

# REALMS FOR HAVOC

As teams have the opportunity to select tables it is possible that one realm will have both tables selected . Once 10 tables have been selected teams must choose a match up.

## REALMSCAPES

There are two tables for each realm the realmscapes have been preselected for each realm.

### AQSHY, REALM OF FIRE

**Flaming Missiles:** Improve the Rend characteristic of missile weapons by 1 while the range from the attacking unit to the target unit is more than 12”.

Table 1. Tribal Heartlands

Table 2. Reaver Wastes

### CHAMON, REALM OF METAL

**Irresistible Force:** If a casting roll is double, after re-rolls but before modifiers are applied, it is successful (even if the roll is less than the casting value of the spell being attempted) and the spell cannot be unbound. After the effects of the spell have been carried out, each unit within 3” of the caster suffers 1 mortal wound.

Table 3. Grymmpeaks

Table 4. Clan Skryre Power of the Warptone

### GHUR, REALM OF BEASTS

**Primal Violence:** At the end of each combat phase, roll a dice. On a 6+, carry out the combat phase again before moving on to the battleshock phase (do not roll again at the end of the second combat phase to see if a third combat phase takes place.)

Table 5. Legend of the Sotek  
(Monsters will be provided for this table)

Table 6. Mourns Drift  
(Monsters will be provided for this table)

### GHYRAN, REALM OF LIFE

**Seeds of Hope:** If battleshock roll is an unmodified 1, then no models from the unit will flee. In addition, heal all wounds that are currently allocated to that unit.

Table 7. The Oak of Ages Past

Table 8. Glott Marsh

### HYSH, REALM OF LIGHT

**Dazzling Glow:** Subtract 1 from hit rolls made for attacks that target units that are in cover.

Table 9. Ten Paradises

Table 10. Fight for Hysh

### SHYISH, REALM OF DEATH

**Life Leeching:** At the start of your hero phase, roll a dice. On 6+, pick an enemy unit. That unit suffers D3 mortal wounds.

Table 11. The Shifting Sands in the Desert of Bones

Table 12. Land of the Forgotten Gods

### ULGU, REALM OF SHADOW

**Perpetual Dusk:** The maximum range of attacks or spells is 12”.

Table 13. Khelt Nar

Table 14. The Thirteen Dominions

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## SPELLS OF THE REALM

The Mortal Realms has a massive selection of spells associated with it, representing the unique powers that Wizards are able to harness. Each realm has seven spells, ALL of which will be available to ANY Wizard fighting in that realm.

Each endless spell is more powerful when cast in its associated realm.

## COMMAND ABILITIES OF THE REALMS

Realm Command Abilities are available to every Hero fighting in that realm, these abilities.