

• SCENERY WARSCROLL •

AZYRITE TOWNSCAPE REFUGE

This solemn remnant is all that is left of an Azyrite structure razed to the ground centuries ago by marauding barbarians. Though the ruined shell is but a faded relic of long-lost glory, its walls still offer a measure of protection to those that need it.

DESCRIPTION

An Azyrite Townscape Refuge is a single terrain feature consisting of 4 models that must be set up exactly as shown in the image above.

GARRISON

An Azyrite Townscape Refuge can be garrisoned. The models making up the garrison of an Azyrite Townscape Refuge must have a combined Wounds characteristic of 20 or less (if this would preclude all of the models in a unit from garrisoning the Azyrite Townscape Refuge, then the unit cannot garrison the Azyrite Townscape Refuge).

KEYWORDS

SCENERY, AZYRITE TOWNSCAPE REFUGE

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AZYRITE TOWNSCAPE

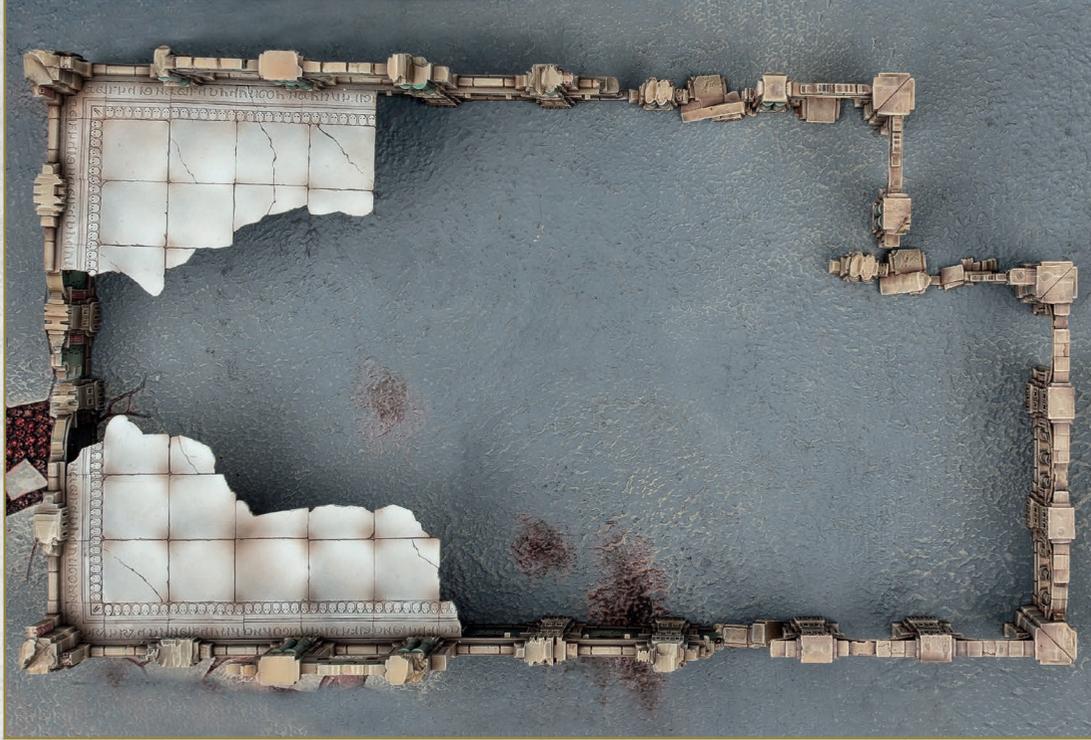
These once grand structures are scattered throughout the Mortal Realms, relics of civilisations lost during the Age of Chaos. They no longer function as centres of worship or bustling settlements but as desperate sanctuaries from the horrors of the realms.

DESCRIPTION

An Azyrite Townscape is a single terrain feature. An Azyrite Townscape is an obstacle.

KEYWORDS

SCENERY, AZYRITE TOWNSCAPE



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AZYRITE TOWNSCAPE EDIFICE

The age-worn skeleton of this structure still stands above the wilds of its realm, engraved with images of a lost culture. Fashioned from resilient stone, it offers a potential haven from the ravening monsters and blood-crazed reavers that prowl the lands.

DESCRIPTION

An Azyrite Townscape Edifice is a single terrain feature consisting of 5 models that must be set up exactly as shown in the image above.

GARRISON

An Azyrite Townscape Edifice can be garrisoned. The models making up the garrison of an Azyrite Townscape Edifice must have a combined Wounds characteristic of 30 or less (if this would preclude all of the models in a unit from garrisoning the Azyrite Townscape Edifice, then the unit cannot garrison the Azyrite Townscape Edifice).

KEYWORDS

SCENERY, AZYRITE TOWNSCAPE EDIFICE



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SIGMARITE MAUSOLEUM

The hallowed dead are housed in Sigmarite Mausoleums across the Mortal Realms. But even these sanctified graves can be twisted by the fell magic of Nagash and the spirits within roused from their slumber.

DESCRIPTION

A Sigmarite Mausoleum is a single terrain feature consisting of 12 models that must be set up exactly as shown in the image above.

GARRISON

A Sigmarite Mausoleum can be garrisoned. The models making up the garrison of a Sigmarite Mausoleum must have a combined Wounds characteristic of 30 or less (if this would preclude all of the models in a unit from garrisoning the Sigmarite Mausoleum, then the unit cannot garrison the Sigmarite Mausoleum).

SCENERY RULES

Domain of the Dead: *A Sigmarite Mausoleum is a haunted and desolate place, cursed with a deathly energy.*

The Sinister scenery rule (see below) from the Scenery table in the core rules must be used for this terrain feature.

Sinister: Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.

KEYWORDS

SCENERY, SIGMARITE MAUSOLEUM

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WARCRY BELLTOWER

In ages past, this belltower pealed out warnings and summons to nearby townsfolk, drawing them in to safety. Suffused with dark magic, it now tolls ominously, the deafening clangour a promise of death to all who hear it.

DESCRIPTION

A Warcry Belltower is a single terrain feature. A Warcry Belltower is an obstacle.

ABILITIES

Cursed Tolling: *Saturated with death and corruption, this cursed belltower rings out with the sound of doom.*

The Damned scenery rule (see right) from the Scenery table in the core rules must be used for this terrain feature.

Damned: At the start of your hero phase, you can pick 1 friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

KEYWORDS

SCENERY, WARCRY BELLTOWER, RUINED CITY

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WARCRY STATUE HEAD

Immense statues of the God-King Sigmar were once a common sight across the Mortal Realms. Though almost all of them have been smashed and torn asunder by rampaging iconoclasts, the scattered fragments still retain a portion of their former splendour.

DESCRIPTION

A Warcry Statue Head is a single terrain feature. A Warcry Statue Head is an obstacle.

ABILITIES

Star-blessed Stone: *This monument to Sigmar was carved from enchanted meteor-stone, a substance that empowers the magic of those nearby.*

Arcane: Add 1 to casting and unbinding rolls for **WIZARDS** while they are within 1" of any Arcane terrain features.

The Arcane scenery rule (see right) from the Scenery table in the core rules must be used for this terrain feature.

KEYWORDS

SCENERY, WARCRY STATUE HEAD, RUINED CITY

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WARCRY BARRICADES

Impaling claws of wood and metal lashed together with sinew and bedecked with the skulls of those who died upon them, these crude yet effective barricades form an impassable barrier against intruders.

DESCRIPTION

A set of Warcry Barricades is a single terrain feature that consists of 3 Warcry Barricade models. These must be set up as a single group, with all models within 1" of at least 1 other model from the group.

A set of Warcry Barricades is an obstacle unless it includes platform models from the Warcry Starter Set Scenery Kit.

KEYWORDS

SCENERY, WARCRY BARRICADES, RUINED CITY

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WARCRY RUIN

The time-worn shells of Azyrite structures can be found across the Mortal Realms, often scarred and defaced following the long centuries of the Age of Chaos. These solemn structures have borne witness to suffering and slaughter beyond measure.

DESCRIPTION

A Warcry Ruin is a single terrain feature. A Warcry Ruin is an obstacle.

KEYWORDS

SCENERY, WARCRY RUIN, RUINED CITY



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WYLDWOOD

Thick and tangled forests sprout in every realm, though the flora that makes up each varies wildly. From the lush cospes of Ghyran to the withered deadwoods of Shyish, these woods shape many a battlefield.

DESCRIPTION

A Wyldwood is a single terrain feature consisting of 3 Citadel Wood models. Each tip of each Citadel Wood model must touch the tip of a different Citadel Wood model, with the tips of all the models pointing inwards so that a ring is formed. The battlefield inside the ring is treated as being part of that Wyldwood terrain feature.

SCENERY RULES

Overgrown Wilderness: *It is only possible to see a few yards into these foreboding thickets.*

Models are not visible to each other if an imaginary straight line 1mm wide drawn between the closest points of the two models crosses over more than 1" of a **WYLDWOOD**. This scenery rule does not apply if either model can fly.

KEYWORDS

SCENERY, WYLDWOOD

AZYRITE RUINS

During the Age of Myth, the Mortal Realms were populated with civilizations that worshipped the pantheon of Azyr. Now, all that remains of their great cities and magnificent temples are crumbling ruins.

DESCRIPTION

An Azyrite Ruin is a single terrain feature. It is an obstacle.

KEYWORDS SCENERY, AZYRITE RUINS

BALEFUL REALMGATE

Where the powers of the Dark Gods have cursed a conduit through the Mortal Realms, there stands a Baleful Realmgate, bathing the lands around it in unnatural light and flickering with bizarre energies.

DESCRIPTION

A Baleful Realmgate is a single terrain feature. It is an obstacle.

SCENERY RULES

Spirit Journey: *Brave warriors can cross a Realmgate's threshold, emerging moments later from a different Realmgate nearby.*

At the start of your movement phase, you can use one Baleful Realmgate to transport one unit from your army. In order to do so, the unit must be wholly within 6" of the Baleful Realmgate, and a friendly **WIZARD** or **PRIEST** must be within 6" of the Baleful Realmgate. If this is the case, remove the unit from the battlefield, and then set it up wholly within 6" of another Baleful Realmgate and more than

9" from any enemy models. This counts as that unit's move for that movement phase.

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MAGEWRATH THRONE

Constructed in an ancient time by powerful and insane wizards, these mighty thrones are highly sought after as seats of power by warlords who wish to use the bound magic within to conquer their enemies.

DESCRIPTION

A Magewrath Throne is a single terrain feature. It is an obstacle.

SCENERY RULES

Ascend to the Throne: *A general who takes the throne can use the magic imbued within it to wreak wrath and ruin upon his enemies, amplifying the bravado and strength of his troops while demoralising and weakening the resolve of the foe.*

At the start of your hero phase, if your general is within 3" of any Magewrath Thrones and an enemy general is not, add 1 to the number of command points you receive that hero phase.

KEYWORDS

SCENERY, MAGEWRATH THRONE

NUMINOUS OCCULUM

Glimpses of events past and future are projected into the minds of those who behold a Numinous Occulum's arching astrolabes. The mindful can use these portents to protect incoming blows and defend against unseen attacks.

DESCRIPTION

A Numinous Occulum is a single terrain feature. It is an obstacle.

SCENERY RULES

Eldritch Energy: *Troops standing near to a Numinous Occulum gain a measure of protection against any harm.*

The Mystical scenery rule (see right) from the Scenery table must be used for this terrain feature.

Mystical: Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

KEYWORDS

SCENERY, NUMINOUS OCCULUM

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OPHIDIAN ARCHWAY

The cyclopean stones and ancient carvings of an Ophidian Archway are home to restless spirits and slumbering curses, which seep outward from the masonry to chill the hearts of even the most resolute warriors.

DESCRIPTION

An Ophidian Archway is a single terrain feature. It is an obstacle.

SCENERY RULES

Haunted: *A relic of the Age of Myth, an Ophidian Archway is home to unquiet spirits and slumbering magic.*

The Sinister scenery rule (see below) from the Scenery table must be used for this terrain feature.

Sinister: Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.

KEYWORDS

SCENERY, OPHIDIAN ARCHWAY

WALLS AND FENCES

Where settlements arise, war is soon to follow. When marauding warbands and rampaging armies march across the settled lands of the Mortal Realms, even rudimentary defences can mean the difference between life and death.

DESCRIPTION

A set of Walls and Fences is a terrain feature that consists of 2-10 Wall and/or Fence models. These must be set up as a single group, with all models' bases touching at least one other model's base from the group. A set of Walls and Fences is an obstacle.

KEYWORDS SCENERY, WALLS AND FENCES