

# T3 End Times Composition Pack

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## Army Construction

Army composition from the basic rule book and FAQ 1.9 apply.

Army lists may be chosen from one of the following books:

End Times: Archaon <sup>1</sup>	Warhammer Armies: Empire
End Times: Glotkin	Warhammer Armies: High Elves
End Times: Khaine	Warhammer Armies: Lizardmen
End Times: Nagash	Warhammer Armies: Ogre Kingdoms
End Times: Thanquol	Warhammer Armies: Orcs & Goblins
Tamurkhan <sup>2</sup>	Warhammer Armies: Skaven
Warhammer Armies: Beastmen	Warhammer Armies: Tomb Kings
Warhammer Armies: Bretonnia	Warhammer Armies: Vampire Counts
Warhammer Armies: Daemons of Chaos	Warhammer Armies: Warriors of Chaos
Warhammer Armies: Dark Elves	Warhammer Armies: Wood Elves
Warhammer Armies: Dwarfs	

<sup>1</sup> Grand Legion of the Everchosen may not be chosen as an army list.

<sup>2</sup> Chaos Dwarfs only

## Restrictions

- End Times Khaine magic rules will not be used.
- Balthasar Gelt does not have the spell The Crucible.
- Ascendent characters count as being from the book their original character came from for the following two restrictions.
  - In combined lists, characters can only join units from the army book they are from.
  - In combined lists, magic items only effect or are effected by units from the army book they are from.

## Single Book Bonuses

Bonuses for armies where all units come from a single Warhammer Army book:

- Units from Warhammer Armies: Vampire Counts and Warhammer Armies: Tomb King use the special rules from End Times: Nagash.
- Units from Warhammer Armies: Beastmen can purchase marks.
- Units from Warhammer Armies: Daemons of Chaos use the Reign of Chaos table from End Times: Glotkin.
- Any Wizard character can choose to generate spells from the Lore of Metal.
- The army list can optionally use side boards as described in the Side Boards section below.

## Side Boards

The following rules detail side boards allowed in the single book bonus section.

Armies with sideboards consist of a fixed portion of units, Side Board A, and Side Board B.

The fixed portion consists of 75% of the total army points. This portion is used in every game and does not change. The components of this portion should be declared at the start of every game as a full list would be.

Side Board A consists of 25% of the total army points. The components of this portion are not declared at the start of every game.

Side Board B consists of 25% of the total army points. The components of this portion are not declared at the start of every game.

The fixed portion in combination with Side board A must have a valid army composition.

The fixed portion in combination with Side board B must have a valid army composition.

Players have 5 minutes to pick Side board A or B.

When both players have side boards, the choices are revealed simultaneously.