

WARMASTER

ARMIES



WARMMASTER

ARMIES

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Acknowledgements

"Lex," wrote Andy on May 31st "... could you also write a short acknowledgements piece for the credits page, so I don't miss anyone deserving off.", and all of a sudden I end up back on the critical path of the V2.2 Armylist publication. Luckily the first weekend of June is a 3-day one, so I managed to get this out in time.

Now this is not the easiest of tasks as there was a LOT of input from a lot of different sources, both in the conceptual stages and during the later playtesting. So I will opt for the easy way out and will hereby thank everyone that put their ideas forward in the Experimental Rules Feedback and General Discussion forum on the SG site and those that participated in the Warmaster Yahoo group.

After that came the playtesting feedback. Those people willing to play around with some of the wild and wacky ideas that ended up in some of the Army lists to give them more (or a more specific) flavour, deserve a BIG "thank you" too. Players at several events I attended over the last year (Memphis GT, Vancouver Get Together, Warmaster, EuroGT) had to suffer playing with the almost finalized V2.2 lists, and in several cases playtesting in these more competitive environments yielded results that forced us back to the drawing board. Overall, thanks to the BIG community participation, I think we created a nice new Frankensteinian monster for all of us to play around with.

The one army I can stick more specific credits on is the (soon to be) Araby army. Both the fan-based Oriental Design Team, captained by UllGitYer/Wayne Rozier and the ideas of the late Steve Hambrook, contributed much towards the development of the Araby army at the start of the project. I'd also like to thank Matt Keefe who kicked this all off, back when he was running Warmaster.

And special thanks go to my trusty side-kick and his lovely spouse; Forum answer-MOD John Bennison and his wife Carol. With my obvious blind spots when it comes down to reading stuff you have mulled over for more than a year, his assistance in re-reading all the material, especially with the experience/motivation of being the answer-MOD eventually being ASKED all sorts of questions on the list after publication, proved worth its weight in wine. His wife Carol went over all the material for typos allowing us to provide Andy with as clean a document as possible.

Lex

***This publication is dedicated to the memory of Steve Hambrook
– still greatly missed.***

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Introduction

This supplement to the Warmaster game contains all of the army lists for all of the supported races at the time of writing in 2005. Since the publication of Warmaster in 2000 the number of armies available has grown one at a time from the original six to thirteen complete armies. Rules for the new armies have been covered in different supplements and magazines over the ensuing years. Inevitably some variation has crept into the presentation along the way. To complicate matters further, some of the additional armies have been printed in both preliminary and updated versions, whilst minor corrections have also been incorporated into the original army lists. This book updates all of the armies, including the original armies, and is intended to serve as a definitive reference for these armies for the foreseeable future.

FORMAT

The army lists follow the conventional format for the army lists given in the Warmaster rulebook. To avoid splitting the information about army selection from the army lists themselves a short section has been added describing how to choose armies; this is not substantially different from the original version but has been reworded somewhat to aid clarity. Illustrated descriptions of the different troop types have been included in each list; descriptions previously incorporated into the special rules have therefore been removed. The special rules for each troop type have been updated and put into a standard phrasing as far as this is practical. The spells for each army have been revised and added to the army list itself. Relevant magic rules pertaining to characters have been incorporated into the special rules for the appropriate entries. Rules for war machines unique to an army have been included as part of the special rules for that army. Overall, the intention has been to put all the information required for each army into one place if at all possible. Note that significant changes have been made to many spells and some war machines compared to the rulebook - all such changes effectively replace the rulebook versions.

Author's Note. References to not being able to cast the same spell on the same unit more than once have been removed from the spell descriptions as superfluous. It is taken as read that a unit or character cannot be affected by the same spell more than once in the same turn as covered by the 2002 updates (included in the 2002 Annual and also on the Warmaster web-site).

ALTERNATIVE UNITS

Since Warmaster was written we have produced a variety of new troops for all the original six armies as well as most of the additional armies. In all cases new models are intended to substitute for existing entries in the army lists. For example Empire Knights of the White Wolf count as Empire Knights, High Elf Phoenix Guard count as High Elf Spearmen. No new rules have been created just because new models have been produced. This allows us to add variety to the armies without unbalancing either individual armies or the game as a whole. Apart from simply adding variety this is a useful way of identifying units with particular magic weapons or banners. These substitutes are listed under the appropriate army list entries in a separate appendix: further new items will hopefully be added to the range in time.

FURTHER ARMIES

We have not included in this book any of the variant or converted armies that have previously been featured in Warmaster magazine or Fanatic magazine. However, whilst Warmaster players want to develop further armies using the models already available, or conversions, then these will hopefully be added to the Warmaster website as downloads for players to use as they see fit.



Picking the Army

This section of the Warmaster Armies book explains how to choose equally matched armies to take part in a battle and updates the section in the main rulebook p126 and 127.

In theory there is no reason why forces have to be equal, but most players prefer to fight battles between armies that are, notionally at least, the same fighting value. To facilitate this, all units are allocated a points value that reflects their worth in a typical battle.

As a matter of principle the points values of individual units are considered in proportion to the army as a whole so that troops of comparable fighting value may be a few points more or a few points less in some armies. This is intentional. In these cases the marginal difference in points is done to restrict or increase the choices available to the player.

THE ARMY

Army lists and rules are provided for 13 official Warmaster armies. All armies are chosen in the same fashion using the appropriate list. The army lists are included on the following pages and you may wish to skip forward to your favoured army as you read through the rest of this section.

ARMY SIZE

Both sides select troops and characters up to the same maximum points value. Three 'standard' sized battles are considered here. Smaller and larger battles, or battles with intermediate points values, can also be arranged as discussed later.

Small battle	1000 points per side
Medium battle	2000 points per side
Large battle	3000 points per side

A small battle is ideal for beginners or for demonstrating the game but the tactical possibilities are limited. Small battles are more susceptible to the fortunes of dice rolling than are large battles. Medium sized battles are considered the usual kind and

<i>Troop</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit size</i>	<i>Points per unit</i>	<i>Min/max</i>	<i>Special</i>
Halberdiers	Infantry	3	3	6+	-	3	45	2/-	-

Type. This describes the type of troop unit or character stand: Infantry, Cavalry, Monster, Artillery, Machine, Chariot, General, Wizard or Hero. Mounts for characters are sometimes optional and are included as a separate line as Monstrous Mount or Chariot Mount.

Attack. The basic number of dice rolled in combat by each stand in the unit.

Hits. The number of hits the unit can suffer before one stand is removed.

Armour. The score required to nullify a hit struck on the unit if it has armour (3+, 4+, 5+ or 6+). A unit with no armour has a value of 0.

Command. The Command value of a character.

Unit Size. The number of stands in a unit.

Points per Unit. The points value of a unit or character of that type.

Min/Max. This defines the minimum and maximum number of units of that type which an army must include per 1000 points of army size. A dash indicates there is no restriction.

will typically last for a whole evening's play - although experienced players have been known to cram four or more such battles into a single day. Large battles require more leisure but offer a varied game that better reflects the subtleties of the command system.

Substantially bigger battles can be fought with even more points per side if players wish. Beware that a very large game can take an entire day or even several days to complete. There is no real maximum limit beyond the number of models and the size of the gaming area available. 10,000 points or more is certainly feasible. With very large armies it helps to have additional players to help move troops and roll dice.

Note that the army size indicates the maximum points value that can be spent. Armies can have fewer points than this value but cannot have more. Often it is impossible to spend the odd few points so a medium sized '2000 point' army might have only 1995 points of models. Such an army is still a 2000 point army as far as we are concerned. It is the maximum permitted value that determines the army size not the actual points spent.

The army lists are designed to work with armies of round thousands of points (1000, 2000, 3000, etc). However, it is also possible to choose armies of other sizes - say 1500 or 750. This is slightly less convenient but useful if players are still building their armies and want to use units as they are purchased. This is explained under Selecting the Army.

ARMY LISTS

Begin with the army list for your chosen army. The different lists include all the units available for each side together with their game stats, points values and special rules where appropriate. Most of this information is condensed into a single stat line for each unit. Any additional information is noted as special rules after the army list itself. Stat lines are presented as follows:

SELECTING THE ARMY

Choose units and characters to make up the army. You can choose up to a maximum total value appropriate to the size of game. For example, High Elf Spearmen are 60 points per unit so 5 such units are worth 300 points.

Players are not entirely free to select forces as they want. Some units must always be included and some other units can only be included in limited numbers. These restrictions are indicated by the minimum/maximum column (min/max) in the army lists. The min/max value consists of two numbers separated by a slash - for example 1 / 2. The first number shows the minimum number of that unit/character the army must include for every 1000 points of army size. The second number shows the maximum number of that unit/character the army can include for every 1000 points of army size.

For example, in a Bretonnian army, Squires are min/max 1/4. This means that in a 1000 point army the player must include at least 1 unit but cannot include more than 4. In a 2000 point army the minimum is therefore 2 and the maximum 8, in a 3000 point army minimum 3 maximum 12, and so on.

If an entry includes a dash instead of a number this means no minimum or maximum applies. The player can choose as few or as many of this troop types as he wishes within the limitations of the points available. For example, -/2 means that in a 1000 points army there is no minimum and the maximum is 2, 1/- means there is a minimum of 1 and no maximum.



All armies must include a single General. An army can never include more than one General no matter how what its size. The Min/Max column is given as 1 to show this.

You may have decided your armies will be chosen to 1500 points or some other odd number. In this case determine min/max values by rounding your actual army size down to the next full 1000's. So, a 1500 point army is selected using the minimums and maximums for a 1000 point army, a 2250 point army is the same as a 2000 and so on.

If your chosen army size is less than 1000 points then use the 1000 point maximums but ignore the minimums. Very small games can be a useful exercise for learning the rules but be warned that the game does not work particularly well with extremely small forces and battles may feel bewilderingly rapid.

The value of any permitted magic items is added to that of the unit or character that carries them. Magic items must be allocated to specific characters and a separate note made. This will increase the points value of the unit or character appropriately, and the total cost must be taken into account when working out victory points. See Magic p72 of the Warmaster rulebook.



The Empire Army

The Empire is by far the largest and most powerful of the human nations of the Old World. It stretches from the Grey Mountains in the west to the Worlds Edge Mountains and the borders of Kislev in the east. This vast nation is divided into many separate principalities or states each of which is something akin to an entire and independent land in its own right. Throughout much of the history of The Empire these states have fought amongst themselves. Rival dynasties have vied for power, alliances have been made and broken, and only rarely has a single claimant risen to control the entire land. The Empire of today is almost wholly united under the Prince of Altdorf the Elector of the Reikland - hereditary ruler of the western principality of the Reikland. Only the great sea-port of Marienburg in the Wasteland retains independence under the leadership of its powerful and wealthy mercantile community.

The armies of The Empire are raised and controlled by its separate states. The Emperor's army is nothing more than the army of the Reikland - although as the Reikland is the richest and most populous part of the Empire it also has by far the largest and best equipped army.

The Emperor's position is that of first amongst equals rather than absolute monarch. Although in practice rule of the Empire often passes from father to son, in principle the leaders of the various states choose the Emperor from amongst their own number. The Emperor can, in theory, call upon the other Electors to supply troops for the Emperor's campaigns. By the same token, individual Electors can call upon the Emperor or neighbouring states to send reinforcements in times of war. Jealousy, rivalry and politicking mean that some states inevitably support or oppose others. Minor territorial disputes or claims over tolls and access rights often lead to direct confrontation even with the Empire.

Although the people of The Empire speak a common tongue and share a common heritage there are significant differences that affect the types of troops raised, their equipment, and tactics. This is most apparent in the various knightly orders such as the Reiksguard, the Knights of the White Wolf, and the Knights Panther, whose ranks are usually drawn from the nobility of a particular state or area. The states of the west such as the Reikland, Middenland and Nordland are generally much wealthier than those of the east, such as Ostermark and Ostland, and their troops are better equipped as a result. In most states the various infantry regiments are clothed uniformly after a fashion. Individual states, and many cities within each state, have their own distinctive colour schemes. Reiklanders have always worn white, for example whilst the troops of Altdorf - the capital city - wear red and blue. In contrast the troops of Middenland wear blue, those of Hochland red and green, Ostlanders black and white, and so on. Different regiments tend to variations in design and are often distinguished by sashes or ribbons of different colours. In the poorer regions it is quite common for troops to wear their own homespun clothes in plain browns and greys - and such units can present quite a ragged and irregular appearance.

The armies of the Empire are committed to defending its borders and rarely mount lengthy campaigns beyond them. A long standing alliance between the Emperor and the Tzars of Kislev has occasionally taken armies far to the north to fight against intrusions of Chaos. Such armies do not always return. The chief enemies of the Empire lay within its own borders - for the land is sparsely settled and much of the forest and mountain is little more than wilderness infested with greenskins and beastmen. The mountains to the south and east are also home to subterranean living goblins as well as to skaven. Those states that adjoin these borderlands maintain large mobile armies to see off the inevitable raiding parties that issue from the mountain passes every spring.

Halberdiers – the most usual infantry weapon is the sturdy halberd. In the east it is quite common for regiments to carry spears instead - this is regarded as rather old-fashioned in the more wealthy states. A few regiments carry different weapons out of tradition rather than any other reason - for example two-handed great swords or a sword and shield. Most regiments wear armour - usually a breastplate and often armour for the upper leg as well. The troops of poorer states have to make do with a thick leather jack or heavy chainmail coif to protect their shoulders and upper body.

Handgunners – handguns are expensive weapons so only the richest states can afford to equip troops in this way and supply them with sufficient quantities of black powder. The weapons themselves are noisy and perform badly in wet weather but they give the Empire's forces a considerable advantage against heavily armoured opponents.

Crossbowmen – the most common missile weapon in the west is the crossbow and it is quite common for whole regiments to be equipped in this way. In the east it is more usual for troops to carry longbows - in practise both weapons provide comparable missile capability in the Empire army. The most unusual missile troops are Halflings from the Moot region - though short and notoriously rowdy they are expert archers.

Flagellants – life in the Empire is harsh for most of its inhabitants and especially so in the countryside where law and order are loosely enforced at best. Bandits roam freely and bands of greenskins are an ever-present menace. It is perhaps not surprising that many take solace in the ravings of religious leaders, would-be prophets, and other divinely inspired rabble-rousers. These zealots form bands of flagellants - madmen and rabid doomsayers - who travel the villages of the Empire preaching their gloom-laden creed of universal destruction. Whatever the civic and military leaders of the Empire might wish, these groups attach themselves to armies and throw their frenzied bodies into battle, convinced that in death they are committing their souls to the universal apocalypse.

Skirmishers – infantry regiments often include companies of skirmishers whose role is to harass the enemy at short range and to provide extra back up for the close fighting infantry. They are expert fencers and usually armed with swords and small shields or bucklers. Many carry pistols that they fire at point-blank range.

Pistoliers – are highly mobile, lightly armed cavalry who carry pistols, short-barrelled handguns and stout swords. These regiments are recruited from the wealthier citizens and often equipped at their own expense - typically younger sons of the minor nobility, merchants, and clergy. They usually wear some armour - the amount and quality varying a great deal from region to region and even within a regiment. They can fight both at a distance and close up and often make up patrols, scouting parties, and foragers. On the eastern borders such troops may be supplemented by border horsemen and mounted rangers - more raggedly equipped but combining mobility with missile fire in the same way.

Knights – there are many orders of Knights within the Empire and all Electors aim to be the patron of at least one of these institutions within their own borders. Some orders are tiny and might have trouble fielding a single regiment in battle - others are large and wealthy organisations with chapter houses in several states. Although every order tends to its own style of equipment they all fight as heavily armoured cavalry and most carry lances - the Knights of the White Wolf notoriously carry huge hammers instead. Although nominally under the command of their local Elector, the masters of the various orders are powerful figures in their own right and are often given command of entire armies.

Helblaster – some hundreds of years ago a number of advanced cannon designs were built for the then Emperor by renegade Dwarf weaponsmiths. The chief of these was the disgraced Runemaster Gimlit Bareshanks. Bareshanks was a famously embittered misanthrope of eccentric, if not sadistic, inclinations as testified by many a Helblaster crew (or their grieving relatives). Derived from a discredited Dwarf design, it is a devastating but extremely unreliable weapon with a tendency to explode in the heat of action leaving a pile of smoking iron and a big hole in the ground. Many of these dangerous weapons are still maintained by students of the Imperial Gunnery school at Nuln.

Cannon – the Dwarfs are masters of iron founding, and it was with the help of various Dwarf weaponsmiths that the Imperial Gunnery school was established at Nuln. Since that time the armies of the Reikland, and latterly those of the other states, have always been supported by fine reliable cannons crewed by expertly trained gunners.

Steam Tank – the Steam Tank was created by the extraordinary genius Leonardo Miragliano who was inspired by stories of the steam powered juggernauts made by the Dwarfs in days of old. A number of machines were built under the patronage of the Emperor and these eventually fell into the hands of the Imperial Engineers in Altdorf. As weapons of war they proved to be sluggish and generally unreliable but certainly very noisy and impressive. No two surviving examples are quite the same and they are armed with a varied assortment of light gunpowder weapons, steam driven repeater guns, and even torsion powered weaponry. Over the years the maintenance and repair of these machines has been largely a matter of experimentation and luck. Prudent Emperors put their faith in more conventional arms, but the potential of the Steam Tanks ensures these contraptions a place in the armies of the hopeful and the desperate.

Griffon – the Emperors have maintained a menagerie of beasts for many years - partly out of a sense of scientific curiosity and partly to provide monstrous mounts in times of war. The Griffon combines the appearance of a lion and an eagle. These creatures are hatched from eggs stolen from nests high in the Grey Mountains. The chicks are hand reared by their keepers to serve as splendid aerial steeds for favoured individuals. Griffons are not the only creatures of this kind, which vary in appearance a great deal and appear to interbreed freely, but they are particularly sought after.

War Altar – the people of the Empire worship many different gods but the most important is Sigmar - the patron of the Empire and its first Emperor. The War Altar of Sigmar is a symbol of the power of the god and the might of his people. Mounted upon a huge cart - the Altar is ridden to battle by the chief of the Sigmarite cult the Grand Theogonist of Sigmar - a mighty priest-sorcerer and the most powerful man in the Empire after the Emperor himself.

Characters – the nobility and military orders of the Empire provide leaders in times of war. There is a long tradition of Emperors taking to the field, but more commonly an army would be led by a Marshal - a military leader appointed by the Emperor or Elector to command an army. Wizards are a vital part of an army too, but despite this magic is not much liked or even tolerated in the Empire. Wizards must undergo a very strict training in the various schools of magic to establish their trustworthiness.

A selection of Empire forces



Empire Hero on Griffon



Knights of the White Wolf



Flagellants



Halberdiers



Handgunners



Steam Tank

Empire Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Halberdiers	Infantry	3	3	6+	-	3	45	2/-	-
Handgunners	Infantry	3/1	3	0	-	3	65	-/3	*1
Crossbowmen	Infantry	3/1	3	0	-	3	55	2/-	-
Flagellants	Infantry	5	3	0	-	3	70	-/1	*2
Skirmishers	Infantry	4	3	0 or 6+	-	1	25	-/-	*3
Knights	Cavalry	3	3	4+	-	3	110	-/-	-
Pistoliers	Cavalry	3/1	3	5+	-	3	95	-/4	*4
Helblaster	Artillery	1/ 8-4-2	2	0	-	1	50	-/1	*5
Cannon	Artillery	1/2 + bounce	2	0	-	2	85	-/1	-
Steam Tank	Machine	3/3	4	3+	-	1	130	-/1	*6
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Wizard	Wizard	+0	-	-	7	1	45	-/1	-
Griffon	Monstrous Mount	+2	-	-	-	1	+80	-/1	*7
War Altar	Chariot Mount	+1	-	-	-	1	+15	-/1	*8

Special Rules

1. Handgunners. Count enemy Armour values as one worse than normal when shot by a handgun. So an armour value of 3+ counts as 4+, 4+ as 5+, and 5+ as 6+, whilst an Armour value of 6+ can't save against a handgun.

2. Flagellants. So keen are they to meet their maker that a unit of Flagellants will always use its initiative to charge an enemy if possible and can't be given orders instead. They'll never use their initiative to evade. They can't be driven back by shooting and do not roll for drive backs. If victorious in combat they must pursue or advance where possible. Flagellants are unaffected by enemies that cause terror in combat, so they do not suffer the usual -1 Attack modifier.

3. Skirmishers. Skirmisher stands never fight as independent units. Instead, you may add one stand of Skirmishers to any of your infantry units. This brings the size of the unit to 4 stands - i.e. 3 ordinary stands plus the skirmisher. Skirmishers always have the same Armour value as the rest of their unit, either 6+ or 0. They fight as part of their unit and can be removed as a unit casualty if the player wishes. Skirmisher casualties never count as casualties for purposes of issuing orders, which means there is no -1 Command penalty as there normally would be for units that have lost a stand. Skirmisher stands never count as part of the unit's formation when determining whether they move at full or half pace, so no movement penalty is incurred if they are arranged out of the unit's regular formation. As a result skirmishers are both more adaptable and more expendable than other troops.

4. Pistoliers. Pistoliers have a shooting range of only 15cm, however they can shoot all round - i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Pistoliers can shoot at enemy charging them from any direction.

5. Helblaster. The Helblaster is a primitive type of crank-driven machine gun. It has a maximum range of 30cm. It's Attack value varies according to range: the closer the range the more deadly it becomes.

Range	01-10cm	10-20cm	20-30cm
Attacks	8	4	2

Targets struck by a Helblaster count their Armour value as one worse than normal - so 3+ counts as 4+, 4+ as 5+, whilst 6+ is ignored.

When shooting with a Helblaster roll to hit as normal but if any 1s are rolled count them up and resolve the effect before continuing.

No of 1s Result

1, 2 **Dud Ammunition.** Deduct any 1s from the successful hits. For instance; if 4 hits are scored but 2 x 1s have also been rolled, successful hits are reduced from 4 to 2.

3 **Misfire.** The gun fails to go off - no shots at all hit this turn. Disregard all hits this turn.

4+ **Ka-boom!** The weapon explodes destroying itself and mortally surprising its crew. The Helblaster stand is removed as a casualty. No hits are struck against the enemy unless the exploding Helblaster is shooting at a charging foe, in which case 6 hits are automatically inflicted. Make armour saves as for ordinary Helblaster hits.

A Helblaster can shoot at charging enemies in the usual manner (see Shooting). In this case the crew will fire at the shortest possible range to maximise the number of shots against the target. Note: in the event of the Helblaster exploding 6 hits are inflicted on the charging enemy unit as described above - Helblasters are extremely dangerous to charge... for everyone concerned.

6. Steam Tank. The Steam Tank forms a unit on its own, it moves up to 20cm, and must be given its own orders. The Steam Tank cannot be given a brigade order with other units, not even with other Steams Tanks. A character cannot join with a Steam Tank.

A Steam Tank can shoot from any edge of a stand: side or rear as well as the front like other units. Steam Tanks weapons have a range of 30cm. A Steam Tank therefore shoots to its front, side or rear against the closest enemy target. Targets suffering hits from a Steam Tank count their Armour value as one worse than normal - so 3+ counts as 4+, 4+ as 5+, whilst 6+ is ignored. A Steam Tank can shoot at charging enemy.

Because of its exceptionally heavy armour plating, a Steam Tank always counts as defended - so a 5 or 6 is normally required to inflict a hit from shooting or in combat. The Steam Tank fights combat like any other unit, except that if it retreats it is automatically destroyed in the same way as artillery (it is overwhelmed and hence abandoned by its crew).

Steam Tanks cannot be driven back or routed by shooting. However - it is still deemed necessary to roll drive backs to determine if the Steam Tank becomes Confused on a roll of a 6.

If the player attempts to issue an order to a Steam Tank and rolls double six then the order is failed as usual and the machine does not move. Ignore the usual Blunder chart for heroes and wizards (rulebook p55). Roll on the following Malfunction chart. Note that although a General cannot blunder he must still roll for malfunctions.



Steam Tank Malfunction Chart

D6 Result

1. **Destroyed.** The Steam Tank grinds to a halt rupturing steam and noxious gasses. Remove the Steam Tank as a casualty.
2. **Broken Down.** The Steam Tank's drive has broken. It does not move further this turn and cannot move in future turns. Should it be obliged to move for any reason it is destroyed. Otherwise, the Steam Tank can continue to shoot and fight as normal.
3. **Stuck.** The Steam tank does not move further this turn. It cannot shoot this turn. Otherwise it is unaffected and can move in future turns as normal.
4. **Commander Slain.** The Steam Tank does not move further this turn. It can move in future turns but suffers a command penalty of -1 for the remainder of the game. The Steam Tank can shoot as normal.
5. **Momentary Halt.** The Steam Tank cannot move further this turn but is otherwise unaffected.
6. **Steam Overload.** The Steam Tank cannot move further this turn but can shoot with double the usual number of Attacks (6) to represent steam being uncontrollably diverted into weaponry.

Empire Spells

BALL OF FLAME

5+ to cast
Range 30cm

A ball of flame shoots from the Wizard's outstretched arm burning all in its path.

Draw an imaginary line 30cm long from the Wizard's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, e.g. over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by a Ball of Flame as with ordinary shooting (even including friends). Engaged units cannot be driven back by the Ball of Flame but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

VOICE OF COMMAND

5+ to hit
Range 30cm

The Wizard's voice booms out across the battlefield directing troops above the tumult of combat with the magical Voice of Command.

The spell can be cast on any unengaged friendly unit within range regardless of whether the Wizard can see it or not. The spell affects only a single unit, never a brigade.

The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it: they remain where they are.

7. Griffons. Generals, Wizards and Heroes can ride Griffons. The Griffon can fly increasing its rider's Movement from 60cm to 100cm. It adds +2 Attacks to those of its rider. A unit that includes a Griffon rider causes terror in its enemies (and one might imagine a great deal of nervousness amongst its own ranks).

8. War Altar. There is only one War Altar of Sigmar. Consequently an army, no matter how large, can only ever include one. A War Altar can only be included as a mount for a Wizard, in which case he is assumed to be the Grand Theogonist. The presence of the War Altar adds +1 Attack and enables the Grand Theogonist to add +1 to the dice when casting a spell once during the battle. The player must announce that he is using the power of the War Altar before rolling the dice for the spell.

WEIRD ENCHANTMENT

4+ to cast
Range 30cm

A weird enchantment forms around the target unit and engulfs it in strange lights, scary nightmares and disorientating special effects.

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not.

The spell lasts until the end of the opposing player's following turn.

The unit moves at half pace in all situations: even when charging for example. The unit counts all enemies as terrifying (-1 Attack penalty). If the unit would normally cause terror then it ceases to do so and counts all enemies as terrifying just like everyone else. However, if the target is Undead it will not count enemies as terrifying although all other penalties apply as described (Undead are hard to spook).

TELEPORT

2+ to cast
Range N/A

With a swirl of his cloak, a crack of thunder and just a hint of maniacal laughter the Wizard vanishes to reappear anywhere on the battlefield.

The Wizard is moved to a new position anywhere on the table. He can leave or join a unit if he wishes, enabling a Wizard to move into or out of combat for example. Once the Wizard has moved he can cast a second spell, but note this must be a different spell and not a further Teleport! Roll to cast the second spell as normal. A Wizard that Teleports successfully can therefore potentially cast two spells that turn.



The Undead Tomb Kings Army

In ages past the land of Khemri was fertile, populous and prosperous thanks to the waters of the Great River of Life whose annual floods irrigated the fields and guaranteed a bountiful harvest. Each city was ruled by a Priest-King and for many centuries these omnipotent monarchs lived and died and were buried in tombs constructed by their faithful Liche-Priests. The bodies of the Priest-Kings, and those of their most faithful troops and retainers, were carefully embalmed and interred with holy spells of immortality to prepare them for the far off day of re-awakening. Such was their belief - that they were destined to wake at the end of the world when they would take their place as divine beings in a pure and perfect heaven.

Unfortunately for the Priest-Kings of Khemri their dreams of eternal life were to be realised only in the most horrific way. A rebellious Liche-Priest called Nagash overthrew the cities of Khemri and made himself ruler of the entire land. He set all of the people of Khemri under the lash and slowly a great black tomb arose by the banks of the Great River of Life. This was the Black Pyramid of Nagash and untold thousands died to build it and it was the largest tomb that had ever been constructed in all the long centuries of the Priest-Kings' rule. Nagash proved such a merciless slave driver that his people rebelled. He was driven into exile and eventually murdered. However - this was not the end of Nagash - for he was the greatest Sorcerer of his day if not all of all time - and whilst the Black Pyramid endured Nagash's spirit could always find refuge there. His evil was gradually absorbed into the Black Pyramid and his body reborn in the sorcerous sarcophagus that lay deep within. This new life could never be described as life in any normal sense - rather it was a kind of living death or unlife - monstrous and unholy.

Nagash's vengeance upon his enemies was absolute. From deep within the Black Pyramid he worked upon a great spell of death that he eventually cast upon the whole land of Khemri. Consequently a pestilence fell upon the nation and all living things sickened and died so that soon there were none to bury the dead and the cities became nothing but empty tombs. The waters of the Great River grew sluggish and turned as red as blood. Forever afterwards it became known as Mortis the Great River of Death. All the lands that lay about were poisoned and Khemri was turned into a great desert. Where once there was life in abundance now there was only death. Yet this was but part of Nagash's revenge. Just as all vitality was drained from the land so its life-energy flowed into the dead. What was alive was now dead, and what was dead was revived as undead.

On that terrible day the rulers of old awoke to the horror that had befallen them. The golden immortality in which they had believed had proven a false dream. They were not creatures of divine power but Tomb-Kings doomed to an eternal existence as

fleshless corpses. At the same time the dead of all the long ages rose from their graves. The armies and retainers of the Tomb-Kings that had been interred with their masters awoke and, because of the ancient burial-spells, remembered their duty though understood perhaps only a little of the horror that had befallen them. The graves of labourers and the charnel pits of the slaves gave up their dead, and the prayers of centuries and charms about their necks perhaps served to remind them of what they once were. Yet more that awoke on that day were as mindless as the stones of their tombs and they milled about without purpose or direction. The recent dead gazed about their homes and it was as if the whole land had become a deathly imitation of all that had gone before.

The Tomb-Kings were mightily angered to discover that they had been treated in this way - and there were a great many of them. Whole dynasties rose as one, ancient rivals and bitter enemies side by side. Old animosities stirred in their silent hearts. Fathers and sons, patricides, regicides, and usurpers whose sins had been forgotten long ago looked upon each other and once more remembered all that had gone before. But most of all their anger was reserved for Nagash. They saw the Black Pyramid and felt the dark winds of sorcery that blew about its shining black walls and understood that they had been betrayed.

From that day to this the waters of the red river Mortis have flowed from the mountains to the sea through the realms of the dead. From their tombs the Tomb-Kings have re-ordered their kingdoms. Their peoples, mostly interred without the benefit of royal magic, are little more than automatons. Undead armies wheel and manoeuvre with ingrained military instinct, continually re-fighting old wars or pursuing new ones amidst the dry deserts. The terrible spell that created them binds them to their land but offers no succour. Those that perish in battle rise each dawn whilst even those that are destroyed entire, burned to smoke or vaporised by sorcery, live on as spiteful spirits that can be heard in the wailing of the wind and groaning of great stones in the mountains. If the Tomb-Kings take any comfort it is only in the recreation of their ancient empires - a shadow of former existence that evokes memories of the lives that they once led.

Skeletons - thousands upon thousands of troops were buried alive in the great pits of the Kings of Khemri. In those days it was considered the duty of a warrior to follow his King even in death. Troops were interred in serried ranks complete with all the weapons needed to protect their lord in the next life - spears, swords and shields.

Skeleton Bowmen - many archers were buried with their masters together with a great stash of ammunition. They live again to send their flint, bronze and iron tipped arrows against the foe.



Skeleton Cavalry – these once gallant riders fight with spears and swords and ride the tattered remnants of finery that once distinguished them as squadrons of the royal household.

Skeleton Chariots – are the elite of the Tomb-Kings hordes. Once they were the nobles of the ancient land of Khemri, following their kings in glorious battle. Now they are imprisoned in a never-ending pursuit of a glory that they can never enjoy.

Carrion – the giant carrion birds of the mountains were once revered as holy creatures. It was said that after a battle the carrion would pluck the souls of the fallen from their bodies and carry them away to eternity. These birds were often mummified and placed in the tombs of the Kings. Now they are bound by the spells cast upon them and serve the armies of the Tomb-Kings.

Bone Giant – when the Liche-Priests built the tombs of the Kings of Khemri they realised how much more effective it would be to employ larger and stronger creatures to do all the heavy lifting. To this end they created giants from the bodies of animals and men - abominations that they filled with magical life of a simplistic and short-term kind. Once the tombs were complete any giants that remained would be cast aside into the brimming charnel pits their purpose complete. When Nagash cast his terrible spell of awakening the giants crawled faithfully from their pits - bizarre amalgams of bone and sinew with sufficient awareness to do only the most rudimentary tasks.

Sphinx – to protect their masters throughout their journey to eternity the Liche-Priests wrought statues of guardian creatures such as the Sphinx, Scorpion, or the strange beings called Ushabti. These statues were fashioned from stone, wood, bones, flesh and certain magically potent organs. They were placed within the tombs of the Kings to guard the sacred body. When Nagash cast his great spell his evil magic combined with the spells of the Liche-Priests breathing life into the Sphinx and other guardian creatures.

A selection of Undead forces



Skeleton Cavalry



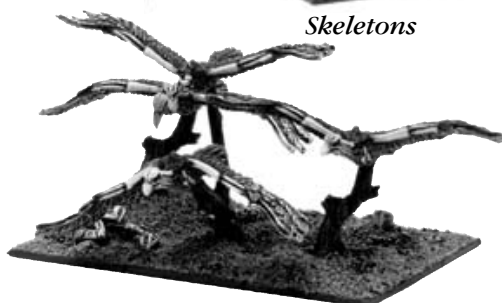
Bone Giant



Skeletons



Sphinx



Carrion

Skull-Chukka – when the Tomb-Kings awoke they ordered the more obviously cognate of their undead slaves to rebuild the cities of old and fill them with the carts, boats, markets and other things that they remembered from life. As no trees grow in the land of the dead all these things must be made from stone or bone. The same is true of the gigantic catapults constructed to bombard the armies and cities of the Tomb-Kings' rivals. The heads of fallen foes make effective ammunition. The dry-screams of living skulls can be heard as they are propelled through the air spreading confusion amongst the enemy ranks.

Bone Thrower – as with the larger artillery pieces the undead build smaller bolt throwing machines and for the same reasons their chief material is bone. These machines are based upon those once used by the living armies of the Kings and long-since crumbled to dust.

Characters – The Tomb-King is the leader of the army and all its troops are the slaves and servants who accompany him in undeath. His chief and most trusted ministers are his Liche-Priests - wizards of great power whose sole job in life was to prepare the King's tomb and ensure his lasting immortality. When a King died his Liche-Priests would continue to perform rituals of immortality in his mortuary temple until they too died when they would be interred along with their master - often together with their own slaves, sacred guardians, chariots and treasured possessions.

Zombie Dragon – though always rare Dragons were once much more numerous than they are today. The rulers of Khemri prized them above everything except the eternal life that was their royal due. If a King was lucky enough to own a Dragon then it would invariably be slain and laid beside him as the greatest of his scared guardians. If a Dragon should perish before its owner then its body would be carefully mummified and laid in his tomb to await its master.

Undead Tomb Kings Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Skeletons	Infantry	2	3	6+	-	3	30	2/-	-
Skeleton Bowmen	Infantry	2/1	3	0	-	3	45	2/-	-
Skeleton Cavalry	Cavalry	2	3	5+	-	3	60	-/-	-
Skeleton Chariots	Chariot	3/1	3	5+	-	3	110	-/3	-
Carrion	Monster	2	3	6+	-	3	65	-/1	*1
Bone Giant	Monster	6	4	4+	-	1	125	-/1	*2
Sphinx	Monster	4	6	3+	-	1	150	-/1	*3
Skull Chukka	Artillery	1/3	3	0	-	1	85	-/1	*4
Bone Thrower	Artillery	1/1 per stand	2	0	-	2	65	-/1	*5
Tomb King	General	+2	-	-	9	1	130	1	*6
Liche Priest	Wizard	+1	-	-	8	1	90	-/2	*7
Zombie Dragon	Monstrous Mount	+3	-	-	-	-	+100	-/1	*8
Liche Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	*9

Special Rules

ARMY RULES

Undead troops are quite beyond any feelings of revulsion, fear, trepidation or anything else for that matter. They are dead and as such nothing holds any real terror for them. Conversely the spells that bind them to life allow only the most rudimentary or specialised intelligence. The following rules apply to all units.

Undead units never act on initiative. An Undead unit only moves in the Command phase if given orders (except Carrion who can also home back as noted below).

Undead units are unaffected by the -1 Command penalty for enemy within 20cm.

Undead units are unaffected by the -1 Combat penalty for fighting terrifying troops.

Undead units are unaffected by the Confusion rule - they cannot become confused for any reason.

SPECIAL RULES

1. Carrion can fly. Note that Carrion can always return to a character by homing back at the start of the Command phase. No order is required to do this.

2. Bone Giants cause terror. When a Tomb-King gives an order to a Bone Giant or a brigade that contains a Bone Giant there is a -1 Command penalty. There is no penalty when a Liche-Priest gives an order.

3. Sphinx. Because the Sphinx has so many hits (6) we must consider the possibility of hurting the Sphinx and reducing its effectiveness in subsequent turns. Therefore, if a Sphinx has accumulated 3-5 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Sphinx is badly hurt all accumulated hits are discounted and its maximum Hits and Attacks are halved for the rest of the battle (to 3 Hits and 2 Attacks).

4. Skull Chukka. The Skull Chukka is a Stone Thrower (as Rock Lobber) but with the following additional rule. When a unit is driven back as a result of hits scored by a Skull Chukka, then any dice rolled in respect to those hits will cause Confusion on the roll of 4, 5 or 6 (rather than 6 as normal). Note that if a unit has taken other hits as well it will be necessary to roll the Skull Chukka dice separately. See the Artillery and Machines section of the rulebook for the Stone Thrower (Rock Lobber) rules.

5. Bone Thrower. The bone thrower is a bolt-thrower as described in the Artillery and Machines section of the rulebook.

6. Tomb King. The Tomb King is empowered by the spells cast upon him when buried. He can use this power to increase the Combat Attacks value of all the stands in one unit within 20cm by +1 for the duration of one Combat phase. This ability can only be used once per battle.

7. Liche Priests cast spells like other wizards.

8. Zombie Dragon. A Tomb King or Liche Priest can ride a Zombie Dragon. A Dragon can fly increasing its rider's move from 60 to 100cm and it adds +3 Attacks to those of its rider. Zombie Dragons have a special shooting attack - they can belch corrosive breath! This attack can only be used if the Dragon riding character has joined a unit but is not engaged in combat. A character that has not joined a unit cannot use the Breath attack. The corrosive breath has a range of 20cm. It can be directed against one target as normal and has 3 Attacks worked out in the usual way. The Zombie Dragon is a terrifying creature - a unit that has been joined by a Dragon riding character causes terror in its enemies.

9. Liche Chariot. A Tomb King or Liche priest can ride a chariot. A character riding a chariot adds +1 to his Attacks.



Undead Spells

RAISE DEAD

5+ to cast
Range 30cm

At the Wizard's beckoning the mangled corpses that litter the battleground rise from the dead to continue the slaughter.

This spell can be cast upon a combat engagement taking place within 30cm of the Wizard. The spell can be cast regardless of whether the Wizard can see any units in the combat engagement or not. A single combat engagement can only be affected once by this spell in any turn regardless of how many units are involved in the combat. For purposes of deciding whether a combat is eligible as a target, combat engagements are as they appear in the Shooting phase when the spell is cast: so it is possible for pursuit or advances to bring two units of raised dead into the same engagement later on.

A Skeleton unit of three stands is created. The raised unit must be placed either so that it can fight in the combat engagement, or so that it can support a friendly unit that is already engaged. The unit can be placed to the enemy's front, side or rear edges, or lapped round as required to join the engagement. If there is insufficient room for the raised unit to contact the enemy, the unit must be positioned so that it touches at least one friendly unit that is already engaged. A raised unit can be placed so that it is supporting where opportunity permits. If it is impossible to position the unit so that it touches either enemy or friends then the spell cannot be cast. Raised dead do not count as charging in the first round of combat. Raised dead are ignored for working out victory points at the end of the game.

TOUCH OF DEATH

4+ to cast
Range - Touching

The Wizard's enemies crumble to dust as he smites them with the corrupting Touch of Death.

The Wizard can cast this spell if he has joined a unit in combat. The spell can be cast on any single enemy unit that it is touching the unit the Wizard has joined.

The target unit takes three attacks worked out in the usual way. Any hits scored are carried over into the first round of combat and count as having been struck in the first round for purposes of working out combat results.

DOOM AND DESPAIR

4+ to cast
Range 60cm

A dark cloud of doom and despair settles over the enemy, sapping their courage and dampening their warlike spirit.

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not.

The spell takes effect until the end of the opposing player's next turn.

Whilst the spell lasts the unit cannot charge and if engaged in combat will not pursue or advance. Even units that are otherwise obliged to charge, pursue, or advance will not do so if affected by Doom and Despair. Note that even other Undead are not immune - they are overcome by the ennui of the tomb!

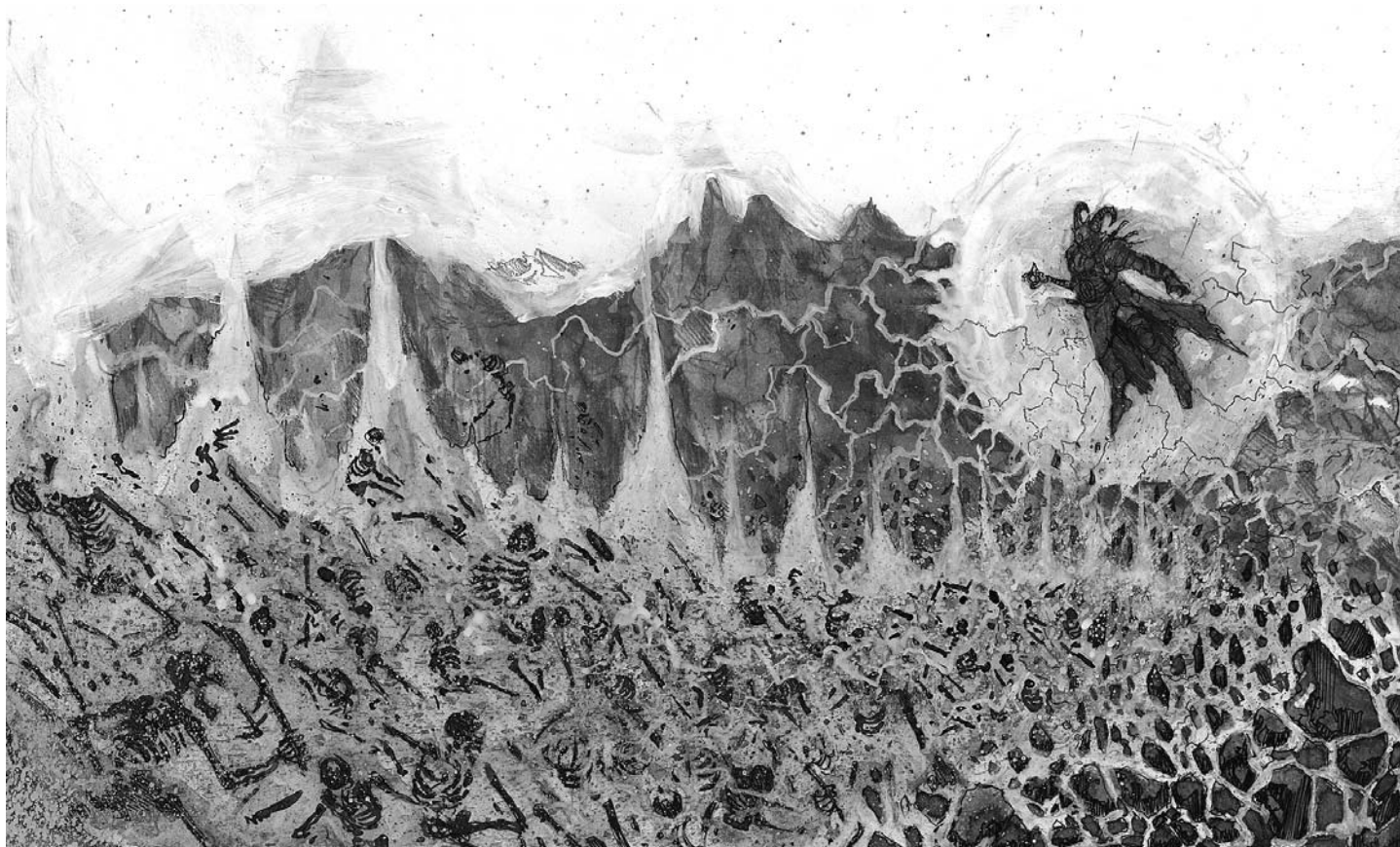
DEATH BOLT

5+ to cast
Range 30cm

A fearsome bolt of sorcerous lightning flies from the Wizard's outstretched finger tips and strikes an enemy unit.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Death Bolt is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Death Bolt as with ordinary shooting.



The Chaos Army

The tribes of the northlands are called Marauders by the civilised folk of the south. Their domain stretches across the great steppes and throughout the rocky land of Norsca and encompasses many savage tribes of men. These tribes can be divided into three main groups - the towering flaxen-haired Norse, the raven-haired and dark-skinned Kurgan, and the squat, powerfully built, horse-riding Hung. These peoples together make up the barbarian hordes of the north whose incursions to the south comprise the greatest threat to the civilised nations of the world.

All of these tribes worship the Dark Gods that others call the gods of Chaos but which the north men know under many names and in countless guises. Because they live close to the vast polar source of magic, the influence of magical energy is especially strong amongst them. Its warping power blows strongest close to the pole, and the Marauder tribes live within its domain. When the wind of magic blows hard it brings mutation and change to the people and their animals, strange deformed creatures shamble from the darkness, and daemons walk the land sustained by the magically enriched atmosphere. When the wind blows strongest all life is corrupted, or destroyed, and the northern tribes push south in response driven by what is both the will of the Dark Gods and a howling storm of magical energy.

Battle is a way of life to the hardy warriors of the northlands. They share their land with the most heinous of monsters and when otherwise idle they spend their time fighting each other. They are tough blood-thirsty barbarians at heart, but they are also respectful of the gods who, in their eyes, give them their strength and direct them to glorious conquest. To fight well is to honour the gods and glorify the tribe. Great warriors are taken in death to live amongst the gods and are worshipped as gods themselves. The tribes see themselves as agents of the Dark Gods, destined to triumph over the lesser people of the south, to destroy, sacrifice and ultimately to rule in the name of Chaos.

Although it is commonplace for raiding armies to trouble the lands of Kislev and the northern parts of the Empire, it is rare for the tribes to act in any cohesive way. When that does happen, usually due to an extreme outpouring of magical energy from the north, the whole civilised world is placed in the greatest peril. This has happened several times in the history of the world and most notably during what became known as the Great War against Chaos over two hundred years ago. Only the sudden and dynamic unification of the Empire and the aid of the High Elves of Ulthuan saved the human realms of the Old World at that time, though Kislev was devastated and the city of Praag destroyed.

Chaos Warriors – the strongest and greatest warriors of the tribes. They are dedicated wholly to battle and often blessed with bizarre mutations that mark them as favoured by the gods. They wear heavy iron armour and carry massive swords and axes. This may be either rough work made by the tribes themselves or the highly prized and extremely fine weaponry produced by Chaos Dwarfs and traded for furs, slaves and captive monsters.

Chaos Marauders – amongst the Marauder tribes all men are warriors. Their appearance varies from one tribe to another but all carry such weapons and armour as they can obtain. The Norscans live closest to the civilised lands of the west and are the most settled of the tribes. They are most likely to have swords, chainmail coats, and fine helmets which they either trade or make for themselves. The Kurgan are nomadic warriors who travel the plains upon vast wagons pulled by strange beasts. Metal is rare and precious amongst them, ordinary warriors having armour and clothing made from tough leather studded with iron or bronze. The Hung are the most eastern of the tribes and they are famous horsemen. Only the poorest amongst them would normally fight on foot and they wear clothes trimmed with fur and helms decorated with flowing horsetail crests.

Ogres – the valleys of the northern parts of the Mountains of Mourn are ruled over by Ogres. They are more resilient to the corruption of magic than men. They care little for the affairs of the Marauder tribes but will sometimes join them to raid for slaves and food (which tends towards the same thing).

Trolls – are common monsters in the northlands and especially in the barren waste between Kislev and Norsca known as the Troll Country. There are all kinds of Trolls and they readily mutate under the influence of magic - but all are large, violent, and stupid. They are just one of the monstrous creatures that the Chaos armies make use of when opportunity permits. All Trolls can regenerate damage very quickly and this makes them especially difficult to kill.

Marauder Horsemen – some of the northern tribes are entirely nomadic and roam the vast plains between east and west. The most expert horsemen come from the eastern Hung, but many of the more easterly Kurgan tribes also favour fighting from horseback.

Chaos Knights – only a steed of exceptional strength and vitality is big or strong enough to carry a fully-armoured Chaos Warrior. Such steeds are highly prized and those that show the gift of mutation all the more so. Chaos Knights are the ultimate fighting warriors of the Chaos armies and amongst all mankind.

Chaos Hounds – are savage mutant warhounds - just one kind of mutant beast amongst many that live beneath the magically corrupted skies of the north. Although descended from hounds and wolves their mutations make them almost unrecognisable as such, they differ vastly in size and appearance one from another.

Chaos Chariots – are most common amongst the Kurgan tribes many of which are nomadic and which travel the northern plains on vast wagons drawn by whatever mutant monstrosities can be readily harnessed. Fighting from a chariot requires great skill. Horses are the most tractable creatures for drawing chariots but other mutant beasts are often pressed into service.

Harpies – can be seen in the northern skies soaring upon multi-coloured eddies of magic that swirl about the poles. They can spy battlefields from afar and come to feed upon the slain. They are great scavengers of the dead and it is said they can taste blood upon the wind from many miles distant. Though humanoid they are bestial in nature and more like mutant beasts than men. They follow the armies of Chaos and easy pickings. Harpies are not the only winged mutants of this kind but they are the most common.

Dragon Ogres – according to legend Dragon Ogres are kin to Dragons and are as old as the world itself. Supposedly when Chaos first came to the world the Dragon Ogres made a pact with the Dark Gods - exchanging their homage for eternal life. For most of the time the Dragon Ogres sleep in their caves on the highest mountain - emerging only during the most fearsome storms when howling gales of magic mix with the lightning and call forth the race of Dragon Ogres to honour their ancient pledge. Dragon Ogres are just one of the monstrous creatures, mutants and abominations, that sometimes serve the Dark Gods.

Chaos Spawn – are mutant humans of the most loathsome kind - creatures whose many and different mutations have turned them into monstrosities barely recognisable as once human. Such gross distortions of form may sometimes leave a mind intact and knowing, but mercifully this is not likely. Most spawn are insane babbling creatures, tormented and angry, ready to lash out with claw, tentacle and fang. Many can spurt acid, mucous, fire, boiling excrement or other vile fluids from one or more orifices. Amongst the Marauder tribes, warriors whose exposure to the mutating winds of magic has turned them to Spawn are revered and treated as especially favoured by the gods.

Characters – The armies of Chaos are formed from the tribes of Marauders and led by the Chieftains of those tribes - mighty Champions and Lords of Chaos who have been favoured by the gods with beneficial and powerful mutations such as iron-hard skin and huge physical strength. Sorcerers are favoured with magical powers - a very dangerous thing in a land where magic saturates the air and permeates the soil.

A selection of Chaos forces



Chaos Hounds



Chaos Knights



Daemon Prince



Chaos Warriors



Chaos Marauders

Chaos Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Chaos Warriors	Infantry	4	4	4+	-	3	150	1/-	-
Chaos Marauders	Infantry	3	3	5+	-	3	60	1/-	-
Ogres	Infantry	4	4	5+	-	3	105	-/1	*1
Trolls	Infantry	5	3	5+	-	3	110	-/3	*2
Marauder Horsemen	Cavalry	3	3	5+	-	3	90	-/4	-
Chaos Knights	Cavalry	4	4	4+	-	3	200	-/4	-
Chaos Hounds	Cavalry	3	3	0	-	3	30	-/2	-
Chaos Chariots	Chariot	3	3	5+	-	3	95	-/3	-
Harpies	Monster	2	3	6+	-	3	65	-/1	*3
Dragon Ogres	Monster	6	4	5+	-	3	250	-/1	-
Chaos Spawn	Monster	3/3	4	3+	-	1	110	-/2	*4
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Sorcerer	Wizard	+1	-	-	8	1	90	-/1	-
Chaos Dragon	Monstrous Mount	+3	-	-	-	1	+100	-/1	*5

Special Rules

1. Ogres. If an Ogre unit can use its initiative to charge an enemy unit of humans at the start of the Command phase then it must do so. This happens automatically and their commander can do nothing about it. 'Humans' encompasses all 'men' including Chaos Warriors and Marauders, but not Dwarfs, Elves etc.

2. Trolls. When trying to issue an order to a unit of Trolls or to a brigade that contains a unit of Trolls, there is always a -1 Command penalty. Trolls can regenerate wounds - in each round of combat *after* whole stands have been removed Trolls automatically regenerate one outstanding hit. If no hits are left over after removing whole stands then regeneration has no effect. Regenerated hits still count towards the combat result for the round.

Chaos Dragon – as with all races that are exposed to the distorting winds of magic Chaos Dragons can vary in appearance a great deal with multiple heads and limbs or bodies twisted into the most repulsive shape. Whether in thrall to the Dark Gods or merely the victims of corrupting magic - a Chaos Dragon is the ultimate mount for a Champion of Chaos.

3. Harpies. Harpies are based facing the long edge of the base in the same way as infantry, rather than the short edge like other monsters. Harpies can fly. A unit of harpies cannot be joined by a character.

4. Spawn. Spawn cannot be given orders in the Command phase unless they are part of a brigade that includes at least one unit other than Spawn. Spawn can act on their initiative as normal.

Spawn can be included as a bonus to the size of the brigade up to a maximum of one Spawn per non-Spawn unit. For example, 4 Chaos Warriors plus 4 Spawn counts as a brigade of 4 units - the 4 Spawn do not count towards the size of the brigade. Where several Spawn are brigaded with fewer non-Spawn units, then

only the additional Spawn count towards the size of the brigade. For example, 2 Chaos Warriors and 4 Spawn count as 4 units - 2 Spawn are included for 'free'.

Spawn cause terror in combat - enemies suffer the -1 Combat modifier for fighting terrifying creatures.

Spawn have a shooting range of 15cm and can shoot to the side or behind as well as to the front. Just measure the range from any stand edge, front, side or rear. They can therefore shoot at any enemy charging them from any direction.

5. Chaos Dragon. Generals, Wizards and Heroes can ride a Chaos Dragon. The Chaos Dragon can fly, increasing the rider's

move from 60 to 100cm, and it adds +3 Attacks to those of its rider. In addition the Dragon has a special shooting attack. It can breathe fire. This special attack can only be used if the rider has joined a unit and is not engaged in combat. A rider that has not joined a unit cannot use the Dragon's fiery breath to attack.

The Dragon's fire breath works as follows. The fire breath has a range of 20cm. It can be directed against one target as normal and has 3 Attacks worked out in the usual way.

The Chaos Dragon is a large terrifying creature. A unit that has been joined by a Chaos Dragon causes terror in its enemies and therefore imposes the usual Combat penalty.

Chaos Spells

BOON OF CHAOS

4+ to cast

Range - affects the unit he has joined

A dark power billows from the Sorcerer filling his troops with the destructive vigour of chaos.

This spell can be cast if the Sorcerer has joined a unit in combat. The spell affects the unit he has joined.

The effect lasts for the duration of the following Combat phase.

Every stand in the unit, including characters that have joined the unit, adds +1 to its Attacks value. As the Sorcerer must join the unit to cast the spell this includes the Sorcerer himself, but it is possible for other characters to join the unit as well, in which case the +1 is applied to whichever character fights.

ANGER OF THE GODS

4+ to cast

Range - affects enemy within 30cm

The anger of the chaos gods blots out the sun and sends clouds of rage scudding across the battlefield all around the Sorcerer.

The spell is cast upon the Sorcerer himself and affects all enemy units within 30cm of the stand.

The spell lasts until the end of the opposing player's following turn.

The spell affects the opposing army's ability to issue commands. All enemy units within 30cm of the Chaos Sorcerer suffer a -1 Command penalty. This penalty is applied when each order is issued: a unit might therefore be within 30cm of the Sorcerer for one order but not for a second, for example.

RAGE OF CHAOS

5+ to cast

Range 30cm

The Sorcerer screams a blasphemous litany to his dark gods. From the black gore that drenches the battlefield leaps a roaring daemonic shadow that fights with great madness and ferocity.

This spell can be cast upon a friendly unit that is engaged in combat and which is within range. The Sorcerer does not have to be able to see the target to cast the spell.

The affect lasts for the duration of the following combat phase and the indicated bonus attacks are added to the unit's total attacks each round.

The unit gains bonus Rage of Chaos attacks for the following combat phase. To determine the number of bonus attacks roll one D6 at a time and add the results together. The player can roll as many D6 as he wishes up to a maximum of 1 per stand in the unit. The player always rolls one dice at a time and can decide to stop at any point. However - if the player rolls a second or subsequent dice and scores the same value as any previously rolled dice, then the total Rage of Chaos attacks are directed against the targeted unit instead of its enemy. Rage of Chaos attacks that rebound in this way are struck only once in the first round of combat: they are not struck each round.

Example, $1 + 4 + 6 = 11$ extra attacks for the Chaos unit each round. $1+4+1 = 6$ Attacks upon the Chaos unit in the first round.

CURSE OF CHAOS

5+ to cast

Range 30cm

An arc of pure energy strikes the foe, wreaking monstrous changes, melting flesh and twisting bones into monstrous form.

This spell can be cast on an enemy unit. The Sorcerer must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Curse of Chaos is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Curse of Chaos as with ordinary shooting.



The Orc Army

Once Orcs ruled the whole of the Old World as well as the lands far to the east and south. The various tribes fought, conquered and absorbed each other in one huge glorious battle that lasted for countless centuries. 'Countless' because Orcs were and remain in a state of uncompromising savagery having mastered neither writing nor counting beyond three. This happily blood-thirsty state of affairs lasted until the human tribes united together with the Dwarfs to drive the Orcs from the lands west of the Worlds Edge Mountains. Subsequently, Orc tribes are mostly to be found in the Bad Lands to the south of the Old World and the Dark Lands to the east. There the great business of fighting amongst themselves continues to this day.

Orcs are the largest and most ferocious of the greenskinned races and they dominate the smaller Goblins and Snotlings almost completely. Despite this many independent Goblin tribes continue to live deep in the forests and mountains of the Old World as well as in the Worlds Edge Mountains and beyond. These smaller greenskins are far better adapted to life below ground and in the dense forests because they are smarter and more nimble-fingered than Orcs. This is why Orc tribes always include Goblin slaves to make armour and weapons, and do such practical stuff as Orcs either can't be bothered with or just don't understand. The smallest of these creatures are called Snotlings, tiny sub-goblins that live amongst and alongside their larger relatives. They are occasionally pressed to simple tasks but for the most part they are regarded as pests, treated like pets, or enthusiastically eaten - for all greenskins are cannibals though they prefer human flesh when they can get it.

The Orc way of life is war. Every Orc measures his worth by the number of enemies he has slain - and also the number of friends, for Orcs fight each other all the time. By fighting they establish which of them is best and this is reflected in their curious metabolism. The more dominant an Orc becomes the bigger he grows so it is always easy to see which Orcs are in charge and who is boss - just look for the big guy.

All Orcs want to be biggest and best, and the surest way to achieve this is to follow the biggest Orc and share in his success. Because the top chieftains are continuously fighting off rivals their reign does not usually last for very long. Nor is there any shortage of strong, young Orcs waiting to take a fallen chieftain's place. Thus Orc society is a genuine meritocracy where the best always rise to the top and stay there only so long as they can fight off the opposition.

There are an untold number of Orc tribes in the world and most are itinerant, surviving by a process of raiding and despoliation. If one chieftain proves very successful in this respect other chieftains will quickly throw in their lot with this up and coming warlord. A successful warlord's forces will therefore grow and will continue to grow until there are so many Orcs in one place they will either self-destruct in a mighty inter-tribal war or go on the warpath and invade one of the human lands to the west. A great invasion of this kind is known as a Waaagh. The great number of Orcs that make up the Waaagh generates a kind of unstoppable enthusiasm that sends the greenskins into a spree of killing and looting that only ends once the leader of the Waaagh has been slain. Because Orcs understand little or nothing of concepts such as retreat, consolidation, or holding territory, it is inevitable that a Waaagh will run out of steam eventually; the only question is how much destruction can it cause first.

Orc warriors - Orc warriors are dangerous and violent opponents whose weaponry consists of heavy ironmongery such as cleavers, crude axes and maybe a helmet for the fortunate. The Savage Orcs tribes of the Southlands are the most primitive - they often carry rude spears or just simple clubs.

Black Orcs - Black Orcs are the biggest and therefore the best Orc warriors - Orcs grow darker as they grow older but Black Orcs are a breed that are especially mean and aggressive. Black Orcs often dominate and take over other Orc tribes and always get the best wargear including any armour that's going as well as the heaviest and sharpest weapons.

Goblins - Goblins are small, cowardly creatures that enjoy fighting only when they vastly outnumber their enemy and preferably if they can attack from behind as well. There are many distinct tribes but they divide into three broad types. Common Goblins live in the plains and mountain valleys and wear clothes and carry weapons much as Orcs - they harness wolves either to ride or to pull chariots. Night Goblins live underground and wear long dark robes to protect their skin from the sun - they cultivate mutant mushrooms and herd the strange ball-shaped fungoid creatures called 'squigs'. Forest Goblins live deep in forests and wear dress made from fur and feathers - they often cover themselves with brightly coloured warpaint. When goblins fight they make a huge tightly packed huddle with everyone armed with whatever they can find, spears, clubs, swords, knives, bows, sticks, stones, etc.

Trolls - Trolls are especially stupid creatures more like animals than proper thinking creatures. Orc tribes will often feed and thereby gain the trust of these simple-minded monsters and they in turn learn to obey simple commands. Trolls don't really need weapons to fight but will often pick up a branch or make a primitive club from a rock. There are all manner of different Trolls - slimy-skinned River Trolls live in marshes and near water, Stone Trolls with stony-grey scales, mutated Trolls with two heads, and many more besides. All Trolls can regenerate damage very quickly and this makes them especially difficult to kill.

Ogres - Ogres are brutish creatures whose homeland is in the valleys of the mountains far to the east that are also home to various other kinds of giant. In fact Ogres are the smallest of the giant races - but they are still very large compared to humans. Ogres are notoriously fond of human flesh and will happily hire out their services to an Orc warlord if they get first dibs at the pickings. Fortunately Ogres aren't terribly keen on greenskin meat and they hardly ever eat any of their employers - well not all that often anyway.

Boar Riders - Orcs consider the ferocious giant Boar the ideal mount for these ugly beasts are almost as irascible and pig-headed as they are. Boar riders are equipped much as ordinary Orcs or savage Orcs in the lands to the south.

Wolf Riders - the ordinary Goblins of the plains have almost succeeded in taming wolves, which they ride enthusiastically to battle. Quite who is in charge - wolf or rider - is open to question. Riders carry the usual assortment of weapons and most have a bow that they can use to take pot-shots at the enemy from a distance. Although Forest Goblins do not ride wolves they do ride the larger of the giant spiders that they otherwise cultivate for both food and for their dangerous venoms.

Wolf Chariots - as well as riding wolves Goblins also harness them to chariots - which annoys the wolves something terrible. Occasionally some bright spark will try harnessing boars to a chariot instead but this is generally considered suicidal. There are few enemies that can stand before a chariot charge and these wild charioteers are amongst the most effective goblin troops.



Giants – Giants are extremely large, huge, monstrously big, but thankfully not too smart. They also have a fondness for strong beer that means they spend most of their time in a state of complete befuddlement.

Rock Lobber – the Rock Lobber is a primitive but extremely effective stone throwing machine. Such huge constructions can be counter-weight engines but are just as likely to be powered by a Troll pulling on a chain - only the smartest Trolls are suitable for such challenging work.

Characters – Orcs and Goblins hold to the notion that biggest is best and visa versa - it's a crude notion of authority but it works well enough. The army's general will be whichever Orc Warlord is the biggest and most powerful. Lesser and aspiring Warlords and their lackies swell the ranks of heroes. Shamans have a special and occasionally respected role in the tribes as doctors, magicians, fonts of wisdom (of a kind), fortune tellers, and living

links between the everyday world and the 'Great Green' world of the gods Gork and Mork.

Wyvern – Wyverns are large flying reptiles much like dragons in appearance but lacking front limbs. They breed in eyries high in the Worlds Edge Mountains. Newly hatched chicks are highly prized amongst greenskins for they can be hand reared (hands often ending up as food along with eyes, noses, ears, etc) and presented as mounts to the most powerful warlords. Frequent and enthusiastic brutalisation will eventually produce a creature that can be ridden by a determined and brave individual with a good head for heights.

Chariot Mounts – Orc and Goblin leaders often ride chariots drawn by either snorting Boars or swift Wolves. Night Goblins with especially strong stomachs have been known to attempt to harness mutant Squig beasts.

A selection of Orc forces



Goblin Wolf Chariots



Orc Hero on Wyvern



Orc Boar Riders



Goblin Wolf Riders



Orc Giant



Orc Characters



Orc Rock Lobber

Orc Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Orc Warriors	Infantry	4	3	6+	-	3	60	2/-	-
Black Orcs	Infantry	4	4	5+	-	3	110	-/1	-
Goblins	Infantry	2/1	3	0	-	3	30	2/-	*1
Trolls	Infantry	5	3	5+	-	3	110	-/3	*2
Ogres	Infantry	4	4	5+	-	3	105	-/1	*3
Boar Riders	Cavalry	4	3	5+	-	3	110	-/-	-
Wolf Riders	Cavalry	2/1	3	6+	-	3	60	-/-	*4
Wolf Chariots	Chariots	3	3	6+	-	3	80	-/3	-
Giant	Monster	8	8	5+	-	1	150	-/1	*5
Rock Lobber	Artillery	1/3	3	0	-	1	75	-/1	*6
Orc General	General	+2	-	-	8	1	95	1	-
Orc Hero	Hero	+1	-	-	8	1	80	-/2	-
Orc Shaman	Wizard	+0	-	-	7	1	45	-/1	-
Goblin Hero	Hero	+1	-	-	7	1	45	-/2	-
Goblin Shaman	Wizard	+0	-	-	6	1	30	-/1	-
Wyvern	Monstrous Mount	+2	-	-	-	-	+80	-/1	*7
Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	*8

Special Rules

1. Goblins. A Goblin unit is allowed to shoot as if it had bows but its range is reduced to 15cm.

2. Trolls. When trying to issue an order to a unit of Trolls or to a brigade that contains a unit of Trolls, there is always a -1 Command penalty. Trolls can regenerate wounds - in each round of combat after whole stands have been removed Trolls automatically regenerate one outstanding hit. If no hits are left over after removing whole stands then regeneration has no effect. Regenerated hits still count towards the combat result for the round.

3. Ogres. If an Ogre unit can use its initiative to charge an enemy unit of humans at the start of the Command phase then it must do so. This happens automatically and their commander can do nothing about it. 'Humans' encompasses all 'men' including Chaos Warriors and Marauders, but not Dwarfs, Elves etc.

4. Wolf Riders. The Wolf Riders' range is restricted to 15cm. Wolf Riders can shoot behind or to the side as well as to the front. Just measure the range from any stand edge, front, side or rear. They can therefore shoot at enemy charging them from any direction.

5. Giants. Giants must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you so wish. If you attempt to give an order to a Giant and fail then you must take a test to see what it does. Ignore potential blunders - these are taken into account by the following rules. Roll a dice and consult the Giant Goes Wild chart. Where Giants are brigaded together roll for each separately.

Giants have a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing its effectiveness in subsequent turns. Therefore, if a Giant has accumulated 4-7 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Giant is badly hurt all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks). A Giant causes terror in its enemies.

6. Rock Lobber. See the Artillery and Machines section of the rulebook.

7. Wyverns. Generals, Wizards and Heroes can ride Wyverns. A Wyvern can fly, increasing its riders' move from 60 to 100cm, and it adds +2 Attacks to those of its rider. A unit that includes a Wyvern rider causes terror in its enemies.

8. Chariots. A General, Wizard or Hero can ride a Chariot. A character in a chariot adds +1 to his Attacks.

Giant Goes Wild Chart

D6	On no! What's he doing now!
1	The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey.
2	Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat the Giant will hold his ground.
3	The Giant picks up a rock, tree, abandoned cart, outhouse or whatever comes to hand and throws it at the closest unit - friend or foe - that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
4	The Giant moves straight forward at full pace in the direction he is facing in. If he reaches an enemy unit he will attack as normal. If he reaches a friendly unit he will walk straight through and out the other side if there is room and he has sufficient move. If he reaches a friendly unit and does not have sufficient move or enough room to walk all the way through then he halts on contact. A friendly unit that is walked through or contacted in this way instantly becomes confused for the remainder of the Command phase. Such a unit ceases to be confused at the end of the Command phase along with other confused units.
5	The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe he will attack as normal. If friends are in the way he will walk through them causing confusion as described above.
6	The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling his Attacks value in the first round of combat.

Orc Spells

FOOT OF GORK

6+ to cast
Range 50cm

A gigantic spectral green foot descends from the heavens with a mighty thunk, crushing the enemy to pulp and grinding their bones into the dirt.

This spell can be cast on any unengaged enemy unit within range regardless of whether the Shaman can see it or not. The spell cannot be cast on a unit engaged in combat.

The unit suffers six attacks worked out in the usual way. A unit cannot be driven back by the Foot of Gork (Gork's foot descends from above!).

GOTCHA!

5+ to cast
Range 30cm

With a mighty heave a huge green fist erupts from the Shaman's gaping mouth and strikes all within its path.

Draw an imaginary line 30cm long from the Shaman's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, eg over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by a Gotcha as with ordinary shooting (even including friends). Engaged units cannot be driven back by the Gotcha but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

GERROFF!!!

5+ to cast
Range 60cm

The voice of Gork booms out across the battlefield driving back his foes with a rancid gale force yell.

This spell can be cast on any unengaged enemy unit within range regardless of whether the Shaman can see it or not. The spell cannot be cast on a unit engaged in combat.

The enemy unit is driven back 5 x D6cm towards its own table edge. This is treated in the same way as a drive back from shooting, except that the direction is established by determining the shortest route to the table edge. A unit cannot be routed by a drive back from a Gerroff spell. If the unit leaves the table edge it must roll as described in the main Warmaster rules (See Movement p19-23).

WAAAGH!

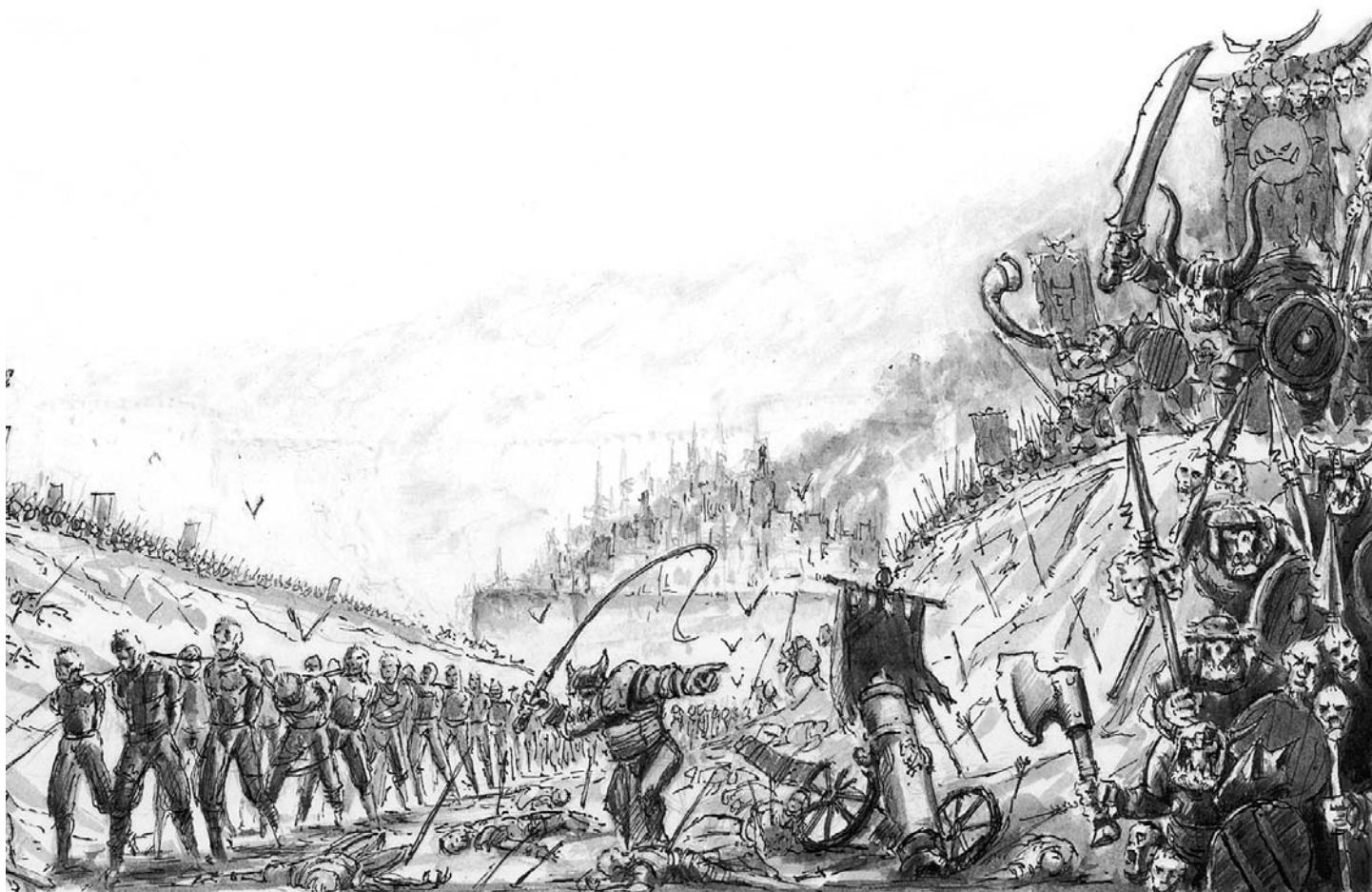
4+ to cast
Range 30cm

The shaman summons the power of the mighty Waaagh! to invigorate the greenskins.

This spell can be cast on a friendly unit of Orc or Goblins engaged in combat; including Black Orcs, Wolf Riders, Boar Boyz and any type of Orc or Goblin troops but not Trolls, Ogres, Giants or other non-greenskins. The spell can be cast regardless of whether the Shaman can see the target or not.

The spell lasts for the duration of the following Combat phase.

Every stand in the unit, including characters that have joined the unit, adds +1 to its Attacks value.



The High Elf Army

The Elven Kingdoms are the most ancient and cultured of all the world's realms aside from those of the cold-blooded Lizardmen races. Long before the crude townships of men took shape the Elves were building glittering cities in the island-continent of Ulthuan. Soon more cities arose in their colonies throughout the world. After millennia of habitation many of these cities still exist. They are graced by fantastical towers, sweeping arches, and a thousand other wonders undreamed of by mankind. Within soaring spires the High Elves pursue their age-long studies of art, sorcery and the world both natural and otherwise.

The Elven mind is not only keen but is matched by a near perfect physique and extraordinary longevity. Elves resemble men but are taller and more elegantly proportioned with long athletic limbs. They have lean, intelligent and handsome faces with delicately pointed ears and entrancing almond shaped eyes. It has been said that their swift precise movements make the most graceful human seem oafish in comparison. These qualities make them dangerous warriors as well as unparalleled craftsmen and sorcerers.

Elves are not warlike by nature as are, for example, Orcs and even Dwarfs and men to some extent. However they are proud - some say arrogant - and ultimately confident in their purpose. Thousands of years ago the Elves and Dwarfs fought a long and bitter war over possession of the Old World - a war fuelled by pride and suspicion on both sides. This war weakened the two races to such an extent that both were nearly destroyed as a result. Much of the Dwarf realm was subsequently overrun by greenskins, the Elves were driven from their cities in the Old World, and the Elven homelands were plunged into the devastating civil war known as The Sundering. Elves and Dwarfs have never forgotten that war and it remains a source of recrimination and antagonism between them to this day.

Although their strength is less than it once was the Elven Kingdoms constitute the greatest bastion against Chaos in the world. Millennia ago - when the Age of Chaos began - the most adept of the High Elf Mages constructed a gigantic vortex of power at the centre of the island-continent of Ulthuan at the heart of the Elven Kingdoms. The purpose of this vortex was to draw magical energy out of the world, which was at that time overrun with daemons and other wholly sorcerous creatures. By means of a system of magical standing stones arranged around the circular island like a spider's web, the power of Chaos was gradually drawn away and stability restored. The Daemon armies were destroyed or banished back to the Realms of Chaos from which they had come. This is a burden that the High Elves carry to this day. Were Ulthuan and its vortex to fall the world would be quickly consumed in magic and mortal creatures would cease to exist - at least in any form recognisable as such.

The Elven Kingdoms remain eternally alert to the threat of Chaos. They are the undisputed masters of the seas and have fortresses situated all over the globe at strategic positions. There they wait and watch the lights of magic playing upon the northern skies, and prepare for the next battle against the forces of Chaos. However, their numbers are fewer now than ever, and the burden of defence grows ever more heavy. For this reason the Elves regard the human realms as vital to the eternal battle against Chaos, for if the human realms fell it would be only a question of time before Ulthuan itself would be overwhelmed by the tides of Chaos.

Spearmen – the majority of Elves fight as a closely coordinated body of spearmen with scale armour, long elegant shields, and tall helms. There are numerous bodies of troops that fight with other weapons - usually associated with a particular region or City of Ulthuan - for example the cloaked Phoenix Guard, the Lothorn Seaguard, the White Lions, and the warrior-mystics called the Swordmasters of Hoeth.

Archers – Elves are keen sighted and their archers are the finest in the whole world - this is the preferred weapon for many High Elves. The most famous of them all are the dispossessed Shadow Warriors - the wandering remnants of the people of Nagarythe that was destroyed during The Sundering.

Silver Helms – the nobility of Ulthuan fights as mounted warriors. They are called Silver Helms; a reference to their tall gleaming helmets. The most distinct of these noble cavalry are the ancient families of Caledor who wear armour fashioned to resemble dragon scale; as the royal families of Caledor once rode dragons to battle. These distinct warriors are known as the Dragon Princes.

Reavers – these are lightly armoured bow-armed cavalry and the most skilled of them come from the land of Ellyrian which is famous for its horsemanship. They are responsible for patrolling the shores of Ulthuan, watching for attack, and carrying warning of invasion to the peoples of the towns and cities.

Chariots – the charioteers of Tiranoc persist in this ancient and to some extent outmoded means of waging war. It is a tradition that they cling to all the more fiercely because so much of their land was destroyed during The Sundering.

Giant Eagles – the Giant eagles of Ulthuan are sentient creatures that guard the passes through the Annulli mountains that divide Ulthuan's inner and outer coasts. Learned Mages can speak to the Eagles who are the eyes and ears of Ulthuan.

Dragon Rider – in ancient times the Dragons of Ulthuan were numerous and the Elves rode to war upon the backs of fierce fire-breathing drakes. Those times are long gone. The few dragons that remain sleep in caves deep in the mountains of Caledor and can be awoken only rarely and then only for brief periods. Only in times of greatest need would a Dragon be roused for they are a precious and dwindling resource against Chaos.

Elven Bolt Thrower – the Elves have created a variety of bolt throwing engines which they employ on their fast ships or to defend their towering fortifications. Light versions of these weapons can be deployed from ship to land and used to support an Elven army.

Characters – the High Elves possess the greatest and keenest minds of all humanoid races and have a strong tradition of military leadership. Unsullied by greed, ambition, or cruelty, their noble sense of mutual respect and working for the common good means that the High Elven army is the most mobile and most easily co-ordinated fighting force in the world. As if their generalship were not enough, they are also the most adept of all sorcerers with a capacity for magic that puts mere humans in the shade.

Elven characters can also ride a wide variety of mounts including Giant Eagles, Chariots and even Dragons.



High Elf Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Spearman	Infantry	3	3	5+	-	3	60	2/-	-
Archers	Infantry	3/1	3	6+	-	3	75	1/-	*1
Silver Helms	Cavalry	3	3	4+	-	3	110	-/-	-
Reavers	Cavalry	3/1	3	6+	-	3	100	-/3	*1
Chariots	Chariot	3	3	5+	-	3	95	-/3	-
Giant Eagles	Monster	2	3	6+	-	3	70	-/1	*2
Dragon Rider	Monster	6/3	6	4+	-	1	300	-/1	*3
Elven Bolt Thrower	Artillery	1/3	2	0	-	2	65	-/1	*1,4
General	General	+2	-	-	10	1	180	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Wizard	Wizard	+0	-	-	8	1	90	-/1	*5
Giant Eagle	Monstrous Mount	+2	-	-	-	-	+20	-/1	*6
Dragon	Monstrous Mount	+3	-	-	-	-	+100	-/1	*3
Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	*7

Authors Note. The Dragon Rider option has always been intended to be expensive relative to its actual effect - the cost has none-the-less been reduced from 350 to 300 to make it a more attractive option than previously. The reason for its high cost is simply that the Dragon unit was never intended to be a viable option in standard games where it will always dictate the course of the battle in an overbearing (and often dull) fashion. Instead, it was intended to provide an option for scenarios where its abilities would justify its expense. Given that it is the same model as the character mount, its inclusion as a unit is a 'bonus' in terms of the available range of troops. The reduction in cost is hopefully enough for players to consider its use in some battles but not all - for it is not felt to be in anyone's interests to turn the High Elf Army into a huge flying monster accompanied by characters and a few token units inevitably reduced to the role of monster-support.

Special Rules

1. Archers/Reavers/Elven Bolt Throwers. High Elf shooters add +1 to their dice roll when making Shooting attacks. They will therefore score a hit against targets in the open on a 3 or more, against targets that are defended on a 4 or more, and against fortified targets on a 5 or more. Note this does not apply to Dragon Fire - see below.

2. Giant Eagles. Eagles can fly.

3. Dragons. Dragons can fly. Dragon Rider units and any other units that include a Dragon riding character cause terror in their enemies.

Because Dragon Riders have a great many hits (6) which are difficult to inflict even during a lengthy combat engagement, we must consider the possibility of hurting the Dragon and reducing its effectiveness in subsequent turns. Therefore, if a Dragon Rider has accumulated 3-5 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Dragon has been badly hurt all accumulated hits are discounted and its maximum hits value and Attacks are halved for the rest of the battle (to 3 Hits and 3 Attacks).

Generals, Wizards and Heroes can ride Dragons. A Dragon can fly increasing its rider's move from 60 to 100cm. An extra +3 Attacks

are added to those of its rider. A Dragon can breath fire if the character has joined a unit that isn't engaged in combat. A Dragon ridden by a character can't breath fire if it is not part of a unit.

Dragon Fire

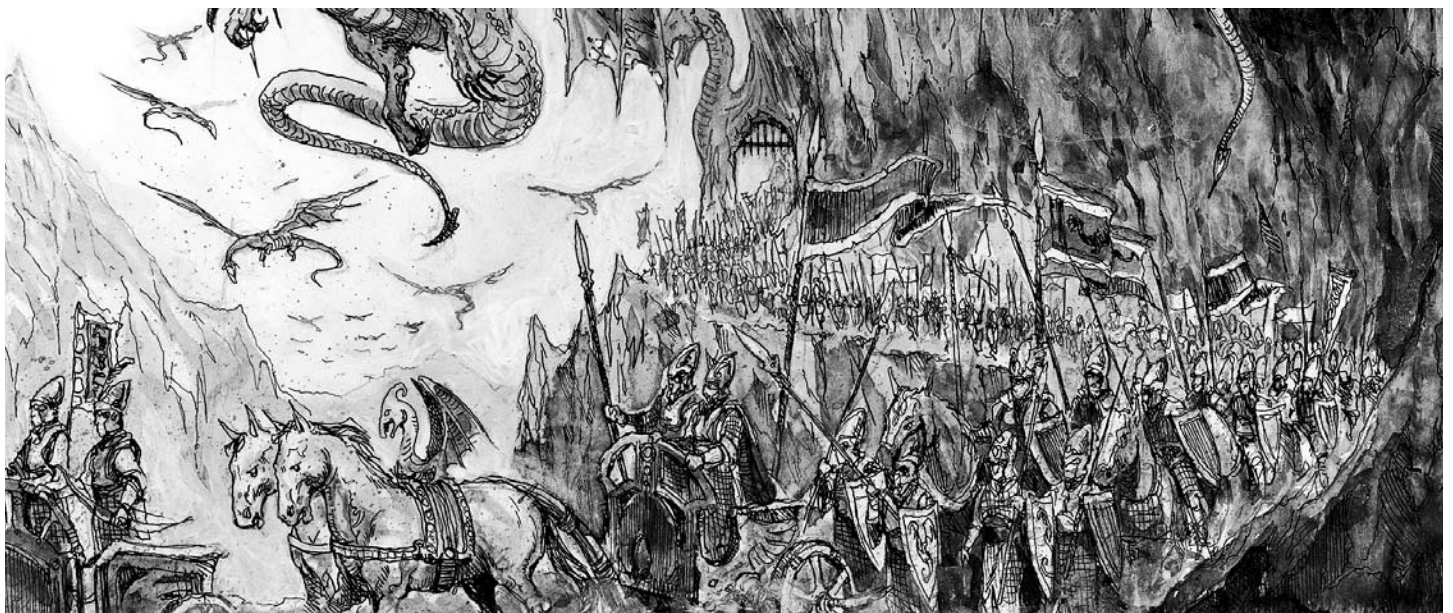
Dragons can breathe fire. This applies both to a unit of Dragon Riders and to Dragons ridden by characters that have joined a unit of troops. Dragon fire works as follows. The fire breath has a range of 20cm. Breath can be directed against one target as for normal shooting and has 3 Attacks that are worked out in the usual way at 4+ to hit.

4. Elven Bolt Thrower. See Artillery and Machines (p69).

5. Wizard. High Elf Mages are especially powerful wizards and to represent this can re-roll a failed spell on any dice result except a 1. If a spell is failed because a 1 is rolled then no re-roll is permitted.

6. Giant Eagle Mount. Generals, Wizards and Heroes can ride a Giant Eagle. An Eagle can fly increasing its rider's move from 60 to 100cm. An extra +2 Attacks are added to those of its rider.

7. Chariot Mount. Generals, Wizards and Heroes can ride Chariots. An extra +1 Attack is added to those of its rider.



High Elf Spells

STORM OF STONE

6+ to cast
Range 30cm

The ground erupts around the Mage, and a hail of stones, rocks and dirt hurls itself upon his foes.

This spell affects every enemy unit within range.

Every enemy unit within range takes D3 Attacks worked out in the normal way. Roll separately to determine the number of attacks on each enemy unit. Unengaged units are not driven back by the Storm of Stone (the assault comes from the ground beneath their feet). Engaged units carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

LIGHT OF BATTLE

5+ to cast
Range 30cm

A radiant light shines forth upon the Mage's companions filling them with magical vigour.

This spell affects every friendly unit within range.

The spell lasts for the duration of the following Combat phase.

Every unit and every character that has joined a unit gains a bonus +1 attack. These attacks can be allocated to any stand in the unit and can be allocated to a different stand in each combat round.

HEAVEN'S FIRE

4+ to cast
Range 30cm

The mage imbues the Elven archers with an unearthly swiftness enabling them to rain death upon the enemy.

This spell can be cast upon a friendly unit of unengaged missile-armed infantry or cavalry within range. It cannot be cast on artillery. The Mage does not need to be able to see the friendly unit nor their intended target.

When the Heaven's Fire spell is cast on a unit, it can shoot twice that turn instead of once. If it has already shot that turn it can therefore shoot again immediately. If it has yet to shoot it can shoot twice. When a unit shoots twice due to Heaven's Fire the second shot is always at a -1 penalty and will therefore hit on a 4+ (as High Elves normally get a +1 and therefore hit on 3+ against targets in the open).

HAIL OF DESTRUCTION

5+ to cast
Range 30cm

A hail of fiery arrows flies from the Mage's outstretched finger tips and strikes an enemy unit.

This spell can be cast on an enemy unit. The Mage must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Hail of Destruction is treated like three ordinary shooting attacks (4+ to hit) except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Hail of Destruction as with ordinary shooting.

A selection of High Elf forces



High Elf Silver Helms



High Elf Spearmen



High Elf Chariots



High Elf Dragon Rider

The Dwarf Army

The Dwarfs live in fortified subterranean strongholds in the mountainous regions of the Old World. Beneath these near impregnable fortresses they have dug thousands of miles of tunnels, shafts, mines and galleries. The Worlds Edge Mountains are riddled with Dwarf delvings and constitute a hidden underground realm as large in extent as any human kingdom. The adjoining Grey Mountains and Dragonback ranges are also home to Dwarfs and there are scattered settlements in most of the mountainous regions of the Old World.

Dwarfs are attracted to these bleak places by hidden mineral wealth and especially gold. Dwarfs are utterly besotted with gold. They are also quite enthusiastic about gemstones and other rare and precious metals - but most of all they love gold! Dwarfs sing songs about gold, dig through solid rock to find gold, and spend endless happy hours counting the gold they possess. There are hundreds of different Dwarfish words for gold and new ones are being coined all the time. A Dwarf who finds himself in the presence of large amounts of the yellow shiny stuff can easily go 'gold crazy'. Such an individual may become insanely violent, even going so far as to attack his friends and family who he believes to be "after me gold". Given this strong materialistic streak it is not surprising that Dwarfs are such keen traders and merchants. They are always willing to do business with other races - though only on cash terms - gold always acceptable.

Dwarfs are shorter and far stouter than men or elves. They are also much stronger and more resilient. They consider humans and elves to be gangling weaklings liable to be blown over in a decent breeze. Dwarfs are expert craftsmen, especially when it comes to metal work, smithying, gem-cutting and jewellery making. Despite their cumbersome appearance they are astonishingly skilful at making fine, intricate mechanisms such as locks, concealed drawers, and hidden doorways. They are adept stonemasons and take great pride in their ability to build to last. Indeed, the phrase 'Dwarf-built' is a byword for indestructible, whilst the Dwarfish word for 'shoddy' translates quite literally as 'man-made'. Even the Elves consider Dwarf metalcraft the finest in the world. Elves are less appreciative of Dwarf taste, which they consider to be extra-ordinarily gaudy and vulgar.

Before the coming of men the Elves established colonies in the Old World so that they could trade with the Dwarfs. For many years the two races benefited from this arrangement and both peoples flourished. However, differences in temperament doomed the relationship to inevitable failure. The Dwarfs saw the Elves as arrogant and effeminate. The Elves thought the Dwarfs brutish and vulgar. If Elves had been more tactful and Dwarfs less prickly things might have turned out differently. But it was not to be. Once war began both sides were too proud to concede defeat.

After hundreds of years of continuous warfare both races were exhausted. The Elves returned to Ulthuan and abandoned the Old World. The Dwarfs considered themselves the victors but their numbers were so depleted that their empire could barely defend itself. It was at this point that hordes of greenskins and ratmen attacked the Dwarf realm from above and below. Many strongholds were destroyed and others damaged. The once sprawling underground empire was reduced to embattled enclaves in the mountains.

Today the Dwarf realm is much reduced in size and population. Men have established themselves on the lands once fought over by Dwarfs and Elves. The Dwarfs have learned to trade with men and the two races have forged a mostly peaceful relationship. It was a combined force of Dwarfs and men that finally drove the greenskins from the lands now known as the Empire. It was Dwarf craftsmanship that raised the first human cities. Relations with the Elves remain embittered. Dwarfs never forget injustices against their own kind and can bear a grudge practically forever.



They reserve their most heartfelt hatred for the greenskins and ratmen who have taken over the ruins of many strongholds that are rightful property of the Dwarfs.

Warriors – Dwarf warriors wear heavy mail coats and helmets, they carry sturdy shields and weighty axes, hammers and swords. Some Dwarf warriors wear fully enclosing armour of the heaviest kind for fighting in the enclosed tunnels beneath the ground: they are known as Iron Breakers. Because of the tendency for fights to break out underground Dwarf Miners are equally proficient with pickaxes as with more conventional weapons and sometimes fight so armed out of choice. Other distinct kinds of Dwarf warriors are Hammerers - professional bodyguards who favour that weapon over all others - and Long Beards. Long Beards are the oldest Dwarfs in a hold and can be recognised by their long beards and open contempt for all things modern.

Handgunners – Dwarf handgunners are often referred to as Thunderers. Dwarfs are the most expert weaponsmiths in the world and produce the finest and most reliable firearms. Although some Dwarfs do prefer to use crossbows, with which they are equally proficient, most favour handguns if only because they are impressively loud and create a good deal of smoke and flame.

Rangers – Rangers is the term used for Dwarfs who are the hardest and grimmest of a race that is notoriously hardy and grim. They spend their lives amongst the mountains and forests where they vengefully hunt down the enemies of Dwarfkind, slaying them in ambushes, traps, or open battle. They live for years in the wilds, rarely returning home even where they have homes to go to, surviving entirely by hunting and trapping. They wear less armour than regular Dwarf warriors so that they can move swiftly through the mountains and forests. They carry sturdy axes and crossbows combining both shooting and close combat skills.

Troll Slayers – Dwarfs are proud individuals and do not take at all well to disappointment, humiliation or failure. So strong is this tendency that many young Dwarfs take an oath to die heroically in battle rather than live on with whatever terrible personal shame they are forced to bear. These Dwarfs are known as Slayers or Troll Slayers. It is a very bad idea to ask a Slayer what made him become one - for whatever it was no Slayer will speak of it or let it become known. Of course, being Dwarfs and notoriously stubborn, even Slayers are determined to sell their lives as dearly as possible. So dearly in fact that some Slayers become famous for slaying trolls, giants, dragons and even daemons without managing to meet the heroic end that they crave. They are fiercely individualistic and although they band together with other Troll Slayers, rivalry between them is intense, and all the more so between different bands.

Cannon – Dwarfs are inventive and keen on machines - it is hardly surprising to find that they make the best and most reliable cannons in the world. Although most would be happy with this achievement, there are a few especially ambitious Dwarf engineers who are always trying to improve the design or make more effective artillery pieces. Amongst these are rocket launchers, sturdy bolt throwers, and gigantic catapults.

Flame Cannon – although Dwarf engineers attempts at creating innovative artillery are mostly unsuccessful for one reason or another there are a number of effective short range devices that have earned themselves a place in Dwarf military thinking. These are not always reliable - or effective - but are always loud and impressive. The most practical of these is the Flame Cannon which fires pressurised highly combustible and burning liquid over the enemy. Other devices fire steam or gas, or are kinds of primitive organ-type machine gun, or throw grenades, axes, or other kinds of missile. Dwarf engineers embrace such concepts with ill-advised glee.

A selection of Dwarf forces



Dwarf King



Dwarf Warriors



Gyrocopter



Dwarf Slayers



Dwarf Rangers



Flame Cannon

Gyrocopter – the Dwarf engineers guild numbers amongst its select membership some of the most eccentric and foolhardy of Dwarf kind. No few of these have attempted to build flying machines and such devices have been known to work – for a while at least. There are two main designs that have shown promise. The first of these is the heavier than air gyrocopter propelled by a rotor and powered by an intricate steam or alcohol fuelled engine. (Co-incidentally, alcohol tends to feature fairly highly in the lives of Gyrocopter pilots too, it being a common belief that if Grungni had intended Dwarfs to fly he would have given them wings.) The second kind of design is the lighter-than-air balloon or airship. These take various shapes and are held aloft by hot air or secret (highly volatile) gases.

Characters – Dwarfs are grim, determined and courageous individuals and Dwarf commanders carry an authority that far exceeds that of any human General. Dwarfs are intensely loyal to family, clan, and their lords - ultimately to the High King in Karaz-a-Karak. Any lord of a Hold or City might lead a force to battle. Clan chieftains and guild leaders will accompany him. Dwarfs are a down to earth kind of race that prefers honest toil and hard graft to airy-fairy nonsense like magic. Dwarfs don't use magical spells but their Runesmiths make powerful enchantments in the form of magical weapons and devices. When it comes to making magical weapons and cunning devices there are none able to match the skill of the Dwarfs.

Runesmiths Anvil – this is the great Anvil shaped altar upon which the greatest Runesmiths forge the most potent runes of power. The Anvil has the ability to draw magic from the environment so that the Runesmith can beat it into mighty runes.

Dwarf Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Warriors	Infantry	3	4	4+	-	3	110	2/-	-
Handgunners	Infantry	3/1	4	6+	-	3	90	-/-	*1
Rangers	Infantry	3/1	4	5+	-	3	110	-/2	*2
Troll Slayers	Infantry	5	4	0	-	3	80	-/2	*3
Cannon	Artillery	1/2	2	6+	-	2	90	-/1	*4
Flame Cannon	Artillery	1/2D6 + bounce	2	6+	-	1	50	-/1	*4
Gyrocopter	Machine	1/3	3	5+	-	1	75	-/1	*4
General	General	+2	-	-	10	1	155	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Runesmith	Hero	+1	-	-	8	1	90	-/1	*5
Anvil	Special	+1	-	-	-	-	+50	-/1	*6

Special Rules

1. Handgunners. A handgun shot can pierce armour far more easily than an arrow or a crossbow bolt. Therefore, count enemy Armour values as one worse than normal when shot by a handgun. So an armour value of 3+ counts as 4+, 4+ as 5+, and 5+ as 6+, whilst an Armour value of 6+ can't save against a handgun.

2. Rangers. Although they are infantry the exceptional mobility of Dwarf Rangers means that they can pursue any type of retreating enemy in the same way as, for example, cavalry.

3. Troll Slayers. A Troll Slayer unit will always use its initiative to charge an enemy if possible and cannot be given orders instead. They will never use their initiative to evade. Two or more Troll Slayer units cannot be given the same brigade order - only a single Troll Slayer unit can ever be included in a brigade. Troll Slayers cannot be driven back by shooting and never roll for drive backs. Troll Slayers must pursue or advance if victorious in combat where they are permitted to do so. Troll Slayers are unaffected by enemy that cause terror in combat - they don't suffer the -1 Attack modifier. Troll Slayers positively enjoy fighting monsters - the bigger the better in fact! Slayers add +1 Attack when fighting against a Monster stand.

Troll Slayer units earn victory points differently to other units as follows:

1. If a Troll Slayer unit has any stands remaining at the end of the battle then the full points value of the unit is awarded to the opposing side as victory points. It doesn't matter if the unit has 3, 2 or 1 stand remaining - if there are any stands left at all the enemy gets the full victory points.
2. If a Troll Slayer unit is destroyed no victory points are scored by either side.

Slayer units that have been destroyed still count towards the Dwarf army's losses for purposes of calculating withdrawal.

4. Cannons. Flame Cannons, Gyrocopters. Full rules for Cannons, Flame Cannons and Gyrocopters are in the Artillery and Machines section of the rulebook. Use this misfire chart for the Flame Cannon.

1. The Flame Cannon explodes and is destroyed. No attacks are caused.
2. The Flame Cannon emits an enormous belch of fire inflicting a total of 4+2D6 attacks on the target before it explodes and destroys itself.
3. The Flame Cannon makes a worrying wheezing noise before spewing out an unusually smoky flame. Six attacks are inflicted this turn but the number of attacks caused by all further shooting is reduced from 2D6 to 1D6.
4. The Flame Cannon splutters and its boiler goes out. The crew scramble around to re-light it. The Flame Cannon does not shoot this turn but is otherwise unaffected.
5. The Flame Cannon chuffs out a great gout of soot, covering the target in black smoke and hot coals. Ten attacks are inflicted this turn - otherwise the Flame Cannon is unaffected.
6. The Flame Cannon lurches in its mountings and heaves forth an especially huge flame inflicting 12 + D6 attacks on the target. The Flame Cannon is otherwise unaffected.



5. Runesmith. Although they are not wizards and cannot therefore cast spells, Dwarf Runesmiths can combat the magic of their enemies. If an enemy Wizard who is within 50cm of the Runesmith casts a spell the Runesmith can attempt to 'anti-magic' it. Note that it does not matter what the spell is or where it is cast, the Runesmith can 'anti-magic' it so long as the caster is within 50cm. To determine if this works roll a D6 - on the score of 4, 5 or 6 the Runesmith has succeeded and the spell doesn't work, it is dispelled by the Runesmith's defiant efforts. If he fails then the Runesmith's efforts come to nothing and the spell works as normal. A Runesmith can attempt to anti-magic any number of spells in a turn, but only one attempt can be made to anti-magic any individual spell - even if the army includes more than one Runesmith and several are in range of the enemy Wizard.

6. Anvil. The army can only include a single anvil and it is incorporated onto the stand of a Runesmith. If a Runesmith stand includes the Anvil, once per battle he can add +1 to his dice roll when he attempts to dispel enemy magic spells using the Dwarf anti-magic ability (see Runesmith). In addition the Runesmith can strike the Anvil during the Shooting phase of his own turn. The anvil's plangent rune-song fills the Dwarfs with even greater resolve! Roll a D6. On the score of a 4, 5 or 6 all Dwarf units within 20cm of the Runesmith are unaffected by Terror for the rest of the Dwarf player's turn. On a roll of less than 4 there is no effect.



The Skaven Army

Skaven are neither rats nor humans but a vile combination of the two races. The origins of the Skaven are not known for certain. It is likely they were mutated at the dawn of the Age of Chaos when powerful waves of magic swamped the world. Millions of tons of magically energised material were hurled over the planet in the form of meteorites. Some of these were huge boulders as big as a house but most were much smaller down to the finest particles of dust that fell to earth and polluted the ground with magical energy. Creatures that breathed the dust or strayed within the radiating power of the larger stones became mutated into the most horrible monsters. The Skaven may well have mutated from ordinary vermin as a result of consuming this corrupting material - or 'warpstone' as they call it. Even today the Skaven crave warpstone. Even minute traces of warpstone would kill most creatures but for Skaven it is a potent stimulant and one that confers great powers upon their sorcerers. It also destroys and mutates Skaven and drives them insane - but such is its hold over the whole race that they delve for it beneath the earth wherever it may be found.

Like ordinary rats Skaven abhor the daylight and avoid open places. They dig tunnels beneath the earth, often taking over old Dwarf mines and Goblin burrows. Though few suspect their presence they live below the cities of men in the sewers and cellars and amongst ruins, emerging only at night to prey upon vagrants and other unfortunates. Over the centuries the Skaven have constructed thousands of miles of tunnels and huge city-sized nests so that the whole planet is riddled with their workings. Even the mines of the Dwarfs are undermined by the underworld of the Skaven and the two races have fought many battles beneath the earth.

The Skaven thrive upon decay and corruption but their society is highly stratified from the highest Lords of Decay to the most lowly Skaven slaves. They live as large extended groups called Clans of which there are a great many. The most powerful Clans rule the rest and they in turn are ruled over by the Council of Thirteen whose members are the dreaded Lords of Decay. It is this council that directs the Skaven's attempts to overthrow the races of the Overworld.

The ordinary Clans are made up of many thousands of Skaven warriors and slaves and very little else but some Clans have developed special skills. These include Clan Pestilens whose rulers have developed a form of germ warfare, spreading pestilence and corruption by means of noxious vapours and poisons. Clan Eshin is the master of subterfuge whose agents scuttle over the rooftops of human cities on their secret missions of sabotage and intelligence gathering. Clan Moulder's sorcerers have become the masters of mutating magic and have created many vile monsters by feeding them warpstone - their most successful creations are the Rat Ogres - gigantic Skaven monstrosities many times the size of an ordinary Skaven. Clan Skryre is famed for its machineries that blend sorcery and an advanced science far beyond the understanding of mere humans. Most powerful of all are the Grey Seers the supreme sorcerers of the Skaven Race.

Clanrats - this encompasses the great mass of Skaven - the workers and overseers, the miners and warriors, and the lowest of all - the slaves taken in internecine wars with other Clans. Their lives are as nothing in their masters' eyes - mere fodder to be expended for the greater good of the Skaven race. They wear little armour and carry an assortment of hafted weapons and shields emblazoned with Skaven runes.

Storm Vermin - the largest and bravest Clanrat warriors form the bodyguards of the Clan rulers and are called Storm Vermin. they are usually armed with halberds.

Jezzails - these are Skaven armed with warp-lock firearms - heavy handguns of such length that it takes two Skaven to fire - one to operate the weapon and one to support the barrel and carry the heavy shield for them both to hide behind. These weapons shoot balls suffused with warpstone dust so that even the slightest wound quickly becomes corrupt and infected.

Plague Monks - are fanatical minions of Clan Pestilens the masters of disease and pestilence. They are dedicated to spreading disease via the corruption of their own bodies. Their plague-ridden necrotic flesh is immune to pain and their deranged minds are alien to fear.

Rat Swarms - are just that - huge masses of ravenous rodents. These creatures infest even the Skaven burrows and live alongside their larger kin. Skaven Sorcerers are said to have the power to speak to and direct rats by force of will. Clan Pestilens breeds infected Rats, which they release into human cities to spread disease.

Gutter Runners - are the agents of Clan Eshin - masters of espionage and assassination. They are highly skilled warriors who use their skills to infiltrate areas of ruin and destruction where they lie in wait to ambush the foe.

Rat Ogres - are huge mutant Skaven bred by Clan Moulder - they are employed as bodyguards by the most important Skaven. Large and clumsy, and not especially intelligent, they are none-the-less very strong and few would-be assassins would dare to face one.

Warp Lightning Cannon - the Warlock Engineers of Clan Skryre have invented many strange and wonderful devices - including far-seeing machines that enable Skaven masters to communicate over vast distances, gaseous engines for pumping air through the deep Skaven tunnels, and many other wonder undreamed of by human science. These machines do have an annoying tendency to explode but such dangers are of no consequence to the Skaven masters who sensibly keep a good distance from these infernal contraptions. The Warp Lightning Cannon uses warpstone powered warp-lightning generators to create a bolt of powerful lightning - as potentially destructive as it is unpredictable.

The Doom Wheel - is an unlikely triumph of Clan Skryre engineering - a vast mechanical wheel bristling with spikes, jezzails and warp-lightning generators. The Doom Wheel trundles across the battlefield scattering the enemy's ranks and raining destruction upon the opposing army.

The Screaming Bell - is a gigantic warp-forged bell mounted upon a huge wheeled platform, which is pushed into battle by the hordes of Skaven. From this great altar-machine the tolls of the bell send waves of discord over the battlefield - driving the Skaven into an excited blood-thirsty frenzy whilst the enemies of the Skaven are thrown into a state of despair.

Grey Seer - the Grey Seers are the masterminds behind Skaven supremacy - entrusted with the leadership of its most ambitious plans and the command of its most powerful armies. They are mighty sorcerers who inhale dangerous mind-destroying warpstone powder to enhance their magical powers.

Characters - a Grey Seer keeps his subordinates in place by fear and punishment, rewarding failure with death, so it is not surprising that commanders have little taste for risk taking. Even successful commanders often find themselves out of favour - for no Skaven can tolerate a potential rival. The principal leaders of the Skaven come from the Warlords and other chieftains of the mighty Clans whose troops make up the army itself. Amongst them are Warlocks - Skaven sorcerers of more lowly status than Grey Seers but potent wizards all the same.

Skaven Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Clanrats	Infantry	3	3	6+	-	3	40	2/-	-
Stormvermin	Infantry	3	3	5+	-	3	55	-/2	-
Jezzails	Infantry	3/1	3	6+	-	3	70	-/2	*1
Plague Monks	Infantry	5	3	0	-	3	70	-/2	*2
Rat Swarms	Infantry	2	3	0	-	3	25	2/-	*3
Gutter Runners	Infantry	3/1	3	6+	-	3	70	-/4	*4
Rat Ogres	Infantry	4	4	5+	-	3	110	-/2	-
Warp LightCannon	Artillery	1/D6	2	0	-	1	50	-/2	*5
Doom Wheel	Machine	5	4	4+	-	1	125	-/1	*6
Grey Seer	General	+1	-	-	9	1	130	1	*7
Hero	Hero	+1	-	-	8	1	70	-/2	-
Warlock	Wizard	+0	-	-	6	1	30	-/1	-
Screaming Bell	Machine	0	4	4+	-	1	125	-/1	*8

Special Rules

ARMY RULES

Strength in Numbers. Brigades may be of any size and are not restricted to the normal four unit maximum.

Vermintide. Skaven units that win a round of combat can choose to pursue retreating enemy units regardless of troops type. Any Skaven units (including artillery) can pursue any enemy units (including flyers, cavalry and chariots). Although allowed to pursue regardless of enemy troop type, Skaven are still constrained by terrain and fortified status the same as other armies - eg they cannot pursue if fortified.

Under the Lash. All Skaven characters have a Command range of 20cm whether General, Heroes or Wizards. Even Skaven Generals have a Command range of 20cm. Skaven are very good at directing their underlings - but only so long as they remain close at hand. We call it 'under the lash'.

SPECIAL RULES

1. Jezzails. Count enemy armour values as one worse than normal when shot by a jezzail. So, for example, an armour value of 3+ counts as 4+, 5+ counts as 6+, and 6+ can't save against a jezzail.

2. Plague Monks. A unit of Plague Monks will always use its initiative to charge an enemy if possible and can't be given orders instead. They will never use their initiative to evade. They can't be driven back by shooting and never roll for drive backs. If victorious in combat they must pursue where possible.

Plague Monks are unaffected by enemies that cause terror in combat, they do not suffer the usual -1 Attack modifier.

3. Rat Swarms. Rat Swarms cannot be driven back by shooting and do not roll for drive backs. A Rat Swarm stand cannot be supported by other kinds of infantry - only by other Ratswarm stands. Note, however, that Rat Swarms can support other kinds of infantry as normal. A Rat Swarm cannot be given magic items.

4. Gutter Runners. Gutter Runners are armed with throwing stars and darts, and are therefore allowed to shoot as if they had bows, but their range is reduced to 15cm. However, they may shoot from any edge without turning stands to face their target. In addition, Gutter Runners do not have to be deployed before the game if the player does not wish to do so. Instead individual units can be infiltrated onto the battlefield once the game has begun. To infiltrate a unit, the Skaven player nominates the point where he wants the Gutter Runners to appear and issues an 'infiltration' order from any character. The character does not have to be within his normal command range to issue an

infiltration order - the character's command range is considered to extend over the entire tabletop when issuing an infiltration order. Treat the order as issued to the nominated point, and apply any modifiers for distance and proximity of enemy, but ignore penalties for dense terrain. The nominated point must lie either on the table within dense terrain or on any base edge other than the enemy player's own table edge. If successful, place one stand on the nominated spot and arrange the rest of the unit into formation around it. The infiltrated unit cannot be placed so that it touches an enemy unit. Once deployed, orders can be given to the unit by the same character that gave the infiltration order if he is within his normal command range, the infiltrating unit is considered to have used its first order to deploy. If the infiltration order is failed the unit is not deployed and cannot infiltrate that turn, it can attempt to infiltrate in a subsequent turn at the same or a different place.

5. Warp Lightning Cannon. The Warp Lightning Cannon has a range of 40cm. It has D6 Attacks - generate the number of Attacks and then roll for each Attack as usual. However, if the number of Attacks is 1 this indicates something has gone wrong. Roll the D6 again and work out this many Attacks against the Warp Lightning Cannon itself.

Units that take casualties from the Warp Lightning Cannon are not driven back as a result - disregard these casualties when working out drive backs.

Units that take one or more casualties from a Warp Lightning Cannon must roll a D6 immediately and on a roll of 6 become confused. Units that are adjacent to a unit taking casualties from a Warp Lightning Cannon can also potentially become confused. Roll a D6 for each unit that is touching the target unit. On a roll of a 6 the unit becomes confused. Note that it is possible for Skaven units to become confused if they are touching the Warp Lightning Cannon when it goes wrong and inflicts casualties upon itself.

6. Doom Wheel. When the Doom Wheel charges against targets in the open it receives D6 bonus Attacks in addition to the normal +1 Attack for charging. Note that this bonus applies only when charging - not during pursuits and not when the Doom Wheel is charged itself.

The Doom Wheel has a move of 20cm and causes terror in its foes.

7. Grey Seer. The Grey Seer is the army's General and can use Skaven magic in the same manner as a Warlock.

8. Screaming Bell. A Screaming Bell is a gigantic wheeled device - it cannot move of its own accord - but relies upon the great mass of Skaven to push it forward. The Screaming Bell can therefore only move in the Command phase if it forms a brigade with one or more infantry units. It can then move 20cm at infantry pace. It cannot move using initiative and cannot be driven back by shooting and does not roll for drive backs. In combat it is automatically destroyed if forced to retreat but will pursue, advance and fall back so long as it is touching a Skaven

infantry unit at the start and end of its move: otherwise it cannot pursue, advance or fall back as it is unable to move of its own accord. All Skaven units touching the Screaming Bell are unaffected by the usual penalty for Terror whilst they remain so. In addition, any Skaven Hero or Warlock within 30cm of the Screaming Bell adds +1 to their Command value. Any enemy character within 30cm of the Screaming Bell deducts -1 from their Command value. A Skaven army can only ever include a maximum of 1 Screaming Bell no matter how large.

Skaven Spells

SKITTERLEAP

2+ to cast
Range N/A

Inhaling an especially large pinch of warpstone dust the Skaven vanishes in a cloud of green vapour to reappear anywhere on the battlefield.

The Wizard is moved to a new position anywhere on the table. He can leave or join a unit if he wishes, enabling a Wizard to move into or out of combat for example. Once the Wizard has moved he can cast a second spell, but note this must be a different spell and not a further Skitterleap! Roll to cast the second spell as normal. A Wizard that Skitterleaps successfully can therefore potentially cast two spells that turn.

WARP LIGHTNING

5+ to cast
Range 30cm

An arc of pure warp energy strikes the foe wreaking strange changes, melting flesh and twisting bone into monstrous forms.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

Warp Lightning is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by Warp Lightning as with ordinary shooting.

DEATH FRENZY

5+ to cast
Range 30cm

The Skaven screams a blasphemous litany to the Horned Rat driving the Skaven masses into a frenzy of warpdust fuelled destruction.

This spell can be cast upon a friendly unit that is engaged in combat and which is within range. The Wizard does not have to be able to see the target to cast the spell.

The effect lasts for the duration of the following combat phase and the indicated bonus attacks are added to the unit's total attacks each round.

The unit gains bonus Death Frenzy attacks for the following combat phase. To determine the number of bonus attacks roll one D6 at a time and add the results together. The player can roll as many D6 as he wishes up to a maximum of 1 per stand in the unit. The player always rolls one dice at a time and can decide to stop at any point. However - if the player rolls a second or subsequent dice and scores the same value as any previously rolled dice, then the total Death Frenzy attacks are directed against the targeted unit instead of its enemy. Death Frenzy attacks that rebound in this way are struck only once in the first round of combat: they are not struck each round.

Example, $1 + 4 + 6 = 11$ extra attacks for the Skaven unit each round. $1 + 4 + 1 = 6$ Attacks upon the Skaven unit in the first round.

PLAGUE

6+ to cast
Range 30cm

A swirling cloud of virulence envelopes the enemy troops causing their bodies to erupt in pustules, their skins to split apart with running sores, their joints to swell with buboes and their hair to crawl with lice and fleas.

This spell can be cast on any unengaged enemy unit within range regardless of whether the Wizard can see it or not. The spell cannot be cast on a unit engaged in combat.

The unit suffers six attacks worked out in the usual way. A unit cannot be driven back by Plague (the vile Plague erupts from within!).

A selection of Skaven forces



Screaming Bell



Stormvermin



Doomwheel



Warp-Lightning Cannon

The Lizardmen Army

Before Chaos came into the world there was a more ancient forgotten age - the Age of the Old Ones. This far-off time lies beyond the memory of man and is recalled only dimly by the Elves - the most ancient of all the world's warm-blooded races. In that distant age the planet was dominated by cold-blooded creatures. The undisputed rulers of the world were the reptilian lizardmen. The mysterious Old Ones themselves came not from this planet but from the great darkness. They travelled between the stars in their silver ships by means of immense inter-dimensional portals fashioned with arcane skills blending both sorcery and science. In that forgotten era the Old Ones were unchallenged masters of the universe of time and space. Our world was but one small insignificant colony amidst a glittering galaxy of stars.

According to the most ancient records preserved in Lustria, themselves a cryptic and much distorted copy of even older accounts now lost, the Old Ones discovered a dying world of ice deserts inhabited only by primitive reptiles. They employed their strange sorcery to arco-engineer the native creatures into various types of workers and slaves. First of all they set the mystical master-race of Slann to fulfil their ambitions and rule over the rest. The Slann used the incomparable power of their minds to reposition the planet in its orbit so that temperatures became more tolerable and jungles grew up to cover the equatorial regions. Most importantly they constructed a permanent trans-dimensional gateway through the axis of the planet. Portals over the poles allowed the Old Ones to transport huge fleets from world to world. By this means new creatures of many kinds were introduced including the ancestors of the warm-blooded races such as Elves, Dwarfs and Men.

The Slann caused their lizardmen servants to raise great pyramid cities wherefrom mighty Slann Mages observed the stars and contemplated the inner secrets of the multiverse. Their great minds spanned the stars and their thoughts quested throughout the time-stream exploring its endless weave of possibilities and consequences. The secrets of the Old Ones lay within their grasp and their minions flourished on the new-made world. Mighty cities arose peopled by the lizard races. The first Elves walked the land of Ulthuan and the Slann nurtured them - cultivating the young race in preparation for the troubled time that they foresaw in the stars. What they saw was the coming of Chaos - the destruction of the Old One's intergalactic civilisation and the collapse of the mighty warp gates. Being creatures of great wisdom the Slann set about creating new races strong enough to stand against the powers of Chaos gathering in the outer darkness.

The coming of Chaos to the world was the ultimate test of the Slann. Their civilisation was almost destroyed - many of the wise ones were slain - the warp gates fell and volatile magic flooded the world and altered it forever. But as the Slann had planned all along - their minions proved stronger than Chaos. The world was saved thanks to the lizard races, the first Elves, the ancestors of the Dwarfs, and the other nascent peoples nurtured by the Slann. But the world was changed. The efforts of the Slann had all but finished them. Their time of greatness was over and the remaining Slann Mages fell into a centuries long sleep from which they awoke enfeebled and diminished - if they awoke at all. Their great cities crumbled and declined. Only their cold-blooded servants continued as ever, guarding the pyramid cities and star-temples of the Slann, awaiting the instructions of their masters with reptilian patience. So it has been for thousands of years and now even fewer Slann remain than ever and the great ones of old have all passed on. The lizardmen races continue to live amongst the ruins and preserve to this day the intent of the Old Ones if not their understanding.

Skinks - Skinks are the smallest and most nimble minded of the lizardmen races - adaptable and capable of interpreting and

adapting their masters' wishes. It is Skinks that run the lizardmen cities and direct the lizardmen armies - often under the sleepy gaze of the Slann Mages. In battle they carry a mixture of bows, blow-pipes, slings and javelins. Skinks are spawned in great pools and the colours and patterns of their skin vary from one spawning to the next. They are sometimes accompanied to battle by warriors of the Pygmy tribes that trade (and sometimes fight with) the lizardmen.

Saurus - Saurus are larger and less agile than Skinks and less intelligent by far but they are very good at what they do and what they do is fight. They are the guards and warriors of the lizard races, strong-armed, unquestioningly obedient, and heedless of hurt or danger. They are hatched in caverns far below the ground and like all lizardmen races they thrive in semi-aquatic or closely confined environments where humans would soon perish.

Temple Guards - these are the Saurus Guardians of the Star-Temples of the Slann - they wear distinctive costumes with helmets made from the skulls of strange reptilian beasts. Such guardians are sometimes supplemented by especially strong and vigorous hatchings of Saurus equipped with distinctive wargear to mark their good fortune - their helmets often take the forms of birds and beasts.

Salamanders - Salamanders are fire breathing reptiles. They are not especially aggressive by nature but are herded into battle by Skinks to support larger bodies of troops. Their skin colours vary a great deal and are often surprisingly bright.

Kroxigor - although they are the largest lizardmen of all they are also the rarest. They are employed to fetch and carry heavy loads and are just about bright enough to fight and follow orders. Like other lizardmen they vary in colour from one spawning to the next but the predominant colour tends to be a scaly blue-grey.

Cold One Riders - Lizardmen ride a variety of quadrupedal or bipedal reptile mounts both large and small. Some of these are regarded as too timid for war but the stolid, cumbersome Cold Ones make excellent fighting mounts and have remarkably thick skins (and heads). They are ridden by Saurus and occasionally by Skinks who sometimes ride two to a Cold One.

Terradons - Terradons are flying reptiles used both as scouts, messengers and aggressive fast moving troops. They are too quick and possibly too lightly built to comfortably carry a Saurus so they are ridden by Skinks - often one Skink controlling the Terradon whilst the other wields a bow or spear.

Stegadons - These are huge reptiles that carry strongly built towers into battle. The towers are crammed with Skinks armed with bows, spears, and sword-axes that they employ against any enemy unwise enough to approach near. Most enemies are not so lucky - they will have been trampled beneath the Stegadon's huge feet, crushed in its powerful jaws, or speared by its long horns.

Characters - the army is led by a Slann Mage - the Slann himself is huge and bloated, like a gigantic toad. Often he sits on a Palanquin borne aloft by a guard of Kroxigor or propelled by means of arcane science. Alternatively he might ride atop a Stegadon, rising above the battlefield upon its scaly back. The army's chief leaders are its Skink commanders - high ranking officials of the temple bureaucracy and trusted agents of the Slann themselves. Some Saurus also hold positions of responsibility - they are too slow witted to make good commanders but they are good fighters. These leaders sometimes ride reptilian mounts, often large ferocious beasts such as the rare but much feared Carnosaur. Skink Shamans augment the magical abilities of the Slann himself - they may come from the Temples or may belong to one of the strange Snake worshipping cults amongst the Skinks.

Lizardmen Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Skinks	Infantry	2/1	3	-	-	3	35	2/-	*1
Saurus	Infantry	4	3	5+	-	3	75	2/-	*2
Temple Guard	Infantry	4	4	5+	-	3	110	-/1	*2
Salamanders	Infantry	2/2	3	-	-	+1	25	-/2	*3
Kroxigor	Infantry	5	3	4+	-	3	135	-/2	*2
Cold One Riders	Cavalry	4	3	4+	-	3	140	-/2	*2
Terradons	Monster	2/1	3	6+	-	3	85	-/1	*4
Stegadon	Monster	10/3	10	4+	-	1	250	-/1	*5
Slann Mage Palanquin	General	+2	-	-	0	1	95	1	*6
Saurus Hero	Hero	+2	-	-	6	1	45	-/1	-
Skink Hero	Hero	+0	-	-	8	1	70	-/3	-
Skink Shaman	Wizard	+0	-	-	6	1	30	-/1	-
Stegadon	Monster Mount	+5	-	-	-	-	+90	-/1	*7
Carnosaur	Monster Mount	+2	-	-	-	-	+65	-/1	*8

Special Rules

ARMY RULES

Dense Terrain. No command penalty is applied to any units in the Lizardmen army on account of dense terrain. The Lizardmen's ruin infested jungle homeland is mostly dense terrain and they are used to communicating through thick jungle and narrow tunnels by a mix of instinct and bizarre sub-sonic noises inaudible to other races.

SPECIAL RULES

1. Skinks. Skinks have a shooting range of 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

2. Reptilian. Reptilian troops can only be issued an order by a character within 20cm. If reptilian units form part of a brigade an order can be issued so long as all reptilian units are within 20cm of the character issuing the order. This rule represents the creatures being cold-blooded brutes and slow to react.

3. Salamander. Salamander stands do not fight as independent units. Instead you may add one stand of Salamanders to any Skink infantry units). This brings the size of the unit to 4 stands - ie 3 other stands plus the Salamander stand. The Salamander stand fights as part of the unit and can be removed as a casualty should the player who owns them wish to do so. A Salamander stands does not count as a loss upon the unit for purposes of Command penalties - ie if the Salamanders are removed leaving 3 Skink stands there is no -1 Command penalty on the unit. The Salamander stand doesn't count as part of the unit's formation when determining whether the unit is in a regular or irregular formation - ie the stand can be placed to the side, at an angle, or at a different orientation without affecting an otherwise regular formation.

If a Salamander stand is attached to a Skink unit the entire unit, including the Salamander, is considered to employ 'Salamander Venom' shooting attacks. Enemy Armour saving throws suffer a -1 penalty when hit by Salamander Venom (eg 5+ save requires a roll of 6).

Salamander stands have 2 shooting attacks, a range of 15cm, and can shoot from any edge in the same way as Skinks. If their unit is charged then Salamanders can shoot in the same way as any other shooting stand - however when shooting against chargers their number of Attacks is reduced to 1.

4. Terradon. Terradon riders have a shooting range of only 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

5. Stegadon. The model must be mounted onto a base 40mm

frontage and 60mm depth - note that this is equivalent to three standard sized Warmaster bases glued together.

The Stegadon causes fear in its foes.

The Stegadon can only be brigaded with Skink units. It cannot be brigaded with Skink units that have attached Salamanders. It cannot be brigaded with any other units including with other Stegadons.

The Stegadon's crew has a shooting range of 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

Because the Stegadon has so many hits we must consider the possibility of hurting the beast and reducing its effectiveness. Therefore, if a Stegadon has accumulated 6-9 hits by the end of the Shooting or Combat phase it is deemed to have been badly hurt. Once a Stegadon is badly hurt all accumulated hits are discounted and its Hits and Attack values are halved for the remainder of the battle to 5/2 Attacks and 5 Hits.

6. Slann Mage. The Slann Mage rides a palanquin carried by his bodyguard of fierce Saurus warriors - his combat bonus is due to his bodyguard. The Slann Mage is the army's general but uniquely amongst commanders he cannot give orders. Instead any Skink character within 20cm of the Slann can use the General's Divine Guidance - deducting -1 from his dice score (eg 8 counts as 7, 10 as 9 and so on). If a Divine Guidance roll is failed then the Slann's Divine Guidance cannot be used by any other characters for the rest of that turn. When Divine Guidance is used the Skink cannot 'Blunder' - any roll of double 6 simply counts as a fail.

In addition the Slann is a great sorcerer. He can cast spells as a Wizard and can be given a magic item restricted to either a general or wizard should you so wish. Slann Mages are especially powerful wizards and to represent this can re-roll a failed spell on any dice result except a 1. If a spell is failed because a 1 is rolled then no re-roll is permitted. The Slann Mage can also cast his spell using a Skink Shaman as the focus if desired - work out the spell as if it were cast from the Shaman, measuring and establishing a line of sight from the Shaman model. This does not affect the Shaman's own ability to cast spells that turn.

7. Stegadon Mount. The Slann Mage may lose his palanquin and bodyguard and instead ride on top of a Stegadon. His Attacks bonus is changed to that shown. If he rides a Stegadon then any unit he joins will cause terror and the usual Combat modifier will apply. No other character can ride a Stegadon.

8. Carnosaur. A Saurus Hero can ride a Carnosaur. If a character rides a Carnosaur then any unit he joins will cause terror. No other character can ride a Carnosaur.

Lizardmen Spells

GAZE OF SOTEK

5+ to cast
Range 30cm

Burning jade coloured rays leap from the wizard's lidded eyes enshrouding and choking his enemies in writhing coils of magic.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Gaze of Sotek is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by the Gaze of Sotek as with ordinary shooting.

MAZDAMUNDI'S REVENGE

4+ to cast
Range 60cm

The wizard's foes bowels melt with dread or possibly something much worse, hindering their movement as if hobbled.

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not.

The spell takes effect until the end of the opposing player's next turn.

Whilst the spell lasts the unit cannot charge and if engaged in combat will not pursue or advance. Even units that are otherwise obliged to charge, pursue, or advance will not do so if affected by Mazdamundi's Revenge.

A selection of Lizardmen forces



Cold One Riders



Saurus



Carnasaurus



Kroxigors



Stegadon



Skinks

WINGS IN THE JUNGLE

5+ to cast
Range N/A

An eerie aura surrounds the Wizard and his companions lifting them into the air and transporting them effortlessly from one place to another.

The spell can be cast on any unengaged friendly unit that the Wizard has joined. The spell affects only a single unit, never a brigade.

The unit can be moved just as if it had received an order in the Command phase. The Wizard is moved together with the unit and remains joined with it. Other character stands that have joined the unit will not move with it: they remain where they are.

SHIELD OF THE OLD ONES

5+ to cast
Range 30cm

The enemy's blows are magically turned aside by the strange power of the Old Ones.

This spell can be cast upon a friendly unit that is engaged in combat and which is within range. The Wizard does not have to be able to see the target to cast the spell.

The effect lasts for the duration of the following combat phase.

The unit's Armour value counts as 1 better up to a maximum value of 4+. I.e 0 counts as 6+, 6+ as 5+ and 5+ as 4+. If the unit's Armour value is already 4+, or another bonus brings it to 4+, this spell has no effect.

The Bretonnian Army

Brettonnia has grown into a powerful and influential nation under the leadership of its proud King Leoncour. At the capital of Couronne the greatest knights gather to attend their king and to accept from him such heroic quests as he chooses to set them. To the knights of Brettonnia honour is everything and it is an undoubted fact that a knight would sooner die than bring dishonour upon himself or his lord.

The realm of Brettonnia is not as ancient as that of the Empire. For many hundreds of years the various tribes that inhabited this region fought amongst themselves. Many were little more than brigands who roamed the land pillaging and looting at will. Implacable rivals vied for power whilst raids and wars despoiled the land. This long period of anarchic conflict ended with the founding of the nation under the visionary warlord Gilles Le Breton. Not only did this great warrior subjugate all the other powers in the land but he instigated the laws of chivalry that were to bind them to a common purpose. The wars of internal strife were ended with a blow of the sword and a new nation and a new vision arose from the battle's mire.

The laws of chivalry govern Bretonnian society to this day informing alike the high ideals of the knights and the simple coda of the peasants. Because these laws are now so old - and because they have been re-interpreted and occasionally misconstrued over the years - many now appear quite bizarre or pointless. However, the Bretonnians make a great thing of enforcing these laws nonetheless. For the most part they describe the feudal status of different classes, rights attaining to the ownership of property, definitions and distinctions within the strict social order, and the duties and responsibilities due to each class from the others. Much heed paid to proper modes of address between the classes, to the means of settling petty priorities between folk of comparable standing, and to the many special forms of respect owed to superiors of distinct ranks. All this serves to keep everyone in their place especially the peasantry - who are inferior to everybody and quite right too.

The nobles of Brettonnia aspire to the high ideals of knighthood and train from early youth in the arts of war. They are skilled and hardy warriors who live to fight. They frequently engage in fiercely competitive mock battles and tournaments between themselves. Knighthood is an honour and one that can only be earned by the performance of heroic deeds - such matters usually involve slaying troublesome monsters, destroying roving bands of Orcs, and suchlike. During their lives Knights will often undertake further adventures and may be compelled to fight powerful enemies as a form of penance or spiritual journey. Knights acquire honour and rise in status as a mark of their heroism, talking priority over lesser Knights and earning certain privileged titles and badges of honour.

The most renowned of all Knights are those who quest for the Grail of the Lady of Brettonnia. The Lady is the protective deity of the nation and its rulers. She is said to have aided Gilles le Breton by appearing before him on the eve of a great battle. The Lady bade Gilles drink from her grail which he did unhesitatingly. As he drank the Lady vanished and Gilles, now suddenly sure of what he needed to do, went on to destroy his enemies and become king. Since that time the Bretonnians have built many shrines to The Lady. The greatest deed a Knight can undertake is to search for the Grail of The Lady - the damsels of The Lady grant this quest only to the bravest and most strong hearted for few who begin the quest are ever fated to succeed.

Bowmen - when a lord is called to battle he brings with him such of his peasants as he feels will not be an encumbrance to him. The best of these fight as archers and their role is to dispose of those enemies that the knights do not regard as worthy opponents.

Men-at-arms - these are infantry trained and equipped by a lord forming his personal retinue. It is a great privilege to be raised from the soil and placed at the lord's service and a greater privilege still to die serving one's master. They are armed with pole-arms and spears - weapons deemed suitable for a commoner and just about within their ability to wield.

Peasants - Peasants who do not even own a bow do not make very good soldiers and are rarely taken on campaign. However, when a lord is obliged to defend his lands the peasants are expected to take up pitchforks and scythes and do their best.

Squires - it is not only the Knights of Brettonnia that fight mounted - though few peasants can afford a horse. Squires are the middling rank of Bretonnian society - yeoman farmers with a scrap of land, servants, and such like. They carry bows and act as the army's scouts, forage parties, and escorts - roles that lay far below the aspirations of the Knights themselves.

Knights - Knights belong to the higher ranks of society and are likely to be lavishly armoured and equipped. Most carry the lance - itself a badge of honour and a privilege. Every knight wears his own heraldry identifying himself and his family, and displays such badges of honour as he has earned in battle. Some knightly bands can be distinguished by these badges - for example the Knights Errant - young Knights who traditionally go bare headed until such time as they have earned their helm.

Grail Knights - Knights who undertake the quest for the Lady's Grail are called Grail Knights - they engrave the image of the Grail upon their shields and wear a Grail upon their helms. This is the greatest badge of knighthood of all. The laws of chivalry rank knights according to their deeds and oblige such knights to fight banded together as befits their status.

Trebuchet - the Trebuchet is a gigantic counter-weight engine of war used to batter the walls of enemy fortresses and to hurl rocks at enemy armies. It must be carefully dismantled and rebuilt for each battle in which it takes part. Once assembled it cannot move, but its reach is so great that this is not a great impediment to its usefulness.

Characters - the army is led by a great noble of Brettonnia such as a Duke or perhaps even the King himself. The army is always led by the highest ranking noble on the field - such is the duty of birth. Lower ranking nobles undertake secondary positions under their liege's command. In a Bretonnian army magical support may take the form of a court wizard - such wizards come from the Empire where magic is taught - but this is unusual. More commonly one of the Enchantresses of The Lady attends the army to bless its progress and rain curses upon Brettonnia's foes.

Pegasus - the Pegasus is one of many winged and monstrous creatures found in the Grey Mountains - its possession is regarded as a great blessing and capturing and taming such a creature is a quest requiring great courage and a considerable head for heights.

Unicorn - Unicorns are rare creatures from the Loren forests - they have magical powers and can only be ridden by those favoured by The Lady.

Bretonnian Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Bowmen	Infantry	3/1	3	0	-	3	55	-/-	-
Men-at-arms	Infantry	3	3	6+	-	3	45	1/-	-
Peasants	Infantry	3	3	0	-	3	30	-/4	*1
Squires	Cavalry	3/1	3	6+	-	3	90	1/4	-
Knights	Cavalry	3	3	4+	-	3	110	1/-	*2
Grail Knights	Cavalry	3	3	4+	-	3	120	-/1	*3
Trebuchet	Artillery	1/6	3	0	-	1	150	1	*4
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Enchantress	Wizard	+0	-	-	7	1	45	-/1	-
Pegasus	Monstrous Mount	+1	-	-	-	-	+15	-/1	*5
Unicorn	Monstrous Mount	+1	-	-	-	-	+15	-/1	*6

Special Rules

ARMY RULES

The Bretonnian army is essentially an army of Knights and it is the Knights' contribution to the battle that counts - never mind the pot-washers and clod-breakers. To represent this, the Bretonnian army calculates when it must withdraw from the battle in a different way to other armies. Instead of counting all of its units at the start of the game, count only the number of units of Knights and Grail Knights. Once the army has lost a half or more of its units of Knights/Grail Knights it must withdraw.

SPECIAL RULES

1. Peasants. A unit of peasants suffers an additional -1 Command penalty when given an order. However, this penalty is waived if the peasant unit is part of a brigade that includes at least one non-peasant unit. Peasants cannot use initiative to charge - though they can use initiative to evade as usual. When they charge they receive no bonus attack modifier for doing so.

2. Knights. A Knight unit will always use its initiative to charge an enemy if possible and cannot be given orders instead. They will never use their initiative to evade. Knights are unaffected by enemy that cause terror in combat, they don't suffer the usual -1 Attack modifier.

3. Grail Knights. All the rules described for Knights also apply to Grail Knights. In addition, if the unit is charging against an enemy in the open it receives an additional +1 Attack modifier in the same way as chariots and monsters.

4. Trebuchet. The model must be mounted onto a base 40mm frontage and 60mm depth - note that this is equivalent to three standard sized Warmaster bases glued together.

The trebuchet has a range of 100cm. It hurls a rock with such a high trajectory that it cannot shoot at a charging target or at any target stand within 30cm range. No armour roll is made when shot at by a trebuchet.

The trebuchet can shoot at targets that it can see as for all other artillery, and it can shoot over the heads of obstacles and friends

on lower ground just as can other artillery. In addition it can 'shoot blind' - which is to say it can shoot at a target that it cannot see. This blind shooting is directed by observers who form part of the trebuchet's operational team, but who are not directly represented on the tabletop. When shooting blind roll an initial D6 to test if the shot is on target - a score of a 6 indicates that this is so, a score of less than 6 means the shot has gone so wild that no further account is made of it. If the shot is deemed to be on target, roll to score hits as you normally would.

Like all artillery it must shoot at the nearest target. Targets under 30cm away are ignored for this purpose - it cannot shoot at them anyway.

The Trebuchet is so large and heavy that it cannot move. It is deployed on the table at the start of the game and remains static thereafter. It cannot move of its own volition or otherwise.

If obliged to move as a result of a drive back caused by normal shooting or magic drive back dice are rolled as normal. If a 6 is rolled it is considered destroyed. The crew have run off. All other dice rolls are ignored and the Trebuchet can carry on as normal.

If obliged to move off table by a Gerroff spell then roll 1 X D6. If a 6 is rolled it is destroyed. All other dice rolls are ignored.

Note that you can only have 1 trebuchet in your army no matter how many points you are playing (just like a general). Also, the Trebuchet is not counted towards the army's units for purposes of withdrawal - it is not a unit of Knights or Grail Knights!

5. Pegasus. The pegasus can be ridden by a general, hero or Enchantress and adds +1 Attack to the rider as well as allowing the character to fly.

6. Unicorn. Only an Enchantress can ride a unicorn. The unicorn adds +1 to the Enchantress's Attacks. Once per battle the unicorn's magical power adds +1 to the dice when casting a spell. The player must announce that he is using the unicorn's magic before rolling to see if the spell works.



Bretonnian Spells

AERIAL SHIELD

4+ to cast

Range – affects friends within 15cm

The enemy's missiles sparkle in the sunlight and vanish magically in mid-air causing no harm to their target.

The spell is cast upon the Enchantress herself and affects all friendly units within 15cm of the stand.

The spell lasts until the end of the opposing player's following turn.

All friendly units within 15cm of the Enchantress can re-roll any failed Armour rolls during the Shooting phase. This applies to all Armour rolls whether from ordinary missile fire, dragon breath, spells, and so forth.

The re-roll also applies to Armour rolls taken for hits that have been suffered whilst charging at an enemy unit that shoots prior to contact. In this case the re-roll only applies if the Enchantress is within 15cm of the unit at the start of its charge move: it does not matter if the Enchantress is more distant once the unit has completed its charge.

Note that only a single re-roll is permitted regardless of how many Enchantresses are within range or what other factors apply. It is never permitted to re-roll a re-roll in any circumstances.

SHIELD OF COMBAT

4+ to cast

Range n/a

The enemy's blows are magically deflected by unseen forces and cause no harm.

An Enchantress can cast this spell upon a unit that she has joined.

The spell lasts until the end of the opposing player's following turn.

A selection of Bretonnian forces



Knights



Squires



Pegasus Rider and Bretonnian General



Grail Knights

The unit can re-roll any failed Armour rolls during the Combat phase. This does not include hits suffered from enemy missile-fire during a charge, as these are deemed to be shooting hits and are encompassed by the Aerial Shield spell.

Note that only a single re-roll is permitted regardless of what other factors apply. It is never permitted to re-roll a re-roll in any circumstances.

EERIE MIST

4+ to cast

Range 30cm

An eerie mist rises about the enemy unit stifling the sights and sounds of battle.

This spell can be cast on any enemy unit within range regardless of whether the Enchantress can see it or not.

The spell lasts until the end of the opposing player's following turn.

The unit cannot use its initiative. Any order given to the unit, or to any brigade of which it is a part, suffers a -1 Command penalty.

LADY'S FAVOUR

5+ to cast

Range 30cm

A vision of The Lady appears to lead the Bretonnians into the midst of battle or away from danger.

The spell can be cast on any unengaged friendly unit within range regardless of whether the Enchantress can see it or not. The spell affects only a single unit, never a brigade.

The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it: they remain where they are.

The Kislev Army

The land of Kislev lies in the north-eastern portion of the Old World between towering mountains to the east, the barren wastes of the Troll Country to the west and the borders of the Empire to the south. Dense pine forests give way to scattered birch forests and desolate tundra to the north. It is an old saying that in Kislev the winters are long, the snow lies deep, and enemies are never far away.

Kislev shares its southern border with the Empire but in every other direction it is surrounded by deadly foes. The eastern mountains are full of goblins and other greenskins whilst beyond the lands are home to savage marauder tribes. To the north-west is the land of Norsca - barbarians in thrall to the Dark Gods. When the armies of Chaos gather Kislev lies directly in their path between the forces of darkness and the lands to the south. With typically grim humour Kislevites describe their land as lying between the hammer and the anvil (meaning Chaos and the Empire).

Kislev is reckoned a backward and barbarous country by the people of the southlands. Some even go as far as to say that the Kislevites are little better than the savage marauder tribes themselves. There is some truth in this - because the people of Kislev are an admixture of native Old Worlders like the people of the Empire and a marauding Kurgan tribe called the Gospodars. As with the tribes of Chaos there are those amongst the Kislevites who possess the gift of prophecy and other sorcerous abilities. The ruling family of the Tzars is descended directly from the Sorceress Khan-Queens of the Gospodars. Female members of the family often possess great powers. This mixture of southern and northern blood makes the Kislevites seem exotic and dangerous to the people of the Empire.

Many of the Tzar's subjects are fierce nomadic horsemen and hunters rather than settled farmers and town-dwelling traders. These nomads are the most savage of the Kislevites retaining both the ancient traditions and pure blood of the Gospodars of old. The townships of Kislev are built mainly of huge timbers. Good building stone is rare whilst tall pine trees are plentiful. Only the largest cities have stone walls and imposing civic buildings constructed from masonry. Gilded domes distinguish the temples of the strange Kislevite gods from those of the Empire.

For many years the Tzars of Kislev have enjoyed the friendship of the Emperor and the goodwill of the Dwarfs. The present ruler is the Tzarina Katarina - a great sorceress known throughout the Old World as the Ice Queen of Kislev. In her the old powers of the Khan-Queens have resurfaced and she is both abhorred and feared by her people, especially by the nomadic tribes who believe her to be favoured by the ancient gods of the Gospodars.

Knights - the Kislevites are accomplished horsemen and their Knights come from the nobility of both the cities and the nomadic tribes that make up much of their population. A distinctive feature of the Kislevite panoply is the large wing or pair of wings attached to the rider's saddle - these create a bizarre and impressive spectacle but also serve a practical function deflecting blows delivered from the side and behind. Knights from the cities sometimes wear Empire style armour - regarded as fashionable by the ruling elite.

Horse Archers - the nomadic tribes of Kislev fight with bows from horseback. Over the centuries insurgent Kurgan tribes have moved into Kislev and accepted the Tzar's rule. Some of these barbarians are very fierce and often ride bare-chested with their hair dressed into scalp locks or shaven headed.

Bowmen - the town and cities of Kislev live in constant threat of destruction and all Kislevite men are trained at arms. Some form part of the town levy - usually wearing their own clothes - others are part of the towns standing guard - in which case they wear a

uniform and are armed and equipped at public expense. Bowmen form a large portion of these warriors - crossbows are less popular but not unknown.

Axemen - troops not carrying bows will usually carry a heavy axe and fight at close quarters. This axe is a distinct Kislevite weapon something like a cross between an axe and a halberd in appearance. However - in troubled times any sharp, blunt or heavy object will do and Kislevite troops are equally adept with spears, swords and other pole arms.

Bears - Bears are regarded as sacred to the Kislevites - they are agents of one of their ancient tribal gods - and bears play a large part in traditional tales. The temples of the bear god are built over labyrinthine enclosures leading to bear pits where many bears are kept. In times of trouble it is supposed that the bears will protect the people - and this is indeed the case as the temple-keepers drive the bears out to fight the enemies of Kislev.

War Wagon - the nomadic tribes moves across the steppe using huge wagons pulled by many horses. When they are attacked these wagons form a defensive circle with the entire tribe inside. From this tradition the Kislevites have developed a military wagon - smaller and better armoured than the original steppe wagons, armed with small cannons and crammed with warriors. On an open battlefield - such as the steppes - these provide solid defensive barriers to the enemy's advance.

Characters - the ruling class of Kislev comes mostly of Gospodar blood and provides military as well as civil leaders. In past times armies were often led by the Tzar himself, or by one of his close relatives or a trusted general. Shaman of the various Kislevite gods provide sorcerous support for the army.

Tzarina - high born ladies of the royal family of Kislev are proud of their descent from the great Khan-Queens of the Gospodars. They are as famous for their bewitching beauty as for their sorcerous powers. They are the greatest of all the sorcerers in the Kingdom, and their status as warrior-nobles means that their abilities are often put to practical use in war. Such princesses of the royal blood may be many, but most adept of all is the Tzarina Katrina herself, inheritor of both the Kingdom and the powers of old.



Kislev Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Knights	Cavalry	3	3	4+	-	3	110	-/4	-
Horse Archers	Cavalry	3/1	3	6+	-	3	80	2/-	*1
Bowmen	Infantry	3/1	3	0	-	3	55	-/-	-
Axemen	Infantry	3	3	6+	-	3	45	2/-	-
Bears	Infantry	5	3	0	-	3	85	-/1	*2
War Wagon	Artillery	4/4	5	4+/-	-	2	140	-/1	*3
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Shaman	Wizard	+0	-	-	7	1	45	-/1	-
Bear	Monstrous Mount	+1	-	-	-	-	+10	-/1	*4
Tzarina	Special	+0	-	-	-	-	+25	-/1	*5

Special Rules

1. Horse Archers. Kislevite Horse Archers have only a short range (15cm). They can shoot behind or to the side without turning stands to face their target. Just measure the range from any stand edge, front, side or rear.

2. Bears. Bears cannot be brigaded with other units only with other units of Bears.

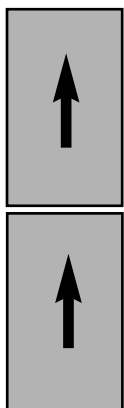
Bears are defined as infantry for rules purposes as this gives them the appropriate mobility for such creatures, but they add +1 attack when they charge an enemy in the open in the same way as monsters and chariots.

A Bear unit that scores more hits than it suffers in the first round of a combat will automatically strike one more Attack per stand before the combat result is worked out. Resolve these Attacks as normal and then calculate results.

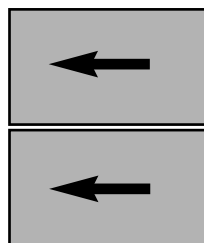
Bears must pursue retreating enemy where possible and must advance if they are able to do so.

Note that these rules apply only to Bear units - not to characters riding a Bear or Shaman that have transformed into Monster Bears.

3. War Wagon. The War Wagon unit consists of two separate stands: the wagon stand with the wagon on it and the team stand with horses on it. The unit must always be in one of two formations: a wagon column with the horse team in front of the wagon, and a wagon laager with the horse team placed beside the wagon edge to edge.



Wagon Column



Wagon Laager

When a war wagon moves it must always finish its move in a wagon column. In other respects the wagon unit moves like any other unit of two stands. The wagon cannot charge an enemy. Its movement rate is 20cm at full pace and 10cm at half pace the same as infantry. A unit in wagon column at the start of the move moves at full pace, a unit in wagon laager at the start of the move moves at half pace. A wagon treats terrain in the same way as Artillery.

A war wagon in wagon column formation can be given an order to form a laager. A war wagon can also form a laager using initiative - ie if visible enemy are within 20cm at the start of the move. This is an exception to the normal rules for initiative, which allow units to charge or evade as described in the rulebook. Note that a wagon cannot move and form laager by means of a single order - a separate order is required to form a wagon laager. When a wagon forms a laager, either stand can be pivoted to face any direction, the other stand is then placed in formation alongside it.

Although the war wagon has two stands, only the wagon stand can shoot and fight. The team stand has '0' Attacks both for shooting and combat. Otherwise the horse stand is treated as an ordinary stand. Either stand can be removed as a casualty if sufficient hits are inflicted to remove a stand from the unit. The War Wagon has an Armour rating of 4+ so long as the wagon stand is present. If the wagon stand is removed as a casualty the remaining team stand has no Armour (no save).

The wagon stand can shoot all round and can draw a line of sight from any exposed edge and even over the top of the horse team stand. The wagon has a range of 30cm. The target's armour value counts one worse than usual, for example 4+ counts as 5+, and 6+ becomes 0. The wagon is permitted to shoot over the heads of friendly troops on lower ground in the same way as other Artillery (see p67 of the rulebook). Note that the wagon's Attacks are a combination of crewmen and light guns - shots do not 'bounce' as described under the rules for Cannons in the Warmaster rulebook.

A laagered wagon counts as a defended unit. A wagon column counts as in the open.

A laagered wagon unit counts all its edges as front edges - it has no sides or rear and no Combat penalties are applied on account of fighting to the side or rear.

A laagered wagon cannot be driven back or routed by shooting. However - it is still deemed necessary to roll drive backs (remember it is defended) to determine if the War Wagon becomes Confused on a roll of a 6. The same applies to Gerroff. Roll the dice as normal. If the wagon would normally have left the table then roll 1 D6. If a 6 is rolled it is confused.

If a wagon column is engaged in combat then it cannot pursue if it wins the combat round, and it is destroyed if forced to retreat. Note this is the standard rule for artillery.

If a laagered war wagon is engaged in combat then it will neither pursue nor retreat regardless of the combat result. The War Wagon is not destroyed in the same way as artillery if it loses a combat round. It always holds its ground regardless of the result and continues to count as defended in subsequent rounds. An enemy unit that wins a round of combat against the wagon can continue to fight by 'pursuing' in the normal way, but no pursuit bonuses are gained for doing so.

Any Kislev infantry unit positioned so that the side edge of at least one stand touches any edge of the wagon stand (not the Team stand) of a laagered War Wagon unit counts the whole unit as defended for purposes of shooting and combat (ie the infantry unit must line up so that the wagon stand and any infantry stand from the unit would be in a mutually supporting position were they both infantry). This assumes some intermingling of infantry in the wagon laager which is otherwise impossible to represent, but can be readily imagined. This advantage applies only in the first round of combat when charged, in exactly the same way as defended units on high ground or amongst woods or other dense terrain. Note that these associated infantry do not retain defended status in subsequent rounds as does the war wagon itself, even where they remain in touch with the wagon stand.

Note that as described above, either the wagon or the team stand can be removed as a casualty - it is up to the player to decide

which to remove. If the horses are removed the war wagon cannot move. If the wagon is removed the horses can move but obviously cannot attack - this gives the player the opportunity to retreat the 'horses' out of harms way thus avoiding losing the unit. The unit is not destroyed until both stands have been removed as normal.

4. Bear Mount. Generals, heroes and shamans can ride a Bear mount. The Bear adds +1 Attack to that of its rider.

5. Tzarina. The General may be a Tzarina of the royal blood - perhaps Tzarina Katrina herself. The Tzarina rides a horse-drawn sled - note this is not a chariot! The Tzarina can cast spells like a Wizard and can carry a magic item restricted to a Wizard if desired. Once during the battle the Tzarina can add +1 to the dice when attempting to cast a spell. The player must announce that the Tzarina's special spell casting bonus is being used before rolling for the spell.

Kislevite Spells

ICY BLAST

5+ to cast
Range 30cm

An icy blast shoots from the Wizard's outstretched arm and strikes his foes.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Icy Blast is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by an Icy Blast as with ordinary shooting.

CHILL

4+ to cast
Range 30cm

A fierce chill envelops the unit, freezing its warriors and hindering its ability to fight.

This spell can be cast upon an enemy unit that is engaged in combat and which is within range. The Wizard does not have to be able to see the target to cast the spell.

The spell lasts for the duration of the following combat phase.

Every stand in the unit, including characters that have joined the unit, deducts -1 from its Attacks value.

MONSTER BEAR!

5+ to cast
Range n/a

The Wizard transforms himself into a gigantic ferocious supernatural bear and hurls himself into the enemy's ranks.

The Wizard can cast this spell on himself if he has joined a unit that is engaged in combat.

The spell lasts for the duration of the following combat phase.

The unit causes terror and the Wizard gains a further +2 Attack bonus that he adds to the unit in the regular way.

Note that if the Tzarina uses this spell she adds +4 Attacks: +2 as General and +2 from Monster Bear.

FREEZE

6+ to cast
Range 60cm

An ill wind turns the enemy so brittle that wood, flesh and even iron shatters and falls to the ground in splinters.

This spell can be cast at an enemy unit within range regardless of whether the Wizard can see it or not. The spell cannot be directed at a unit engaged in combat.

Roll a D6. If the score exceeds the number of hits that the target troop type has then one stand is destroyed. If not then the target is unscathed. If a stand is destroyed it is removed as a casualty. A unit cannot be driven back by Freeze.

A selection of Kislevite forces



Kislevite Bears



War Wagon



Kislevite Axemen



Kislevite Knights

The Dark Elf Army

Over five thousand years ago a great civil war erupted amongst the Elven Kingdoms on the island-continent of Ulthuan. Upon one side were the supporters of the Phoenix King whilst upon the other were the supporters of Malekith Lord of Nagarythe. Malekith was the son of Aenarion - the first and greatest of the Phoenix Kings - and his mother was a powerful and influential sorceress called Morathi. Many fair-minded Elves believed that Malekith was the rightful heir to the Phoenix throne. They remembered that he had fought valiantly against the daemontides of Chaos and his noble appearance recalled that of his mighty father.

Morathi nurtured a huge ambition to rule and her son was to provide her with the means to achieve power. She was prepared to go to any ends to realise her ambitions and was fearless and proud even in the face of the gods themselves. She was also skilled in all the arts of magic and especially in the lore of daemons and all manner of necromancy. Unbeknown to the common folk, Morathi had long since forged dark pacts with the most sinister and dangerous daemons in order to bolster her powers. Her mastery of the dark powers earned her the admiration of many who believed that such forces could be harnessed and used to empower the Elves. Her followers grew in number and she became so bold that the forbidden gods were worshipped openly in the temples of Nagarythe and many flocked to join the new cults. Young Elves found themselves plucked from the streets and sacrificed upon the altars of Khaine the Lord of Murder.

Thanks in part to his mother's efforts Malekith's cause prospered even as darkness and corruption spread amongst the elves. His supporters clamoured for Malekith to assume the throne and everywhere there were outbreaks of violence as rebels fought supporters of the Phoenix King. As Malekith's influence grew he came to believe himself indestructible. So certain was he of his divine destiny that he decided to pass into the flame of Asuryan to prove his right to rule. By this rite the greatest of the Elven gods grants power and divine authority to the true kings of Ulthuan. But the Elven gods were not bowed by Morathi's power and the flame rejected her son. Malekith was not killed, but his body was badly burned and afterwards he made a suit of black armour that he wears to this day. Seriously weakened, blackened of body, his mind warped by pain and resentment, Malekith gave up all pretence of rightful lordship and chose instead to impose his will by force of arms alone.

The long, bitter and bloody war that followed became known as The Sundering - for its result was to divide the Elf race. From thereon the High Elves of Ulthuan, the Wood Elves of the abandoned Elf colonies in the Old World, and the Dark Elves of Malekith would develop separately. The Dark Elves were eventually driven out of Ulthuan. The land of Nagarythe and a great part of the other western lands of Ulthuan were torn apart by great magical upheavals as the rival sides battled for supremacy. Nagarythe finally sank beneath the waves. Malekith and his supporters fled to the northern part of the New World where they founded their own kingdom in exile upon the borderlands of Chaos. This they named Naggaroth - which means Land of Chill in Elvish. Their capital of black stone they called Naggarond - Tower of Cold.

From his icy realm Malekith broods over his lost kingdom and weaves dark spells against his enemies. His ships harass those of the High Elves, his raiders harry the coasts of Ulthuan and the Old World, whilst his generals plan to return to their homeland and win the Elven Kingdoms for their dark master. In the land of Naggaroth the Dark Elves raised temples to all manner of blood-thirsty Daemons. Witch Elves roam the night searching for sacrifices, breaking into home to steal away children, and murdering those foolish enough to walk abroad beneath the stars. Under the evil gaze of Morathi thousands are sacrificed

upon the altars of Khaine while to this day she preserves her unholy youth by bathing in the blood of innocents.

Spearmen - the majority of Dark Elves fight as a closely coordinated body of armoured spearmen. There are some bodies of troops that fight with other weapons - usually associated with a particular part of Naggaroth - for example the Black Guard of Naggarond who fight with cruel halberds, the Executioners of Har Ganath who carry huge double-handed blades, and the dragon-cloaked Corsairs who fight with a weapon in each hand.

Crossbowmen - the Dark Elves make great use of a lightweight rapid-firing crossbow called the Uraithen (death rain). This ingenious device is carried by a proportion of Dark Elf warriors and is greatly favoured over the conventional bow. It fires a deadly hail of small bolts from a re-loadable magazine.

Witch Elves - known as the Brides of Khaine these are the most bloodthirsty and by far the cruellest of all she-elves. They are raised by the priestesses of Khaine in the temples of Naggaroth where they feast upon the flesh of sacrificial victims and drink the blood of the fallen. On the eve of battle they sing wailing hymns to the Lord of Murder and drink blood mixed with intoxicating herbs that drive them into a frenzied cavorting dance of death. When Witch Elves go to war they can bring the Cauldron of Blood into which their high priestess sacrifices the defeated foe in the name of Khaine.

Dark Riders - lightly armed cavalry are known as Dark Riders - they carry spears or swords and Uraithen rapid-firing crossbows. They wear little if any armour and rely upon their speed and manoeuvrability in a fight. They are the eyes and ears of the Dark Elf army and excel at harassing the foe from a distance.

Cold One Knights - The nobility of Naggaroth ride to war upon the reptilian beasts that are native to the western continent and which are called Cold Ones. Cold Ones are fierce, scaly skinned creatures whose primal instinct is to kill and consume any warm blooded creature they detect by means of their keen sense of smell. Because of this insuppressibly killer instinct Cold One's fight with unsuppressed ardour when confronted with the foe. Cold One riders must anoint themselves with the poisonous slime of the Cold Ones to disguise their own smell and avoid being eaten. This causes the Dark Elf Knights to lose all sense of taste and smell, and eventually their skins become insensitive to touch or pain. Dark Elf Knights wear polished iron armour and carry tall lances.

Harpies - Harpies can be seen in the northern skies soaring upon multi-coloured eddies of magic that swirl about the poles. They can spy battlefields from afar and come to feed upon the slain. They are great scavengers of the dead and it is said they can taste blood upon the wind from many miles distant. Though humanoid they are bestial in nature and more like mutant beasts than men. They follow the armies of the Dark Elves and easy pickings. Harpies are not the only winged mutants of this kind but they are the most common.

War Hydra - the Blackspine Mountains that lie upon Naggaroth's southwestern border are riddled with natural caverns that extend over many hundreds of miles. In many places these caverns are flooded, and there are entire islands beneath the ground where creatures live in perpetual darkness. The tunnels are home to many ancient cold-blooded creatures and the Dark Elves value these strange beasts - some yield valuable skins, bone or horn, whilst others are pitted against each other as part of the Dark Elves' death games. The Hydra are amongst the most dangerous of these creatures - the Beastmasters of Karond Kar drive them into battle where they wreak havoc amongst the enemy's ranks. The War Hydra has a multitude of regenerating heads so losing one is not deemed a problem - it simply regrows another! This makes the War Hydra especially disconcerting to fight.

Bolt Thrower – the Elves have created a variety of bolt throwing engines which they employ on their fast ships or to defend their towering fortifications. Light versions of these weapons can be deployed from ship to land and used to support a Dark Elf army.

Characters – it is true that Elves possess the greatest and keenest minds of all humanoid races. However, in the case of the Dark Elves they are so overcome by cruelty, ambition, internal rivalries, and petty jealousies that their military genius is entirely

subverted to their taste for blood. Leaders come from the noble classes whose bitter rivalries and internal feuds have guided many an assassin's blade. The Sorceresses come from the dark cults of the she-elves including the dread Hags of Khaine.

Dark Elf characters can ride in chariots. Often these will be pulled by Cold Ones. Dark Elf characters can also ride a Manticore, a fierce chaos-spawned beast of the north with a lion-like body and vast bat-like wings.

Dark Elf Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Spearmen	Infantry	3	3	5+	–	3	60	2/–	–
Crossbowmen	Infantry	3/2	3	6+	–	3	75	1/–	*1
Witch Elves	Infantry	5	3	0	–	3	70	–/2	*2
Dark Riders	Cavalry	3/2	3	6+	–	3	95	–/3	*1
Cold One Knights	Cavalry	3	3	4+	–	3	130	–/3	*3
Harpies	Monster	2	3	6+	–	3	65	–/1	*4
War Hydra	Monster	6/2	4	4+	–	1	135	–/1	*5
Bolt Thrower	Artillery	1/3	2	0	–	2	55	–/1	–
General	General	+2	–	–	10	1	155	1	*6
Hero	Hero	+1	–	–	8	1	80	–/1	–
Sorceress	Wizard	+0	–	–	8	1	80	–/1	–
Manticore	Monstrous Mount	+2	–	–	–	–	+80	–/1	*7
Chariot	Chariot Mount	+1	–	–	–	–	+10	–/1	–
Cauldron of Blood	Special Mount	+2	–	–	–	–	+15	–/1	*8

Author's Note: Note that the bolt thrower does not receive the +1 to hit described in the Warmaster rulebook for the High Elf Bolt Thrower.

Special Rules

1. Crossbowmen and Dark Riders. These units are equipped with the repeating crossbow. These units shoot once at ranges up to 30cm and twice at ranges up to 15cm. A unit of three stands would therefore shoot 6 Attacks at a target within 15cm and 3 Attacks at a target at greater ranges. Units may shoot at enemies that charge them - in which case they shoot 1 Attack per stand regardless of range.

2. Witch Elves. A unit of Witch Elves always uses its initiative to charge an enemy if possible and cannot be given orders instead. Witch Elves never use their initiative to evade. The unit cannot be driven back by shooting and never roll for drive backs. If victorious in combat they must pursue or advance where possible. Witch Elves are unaffected by enemies that cause terror in combat and do not suffer the usual -1 Attack modifier.

3. Cold Ones Knights. Such is their unthinking instinct to take a bite out of anything that passes, Cold One Knights have an Attack value bonus of +1 in the first round of each combat when fighting to their front. For the same reason Cold One Knights cannot form brigades except with other units of Cold One Knights.

4. Harpies. Harpies are based facing the long edge of the base in the same way as infantry, rather than the short edge like other monsters. Harpies can fly. A unit of harpies cannot be joined by a character.



5. War Hydra. War Hydras are so aggressive that they cannot be included as part of a brigade not even with other War Hydras. They cause terror in their enemies. The War Hydra can breath fire with a range of 20cm and 2 Attacks that are worked out in the normal way. Once all hits have been struck for that round, and assuming it has not been slain, the War Hydra automatically regenerates 1 hit that it suffered that round. A hit that is inflicted and subsequently regenerated still counts towards the results for that round.

6. General. Dark Elf commanders are masters of manipulation and cruelty - this makes them uncompromising in their dealings with subordinates! If a Dark Elf Hero or Sorceress rolls a 'blunder' when issuing orders then the General must either lose 1 level of Command value (ie drop from 10 to 9) or execute the failed underling - in which case the character is removed as a casualty but does not count towards the enemy's victory points. In addition, if the General rolls a 'blunder' (ie a double 6) then the General automatically loses 1 level. Regardless of these penalties a General can only drop 2 levels (to a minimum of 8) after which all subordinates who blunder are executed and any 'blunders' rolled by the General merely end the phase as normal.

7. Manticore. Generals, Heroes and the Sorceress can ride a Manticore. The Manticore can fly increasing the rider's movement to 100cm. An extra +2 Attacks are added to those of the rider. A unit joined by the character causes Terror.

8. Cauldron of Blood. A Sorceress can have a Cauldron of Blood - this is categorised as a 'special' mount because it is treated as a mount and a Sorceress with a cauldron of Blood cannot have another mount. A Sorceress with a Cauldron of Blood suffers a movement reduction to 30cm. The army can only ever include one Cauldron of Blood and it can only be included if there is at least 1 unit of Witch Elves in the army. The Cauldron of Blood adds +2 Attacks to the Sorceress and can be used to add +1 to the Sorceress' dice roll to cast a spell once per battle. The player must announce that the Cauldron of Blood's spell bonus is being used before rolling the dice to determine if the spell is cast.

Dark Elf Spells

DOOM BOLT

5+ to cast
Range 30cm

A bolt of pure malicious darkness arcs from the Sorcerer's fingertip and stabs towards the foes of the Dark Elves.

Draw an imaginary line 30cm long from the Wizard's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, eg over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily effect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by a Doombolt as with ordinary shooting (even including friends). Engaged units cannot be driven back by the Doombolt but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

BLACK HORROR

6+ to cast
Range 50cm

A whirling vortex of dark enemy surrounds and drags its victims into the infernal realms of Khaine the Lord of Murder.

This spell can be cast upon an enemy unit the Sorceress can see and which is not engaged in combat. The unit suffers 4 Attacks with no saves for Armour. A unit that takes hits from the Black Horror is not driven back as a result - the whirling vortex sucks its victims down affording them no chance to avoid it.

A selection of Dark Elf forces



Dark Riders



Cold One Knights



Manticore Rider



Dark Elf Bolt Throwers



Dark Elf Witches

DOMINION

4+ to cast
Range 60cm

Upon invoking the curse of the foul god Khaine an unnatural and unbearable agony suffuses the body of his foes.

This spell can be cast on any enemy unit within range regardless of whether the Sorceress can see it or not.

The spell takes affect until the end of the opposing player's next turn.

Whilst the spell lasts the unit cannot charge and if engaged in combat will not pursue or advance. Even units that are otherwise obliged to charge, pursue, or advance will not do so if affected by Dominion.

SOUL STEALER

5+ to cast
Range touching

Invoking the daemons of the abyss the Sorcerer tears the very souls from his enemies.

The Sorceress can cast this spell if she has joined a unit in combat. The spell can be cast on any single enemy unit that is touching the unit the Sorceress has joined.

The target unit takes three attacks worked out in the usual way. Targets get no armour saving throws when they suffer hits from the Soul Stealer - all Armour values count as 0. Any hits scored are carried over into the first round of combat and count as having been struck in the first round for purposes of working out combat results.

The Vampire Count Army

Upon the eastern marches of the Empire lies the blighted land of Sylvania. It is a region dominated by dark forests and bleak mountains. For the most part its inhabitants are poor, for the soil is thin and unprofitable to work, whilst the mountains are devoid of the mineral wealth found in abundance to the south and north. Moreover the land has an unfortunate reputation. Its forests are said to be haunted and the ground itself is thought to carry the contagion of Chaos so that even the dead that are buried in it do not rest easily. Those who live there are few in number, impoverished, malnourished, and utterly lacking in ambition and vigour. The ordinary folk of the land are broken in spirit and live in harsh servitude under callous and uncaring masters.

Although part of the Empire from its inception, Sylvania developed quite separately during the long period of anarchy known as the Age of Three Emperors when all centralised government broke down. In these years a new power arose in Sylvania taking the form of the Counts Carstein. The Carsteins quickly gained a reputation for cruelty that surpassed anything that had ever happened before in the Empire. Throughout the adjoining lands, stories were whispered of ghastly tortures and wanton cruelty, of necromancy and dark magic, and of the haunting of the land by restless spirits. People feared to walk abroad after nightfall for strange creatures stalked the night - creatures that feasted on the blood and flesh of men.

The true nature of the Carsteins emerged during the years that followed the coming of the comet and destruction of the city of Mordheim. It was a time of great contagion when the power of magic waxed strongly throughout the Empire. Harnessing much of that magic the great Vlad Von Carstein raised an army of dead from the poisoned soil and made his bid for the throne of the Empire. Thus began the Wars of the Vampire Counts in which the dead sought to overthrow the living and the Carsteins sought to rule the whole of the Empire. Had they succeeded the Empire would have become a dead land where the living would exist only as cattle to feed a Vampiric nobility. Vlad almost did succeed but was slain as his undead hordes besieged Altdorf.

Vlad's successors were to continue the war at first led by the insane Konrad Von Carstein and then by Mannfred Von Carstein. The armies of the dead ranged over the lands of the Empire until Mannfred was eventually driven back to Sylvania and defeated at the battle of Hel Fenn. After that battle Mannfred disappeared, presumed destroyed, but his body was never found and rumours of his return haunt the Empire to this day. Following this defeat Sylvania was scoured by the priests of Sigmar and many vampires were hunted out and destroyed. Sylvania itself was claimed by the Count of Stirland and now forms part of that province. It remains a land of dread where the downtrodden peasantry still live in terror of the night and the things that walk beneath the moon.

Skeletons – Skeletons are the most common undead warriors - they are little but bone and scraps of cloth but they are resolute and fearless fighters nonetheless. It matters little what weapons they carry for they fight in a sluggish, flailing fashion caring nought if their limbs should be torn from their frames or their heads struck from their shoulders. Swords, spears, axes, clubs, scythes - any and all of these can be found in their ranks.

Zombies – these are the recent dead raised by necromancy to serve in the armies of their undying masters. They are clumsy and brutal creatures: encumbered by decaying flesh, propelled by maggoty brains, adorned in torn grave-clothes and smeared in bodily corruption. They have so little coordination that they find it difficult to wield weapons other than bones, sticks, and clubs, whilst many employ only their fists or clawing hands.

Ghouls – over centuries of bondage some peasants have degenerated into creatures that are no longer human. Driven by hunger to eat the flesh of the dead they have become as the dead for death has consumed them in its turn. Ghouls predate upon buried flesh and will feast upon even the rankest corpses. They live in terror of the vampires of Sylvania who regard them as the very lowest of their many servants.

Grave Guard – even amongst the ranks of undead there are some whose status is greater than others - enhanced by powerful necromantic magic, drawn from the burial pits of ancient chieftains, and formed into the personal guards of the vampiric nobility of Sylvania. They are skeletons but more powerful than ordinary skeletal warriors and driven by the strongest necromantic magic.

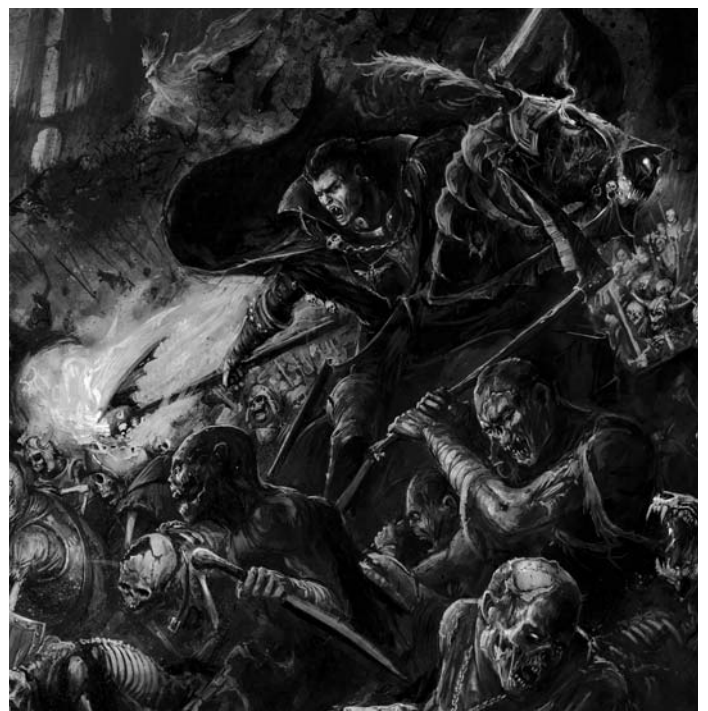
Ethereal Host – there are many insubstantial creatures bound to the will of the necromancers of Sylvania: pitiful ghosts and spirits of the dead, howling banshees, spectres and the wraiths of long-dead necromancers. These, and many other such shades of the dead, serve the vampires and their sorcerers. Their merest touch causes paralysis and drains away the lives of their victims. Their wailing screams drive their adversaries insane.

Black Knights – these are skeleton warriors riding upon skeleton steeds - armed with decaying weapons and adorned in the tatters of ancient livery.

Dire Wolves – these Wolves in undead form are monstrous creatures twisted by the corrupt soil of Sylvania into creatures of darkness. They are part beast and part spirit existing at once in this world and the next.

Fell Bats – Fell Bats are blood-drinking bats of monstrous size - vampiric monsters that feed eagerly upon the blood of the living. Bats of all shapes and sizes follow the armies of the Vampire Counts - blackening the sky as a great cloud.

Characters – Sylvania is a land ruled by warrior Vampires, from the Vampire Counts themselves to the lesser nobility, all have been infected with the blood of the Carsteins. Vampires sometimes ride in enclosed coaches to avoid the rays of the sun. Amongst their servants are many evil-hearted Necromancers whose allegiance is to the dead rather than the living. As well as normal steeds Vampires and Necromancers sometimes ride upon huge black Nightmares - winged undead steeds of terrifying appearance.



Vampire Counts Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Skeletons	Infantry	2	3	6+	-	3	30	2/-	-
Zombies	Infantry	2	4	0	-	3	35	2/-	-
Ghouls	Infantry	4	3	0	-	3	55	-/-	-
Grave Guard	Infantry	3	3	5+	-	3	60	-/4	-
Ethereal Host	Infantry	3	4	0	-	3	90	-/2	*1
Black Knights	Cavalry	3	3	4+	-	3	110	-/4	-
Dire Wolves	Cavalry	2	3	0	-	3	40	-/4	*2
Fell Bats	Monster	2	3	6+	-	3	65	-/1	*3
Vampire Lord	General	+2	-	-	9	1	150	1	*4
Vampire	Hero	+1	-	-	8	1	80	-/2	-
Necromancer	Wizard	+0	-	-	7	1	45	-/1	-
Winged Nightmare	Monstrous Mount	+2	-	-	-	-	+80	-/1	*5
Black Coach	Chariot Mount	+1	-	-	-	-	+40	-/1	*6

Special Rules

ARMY RULES

Undead troops are quite beyond any feelings of revulsion, fear, trepidation or anything else for that matter. They are dead and as such nothing holds any real terror for them. Conversely the spells that bind them to life allow only the most rudimentary or specialised intelligence. The following rules apply to all units except for Ghouls. Ghouls are considered to be ordinary mortal troops and the following rules do not apply to them.

Undead units never act on initiative. An Undead unit only moves in the Command phase if given orders (aside from Fell Bats which can 'homeback' as noted below).

Undead units are unaffected by the -1 Command penalty for enemy within 20cm.

Undead units are unaffected by the -1 Combat penalty for fighting terrifying troops.

Undead units are unaffected by the Confusion rule - they cannot become confused for any reason.

SPECIAL RULES

1. Ethereal Hosts. Ethereal Host Attacks always inflict a hit on a score of 4+ regardless of whether the enemy is in the open, defended, or fortified. Enemy otherwise count as in the open, defended, or fortified in all respects (eg charge bonuses count or don't count depending on status). Ethereal hosts cannot be

driven back by shooting and do not roll for drive backs. They cause terror as described in the Warmaster rulebook. Ethereal Hosts cannot have magic items.

2. Dire Wolves. If the unit charges against an enemy in the open it receives an additional +1 Attack modifier in the same way as chariots and monsters. Dire Wolves cannot have magic items.

3. Fell Bats. Fell Bats can fly. Although they cannot use initiative they are allowed to home back as described in the Warmaster rulebook. No order is required to home back.

Fell Bats are an exception to the normal rules for basing monsters, in that they are based along the long base edge in the same way as infantry, rather than the short edge like other monsters.

4. Vampire Lords. These are powerful sorcerers as well as the army's general. They can cast spells in the same way as a wizard.

5. Winged Nightmare. Any character can ride a Winged Nightmare. A winged Nightmare can fly increasing its rider's move to 100cm and adding +2 to its rider's attacks. A unit joined by a character riding a Nightmare causes terror in its enemies.

6. Black Coach. A Vampire Lord or Vampire can be mounted within a Black Coach adding +1 to its occupant's attacks. A unit joined by a character riding in the Black Coach causes terror in its enemies.



Vampire Counts Spells

RAISE DEAD

5+ to cast
Range 30cm

At the Wizard's beckoning the mangled corpses that litter the battleground rise to continue the slaughter from beyond the grave.

This spell can be cast upon a combat engagement taking place within 30cm of the Wizard. The spell can be cast regardless of whether the Wizard can see any units in the combat engagement or not. A single combat engagement can only be affected once by this spell in any turn regardless of how many units are involved in the combat. For purposes of deciding whether a combat is eligible as a target, combat engagements are as they appear in the Shooting phase when the spell is cast: so it is possible for pursuit or advances to bring two units of raised dead into the same engagement later on.

A Skeleton unit of three stands is created. The raised unit must be placed either so that it can fight in the combat engagement, or so that it can support a friendly unit that is already engaged. The unit can be placed to the enemy's front, side or rear edges, or lapped round as required to join the engagement. If there is insufficient room for the raised unit to contact the enemy, the unit must be positioned so that it touches at least one friendly unit that is already engaged. A raised unit can be placed so that it is supporting where opportunity permits. If it is impossible to position the unit so that it touches either enemy or friends then the spell cannot be cast. Raised dead do not count as charging in the first round of combat. Raised dead are ignored for working out victory points at the end of the game.

VANHIEL'S DANSE MACABRE

5+ to cast
Range 40cm

The bodies of the dead move under the powerful influence of necromantic magic renewing their vigour once more.

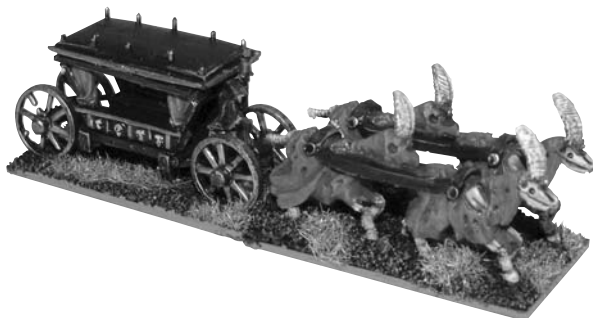
A selection of Vampire Counts forces



Skeletons



Winged Nightmare



Black Coach



Fell Bats



Zombies

This spell can be cast on any friendly unit apart from Ghouls. The spell can be cast on a unit within range regardless of whether the Wizard can see it or not. The spell affects only a single unit, never a brigade.

The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it: they remain where they are.

DEATH BOLT

5+ to cast
Range 30cm

A fearsome bolt of sorcerous lightning flies from the Wizard's outstretched finger tips and strikes an enemy unit.

The Necromancer must be able to see his target to cast this spell and it cannot be directed against a unit in combat. The Deathbolt is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by Deathbolt as with ordinary shooting.

CURSE OF YEARS

6+ to cast
Range - Touching

The Wizard's enemies crumble to dust as he smites them with the corrupting Curse of Years.

The Wizard can cast this spell if he has joined a unit in combat. The spell can be cast on any single enemy unit that is touching the unit the Wizard has joined.

The target unit takes six attacks worked out in the usual way. Any hits scored are carried over into the first round of combat and count as having been struck in the first round for purposes of working out combat results.

The Daemon Army

The world is awash with unseen magic that comes from the dark dimension between time and space. It was introduced into the world when the great intra-spatial gateways of the Old Ones collapsed, creating a rift in space and spewing magically volatile warp-matter over the whole planet. Magic is a malleable energy that can be harnessed and wielded, but the very act of doing so reshapes and changes everyone and everything it comes into contact with. Whether used for good or ill, magic is ultimately corrupting and dangerous.

The ancient gateways continue to leak raw magic from the dark dimension to this day. The dark dimension is home to things of an altogether different order to mortal creatures. These are not living creatures of flesh but a network of ethereal forces whose consciousness continually flow and interchange. Individuality and linear thought are meaningless concepts in the dark dimension. In that timeless, spaceless, nothingness there is only endless being: a single moment extending through all eternity.

Just as magic pollutes and disfigures the material world so the dark dimension is reshaped by the world of mortals. Thought, ambition, emotion and other gross forms of individual consciousness leak from the material universe. This focused consciousness overwhelms and transforms the naturally guileless intelligence of the dark dimension. It becomes aware. It coalesces into a kind of distinct consciousness. Things stir in the dark dimension. Gods, daemons and spirits are made manifest in the stuff of the warp. Reshaped in turn by these newly created consciousnesses other lesser beings are created, and so it goes on.

Thus are the gods of the Old World, and the bitterest agents of man's own destruction, self-created from the terror of mankind itself. There may be a thousand gods or a million aspects of a single deity - it matters little. The daemon armies of Chaos constantly reshape and reform in the face of man's ever shifting fears. Most of all men dread the elemental horrors of life, and these are represented by the four great gods of the Marauder tribes of the north. They are worshipped under many names and in many guises but in the lands of the south they are recognised (by those who dare pursue such studies) as the great powers of Khorne the Blood God, Tzeentch the Changer of the Ways, Nurgle the Plague Lord, and Slaanesh the Lord of Pleasure. These are the Great Gods of Chaos of which all other gods are but parts or conjunctions. In the lands of the Empire many a theologian has been burned for saying as much.

Daemon Hordes – these are the infantry of the Daemon host. They fight as bands of daemon warriors of their particular god - Bloodletters of Khorne armed with crooked Hell Blades, Plague Bearers of Nurgle with their rotting flesh and single eye, Horrors of Tzeentch spitting and hissing with coruscating magic, and pale fleshed Daemonettes of Slaanesh.

Daemon Swarm – these are swarms of tiny rat-like daemons - tiny but multitudinous creatures of which the most numerous are Nurglings - small creatures bloated with corruption, bursting with pustules, and shrieking with delight as they gnaw and chew upon the entrails of their victims.

Daemon Cavalry – these are daemon warriors riding upon a daemon mount - such mounts can take many twisted nightmarish forms from great horses to mutant humanoid daemons forced onto all fours. Amongst them are the bizarre steeds of Slaanesh that carry Daemonettes into battle - bipedal daemons with curious lash-like tongues tipped with mind-distorting venoms.

Daemon Hounds – these are wolf or hound-like creatures of which there are many and varied kinds. Amongst them are the Flesh Hounds of Khorne - half wolf and half reptile but wholly daemoniac.

Daemon Chariots – these are daemons riding in chariots - some are constructions as any other chariot but others living entities twisted from flesh and bone and bound by chaos magic. They are drawn by daemon steeds as varied and as bizarre as the creature ridden by the daemon cavalry.

Daemon Beasts – are large daemons, often consisting of a huge and monstrous steed ridden by a warrior daemon such as those already described. Such beasts can be vast, formless, sprawling, spawn-like creatures; nightmarish, insane things mutated beyond recognition and devoid of intelligence. Amongst these creature are the menacing Juggernauts of Khorne, towering daemons of bull-like appearance with brass bodies and which snort flames from brazen nostrils, and Beasts of Nurgle, vast slug-like monstrosities that exude poisonous slime.

Daemon Flyers – often these are winged daemons but not all daemons need wings to fly and some propel themselves through the air upon the backs of other aerial daemons such as the curious steeds of Tzeentch. Amongst their ranks are the Screamer of Tzeentch - like gigantic aerial manta-rays, and the noisome Chaos Furies.

Greater Daemons – Greater Daemons are the largest and most powerful of all daemons. They serve only the gods and are aspects or significant portions of that god's power. They have powers beyond human comprehension and can take on almost any guise they please - but it is in the forms of gigantic humanoid daemons that they appear upon the battlefield. Though there are Greater Daemons of many kinds, the most numerous and by far the most powerful are the Bloodthirster of Khorne, Tzeentch's Changer of the ways, the Great Unclean One of Nurgle, and Slaanesh's Keeper of Secrets.

Characters – the Characters in the daemon army represent the most favoured servants of the gods. These are former mortals who have been elevated to daemonhood by the gods themselves. They no longer look like the mortals that they once were. They will have been gifted with new powers and astonishing attributes of different kinds depending upon the generosity of their master. For the most part their appearance will reflect the preoccupations of their god, but gods are notoriously whimsical creatures and this may not always be so. Daemon Lords and Overlords might be almost any size up to that of a greater daemon; but they always look suitably imposing, for the gods are proud of their favourite slaves and like to embellish them with wings, horns, serpentine bodies, flesh of iron, and such like improvements. Many have powers that are magical as well as physical and may be able to cast devastating spells.



Daemon Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Daemon Hordes	Infantry	4	3	5+	-	3	75	3/-	-
Daemon Swarm	Infantry	2	4	6+	-	3	45	-/4	*1
Daemon Cavalry	Cavalry	4	3	5+	-	3	110	-/3	-
Daemon Hounds	Cavalry	3	3	5+	-	3	90	-/2	-
Daemon Chariots	Chariot	3	3	5+	-	3	95	-/3	-
Daemon Beasts	Monster	5	4	5+	-	3	220	-/1	-
Daemon Flyers	Monster	2	3	5+	-	3	80	-/1	*2
Greater Daemon	Monster	8	6	4+	-	1	300	-/1	*3
Daemon Overlord	General	+2	-	-	9	1	135	1	*4
Daemon Lord		-	-	-	8	1	100	-/2	*5
	Hero	+2	-	-	-	-	-	-	-
	Wizard	+1	-	-	-	-	+25	-	-
Favour of the Gods	Special Bonus	+1	-	-	-	-	+50	-/1	*6

Special Rules

ARMY RULES

Ignore Terror. All units ignore the -1 Combat penalty for fighting terrifying troops - you cannot frighten them at all.

Daemonic Instability. At the start of the player's own Command phase, before making any initiatives moves, all Daemon units that have taken at least 1 casualty (ie lost at least one stand out of 3) must make a 'daemonic instability' test. Roll a D6. If the unit has lost 2 stands (ie has only 1 stand remaining from 3) deduct 1 from the roll.

0-1 The unit is destroyed - the daemons fade away and are absorbed back into the realm of chaos from which they came. If a character is with the unit it is destroyed too.

2-3 The unit becomes Confused - if not already Confused the stand becomes Confused as it is torn between this world and the next.

4-5 No effect - unless the unit is Confused in which case it ceases to be Confused as it is favoured with the invigorating power of chaos.

6 Replace a stand - daemons pour from the chaos void to reinforce their brethren - replace one of the casualty stands - a unit with 2 stands now has 3 stands again.

SPECIAL RULES

1. Daemon Swarms. These cannot be driven back by shooting and do not roll for drive backs. A Daemon Swarm cannot be given a magic item.

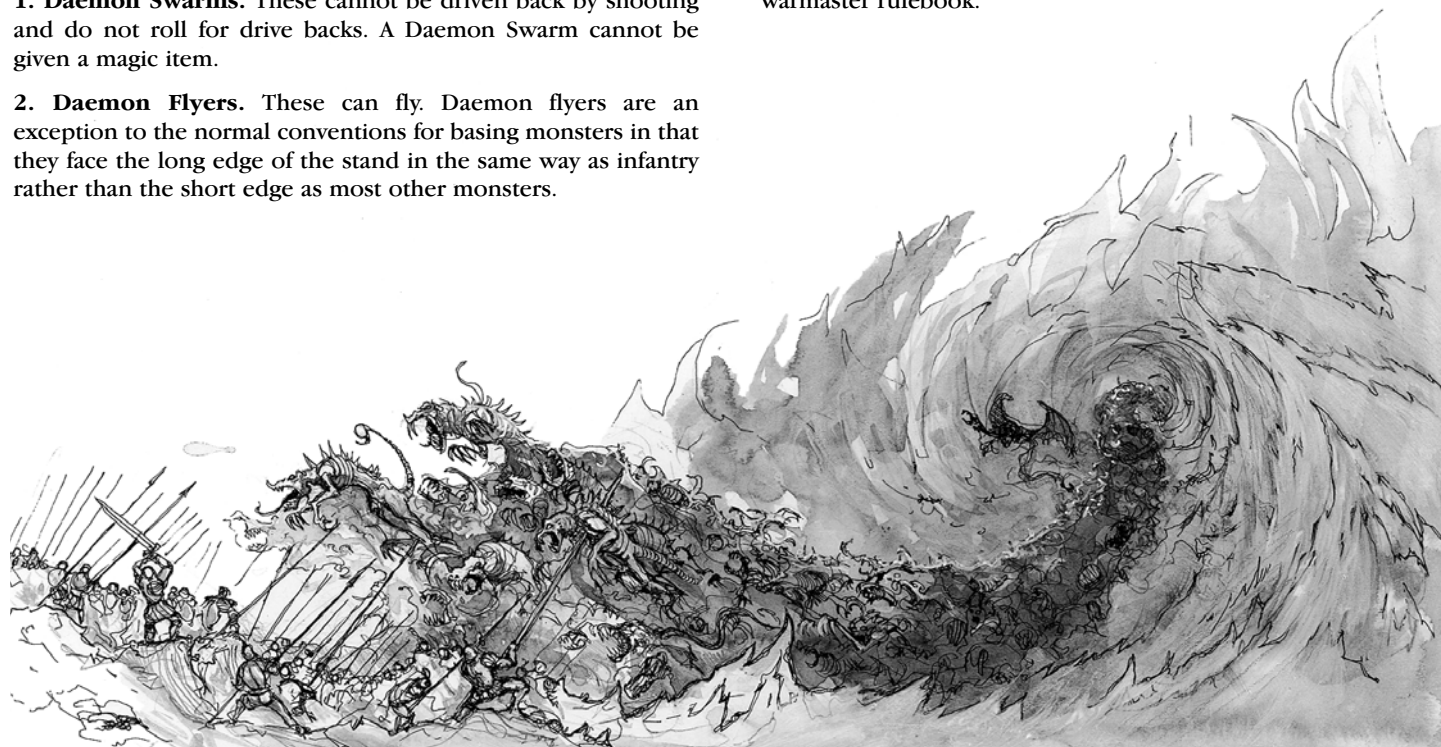
2. Daemon Flyers. These can fly. Daemon flyers are an exception to the normal conventions for basing monsters in that they face the long edge of the stand in the same way as infantry rather than the short edge as most other monsters.

3. Greater Daemons. Greater Daemons can fly regardless of whether the actual model has wings - aerial propulsion is deemed feasible by sheer effort of will (don't try this at home...). Greater daemons cause terror in their enemies. A Greater Daemon that has accumulated 3-5 hits at the end of the Shooting or Combat phase is deemed to have been badly hurt. Once a Greater Daemon is badly hurt accumulated hits are discounted and its Hits and Attacks values are halved for the rest of the battle (to 3 Hits and 4 Attacks).

4. Daemon Overlord. The Daemon Overlord is the army's General and has the option of having the powers of a Wizard for an additional 25 points. If given magical powers the daemon Overlord can be given a magic item restricted to either a General or a Wizard. Note that the Daemon Overlord is still a General and has a command range of 100cm as for other Generals. A Daemon Overlord can fly regardless of the models appearance in the same way as a Greater Daemon.

5. Daemon Lord. A Daemon Lord can be either a Hero or a Wizard but note that you can only have a maximum of 2 per 1000 points regardless of type. A Daemon Lord can fly regardless of the models appearance in the same way as a Greater Daemon.

6. Favour of the Gods. A Daemon Overlord or Daemon Lord can be given the Favour of the Gods. The character gains an extra +1 Attack as shown and causes terror as described in the Warmaster rulebook.



Daemonic Spells

SUMMON DAEMONS

4+ to cast
Range 60cm

With a sulphurous blast of elemental power fresh Daemons emerge from the warp to reinforce their beleaguered kindred.

This spell can be cast on any friendly Daemon unit of three stands that has lost one or two stands as casualties. It does not matter whether the Wizard can see the unit or not.

The unit regains one stand. The regained stand is placed in formation with the rest of the unit. If the unit is already in combat the additional stand can be placed so that it touches the enemy and will count as charging if the unit charged. If it is impossible to position the stand in formation with its unit then the spell cannot be cast and will not work.

DAEMONIC RAGE

5+ to cast
Range 30cm

A keening cry of pure power rises upon daemonic lips as magical energy surges through their eldritch bodies.

This spell affects every friendly unit within range.

The spell lasts for the duration of the following Combat phase.

Every unit gains a bonus +1 attack. This attack can be allocated to any stand in the unit and can be allocated to a different stand in each combat round.

A selection of Daemon forces



Greater Daemon of Khorne



Greater Daemon of Tzeentch

SORCEROUS BLAST

5+ to cast
Range 30cm

With a gesture of a bolt of black lightning leaps from fingertip to foe, searing the enemy with a blast of dark power.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Sorcerous Blast is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Sorcerous Blast as with ordinary shooting.

FRENZY OF CHAOS

6+ to cast
Range 30cm

Rumbling thunderous power surges through the daemonic ranks driving all into a frenzied thirst for blood.

This spell can be cast upon a friendly unit which is engaged in combat and that is within range. The Sorcerer does not have to be able to see the target to cast the spell.

The effect lasts for the duration of the following combat phase.

The unit can re-roll any failed Attacks in combat: take any dice that fail to score hits and roll them again. Note that you cannot re-roll a dice that has already been re-rolled either because of a spell, magic item, or any other reason.



Daemon Steeds of Slaanesh



Daemon Horde of Slaanesh



Daemon Characters of Khorne

The Araby Army

The land of Araby lies along the north west coast of the Southlands between the Atalan mountains and the Great Ocean. To the east is the Great Desert that separates Araby from the Lands of the Dead. Although the climate is dry and hot the western winds carry moisture laden clouds that give up their water as they are suddenly forced upwards by tall Atalan peaks. The resultant rain falls upon the mountains and gives rise to numerous seasonal streams that, in winter at least, form substantial westward flowing rivers. Although much of the land is dry the rivers bring the water needed by cities, towns and villages, there are also numerous oases even in the arid regions to the south.

The Arabians are great sailors and have for many centuries fished the adjoining seas and traded south along the coast, northwards to the Old World, and westwards as far as Ulthuan. The High Elves do not permit Arabian vessels to travel further west than Ulthuan itself, their high-prowed dhows are a common sight in the outer harbours of Lothorn. For their part the High Elves maintain a mercantile presence in Copher and Lashiek as they have since time immemorial. The Elves and men of Araby had dealings even during the long centuries when the Elves abandoned the Old World. Being not only capable seamen but also bold and adventurous, Arabians will eagerly exchange fishing and trading for piracy, and nowhere is this more the case than in Lashiek which is consequently known as the City of Corsairs.

The mostly densely populated part of Araby lies to the north of the River of the Serpent; the largest waterway in the land and one of the few rivers that flows all year long. This land is home to four great cities: Lashiek, Copher, Martek, and Alhaka or (as it is sometimes rendered) Al-haikk which means City of Thieves in the Arabian tongue. Each of these cities and the surrounding lands forms an independent principality ruled over by a Sultan or Caliph. South of the River of Serpents the land is not so fertile and the terrain is much dryer. This arid and impoverished region contains no large cities and is mostly home to wandering nomads and reclusive mystical communities. East of the Atalan mountains the great desert stretches for hundreds of miles towards the Land of the Dead. The eastern mountain valleys support the odd sheltered oasis and help to provide enough water for nomad tribes who live in the shadows of the mountains and make a living by escorting convoys through the treacherous passes.

Araby lies far from the world's poles and therefore from the ultimate source of the magical winds that blow from the north. As a result magic that is common in the Old World is far more diffuse in Araby so it is much more difficult for sorcerers to work their spellcraft. Arabian magic has therefore developed quite differently than that of other men. Arabian sorcerers use their powers to control elemental spirits of the desert, djinn, efreets, genies and such-like spirits. These spirits are worshipped by the superstitious people of Araby. It is commonly believed that the spirits must be appeased with prayers and small tokens of respect such as gifts of food and drink. These so-called elemental creatures are all daemons of a kind, but so far removed and isolated from the source of magical power in the north that they rely upon the close presence of powerful magical artefacts to maintain their existence. They also sometimes cling to local areas where a vestige source of magical energy may be found, but in such cases their power is not usually great. Much Arabian magic is based upon creating and using forms of magical containment such as cages, boxes, or crystals, which are used to capture and enslave these Daemons.

The rulers of Araby maintain their own armies based upon the great cities and tributary tribes that live in the surrounding lands. The leaders of these tribes are called Emirs or, amongst the desert tribes of the south and east, Sheiks. The rules of cities and

their surrounding lands are called Sultans and the Sultan of Alhaka is the acknowledged overlord of all the other cities of Araby. In consequence he is also known as the Great Sultan - the ruler of all Araby.

The Sultans are proud of their troops and especially of their cavalry so that no expense is spared either on their equipment or maintenance. It is popularly supposed that the horses of Araby are descended from Elven horses brought over from the west many centuries ago. They are graceful and swift creatures and very highly valued. The very best of the Arabian foot-soldiers are also well equipped, with steel armour, keen tulwars, gleaming helmets, and fine silk clothing. These household troops or guards accompany the Sultans when they travel beyond the grounds of their magnificent palaces. The loyalty of these troops is famous. They are amply rewarded with riches, luxuries, and prestige as a result. The ordinary foot soldiers are more plainly equipped and usually carry simple iron-hafted spears or bows. As well as these regular and garrison troops there are the irregular fighters from the desert tribes, including camel mounted warriors from the lands to the south and east.

Spearman – Arabian armies are based upon regiments of infantry. They garrison the cities and towns and enforce law and order throughout Araby as well as forming its standing army. The majority of these warriors carry tall spears and shields and fight in well disciplined ranks. Amongst these troops are some distinctive regiments which, traditionally, fight with curved swords or which wear uniforms peculiar to their place of origin.

Bowmen – The men of Araby place great faith in the bow and all the cities of Araby maintain strong bodies of archers. Although firearms are known in Araby they are nowhere near as common or as advanced as those used in the Old World and are rarely issued to common troops.

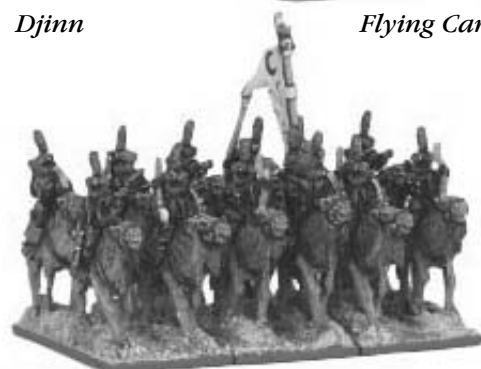
Guard – The household troops of the rulers of Araby are famously loyal and lavishly equipped - they carry weapons of the finest quality and wear brightly coloured clothes of silk brocade. Each Sultan, Caliph and many lesser nobles and sorcerers have their own core of guards. So loyal are they that they would die at their own hands if their master so commanded. Similarly dedicated are bodies drawn from some of the outlandish communities of the south including the Dread Daughters of Tariq from the Land of Assassins and the Silent Guard of Eunuch Mountain.



Djinn



Flying Carpets



Knights – Horses are highly prized in Araby amongst both the sultans of the coast and the sheiks of the inland deserts. The Arabians are rightfully proud of their cavalry. They are ornately equipped with long lances, tall helmets, and glittering armour.

Desert Riders – The deep deserts of Araby are home to fierce nomads whose swift riders are the best light cavalry in all the land. The cities of the coast also maintain bodies of light cavalry for scouting and patrols - but all agree the riders of the desert of the finest and most dashing.

Camels – The camel is a work-a-day creature in the land of Araby where it is common to see long trains marching from the deserts into the markets and bazaars of the coastal towns. Camel caravans carry all kinds of exotic spices, cloth, and foodstuffs from the eastern valleys of the Atalan mountains and beyond. It is only the fierce warriors of the desert tribes that ride these intractable creatures into battle. Camel riders are brave and notoriously savage warriors who navigate their way across the shifting sands of Araby by an uncanny instinct unfathomable and mysterious to mere city dwellers. They are guided as much by their knowledge of the deep desert as by their desert-born mounts and, some would say, by their taste for blood!

Magic Carpet – The sorcerers of Araby have perfected the art of binding aerial spirits into physical forms - not least of which is the famous flying carpet. Carpets carry two or sometimes three riders, who arm themselves with bows as well as various missiles. These are thrown into the enemy's ranks and include such unpleasant surprises as pots of scorpions, serpents, fire-ants, hornets and venomous spiders.

Elephants – Elephants are an exotic creature even in Araby for they come from the lush bushlands that lie between Araby and the jungles of the Southlands. The Sultans like to collect all kinds of wild and monstrous beasts, and they eagerly compete against each other when it comes to maintaining the largest and most impressive herd of Elephants. These are ferocious and dangerous creatures, all the more so because each carries a wooden tower upon its back, within which ride Arabian warriors armed with long spears and assorted missiles that they hurl at their enemies below.

Characters – The commander of an Arabian army is likely to be a Grand Vizier - perhaps the Grand Vizier of the Great Sultan himself. Few Sultans would be so bold as to take to the field personally but throughout history there have been notable exceptions such as the mighty Sultan Jaffar who led a powerful army into Estalia and besieged the Tilean city of Tobaró. Subordinate to the overall commander are marshals and commanders of lesser rank within the palace hierarchy, noble Emirs, and Sheiks from the desert. Not least in status are the great sorcerers of Araby - mystics of the southern deserts and court magicians of the Sultans themselves. They might ride flying carpets - aerial spirits bound into the spiralling patterns of carpets. Their ability to bind desert daemons to their will enables Arabian wizards to command Djinn to carry them from place to place. Military leaders often ride upon Elephants as befits their exalted rank.

Araby Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Spearmen	Infantry	3	3	6+	–	3	45	2/–	–
Bowmen	Infantry	3/1	3	0	–	3	55	2/–	–
Guards	Infantry	3	3	5+	–	3	70	–/4	*1
Knights	Cavalry	3	3	4+	–	3	110	–/–	–
Desert Riders	Cavalry	3/1	3	6+	–	3	80	–/–	*2
Camel Riders	Cavalry	3/1	3	5+	–	3	100	–/2	*3
Magic Carpets	Cavalry	1/2	3	6+	–	3	85	–/1	*4
Elephants	Monster	5	4	5+	–	3	200	–/1	*5
General	General	+2	–	–	9	1	125	1	–
Hero	Hero	+1	–	–	8	2	80	–/1	–
Wizard	Wizard	+0	–	–	7	1	45	–/1	–
Flying Carpet	Chariot Mount	+0	–	–	–	1	+10	–/1	*6
Elephant	Monster Mount	+1	–	–	–	1	+65	–/1	*7
Djinn	Monster Mount	+2/+2	–	–	–	1	+90	–/1	*8

Special Rules

1. Guards. The Sultan's Guards are so unquestioningly loyal that they will obey the first order given to them each turn on the Command roll of 10 or less so long as the order comes from the General himself. No penalties are applied to this order. Further orders are given using the General's normal command value and penalties. This applies only to Guards and not to brigades that include Guards and other units. Remember that characters are still bound by their maximum command ranges and cannot issue orders to units beyond range.

2. Desert Riders. Desert Riders have a shooting range of only 15cm, however they can shoot all round - ie behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Desert Riders can shoot at enemy charging them from any direction.

3. Camel Riders. Camel Riders ignore distance modifiers when commands are issued to them. This applies only to Camel Riders and not to brigades that include Camel Riders and other units. Remember that characters are still bound by their maximum command ranges and cannot issue orders to units beyond range. This represents their fierce self-reliance and their mounts'

instinctive sense of direction allowing them to operate effectively far from their own battle lines. Because Camels are such intractable creatures all orders are issued with a Command penalty of -1, this penalty applies to any unit of Camel Riders or to any brigade that contains one or more units of Camel Riders.

4. Magic Carpets. Magic carpets can fly – they have been rated as aerial 'cavalry' as this is the closest categorisation to their type. Riders have a shooting range of only 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

5. Elephants. Elephants cause terror. Elephants cannot be brigaded with cavalry but can be brigaded with other types of troops including other Elephants. If an Elephant unit would otherwise become confused - for whatever reason - then it will stampede instead. It is not confused and none of the normal rules for confusion apply. Stampinged elephants automatically cease to stampede at the end of their Command phase (note that this is in the same way as confused units cease to be confused).

1. Stamping Elephants cannot be given orders or use initiative. Instead roll a dice at the start of the Command phase before moving anything else on initiative, and move the unit as follows.

1-2. Move towards the nearest enemy unit as far as possible – if the stampeding elephants contact the enemy they automatically count as charging even if they couldn't see at the start of the move. If the elephant contacts a friendly unit it counts as moving into friends (see below).

3-4. Move directly away from the nearest enemy unit as far as possible – work out the stampede direction in the same way as you would for an evade move. If the elephant contacts another enemy unit it counts as charging (see above). If the elephant contacts a friendly unit it counts as moving into friends (see below).

5. Move towards the nearest friendly unit as far as possible – if the stampeding elephants contact the friendly unit they automatically count as charging even if they couldn't see at the start of the move.

6. Move directly away from the nearest friendly unit as far as possible - work out the stampede direction in the same way as you would for an evade move. If the elephant contacts an enemy or friendly unit it counts as charging (see above).

2. A Stamping Elephant unit that charges into an enemy or friendly unit fights in the combat phase in the same way as a regular charging unit. The stampeding Elephant counts as

'enemies' for the duration of the combat and therefore continue to cause 'terror' in opponents regardless of which side they are on. The Elephants count as charging in the first round. If the Elephants win a combat round then they must pursue if possible and will continue to do so each round. Should their opponents be destroyed they will not advance but will halt without reforming.

3. Stamping Elephants might conceivably move into a unit, therefore initiating combat, but are unable to form a battle-line because they have insufficient movement distance. In the case of stampeding elephants, the combat is still fought, and the elephants still count as charging. It is up to the player whether he moves the elephants the extra distance required to make a battle-line or simply fights with the elephants in an irregular formation.

6. **Flying Carpet.** This is considered to be a flying chariot mount.

7. **Elephant.** The Elephant mount is a standard monster mount except that a character mounted on an Elephant cannot join a unit of friendly cavalry. A unit joined by a character riding an Elephant causes Terror.

8. **Djinn.** The Djinn accompanies its master and can transform both of them into a whirlwind enabling the stand to fly as for a normal flying mount. If the sorcerer has a Djinn he can also cast the Curse of the Djinn spell with a +1 casting bonus (see spells). Note that unusually the Djinn has +2 shooting attacks - these are added to a stand from a unit that the character has joined and can only be used when the character joins a unit. If the Wizard is accompanied by a Djinn then any unit he joins causes Terror.

Araby Spells

SAND STORM

4+ to cast

Range – affects enemy within 30cm

The sorcerer commands the desert spirits to engulf his foes in a swirling cloud of choking sand and dust.

The spell is cast upon the Sorcerer himself and affects all enemy units within 30cm of the stand.

The spell lasts until the end of the opposing player's following turn.

The spell affects the opposing army's ability to issue commands. All enemy units within 30cm of the Arabian Sorcerer suffer a -1 Command penalty. This penalty is applied when each order is issued: a unit might therefore be within 30cm of the Sorcerer for one order but not for a second, for example.

MIRAGE

4+ to cast

Range 60cm

The sorcerer creates the illusion of a huge host of fearsome warriors, bearing down inexorably upon his startled foes.

To use this spell the player will need an additional unit chosen from the Araby list - this can be infantry, cavalry or monsters it does not matter which. This unit becomes the 'illusion' and is immediately placed within 60cm of the sorcerer and more than 20cm from any enemy units. The illusionary unit cannot move or fight - for it isn't really there! However, the illusionary unit is treated as if it were real by the enemy up until such time as an enemy unit charges into contact with it, touches it as an incidental contact during combat, advances upon it, or brings it into combat in any other fashion. This means, for example, Command penalties are suffered for proximity, and enemy shooters are obliged to target the illusion if it is the closest target - it cannot be harmed of course! The illusionary unit is also dispelled immediately if the Araby player moves any of his units or characters through it.

Whilst the Mirage unit is on the battlefield the Wizard cannot cast any other spells - if the player wishes the Wizard to cast a new spell the Mirage comes to an end and the Wizard can then attempt a new spell as normal.

SUNSTRIKE

5+ to cast

Range 30cm

Bright beams of burning energy leap from the sorcerer's eyes and scythe through all before him.

Draw an imaginary line 30cm long from the Wizard's stand in any direction you wish. Each unit under the line takes three shooting attacks worked out in the usual way all relevant modifiers are applied. Note that this spell can easily affect several units and will affect all units that fall beneath its path (including you own). Unengaged units can be driven back by Sunstrike as with ordinary shooting whether friend or foe. Engaged units cannot be driven back but carry over any hits that are scored into the first round of combat. Hits caused by the Sunstrike count as having been struck in the combat itself.

CURSE OF THE DJINN

6+ to cast

Range 30cm

The sorcerer channels the immense power of the Djinn through his own body and lays a terrible curse upon his foes.

The sorcerer may cast this spell on an enemy unit within range. The target unit must re-roll all successful armour saves for the duration of the following close combat phase.

If the Sorcerer has a Djinn then he adds +1 to his dice roll when casting this spell, and therefore casts successfully on a 5+.

Appendix – Alternative Units

Since the original release of Warmaster we have added a number of units to the original selection. These new units substitute for models from the existing range and use the same army list entry. So, for example, in the High Elf list High Elf Dragon Princes substitute for High Elf Silver Helms, and Forest Goblins substitute for Goblins in the Orc list. This has allowed us to add new models without having to worry about game balance and making sure everyone knows what new rules apply. With Warmaster it's simple... no new rules apply the models are always substitutes. Different units have more than just an aesthetic role; these units can serve to readily identify units that have magic items, for example.

The list below lists every army list entry together with the units that represent it at the time of writing. Of course, as new models are being added all the time this shouldn't be taken as a definitive list. It is also possible that some models will be dropped or remodelled depending on our production plans, but a complete listing of models available can always be found on the Games Workshop webstore. We have not listed alternative character sets because these are either very obvious, or else they contain a mix of models for a specific campaign - once again the webstore will have the details.

Entry	Models available
Empire Army	
Halberdiers	Empire Halberdiers Empire Teutogen Guard Empire Elite Halberdiers
Handgunners	Empire Handgunners Empire Elite Halberdiers
Crossbowmen	Empire Crossbowmen
Flagellants	Empire Flagellants
Skirmishers	Empire Skirmishers
Knights	Empire Knights Knights of the Blazing Sun Knights Panther Knights of the White Wolf.
Pistoliers	Empire Pistoliers
Helblaster	Empire Helblaster
Cannon	Empire Great Cannon Empire Mortar
Steam Tank	Empire Steam Tank
Undead Army	
Skeletons	Undead Skeletons
Skeleton Bowmen	Undead Skeleton Bowmen
Skeleton Cavalry	Undead Skeleton Cavalry
Skeleton Chariots	Undead Skeleton Chariots
Carrion	Undead Carrion
Bone Giant	Undead Bone Giant
Sphinx	Undead Sphinx Undead Giant Scorpion
Skull Chukka	Undead Skull Chukka
Bone Thrower	Undead Bone Thrower
Chaos Army	
Chaos Warriors	Chaos Warriors
Marauders	Chaos Marauders Chaos Norse Marauders
Ogres	Ogres
Trolls	Trolls
Marauder Horsemen	Chaos Marauder Horsemen
Chaos Knights	Chaos Knights
Chariots	Chaos Chariots
Harpies	Harpies
Dragon Ogres	Chaos Dragon Ogres
Chaos Spawn	Chaos Spawn

Entry	Models available
Orc Army	
Orc Warriors	Orc Warriors Savage Orc Boyz
Black Orcs	Black Orcs
Goblins	Goblins Night Goblin Archers Forest Goblin Infantry
Trolls	Trolls
Ogres	Ogres
Boar Riders	Orc Boar Riders Savage Orc Boar Boyz
Wolf Riders	Goblin Wolf Riders Forest Goblin Spider Riders
Giant	Giant
Rock Lobber	Orc Rock Lobber Goblin Fanatic Cannon
High Elf Army	
Spearmen	High Elf Spearmen High Elf Phoenix Guard High Elf Swordmasters High Elf Archers High Elf Silver Helm Dragon Princes of Caledor
Archers	High High Reavers
Silver Helms	High Elf Chariots Giant Eagles High Elf Dragon Riders
Reavers	Repeater Bolt Thrower
Chariots	
Giant Eagles	
Dragon Riders	
Elven Bolt Thrower	
Dwarf	
Warriors	Dwarf Warriors Dwarf Hammerers
Handgunners	Dwarf Handgunners
Rangers	Dwarf Rangers
Troll Slayers	Dwarf Troll Slayers
Cannon	Dwarf Cannon
Flame Cannon	Dwarf Flame Cannon
Gyrocopter	Dwarf Gyrocopter
<i>Note.</i> Forge World also make two Dwarf Airships, the smaller of which can substitute for the Gyrocopter.	
Skaven	
Clanrats	Skaven Clanrats
Stormvermin	Skaven Stormvermin
Jezzails	Skaven Jezzails
Plague Monks	Skaven Plague Monks
Rat Swarms	Skaven Rat Swarms
Gutter Runners	Skaven Gutter Runners
Rat Ogres	Skaven Rat Ogres
Warp Lightning Cannon	Warp Lightning Cannon
Doom Wheel	Skaven Doom Wheel
Lizardmen	
Skinks	Lizardmen Skinks
Saurus	Lizardmen Saurus
Temple Guard	Lizardmen Temple Guard
Salamanders	Lizardmen Salamanders
Kroxigor	Lizardmen Kroxigor
Cold One Riders	Lizardmen Cold One Riders
Terradons	Lizardmen Terradons
Stegadon	Lizardmen Stegadon Crested Stegadon

Entry
Brettonnian

Bowmen
Men-at-Arms
Peasants
Squires
Knights

Grail Knights

Kislev

Knights
Horse Archers

Bowmen
Axemen
Bears
War Wagon

Dark Elves

Spearmen

Crossbowmen
Witch Elves
Dark Riders
Cold One Knights
Harpies
War Hydra
Bolt Thrower

Vampire Counts

Skeletons
Zombies
Ghouls
Grave Guard
Ethereal Host
Black Knights
Dire Wolves
Fell Bats

Daemons

Daemon Hordes

Daemon Swarm
Daemon Cavalry
Daemon Hounds
Daemon Chariots
Daemon Beasts
Daemon Flyers
Greater Daemon

Models available

Brettonnian Bowmen
Brettonnian Men-at-Arms
Brettonnian Peasants
Mounted Squires
Brettonnian Knights,
Brettonnian Knights Errant
Brettonnian Grail Knights

Kislev Knights
Kislev Horse Archers
Kislev Steppe Horse Archers
Kislev Bowmen
Kislev Axemen
Kislev Bears
Kislev War Wagon

Dark Elf Spearmen
Dark Elf Corsairs
Dark Elf Crossbowmen
Dark Elf Witch Elves
Dark Elf Dark Riders
Dark Elf Cold One Knights
Harpies
Dark Elf War Hydra
Repeater Bolt Thrower

Undead Skeletons
Vampire Counts Zombies
Vampire Counts Ghouls
Vampire Grave Guard
Ethereal Host
Vampire Black Knights
Vampire Counts Dire Wolves
Vampire Counts Fell Bats

Daemon Horde of Khorne
Daemon Horde of Tzeentch
Daemon Horde of Slaanesh
Daemon Horde of Nurgle.
Daemon Nurglings
Daemon Cavalry of Slaanesh
Daemon Hounds of Khorne
—
Daemon Beasts of Nurgle
Screamers of Tzeentch
Greater Daemon of Khorne
Gt Daemon of Tzeentch
Greater Daemon of Slaanesh
Greater Daemon of Nurgle

OTHER SUBSTITUTES

Between players there is no reason why any models cannot substitute for any others so long as they use the same basing. Many substitutions are reasonably justifiable in terms of background. For example, Daemon Horde can be used as Chaos Warriors in a Chaos list, and Kislev Knights could be use as Knights in an Empire list. It helps if these substitutes are essentially of similar nature as this prevents undue confusion (Knights for Knights for example). However, so long as players are aware where substitutions have been made no problems will arise - for example an Empire army could reasonably include Dwarfs serving as Halberdiers or Handgunners - but such troops would have stats and rules as ordinary Empire units of course. Some players like to sculpt or convert their own alternatives - and I have seen gigantic mutant 'Squiggoths' substituting for Giants in an Orc army - and why not indeed!

Some players have even been known to go as far to either sculpt or convert their own models and create their own armies. If such armies have their own army lists, or their own rules, devised by their owner, then it is appropriate to use such a force only with the consent of both players. Most players are happy to go along with such improvisations in the spirit of friendly gaming, and players who decide to go down the route of creating their own forces should be prepared to haggle a little over rules and points values. Another notion is to use one of the lists given here and substitute entirely different models - such an army may look very different but actually plays in the same way as the army described. This offers players a chance to invent their own army based upon whatever race or idea takes their fancy, but which actually plays exactly like a regular army. One player of some renown campaigns successfully using a 'Green Horde' made up entirely of nomadic goblinoids in the guise of a Kislev army - it is a Kislev army by the rules but in appearance it is unique!

Note. There are no Daemon Chariots available at the time of writing though Chaos Chariots could be substituted and can be easily converted using Daemon Beasts or Daemon Cavalry.

