addition.
5 - My opponent and I had a whale of a time, we have exchanged numbers and offered our first born in a pact of marriage - 200 kill point addition.

Please try and remain objective. If you bought Daemons and had to bounce off Banner of the World Dragon all game, but your opponent was still an alright person, don't go marking them a 1 just because of a poor match up. A 4 for bringing a harder list to a fun event? Sure but take everything as a whole. I will be reading the comments, so let's be chill. With any luck, I (Mat) will be playing. I get no additions, so max I can be rated is a 3 (do mark me down if I am a git however).

In addition there will be HARSH penalties for the following

- Multiple reports (2 or more) of cheating. We all make mistakes from time to time, but purposely misleading or refusing to show a rule if it is called out is dodgy -2000 kill points
- Slow play (2 or more reports). We are all guilty of a little bit of tactical thinking, but taking unnecessarily long to make a decision, taking extended breaks in the middle of a game (toilet and medical conditions exempt, but for smoke, drink and snacks there will be a break between games, wait for that) or purposely waiting down the clock because you will get tabled next turn is unacceptable. - 2000 kill points
- Retconning an agreement; don't tell/agree with your opponent that a unit can't fit through a gap and then charge your exact same sized unit through it for example. (2 or more reports) - 1000 kill points
- Abusive behaviour or harassment of any nature will not be tolerated. You will be issued a single warning. If you continue this behavior you will be asked to leave the event, you shall not be refunded. Victims of this will be given 2000 kill points and a hug. This hobby and this event are for all. If you disagree you will not be missed

There is no appeal process. One report is a coincidence, two is a pattern.

At the end of the day, we are all grown ups playing with toy soldiers, just be cool. If you do encounter issues, please inform me on the score sheets, I cannot solve what I hear about after the event.

Scenarios and the draw

1st match ups shall be picked at random. Pairings shall use good old swedish pairing from there.

- **Game One - Spring the Trap**

This game will use dawn attack deployment. Characters are to be placed in units before deployment.. The General (and by extension their unit) and Wyrm may reroll their deployment position.

- **Game Two - Strike the Banners**

Scenario will be blood and glory with meeting engagement deployment. Characters are to be placed in units before deployment.. The General (and by extension their unit) do not roll to see if they are in reserve. In addition to banners and General, the Walthamstow Wyrm is worth an additional point of fortitude.

Should your army break fortitude, you shall not automatically loose as per the BRB. However your army shall start to waver. Upon losing fortitude, units must make a leadership/instability/daemonic instability test. Should a unit break, you will be able to attempt to rally next turn, however further tests must be taken later in the game. If your General/BSB are still alive, inspiring presence/hold your ground still apply. If a unit with frenzy breaks, they will lose the frenzy rule as per normal (unless the rule cannot be lost (banner of rage for example)).

The only exceptions are as follows -

- Units in combat: they are too busy to notice
- Units with the unbreakable special rule. These maniacs must be slain to a man

- **Game three- Remove the Head, Slay the Beast**

Battle line deployment with the following exceptions

- Clash of heroes: Each player nominates a character. This can be a select hero or the general themselves. These two will then duel for honour and blood. Items such as potions may be used and are restocked after the duel. Both characters are counted as charging for the purpose of this duel. Only the Lord/hero may attack, though armor from the mounts may still be applied. If the lord themselves is a monster, they may still Thunderstomp as normal where appropriate. Stomps/Thunderstomps from a mount will not be used.
  Once a Victor has been decided, roll on the included Eye of the Gods table and apply this to your champion/general
- Slay the beast - the Walthamstow Wyrm is worth an additional 500 kill points if slain

Awards

- The Great Saviour - top order player
- Harbinger of Doom - top destruction player
- Here for the Money - top neutral player
- The One Wyrm - best dragon
- The People's Champion - most sporting
- Knight of the Spoon - last place

I'll read out the top three players but only the above are the awards

	M	WS	BS	S	T	W	I	A	LD
Walthamstowe Wyrm (dragon)	6	6	0	6	6	6	6	5	9

Unit Type: Monster

Special Rules: Fly, Large Target, Scaly Skin (3+), terror, Immune to Psychology

Breath weapon: The Wyrm has a S4 breath weapon with the flaming attacks special rule

Bound by Fate: This particular Wyrm is bonded to your General, not as a subordinate but by the strands of fate. If the General is ever slain, the Wyrm must take a monster reaction test as if a rider had been slain.

Subordinate to None: Dragons are naturally proud creatures, and though this one has chosen to fly alongside your army, it is not a part of it. The Wyrm may not benefit from your general's 'Inspiring Presence' nor a BSB's 'Hold Your Ground!' special rules.

Modified Eye of the Gods

This table is to be used by Warriors of Chaos and Beastmen throughout the event as well as all armies in scenario 3. For those unfamiliar with Eye of the Gods, Roll 2D6 and consult the table below. Characteristic values may never go above 10, armour saves may not increase beyond 1+ and ward saves may not increase beyond 3+. Should this transpire treat the result as the eye opens

2 - Unworthy Fool - The Champion now has the stupidity special rule. If they already had this rule, they instead suffer -1 to leadership, to a minimum of 2.
3 - Evil Eye - The Champion gains +1 ballistic skill.
4 - Unholy Resilience - The champion gains +1 toughness.
5 - Iron Skin - The champion's armour save is improved by 1.
6 - Murderous Mutation - The champion gains +1 Weapon Skill.
7 - The Eye Opens - The champion may reroll a single failed hit, wound or saving throw until the end of their following turn.
8 - Unearthly Reflexes - the champion gains +1 initiative.
9 - Dark Fury - the champion gains +1 attack.
10 - Slaughterer's Strength - the champion gains +1 strength.
11 - Aura of Chaos - The champion gains a 6+ ward save. If they already have a ward save, this is increased by 1.
12 - Marked for Greatness - The champion gains the stubborn special rule. If they were already stubborn they gain +1 leadership.