

THE ARCANABULUM

Ticking and clanking with barely contained power, an Arcanabulum offers a maddening glimpse into the workings of the universe. Below, the machine's great gears spin, conjuring strange and terrible sorceries. With each whirring click and shifting clang a spell is unleashed, distorting time and space, bolstering magic or summoning monsters from the void.

DESCRIPTION

An Arcanabulum is a piece of scenery. It seethes with strange and unpredictable magical energy, the effects of which can twist time itself and alter the flow of magic across the battlefield in the blink of an eye.

SCENERY RULES

The following rules are used for this piece of scenery (do not roll on the Scenery Table on the *Warhammer: Age of Sigmar* rules sheet).

Seething Energy: At the start of each battle round, both players roll a dice for each Arcanabulum on the battlefield. Add the results of each player's roll together and look up the total on the table, right. The effect applies to that Arcanabulum for the rest of the battle round.

Roll Effect

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| <p>2 The Gears of Time Slow Down: All units that start a move within 12" of the Arcanabulum halve the distance they can move. In addition, all models within 12" of the Arcanabulum in the shooting or combat phase halve the number of attacks they make. Round all fractions up.</p> <p>3 Energy Drain: Subtract 1 from all casting rolls and add 1 to all unbinding rolls. In addition, the number of spells a WIZARD can attempt to cast is reduced by one (to a minimum of one spell attempt).</p> <p>4 Arcane Doom: All save rolls of 6 made for units within 12" of the Arcanabulum are treated as rolls of 1 instead.</p> <p>5 Monsters Repelled: MONSTERS must finish their movement phase as far away from the Arcanabulum as it is possible for them to get without running.</p> <p>6 Energy Absorption: Subtract 1 from all casting rolls and add 1 to all unbinding rolls.</p> <p>7 The Arcanabulum Grows Silent: Nothing happens, this time...</p> | <p>8 Energy Release: Add 1 to all casting rolls and subtract 1 from all unbinding rolls.</p> <p>9 Monsters Attracted: MONSTERS must finish their movement phase as close to the Arcanabulum as it is possible for them to get without running.</p> <p>10 Arcane Protection: All save rolls of 1 made for units within 12" of the Arcanabulum are treated as rolls of 6 instead.</p> <p>11 Magical Storm: Add 1 to all casting rolls and subtract 1 from all unbinding rolls. In addition, the number of spells a WIZARD can attempt to cast is increased by one (but this additional spell must be different to any others they attempt to cast).</p> <p>12 The Gears of Time Accelerate: All units that start a move within 12" of the Arcanabulum double the distance they can move. In addition, all models within 12" of the Arcanabulum in the shooting or combat phase double the number of attacks they make.</p> |
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