

WARSCROLL
CADO EZECHIAR
 THE HOLLOW KING

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ezechiarian Greatsword	2"	5	3+	3+	-2	2

Cado Ezechiar, the Hollow King, is armed with an Ezechiarian Greatsword. He cannot gain a subfaction keyword.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

The Hunger: *Those who bear the Soulblight curse constantly crave blood and are empowered by feasting upon their foes.*

Each time this unit fights, after all of its attacks have been resolved, you can heal up to a number of wounds allocated to this unit equal to the number of wounds and mortal wounds caused by attacks made by this unit in that phase that were allocated to enemy units.

The Court of the Lost: *The iron rings worn by Cado hold the spirits of souls from his past. In times of need, he summons their ethereal forms to aid him.*

At the start of your hero phase, if this unit is on the battlefield, you can say it will summon a spirit from the Court of the Lost. If you do so, pick 1 of the effects below. That effect lasts until the start of your next hero phase.

Spirit of the Steed: This unit has a Move characteristic of 14".

Spirit of the Tutor: Add 1 to casting, unbinding and dispelling rolls for this unit.

Spirit of the Fallen: If an attack made by this unit wounds the target, that attack causes a number of mortal wounds to the target equal to the weapon's Damage characteristic and the attack sequence ends (do not make a save roll).

Retribution or Salvation: *Cado's quest for both vengeance and self-control manifests as two forms of sorcery: bolts of killing judgement and an aura of regal authority that animates nearby dead.*

Retribution or Salvation is a spell that has a casting value of 6 and a range of 18". If successfully cast, pick 1 unit within range and visible to the caster. If that unit is an enemy unit, it suffers D3 mortal wounds. If that enemy unit has the **CHAOS** keyword, it suffers 3 mortal wounds instead of D3. If that unit is a friendly **SOULBLIGHT GRAVELORDS SUMMONABLE** unit, you can heal up to D3 wounds allocated to that unit or, if no wounds are allocated to that unit, you can return a number of slain models to it that have a combined Wounds characteristic of D3 or less.

KEYWORDS DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE, HERO, WIZARD, VAMPIRE LORD, CADO EZECHIAR

WARSCROLL
DREKKI FLYNT

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Aethermatic Equaliser Mk. III	9"	2D6	3+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grunnsson's Axe	2"	3	3+	2+	-2	2

Drekki Flynt is armed with the Aethermatic Equaliser Mk. III and Grunnsson's Axe.

Captain of the Aelsling: *Manned by a motley crew of misfits and ne'er-do-wells, Drekki's pride and joy is the Aelsling, said to be the fastest vessel in Barak-Mhornar.*

You can pick 1 **BARAK-MHORNAR ARKANAUT FRIGATE** in your army to be the *Aelsling*. Record this information on your roster. Add 1 to the Damage characteristic of that unit's Boarding Weapons.

Let Me Drive! *A life on the run has honed Drekki's piloting skills to the extent that he can perform manoeuvres in skyvessels that would earn the respect of even the most seasoned Windmaster.*

You can re-roll run rolls and charge rolls made for the *Aelsling* while this unit is in its garrison.

Auxiliary Skyhook: *Drekki's axe is custom-fitted with a small skyhook that can skewer any beastie that strays too close.*

Each time this unit fights, after all of its attacks have been resolved, you can pick 1 enemy **MONSTER** within 3" of this unit and roll a dice. On a 2+, that **MONSTER** suffers 3 mortal wounds.

Light-fingered: *If Drekki eyes a rare trinket on an undeserving bearer, he will almost always 'borrow it and put it to better use'.*

At the start of the combat phase, if this unit is within 1" of an enemy **HERO** that has an artefact of power, you can say that Drekki will try to 'borrow' that artefact. If you do so, roll a dice. On a 3+, that artefact of power can no longer be used (if a weapon was picked when the artefact of power was selected, that weapon reverts to normal). This ability cannot be used while this unit is part of a garrison.

KEYWORDS ORDER, KHARADRON OVERLORDS, DUARDIN, BARAK-MHORNAR, HERO, SKYFARER, MARINE, DREKKI FLYNT

PITCHED BATTLE PROFILES

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Cado Ezechiar, the Hollow King	1	135	Leader	Single, Unique
Drekki Flynt	1	130	Leader	Single, Unique

BATTLEPLAN

MUTINY ON THE AELSING

'Mutiny! And they've released the prisoners!'

The call comes from the midships. Drekki Flynt lifts one hand from the *Aelsling's* wheel and unholsters his triple-barrelled pistol before turning to his loyal deckhands. 'Let's show them how the crew of the *Aelsling* deal with traitors!'

'Harkraken!' Shouts the Aetheric Navigator in the main endrinsphere's viewing bay. It's never just one crisis at a time for Drekki Flynt.

THE ARMIES

One player is the **admiral** and their opponent is the **mutineer**. The normal rules for picking armies are not used and neither are allegiance abilities. Instead, each player's army consists of 1-5 **HEROES**, each with a Wounds characteristic of 6 or less.

All units included in the admiral's army must have the **ORDER** keyword. In addition, the admiral's army must include Drekki Flynt.

The mutineer can include **HEROES** from any faction in their army.

Neither army can include any **HEROES** with a mount. Summoned units cannot be added to your army.



THE BATTLEFIELD

The battle is fought on a 30" x 22" battlefield. The battlefield comprises the **deck** and the **sky**, as shown on the map. In addition, the deck is divided into 3 sections: the **stern**, the **midships** and the **bow**. The players set up the battlefield terrain together so that it represents Drekki's ship, the *Aelsling*, and the surrounding sky. 1 terrain feature or token must be placed within the stern to represent the ship's wheel, as shown on the map.

Designer's Note: *A simple way to represent the Aelsling can be to mark out its boundaries with sheets of paper. You could even use cotton wool to represent clouds!*

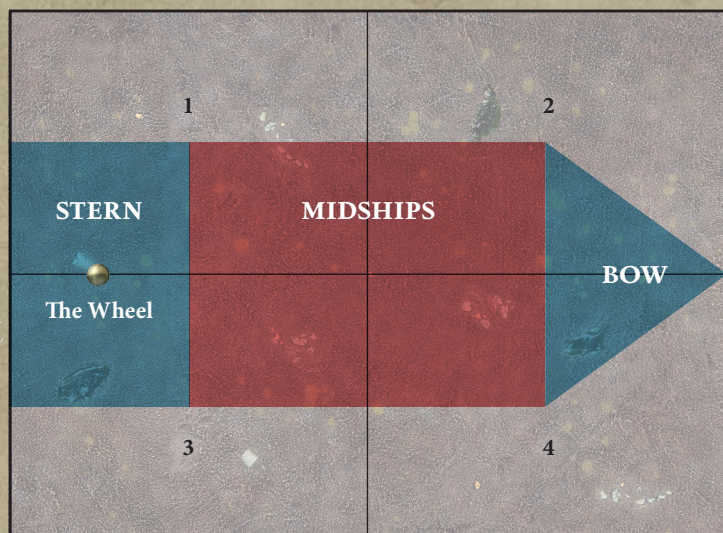
DEPLOYMENT

The admiral sets up their **HEROES** first, each wholly within the stern or the bow. No more than half of the admiral's **HEROES** (rounding up) can be set up in either area. Then, the mutineer sets up their **HEROES** wholly within the midships and more than 6" from all enemy **HEROES**.

SWASHBUCKLING HEROES

The normal rules for receiving command points and using command abilities are not used. Instead, at the start of each hero phase, each player receives D3 command points (each player rolls separately). At the end of the battle round, any command points which have not been used are lost. Command points can be spent on the following abilities during the battle:

Daring Rope Swing: At the start of your movement phase, you can pick 1 friendly **HERO** and spend 1 command point for them to make a **daring rope swing** instead of any other kind of move in that phase. If you do so, that **HERO** can move up to 12" in the same manner as a unit that can fly, and can end that move within 3" of any enemy **HEROES**. In addition, each time a **HERO** makes a daring rope swing, add 1 to wound rolls for attacks made by that **HERO** until the end of the turn.



Deliver a Riposte: After an enemy **HERO** has made a pile-in move (or they have just had the opportunity to do so but remained in place), you can spend a command point for 1 friendly **HERO** within 3" of them to deliver a riposte. Each player secretly picks a number from 1-3 and conceals a dice showing that number behind their hand, before both dice are revealed. If the numbers on the dice are the same, the enemy **HERO**'s attacks are resolved as normal. If the numbers on the dice are different, that **HERO**'s attacks are said to be have been parried and they cannot make attacks in that phase.

When an enemy **HERO**'s attacks are parried, pick a point on the battlefield and roll a D3. Both that enemy **HERO** and the friendly **HERO** you picked move up to a number of inches equal to that dice roll. Both **HEROES** must move in the same direction and must finish the move as close as possible to the point that you picked. If the move would take the friendly **HERO** off the deck, that **HERO** can finish that move at the edge of the deck instead.



Yo Ho Ho and a Bottle of Bugman's!: At the start of the combat phase, you can pick any number of friendly **HEROES** and spend 1 command point for each to drink a bottle of Bugman's XXXXXX. If you do so, you can heal up to D3 wounds allocated to each of those **HEROES** (roll separately for each). However, on the unmodified roll of a 1, the strike-last effect is also applied to that **HERO** until the end of the phase.

THE SKY'S THE LIMIT

If a model that cannot fly finishes a move not on the deck, it is immediately slain.



THE HARKRAKEN

At the start of the hero phase, before anything else is resolved, the player whose turn it is rolls a dice and consults the Harkkraken Behaviours table below.

BATTLE LENGTH

The battle lasts for 6 battle rounds.

GLORIOUS VICTORY

The wheel is treated as an objective, however **HEROES** can only contest it while they are within 3" of it and no enemy **HEROES** are within 3" of it. The mutineer wins a **major victory** if they gain control of the wheel. The admiral wins a **major victory** if all enemy **HEROES** are slain. If neither player has won a **major victory** by the end of the battle, the admiral wins a **minor victory**.

D6 HARKRAKEN BEHAVIOURS

Tentacular Strike: *A mighty tentacle crashes down onto the deck, rocking the Aelsling and knocking those nearby off their feet.*

- 1-4 The dice roll corresponds to a quarter of the battlefield as shown on the map. Roll a dice for each **HERO** within that quarter of the deck. On a 4+, the opposing player can move that **HERO** D6", even if it is within 3" of any enemy **HEROES**. **DREKKI FLYNT** is only affected on a 6.

Pulled Into the Depths: *A slimy tentacle wraps around the leg of a hapless hero, seeking to drag them overboard.*

- 5 The players roll off. The winner picks 1 enemy **HERO** and rolls a dice, adding the number of wounds currently allocated to that **HERO** to the roll. If the roll exceeds that **HERO**'s Wounds characteristic they are immediately slain – the tentacle pulls them overboard, screaming, never to be seen again! **DREKKI FLYNT** cannot be picked as the tentacle's target.

Shadows Below: *The harkkraken circles beneath the Aelsling, searching for a weak point...*

- 6 No effect.



BATTLEPLAN SOULSEARCHING

Rumours of a mysterious ring held in the treasury of a brutal warlord have reached the ears of Cado Ezechiar. He has bought the services of a small mercenary force to assault the warlord's tower and recover the strange object.

THE ARMIES

One player is the **attacker** and their opponent is the **defender**.

The normal rules for picking armies are not used and neither are allegiance abilities. Instead, the attacker's army consists of **CADO EZECHIAR** and 1 other unit that has a Wounds characteristic of 1 or 2, and consists of no more than 10 models. This unit is referred to as the **mercenaries**. The mercenaries cannot have the **CHAOS** keyword.

The defender's army consists of 4 contingents: the Gatehouse Guards, the Great Hall Revellers, the Gallery Nobles and the Solar Warlord. Each contingent includes the following units:

Gatehouse Guards: 1 unit with a Wounds characteristic of 1 that consists of no more than 10 models.

Great Hall Revellers: 1 unit with a Wounds characteristic of 1 or 2 that consists of no more than 10 models.

Gallery Nobles: 1 **HERO** with a Wounds characteristic of 5 or less and 1 unit with a Wounds characteristic of 1 that consists of no more than 10 models.

Solar Warlord: 1 **HERO** with a Wounds characteristic of 8 or less, and 1 other **HERO** with a Wounds characteristic of 5 or less.

The units in the defender's army must be from the same Grand Alliance (i.e. they should all have either the **ORDER**, **CHAOS**, **DEATH** or **DESTRUCTION** keyword).

Neither army can include any units with mounts.

THE BATTLEFIELD

The battle is fought on a 30" x 22" battlefield. The battlefield comprises the four different levels of the warlord's tower: the **Gatehouse**, the **Great Hall**, the **Gallery** and the **Solar**. The players set up the battlefield terrain together so that it represents the warlord's tower. 5 terrain features or tokens must be placed to represent the doors to each level of the warlord's tower as shown on the map.

Models can only move from one level of the warlord's tower to another level of the warlord's tower by passing across a door. The door is considered to be wide enough for the base of any model to pass through.

DEPLOYMENT

The attacker sets up all their units first, each within 3" of the door that leads from the outside to the Gatehouse. The defender sets up the unit in the Gatehouse Guard contingent wholly within the Gatehouse and more than 9" from all enemy units.

All other units in the defender's army start the battle in reserve and will arrive as described later.

HEROIC ACTIONS

In this battle, the attacker can carry out Fearless Duel or Swift Vengeance instead of any other heroic actions they can carry out with **CADO EZECHIAR**.

Fearless Duel: Pick 1 enemy **HERO** within 6" of **CADO EZECHIAR**. Each enemy **HERO** can only be picked once per battle. Until the end of the turn, attacks made by **CADO EZECHIAR** must target that **HERO**, and attacks made by that **HERO** must target **CADO EZECHIAR**.





In addition, other units cannot pick either **CADO EZECHIA** or the enemy **HERO** as the target of their attacks.

Swift Vengeance: Roll a dice. On a 3+, the strike-first effect applies to **CADO EZECHIA** until the end of the turn.

ASSAULT THE TOWER

If all the Gatehouse Guard units are destroyed, the attacker removes their units from the battlefield and sets them up within 3" of the door to either the Great Hall or the Gallery. The defender then sets up their units for that level, anywhere on that level and more than 9" from all enemy units.

If all the Great Hall Revellers or Gallery Nobles units are destroyed, the attacker removes their units from the battlefield and sets them

up within 3" of the door to the Solar that borders the level they were in. The defender then sets up their units for that level, anywhere in the Solar and more than 9" from all enemy units.

CALL FOR REINFORCEMENTS

Each time the attacker sets up their units around a door, they can heal up to D3 wounds allocated to **CADO EZECHIA** and can return D3 slain models to the mercenaries unit. In addition, the first time the mercenaries unit is destroyed, at the start of the next hero phase, the attacker can set up a new mercenaries unit on the battlefield and add it to their army.

The mercenaries unit can be any unit with a Wounds characteristic of 2 or less, that consists of no more than 5 models, and that does have

the **CHAOS** keyword. The unit must be set up within 3" of the door on the level **CADO EZECHIA** is in.

BATTLE LENGTH

The battle lasts until all of the attacker's units have been destroyed or until all the defender's units in the Solar have been destroyed.

GLORIOUS VICTORY

If all of the attacker's units are destroyed, the defender wins a **major victory**. If all of the defender's units in the Solar have been destroyed and **CADO EZECHIA** has not been slain, the attacker wins a **major victory**. If all of the defender's units in the Solar have been destroyed, but **CADO EZECHIA** has been slain, the attacker wins a **minor victory**.

