Army special rules

Undead. All units in the Cairns army are Undead. All Undead models are governed by the following rules.
Break Tests. Undead cannot be broken, but Undead units beaten in combat suffer one additional wound for every point they lose the combat by (no saves of any kind, not even Regeneration or Ward Saves, are allowed against such wounds). If characters are present in the unit, or if they are riding a monster, the controlling player can decide how to allocate the wounds amongst the unit, the monster and the characters. In multiple combats, each Undead unit on the losing side suffers one additional wound for every point their side has lost the combat by. If an Undead unit is wiped out by combat resolution in the first turn of a combat, the enemy gets the option to make an overrun move as normal.
Psychology. Undead are Immune to Psychology (see the Special Rules section of the Warhammer rulebook).
Charge Reactions. Undead can react to charges only by holding their ground.
Marching. Undead cannot make a march move unless they are within 12" of the General at the start of their Movement phase. Note that all the normal rules for marching apply (for example, the presence of the enemy within 8" still stops them from marching, etc).
Fear. Undead cause fear (see the Warhammer rulebook).

Unit special rules

Liege, only a model with this rule can be a general of the army. Upon his death units (not characters) with Sworn special rule must test Leadership and suffer number of wounds equal to what they failed the test. This test must be repeated at the beginning of every turn, before charges are declared. Units may use leadership value of any characters with Sworn special rule that joined them. Units with Sworn special rule may reduce number of wounds suffered when losing combat by 1 of within 12” of general.
Sworn, this units are subjects of Lige rule, may not take Ld value from characters without Sworn or Liege rules.
Master, if present one Shadow Druid must be declared a Master, this must be done when rooster is build. Upon his death units (not characters) with Thrall special rule must test Leadership and suffer number of wounds equal to what they failed the test. This test must be repeated at the beginning of every turn, before charges are declared. Units with Thrall special rule may reduce number of wounds suffered when losing combat by 1 of within 12” of Master.
Thrall, this units are subjects of Master rule, may not take Ld value from characters without Master rule.
Tormented. Units with this rule must test Leadership at the beginning of every turn, unit loses that many wounds as it failed the test. In close combat instead of attacking normally unit makes special attack by rolling 2D6 adding one per full rank (max +5) and substracting Leadership of affected unit. If resulting number is positive that many wounds with no armour save is inflicted upon the unit. In case of multiple combats use highest Ld of units in base contact with Tormented unit, and split any wounds as evenly as possible between enemy units in base contact
Spirit Levy. Units with this rule still suffer the fears and terrors of the flesh to some degree, and take comfort in numbers. A Spirit Levy unit adds its rank bonus to its Leadership.
Undead Constructs. These creatures are more resilient than normal Undead and suffer one less wound than they normally would when defeated in combat. Eg, a unit of Simulacra loses a combat by 3. They would lose three extra wounds but, as they are Undead Constructs, lose only two wounds. Undead Constructs have a 5+ Armour Save.
Ethereal. see page 68 of Warhammer Rules Book for the special rules for Ethereal Creatures. In addition no Ethereal unit in the army may cross river.
Burial Chariot, Entombed with great men of old times, Burial Chariots are important ritual artifacts. It is said that Kings power resides within his chariot. Character changes his unit type to Chariot, must be based on 50mmx100mm base, Changes his movement value to 8, adds +2 to armor save and gains Impact hits D6+1 at Strenght 5 as well as 2 WS2 I2 S3 attacks from skeletal steeds.
Glory of the Olden Days, closeness of greatest craftsmen of their times awakens spirits of weapons and armour that slept with their masters for long centuries. Units within 6” of unit with this special rule gain Armour Piercing special rule for duration of any close combat phase. Units affected are Skeletal Bannermen, Simulacra, Barrow Guardians, Barrow Chariots, Revered Monstrosities and Barrow Kings and Lords. In addition all non-magical melee weapons used to attack Embalmed ones lose their special abilities, as they become brittle and unbalanced under the cursed gaze of mummified craftsmen.
Dune Axes. Axes mounted on two yard long pole were brought by seafaring Dunes tribe and spread over human tribes and then realms. Long reach allowed skilled wielders to hit from behind then shield wall of first rank. Up to D6 support attacks can be made with +1S and Armour Piercing, this are not additional attacks rather an upgrade to existing attacks, if any are allowed. If there is less models that can perform supporting attacks than number rolled, only make available ones. If unit is in horde formation roll 2D6 and pick higher to determine number of available axemen.
Battle Standard Bearer, Any units within 12” of model carrying army standard may reduce wounds received for loosing a round of close combat by 1.

Lords

Barrow King 120 points

Lords of men, kings of their domains, war leaders that subdued their neighbours to rise above them, for a life time. Those men often formed lineages of rulers of their domains, each burial site is devoted to such a line of rulers. Sites that were chosen by royal advisors- the druids were places of power on the crossing of laylines.
Barrows of kings being the biggest, surrounded by stone circles, they contained many grave chambers; sometimes underground tunnels would link them, allowing shadowy figures to visit at night to perform dark rites and sacrifices to the dead king. The King is the protector of the land, man who swears fealty to none, and strives for glory, glory only battle can give. When risen from their slumber either by sacrileges of intruders and tomb robbers, or whispers of Shadow Druids, they call on the oaths sworn millennia ago and muster their now dead host. There must be glory to be won nearby, a town to raid a horde to crush, before the chill of death cools the embers of unlife.

M WS BS S T W I A Ld
Barrow King 4 5 3 4 5 4 4 4 9
Unit Size: 1
Weapons and Armour: Hand weapon, heavy armour and great weapon.

Options:
• If a general must be mounted on Burial Chariot (+40 points)
• If there is a Barrow King that is a general, another may carry Battle Standard (+25 points)

May choose a mix from the Common or Army of the Cairns magic items list up to a total value of 100 points
Special Rules: Undead, Magical Attacks, Killing Blow, Liege (if General), Sworn

Heroes

Shadow Druid 70 points

Before the arrival of the Shadow Sect, druids were advisors, healers and portent readers. After the infiltration by Nagash' servants they circles of druids became more sinister and finaly Shadow Druid circle emerged. Devoted to death rites and burial sites they secretely changed the tradition of burning bodies and established barrow necropolias. The oaths of fealty became secret bloodletting rituals, and those involved found themselves bound to undeath by their own honor. Shadow Druids are no more than a dust in some forgotten jars in side grave, but their whispers can be heard everywhere in the mound. They never sleep, instead they watch the living as their long forgotten master ordered and they poison the sleep of Barrow Kings with lies and hate.

M WS BS S T W I A Ld
Shadow Druid 4 2 0 2 2 2 2 1 10
Unit Size: 1
Weapons and Armour: Hand weapon.
Magic: A Shadow Druid is a Level 1 Wizard. He may choose spells from the Lore of Shadow or the Lore of Death as described in the Warhammer rulebook.
Options: May be upgraded to a Level 2 Wizard for +35 points.
May choose a mix from the Common or Army of the Cairns magic items list up to a total value of 50 points.
Special Rules: Undead, Ethereal, Master, Wizard

Barrow Lord 120 points

Tributaries of great kings hold their own barrows, surrounded by their household including warriors and families. When alive they only answered to their king, and so they do in death.
M WS BS S T W I A Ld
Barrow King 4 4 3 4 5 3 4 3 8
Unit Size: 1
Weapons and Armour: Hand weapon, heavy armour and great weapon.
Options:
• If a general must be mounted on Burial Chariot (+25 points)
• May carry Battle Standard (+25 points)

May choose a mix from the Common or Army of the Cairns magic items list up to a total value of 50 points
Special Rules: Undead, Magical Attacks, Killing Blow, Liege(if General), Sworn

Core

1+ Skeleton Bannermen Points/Model: 5

Fields and forests in immediate area of barrows contain dozens of stones marking lesser warriors graves. Sworn to fight for their kings, by oaths of blood and honour, ones that death cannot lift. Some contain dead warriors closest family as well, slaves children and spouses.
M WS BS S T W I A Ld
Skeleton 4 3 2 3 3 1 2 1 5
Skeletal Chieftain 4 3 2 3 3 1 2 2 5
Unit Size: 10-40
Weapons and Armour: Hand weapon and shield.
Options:
• Any unit may be equipped with light armour (+1 pt/model)
• Any unit may be equipped with spears (+1 point/model)
• Any unit that does not have spears may be equipped with Dune Axes (+10 points)
• Any unit may upgrade one Warrior to a Musician for +5 points
• Any unit may upgrade one Warrior to a Skeletal Chieftain for +10 points
• Any unit may upgrade one Warrior to a Standard Bearer for +10 points
A Standard Bearer in mandatory unit may carry a Magic Standard worth up to 25 points
Special Rules: Undead. Sworn

Unquiet Horsemen Points/Model: 12

In the ancient kingdoms of the Old World, and in marked contrast to the Nehekharan kingdoms further south, horsemen were comparatively rare. Most kings saw little point in maintaining battle-trained beasts, for such creatures caused additional complications in the support of an army and even small injuries could fell then unprotected mount in the midst of battle. Some families breed and used horses and served as message carriers and scouts. In those dangerous days horse-people often did not live longer than one horse lifetime. It was a common belief that horse riders shared their soul with a mount and were buried sitting on their horses.
M WS BS S T W I A Ld
Horseman 4 2 2 3 3 1 2 1 5
Chieftain 4 2 2 3 3 1 2 2 5
Skeletal Steed 8 2 0 3 3 1 2 1 5
Unit Size: 5-20
Weapons and Armour: Hand weapon, spear, light armour and shield.
• Any unit may replace their light armour with heavy armour (+2 points/model)
• Any unit may upgrade one Unquiet Horseman to a Musician for +5 points
• Any unit may upgrade one Unquiet Horseman to a Chieftain for +10 points
• Any unit may upgrade one Unquiet Horseman to a Standard Bearer for +10 points

Special Rules: Undead. Sworn. Fast Cavalry, Moves as Ethereal

Raven Swarms Points/Model: 30

Eyes and messengers of Shadow Druids sect, the undead ravens observe enemies encroaching cairn fields. Guided by vile minds of their masters they attack lone travellers, and

during war they dispatch removed posts making sure that Barrow Kings would sate their thirst for glory.
M WS BS S T W I A Ld
Gloom 1 3 0 2 2 5 4 5 3
Unit Size: 1-5
Weapons and Armour: Claws and Talons.
Special Rules: Undead, Swarm, Scout, Thrall, Hover, You may not field more units of Raven Swarms than you have of Shadow Druids

Simulacra Points/Model: 65

Also called "False Men", made out of stone, clay, wood or bones they reflect the ancient culture of the early humans full of evil gods, spirits and demons. It is said that every single statue is animated by breath of a dieing man, and powered by years of sacrifices and rites performed by secretive sect of Druids. Unliving simulacra head the call of their masters every time the dead of the barrows stir from their slumber.
M WS BS S T W I A Ld
Simulacrum 5 4 0 5 5 3 1 3 5
Unit Size: 3+
Weapons and Armour: Hand weapon.
Special Rules: Undead Constructs, Thralls,Stomp

Special

0-1 Barrow Guardians Points/Model: 11

Men closest to the king were his royal guards, rewarded with servants gold and arms for their unfaltering loyality. This guardians often came from long lineages serving kings lineage for generations.
M WS BS S T W I A Ld
Barrow Guardian 4 3 3 4 4 1 3 1 8
Dread Guardian 4 3 3 4 4 1 3 2 8
Unit Size: 10-40
Weapons and Armour: Hand weapon, corroded heavy Armour, shields

Options:
• Any unit may be equipped with Dune Axes (+20 points)
• Upgrade one model to a Dread Guardian for + 12 points
• Upgrade one model to a Standard Bearer for +12 points
• Upgrade one model to a Musician for +6 points
A Standard Bearer may carry a Magic Standard worth up to 50 points.
Special Rules: Undead, Magical attacks, Killing Blow, Sworn

Embalmed Ones Points/Model: 12

The only way for a non-warrior to have honour was to be a craftsman of an honourable profession or a priest. Craftsmen seemed honourable were ones directly dealing with items associated with warriors, arms and armour, stonemasons, chariot and boat builders as well as healers or jewellers. Those men earned special place in society and it was a custom to embalm them with sap and oils so that their bodies would last as the items they made would. Those dead answer to the call of their king from beyond the grave.

M WS BS S T W I A Ld
Embalmed Ones 4 3 0 4 4 1 3 1 8
Cadaver 4 3 0 4 4 1 3 2 8
Unit Size: 10-30
Weapons and Armour: Hand weapon.
Options: Upgrade one model to a Cadaver for +12 points.
Special Rules: Undead, Flammable. Sworn, Glory of the Olden Days

Barrow Chariot Points/Model: 90

Owning chariots required both wealth and status, warrior owning enough horses to replace dead ones and having enough servants to maintain and repair battle damages was indeed a worthy ally. Only the most renowned leaders of the powerful family were buried with their chariots.
M WS BS S T W I A Ld
Chariot 0 0 0 5 5 4 0 D6 0
Barrow Noble0 4 0 4 0 0 3 3 8
Skeletal Steeds8 2 0 3 0 0 1 1 5
Unit Size: 1
Weapons and Armour:.Spear, Armor save 4+
Special Rules: Undead, Sworn, Chariot

Rare

Glooms Points/Model: 8

The spirits of those who were enslaved to the dead kings still lurk about the site of their long-vanished pyres. When alive they were unfortunate enough to be sold to slavery or be defeated by rival king, to spend their miserable lives labouring for their owners. Burned at sacrificial pyres as offerings to the dead they lurk gravesites not being able to rest. Sometimes Shadow Druids lure them to their service as restless host of angry souls begging to share their memories with the living to ease their torment.
M WS BS S T W I A Ld
Gloom 4 2 0 2 2 1 1 S 5
Unit Size: 10-30
Weapons and Armour: Pain.
Special Rules: Undead, Ethereal, Tormented, Spirit Levy, Thralls

Revered Monstrosity Points/Model: 220

Cities and viliages were raided not only by neighbours but dragons, wyverns and similar monsters. When a hold managed to defeat such a threat the inhabitants often buried it with great reverence and respect, so that its angry spirit will not come to avenge its' own death. Carcas is washed, smoked and sewn back with herbs and talismans inserted in it. Claws are covered with polished copper and eyes replaced with glass. Monsters barrows contain great chamber where embalmed trophy lies in centre. In time small shrines appear on the top of barrow mounds and priests readily accept offerings for a new guardian god.
M WS BS S T W I A Ld
Gloom 6 4 0 6 6 6 2 5 4
Unit Size: 1
Weapons and Armour: Claws and Talons.
Special Rules: Undead Construct, Scaly Skin 5+, Thrall, Fly, Flammable, Terror, Large Target, Magic Resistance (1), Breath S2 (-3 save)

ARCHAIC ARTEFACTS

In this section the common magic items are listed first (see the Magic section of the Warhammer rulebook). They are followed by a list of 'Army of the Cairns only' magic items. These items can only be used by models chosen from this list and must be selected within the points limitations set by the army list. Note that all the rules for magic items presented in the Warhammer rulebook also apply to 'Army of the Cairns only' magic items.

Common Magic Items

See Warhammer Rulebook for details on Common Magic items.

Magic weapons

The Stormsword of Medhe 50 points
The god of the storm's eldritch power crackles about this blade, flowing along the metal like water and discharging into those unfortunate enough to be struck by it.
Whenever a model suffers an unsaved wound from this sword, every model in base contact with the wounded model (including the wielder, ridden monsters and chariots) takes a Strength 4 hit.

Magic Armour

Shield of the Ancients 50 points
The origins of this shield are lost in the depths of time, yet its enchantment is still able to preserve the bearer from harm.
Counts as a shield. The bearer receives +1 Toughness.

Talismans

The Ring of the Cailledh 30 points
One of the ancient Gods of the barrow people, the Cailledh was a deity subject to fits of great rage – a trait she bestowed upon those who followed her.
The Ring of the Cailledh confers a 5+ Ward Save on the bearer. If a wound is saved in this way, the model is subject to Frenzy for the rest of the game, even if normally Immune to Psychology.

Hide of Retribution 25 points
Fashioned from the pelt of a mountain bear, now heavy with the dust of ages, this cloak is covered in runes of vengeance
Any model that hits the wearer in combat takes an automatic hit of the same strength for each successful hit they inflicted.

Arcane items

Staff of the Trickster 50 points
This oaken stave carries the blessing of the trickster Goddess, Naiedhe. An accomplished Druid can use this staff to rechannel the power of enemy spells into the very essence that thwarts their casting.
Whenever you make a Dispel roll, you may exchange any one of your dice for one of your opponent's dice. This does not effect the casting level of the spell (and so will not cancel Irresistible Force or cause a Miscast), but may be used to increase your dispel total.

The Storm Cauldron 50 points
The power of Medhe, the stormlord, flows through this cauldron and allows the bearer to call down the fury of the elements upon his foes.
The bearer must take his spells from the Lore of the Heavens. He receives +1 to his score when attempting to cast these spells and is immune to any lightning-based damage (including Skaven Warp Lightning).

Enchanted items

Seat of Three-day King 60 points
Barrow King only
This great chariot was the resting seat of the only man who ruled over all human lands of the Old World before Sigmar. He died after three days of subduing his last opponent at the age of 34 years. After his death his kingdom descended into civil war and was fractured for centuries.
The Barrow Kings Liege ability extends to 18", in addition model now causes Terror. Impact Hits become Magical and can be re-rolled once per battle.

Sky Chariot 50 points
Barrow King only
Said to be the very chariot in which Goederan, mother of the gods, would girdle the world, this construction soars aloft through her blessing.
The Barrow King's chariot can fly. Impact Hits become Magical. Gains 5+ ward save against models with Fly special rule.

Charm of Defiance 15 points
The trickster goddess of the barrow people delighted in confounding enemy mages. This Charm binds a portion of her power to the bearer, interrupting the flow of magic to enemy wizards.
(One use only)
You may use a Charm of Defiance in your opponent's Magic phase to add 2 dice to your Dispel pool. A character may carry any number of Charms provided they do not exceed their magic items limit.

Banners

Blessing of the Unforgiving 25 points
The son of god of battles and goddess of fate was known for his swinging moods and great boons. He rewards winners and dooms losers.
Unit gains Regeneration (5+) but if it loses round of close combat it suffers D6 wounds distributed like shooting.

Trophy of the Fomorian 60 points
Made out of skin of great Fimir witch, slain at the dawn of age of kings. This banner is said to contain the souls of fimir that summon mists to the battlefield.
All units in the army are surrounded by mist at the beginning of the game, enemies suffer -1 to Hit rolls, and template weapons must re-roll their to wound roll, until the unit that's shooting is directed at have moved for the first time in the game. Has no effect against indirect fire. Ranged attacks based on BS aimed at model carrying this banner and his unit suffer additional -1 at all times.