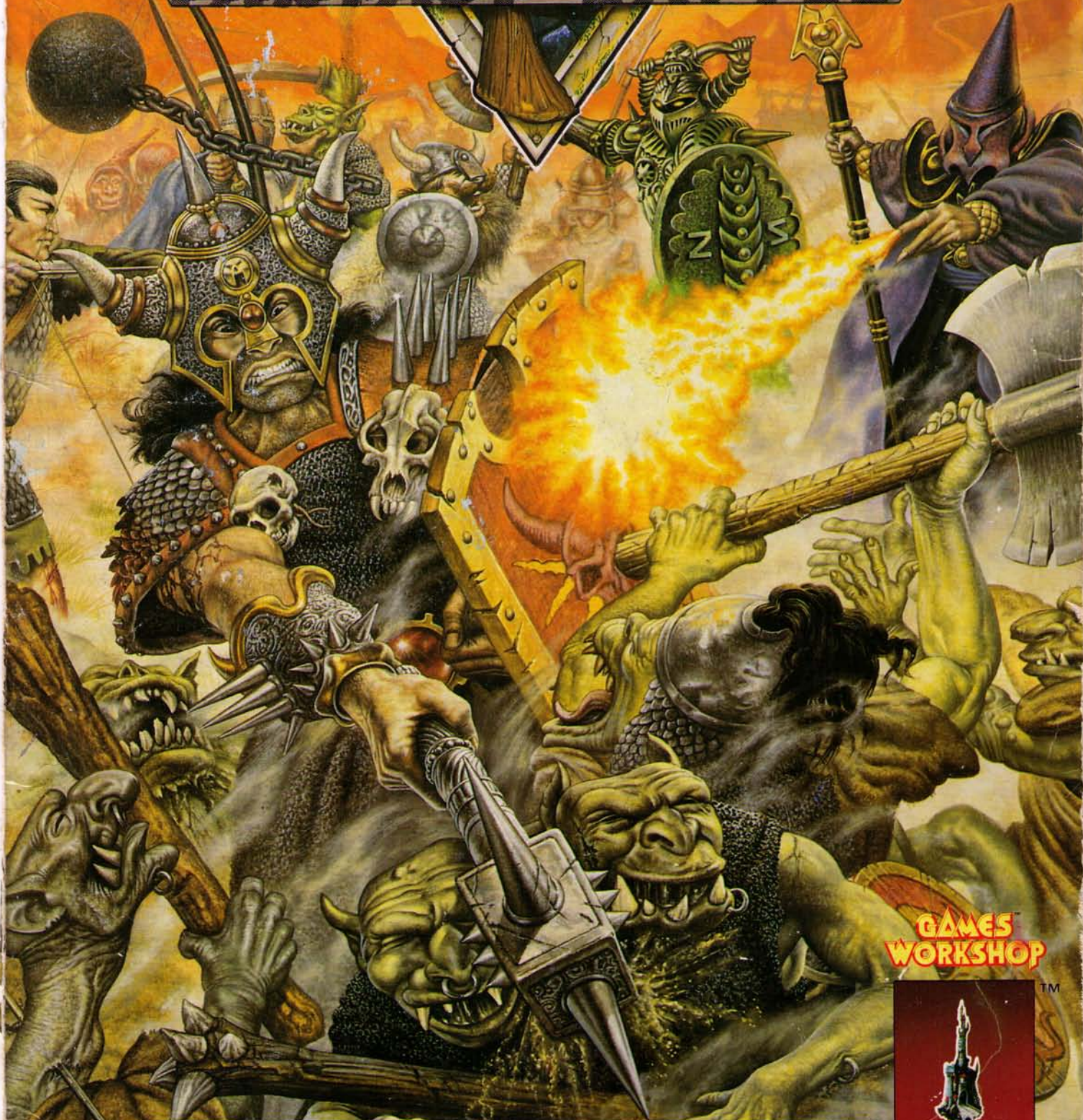


WARHAMMER

FANTASY BATTLE



By PRIESTLEY, HALLIWELL & ANSELL

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FANTASY BATTLE

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By PRIESTLEY, HALLIWELL & ANSELL



WARHAMMER FANTASY BATTLE

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suggestions.

A

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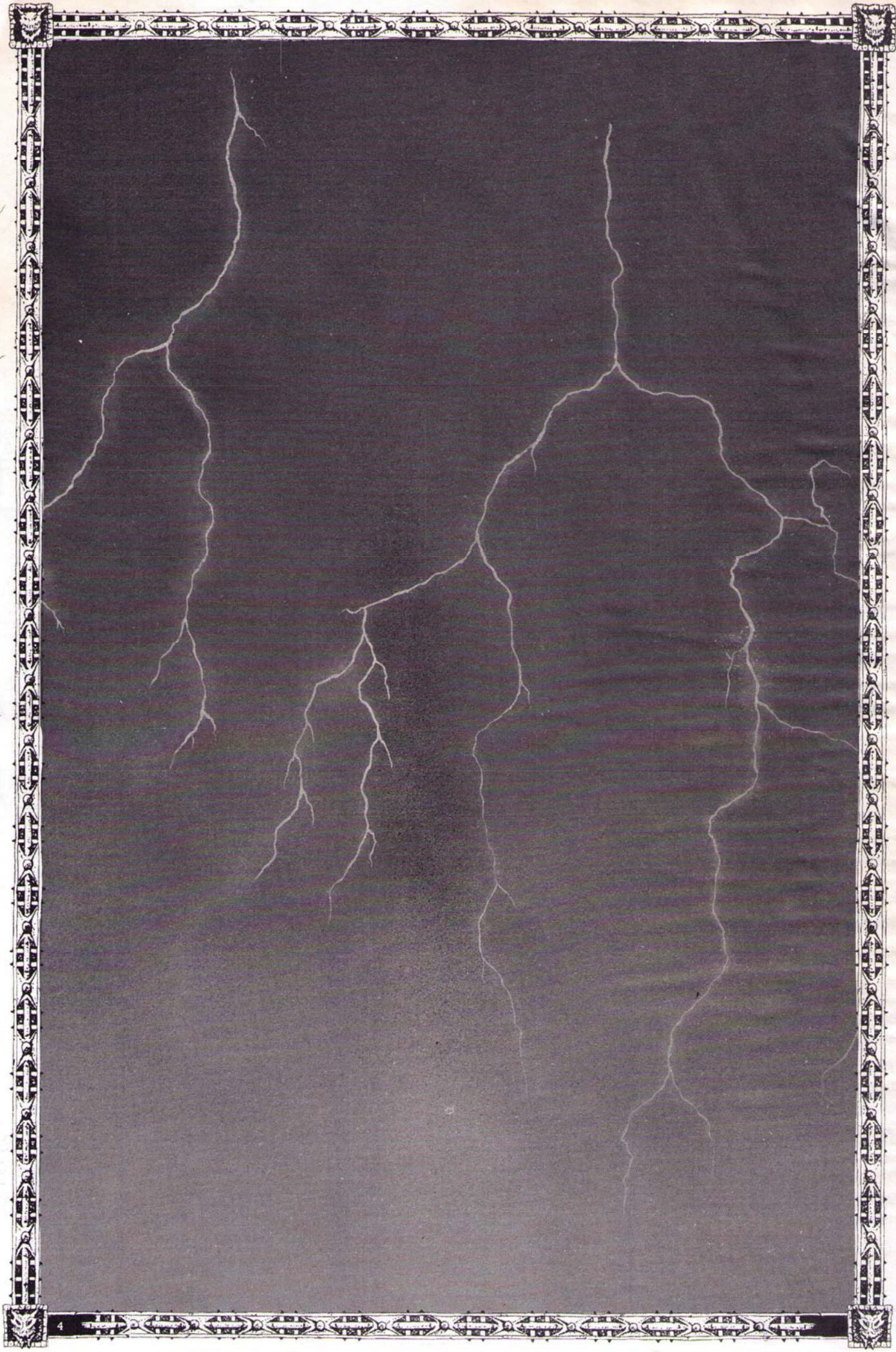
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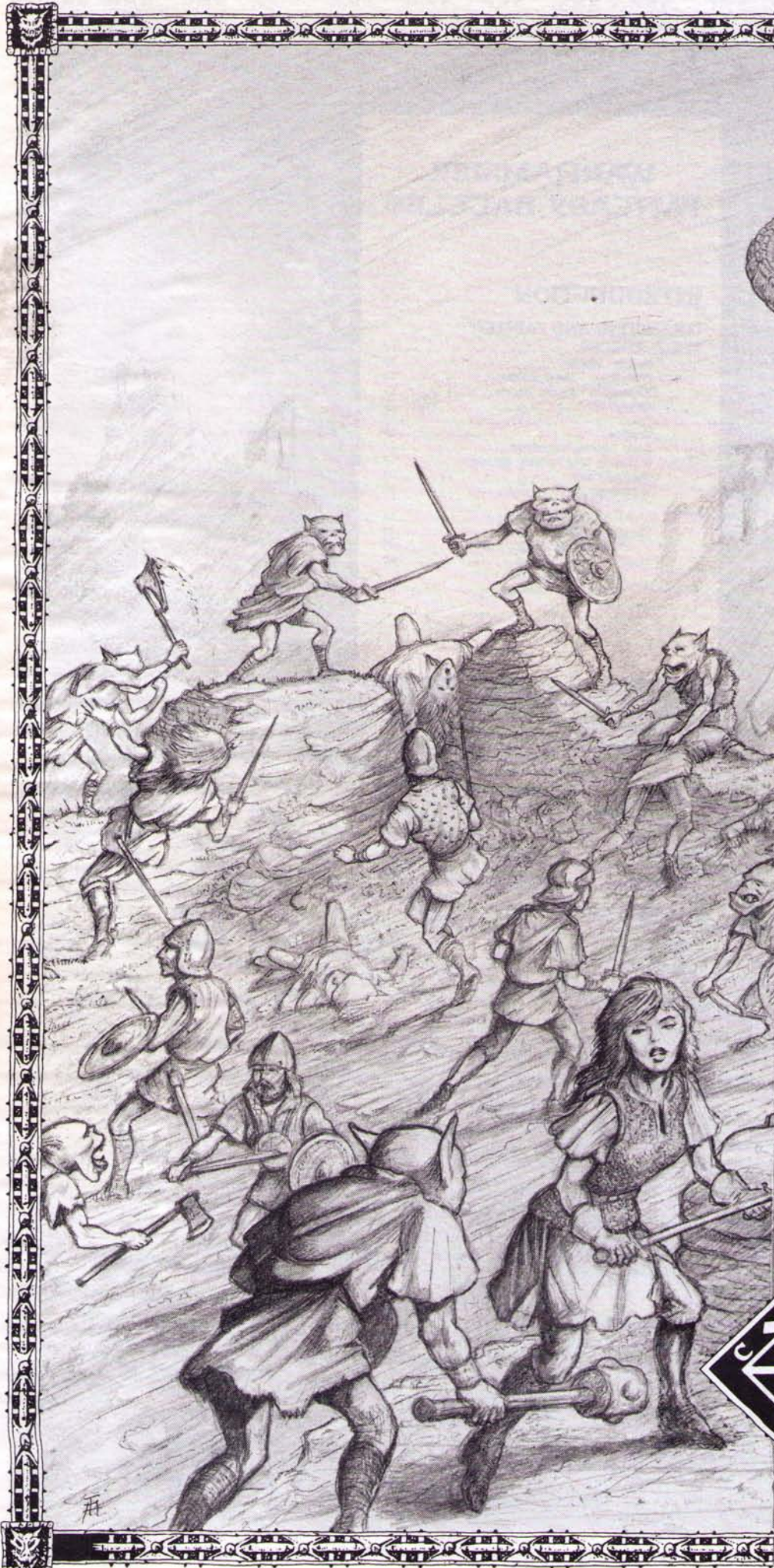
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WARHAMMER

FANTASY

BATTLE



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With the vigour of a primeval cat, the barbarian leapt upon his enemies, his great broad sword cutting a whirling arc of death and destruction. The leader was first to feel the blade's edge. Bone and armour splintered as his torso was cleft from collar bone to belly. Two more fell to the ground before they could turn to flee. The others ran, leaving the bodies of their comrades sprawled in a spreading pool of blood and gore. The barbarian made no attempt to follow them. His eyes honed to a keenness unimaginable to the civilised folk of the south, watching the would-be thieves scuttle into the shelter of the night. Amongst the soft-bellied denizens of the city he was a lion amongst jackals - from now on the jackals would be wary.

Recent years have seen an explosive increase in the number of fantasy films, books, T.V. programs and even games of widely varying quality. Good, bad or indifferent, it's hard to deny that fantasy has become popular. Fantasy is about heroes and monsters, fabulous deeds and terrible battles. All these heroes inhabit unique worlds, but worlds with one thing in common - they are very different from our own. For one thing, magic is real, eldritch forces and strange races share the world with men, threatening humanity, aiding or thwarting heroes, influencing the lives of kings and changing the fate of nations. In short, fantasy is about imagination, and not just the imagination of writers and film producers, but of everyone who has ever read a fantasy story or watched a fantasy film. To this considerable list I would like to add the person who takes the process a step further by creating his or her own fantastic worlds - the fantasy gamer.

I suppose I should explain what a fantasy game is, although the chances are you are already familiar with at least one of these popular games. There can be few people who have not heard of, if not actually read, one of the many excellent and commonly available fantasy game books. You might also have seen role-playing games such as **Warhammer Fantasy Role-play** (the sister volume to this one). Perhaps you have taken part in or organised such games.

But even if you are a complete newcomer to fantasy gaming you'll have no difficulty in understanding **Warhammer Fantasy Battle**. Warhammer is the game that enables you to create full-blooded battles on a tabletop. Your troops are represented by scale models each about an inch high, or in the case of huge ogres, giants or dragons, even larger!

The battle rages over a playing area which can be a table top, a floor, or any area large enough to accommodate the warring forces. Like all battlefields, there are buildings, hills, woods and other scenic features to be represented by models in an appropriate manner.

As in real life, the contours of the land, and the positions of woods and buildings, form an important element in the strategy of the opposing sides. Formations of soldiers try to manoeuvre around hazards, or take refuge amongst cover, as archers and spearmen, wizards and warriors, strive for mastery of the battlefield.

Readers will have gathered by now that Warhammer differs from normal games in that players must be prepared to expend time and skill painting models, preparing scenery and setting up their gaming area - you will have to contribute effort and imagination in playing the game too! In this sense Warhammer is very demanding, in fact it's more than a game - it's a hobby in its own right, embracing all aspects of fantasy modelling, painting and gaming.

If all this sounds like hard work, you're right, it is. So, what makes a fantasy gamer do all these things? I suspect that the answer is just that it is hard work. Creating a magnificent spectacle of models and scenery isn't easy, but once you've taken part in a well prepared game with expertly painted models, you'll be hooked! Skills can be developed and you will soon learn how to paint and model - this book tells you how



to go about acquiring vital techniques. Remember, the artists who worked on this book, drawing the illustrations and making, painting and photographing the models, started out as ordinary gamers and hobbyists.

Of course, you'll have to learn a great deal and work very hard indeed to earn the sort of respect accorded to individuals such as artists Tony Ackland, Dave Andrews and John Blanche, or figure painters Colin Dixon, Mike McVey and Sid, or the model designers Kevin Adams, Nick Bibby, Jes Goodwin, Aly Morrison, Trish Morrison, Bob Naismith, Alan Perry and Mike Perry.

While your enjoyment of Warhammer will be greatly enhanced by superb scenery and expertly painted models, they are not essential. To begin with, you may prefer to use the cut-out counters provided with this book, in which case you need go to no further expense before fighting your first game. The clash of armies, the shrivelling bolts of wizard-fire and the howling of the undead, combine to make a highly enjoyable game, and whether you have a dazzling array of miniatures or simple card pieces, makes no difference to the challenge - your imagination is what counts.

Pitting your wits against those of your opponent is one aspect of play which makes Warhammer different from most other fantasy games; where your opponent is usually a book, or a series of events interpreted impartially by a *Gamesmaster*. In Warhammer your opponent is far from impartial, he is out to win just as much as you are, and will use every ploy he can think of to do so. In turn you will have to meet his

every threat, use your heroes to turn the tide of battle, magic to confound your foe, all the time making the best of the individual strengths of your troops and exploiting the weaknesses of your enemy.

The rules of the Warhammer game are contained in this book and are set out in a clear, straight-forward manner with numerous examples to help you learn them. A section of *Advanced Rules* provides experienced gamers with further detail and ideas. Don't be put off by the length of this tome - the core of rules are quite short, much of the text being given over to describing other aspects of the game, such as the Warhammer world and the many strange creatures that inhabit it.

This Warhammer world is a special world unique to the Warhammer series of games, it has been developed by the authors and contributors over several years into a highly detailed background comparable to the worlds described by authors of fantasy fiction. In many respects this fantasy world is like late-medieval Europe, except it is larger, wilder and far more dangerous, containing a multitude of nameless evils lurking within the heartlands of civilisation, waiting to emerge upon the human race in the form of the foul servants of Chaos. Of course, there is nothing to stop you developing your own world background, or of adapting the background from any book you have read to form the basis for your games. However, by using the Warhammer world, you will have the advantage of the countless special models available from **Citadel Miniatures**, detailed supplementary playing aids from **Games Workshop**, and the promise of further support material from the Warhammer authors.



COLLECTING AND PAINTING YOUR FORCES

Whole books and countless magazine articles have been written on the subjects of collecting, painting and converting metal and plastic figures. This section introduces the basics of buying, assembling and painting models for use with Warhammer.

Citadel Miniatures are the world's foremost producers of quality metal gaming miniatures. Every single model is sculpted by an expert designer, and the most advanced technical processes are employed to reproduce the painstaking detail. Warhammer has been developed around the Citadel range, and you can incorporate any Citadel models into the game. In addition, special Warhammer figures have been produced in close cooperation with the Warhammer authors and contributors - in fact some of the sculptors are avid players and have helped to design and test the game (as well as inspiring some of the least savoury monsters).

Aside from the comprehensive range of metal miniatures, Citadel have produced a small but growing series of plastic models which are available at greatly reduced cost compared to their metal counterparts. Once painted they cannot be told apart until picked up, when their lighter weight becomes apparent.

Buying Models

Although it is very easy to buy a new model on impulse (and I know of few people who don't!), it is more efficient to think about your forces and plan your purchases carefully. If you are a member of a regular gaming group you will find it a good idea for each player to stick to a particular theme or race. For example, one could concentrate on building up an Orc force, while another deals with Dwarfs. Several (or all) members of a group could collect some human troops because there are lots of human types to collect, varying from the regular armies of nations such as The Empire to the brigand bands of the Border Princes and beyond. One player might like to collect monsters. In our own gaming group it always seems to be the GM who ends up collecting these more way-out creatures!

Whatever their chosen race, players should try to build up a comprehensive force. The best way to do this is to use 'Warhammer Armies', buy a whole unit at once - usually ten or twenty models. A unit is a group of creatures fighting together under a single leader. You may wish to think of a unit as a regiment or company of troops. Units fight and move as a single body, and are assumed to be identically armed and armoured throughout (although it is not strictly necessary that each model is correctly equipped).

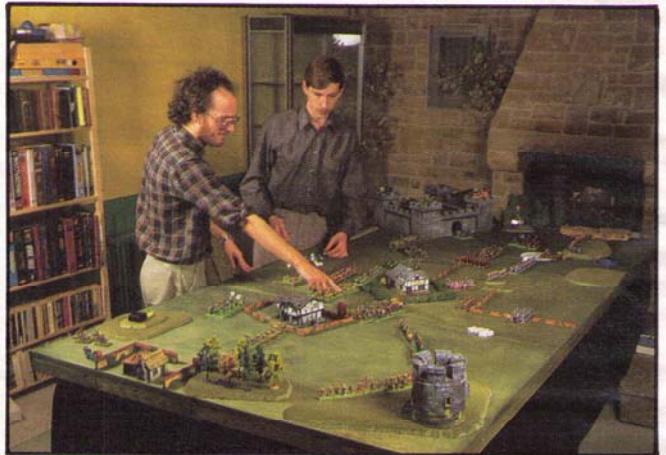
If you buy and paint one unit at a time, your armies will grow fast and you will soon have a useable force to lead into battle. Deciding on your chosen army or race is the easy part: selecting the models, painting, basing and preparing them for battle is where the real work begins. However, it is pleasurable work. There are few hobbies as relaxing or rewarding as painting and modelling.

By way of example we'll look at the process of assembling an Orc unit. The first decision to make here is metal or plastic, and really this is a matter of personal preference. Plastic is, of course, cheaper, which means it is easier to assemble a larger force right from the start. Here we have opted for a mixed unit of mostly plastic models, but including a few metal ones for variety and to provide a distinctive leader figure. In total the unit will number 14 figures.

The first step is to buy the models. Citadel figures are now widely available, and any good model shop and even some High Street retailers, will be able to offer you a wide selection. Wherever you obtain models, try to choose those which are the cleanest and most perfect castings. Because rubber moulds are flexible and soft, they do not last forever, and the models they produce may vary slightly from batch to batch. All those offered for sale should have crisp detail and no malformities. Some degree of excess metal originating from air vents in the mould, or from metal seepage within the mould, is unavoidable and such models must be tidied up before painting. To obtain our Orcs, we took a trip to Games Workshop in Nottingham whose large stocks offered a considerable choice. After much deliberation we opted for a box of the plastic **Warhammer Fantasy Regiments** figures, which contains 10 plastic Orcs as well as figures from other races. In addition we bought an Orc Command Group pack, containing four metal Orcs.



Alan Merrett and Jim Bambra battling over Bryan Ansell's table.



Jim (left) launches his attack.



Alan moves to meet the threat.



A few of the models on sale at the Nottingham Games Workshop shop.



Bryan's gargantuan wargames table easily facilitates this large battle.



Massed Orc columns advance in this typical tabletop battle.



Buying models: Rick Priestley takes his choice... and pays his money!





Preparation - Metal Models

Before painting, all metal models should be cleaned-up with a small modelling file and/or modelling knife. The moulds used to make metal figures come in two halves, and seepage between them will result in a slight 'mould line' - a thin ridge of metal running round the model from top to bottom. If this seepage is extensive it may form a film of foil-thin metal between the model's extremities called 'flash'. Both mould lines and flash can be dealt with using your modelling knife - the single most useful tool you can own! Thin strands of metal sometimes adhere to models and should be cut off.

Strands like this occur where air vents have been cut or drilled in the mould to let air escape. This unwanted metal is easily removed with knife and file. Venting strands are not imperfections in the model but a good sign; if the air vents fill with metal, this means no air has been trapped in the mould to produce a little bubble or cavity. If you find any little cavities of this kind, you know it is due to a tiny bubble of trapped air in the mould - but small holes may be acceptable as they are easily filled in or painted over.

As Citadel models come with a separate plastic base, they will have to be attached to the model before you can start painting. Models

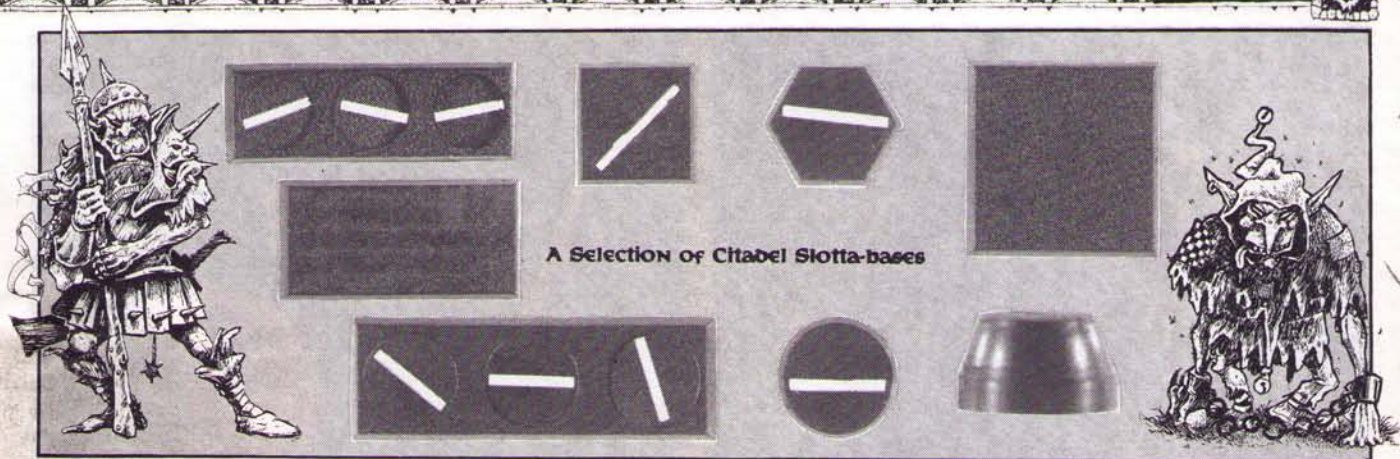
specifically intended for this game are supplied with the correct size base. Some models are supplied with round, hexagonal or other shaped or sized bases designed either for other games or for display. In these cases you can easily fit the correct size base instead. If your local retailer does not stock separate bases, they are available directly from Citadel for a few pence each. As well as individual bases there are special multiple bases which allow three models to be mounted side-by-side. This makes movement much easier - although you will have to have some single models to allow for removing casualties.

Glue the model to its base with a fast setting two part epoxy resin glue such as Araldite. Spread the glue in the prepared slot and on the corresponding tab before pressing the model home. If the figure won't stand up in the slot you can support it with plasticine for a few minutes to give the glue a chance to work. Don't worry about getting glue on the top of the base, as any excess will be covered over at the next stage.

Once the figure has been attached to its base, a decorative ground coating can be applied. The base should match in with your gaming set up, and must be done so that it won't appear incompatible whether your game is fought amidst a forest glade or a ruined city. This is a matter of taste. You can make your bases look like paving slabs but this will look strange amongst forests. You can make your bases look like foliage but this will look odd in urban games. A good compromise is to apply a rough textured finish to the base and paint in a neutral shade of green. This will look reasonable in most circumstances.

The texture is applied by mixing PVA glue with sand or fine grit, or by using a ready mixed stone filler available from DIY and hardware shops. This mixture can be pasted onto the base's upper surface using a cocktail stick or something similar. Try to avoid getting the glue mixture





A Selection of Citadel Slotta-bases

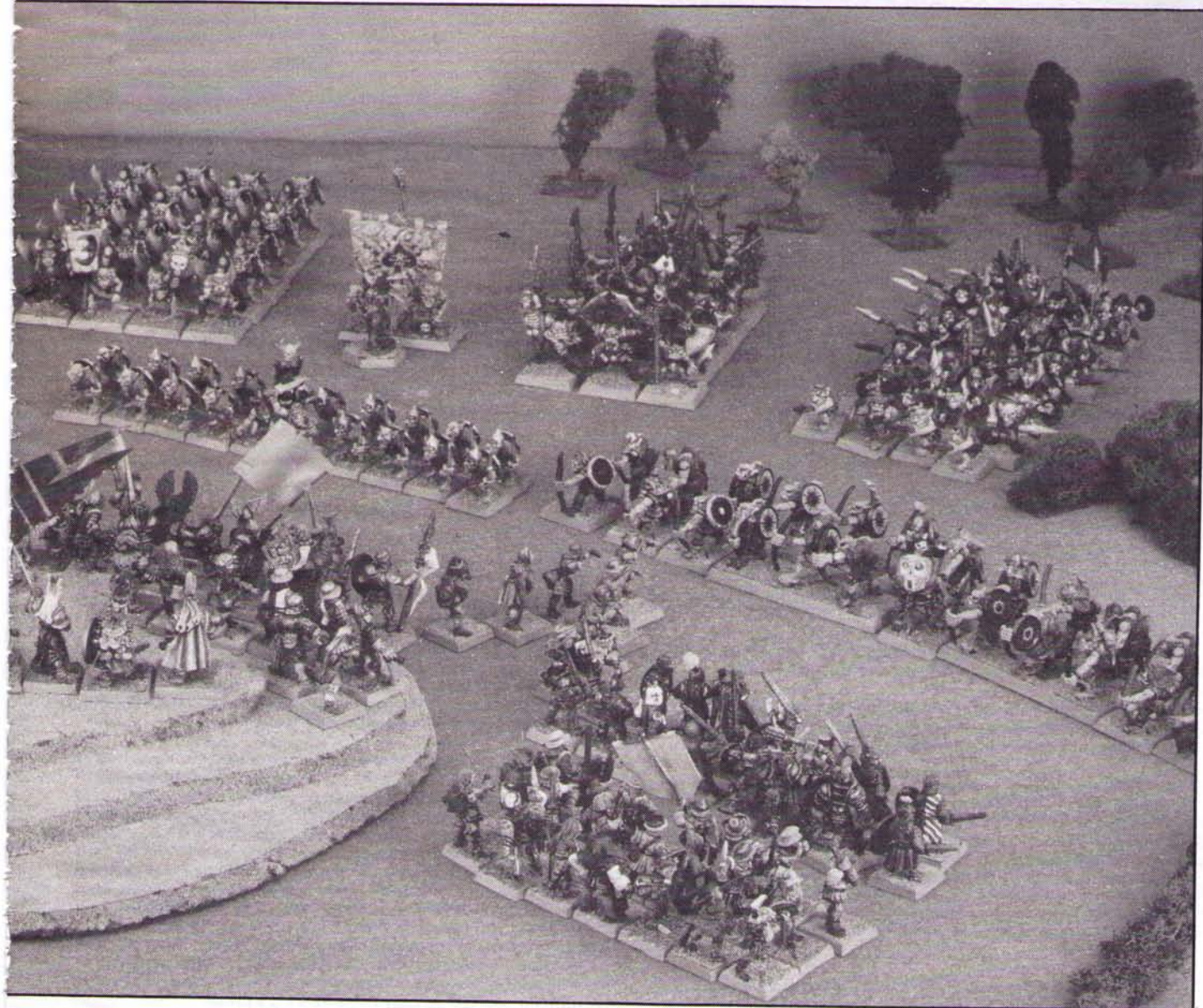
onto the model itself. The mixture can be left plain or sprinkled with sand, grit or fine modeller's flock when wet. If you like, patches of flock or sand can be glued to the surface once it is dry. This gives the effect of sparse vegetation or broken ground. Whatever method you adopt, it is best to leave the sides of the base plain and undecorated.

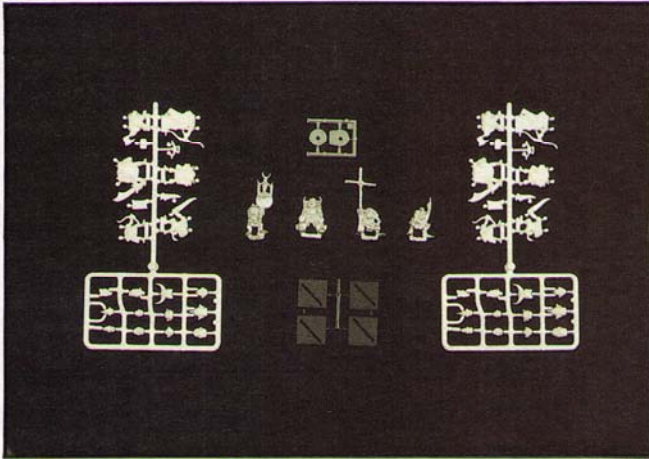
Preparation - Plastic Models

Plastic models are moulded in high-resolution rigid polystyrene and are supplied as kits for the modeller to assemble. This format allows a certain latitude in pose and equipment, so no two models need look

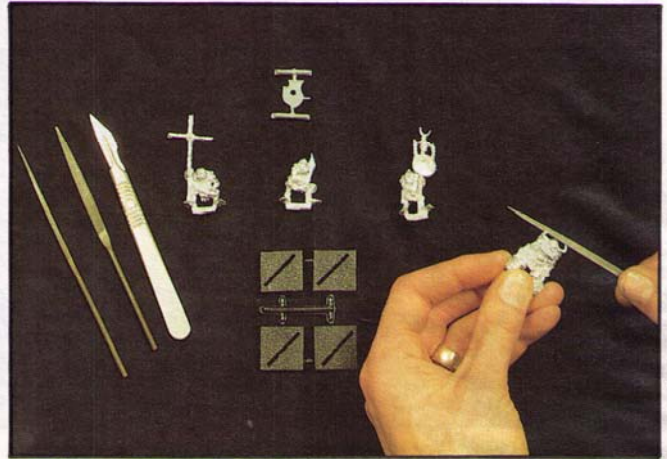
exactly alike. First, wash the whole kit with warm water and a little washing-up liquid to remove any grease remaining from the steel moulds. Before construction, separate the pieces from the supporting frame using a modelling knife and clean up any mould lines in the same way as for metal figures.

Assembly is easy using standard polystyrene cement, the liquid sort is recommended. Carefully apply a small amount of glue to both parts to be joined, wait a few seconds for the glue to take hold, and firmly press both parts together. If the parts remain loose or spongy you are using too much glue, only a tiny amount is necessary for a firm grip.





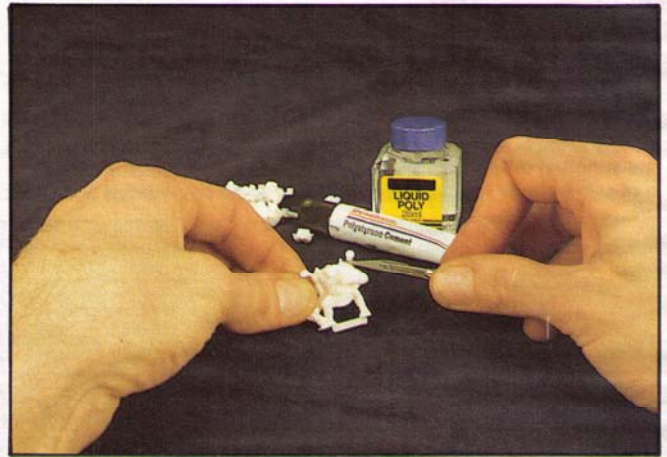
Our selection of models.



Cleaning the metal miniatures.



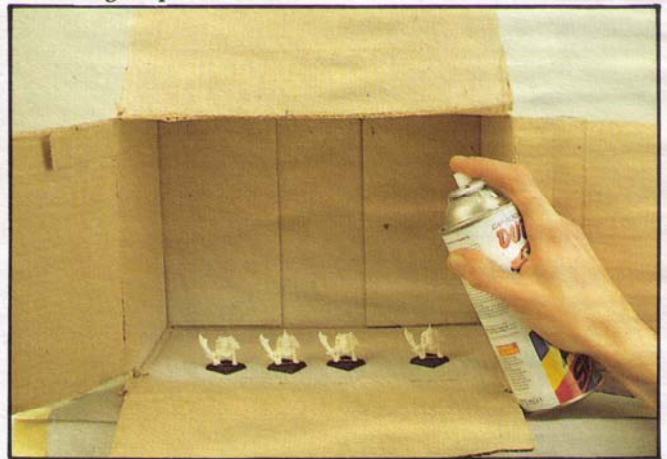
The assembled metal miniatures.



Assembling the plastic miniatures.



The plastic miniatures ready for painting.



Undercoating the models.

The model can be glued to its base at any convenient stage, and the base textured in exactly the same way as for metal figures.

Plastic models will feel lightweight compared to metal ones, and may be weighted with plasticine pressed underneath the base. This will stop them falling over quite so much and gives a much nicer feel.

Undercoating

Whether models are metal or plastic, they will accept paint more readily if properly undercoated first. If this is not done, the colours won't show up properly, the bare surface may show through, and the paint will wear away very quickly. An undercoat is simply an all-over covering of white paint. Experienced painters will know that special effects can be achieved using coloured undercoats, but for most purposes white is best.

It is convenient to undercoat a whole batch of models at once, as this will save time, materials and effort. Almost any white paint will do for

the job - enamel or acrylic. This can be applied with a largish brush (a size 3 for example) and the aim should be to completely cover the model with a thin coat. If the undercoat is too thick it will obscure the underlying detail. If the paint is too thick straight from the pot, dilute it so that it produces a nice, thin white coat.

Perhaps the most efficient way to undercoat a batch of models is to use a car repair spray can of matt white primer. Place the models in a tray or box to contain the spray and go outside (spraying indoors is definitely out, the fumes are horrible and it is impossible to fully contain the spray). If spraying outside, remember your box will not contain all of the paint, so whatever you place your box on will end up with a nice white ring! It is best to lay down paper and to avoid spraying onto patio paving or concrete floors. Make sure there is no wind, hold the can about a foot from the models and spray with light, smooth strokes. Don't aim to soak or completely cover the models at one go. Then turn your box around and spray the other side. Once dry you can reposition figures to catch undercuts and awkward angles. Each coat will build up the overall covering without drenching the models. Any difficult bits can be later filled in with a brush.



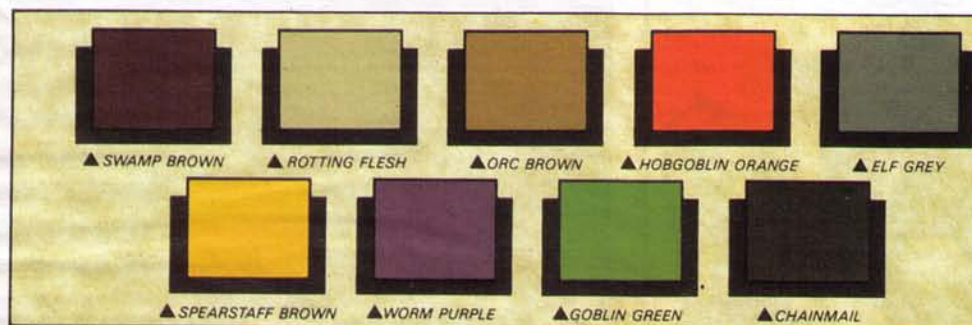
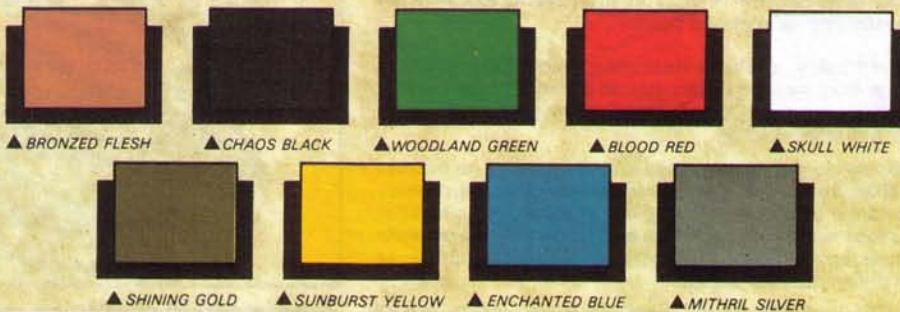
1. Good brushes. 2. Bad brushes.



The wrong way to dip your brush.



Citadel Colour Acrylic Paint Sets



The Citadel collection of colour.

Paint

Old fashioned oil and enamel based colours are rarely used these days, as there are now available many excellent water based paints. These are thinned with water and brushes can be cleaned with water, avoiding the need for smelly, brush-destroying, turpentine and white spirit. Readers who are familiar with enamel paints will find them perfectly good for metal models. All the techniques described for water paints can be applied to enamels. Most gamers will wish to use water based paints, however, and so only types of this kind have been described.

Acrylic paints are based in water, but are waterproof once dry. All the hobby paints are of this type, including Citadel Colour which is specially made for painting Citadel models. All acrylics are mixable and interchangeable, if you find a shade you like from one manufacturer, it will mix easily with paints produced by someone else. As well as the modelling paints sold in hobby shops, you can buy acrylics in tubes from art shops. These are generally thicker than modelling paints and may lose some covering power if thinned.

Gouache is an old-fashioned sort of water colour with a 'glue' base. It can be bought in art shops and usually comes in small tubes. Until recently, gouache provided the best colour range for water based paint. However, as this is no longer true, gouache is best avoided as it is not waterproof when dry and tends to rub off. Some gouache will mix with other water based paint.

Poster paints are a little coarse for our purposes and, like gouache, are not waterproof when dry. However, the metallic paints from these ranges are often excellent and well worth buying.

Your choice of colours will depend on your subject matter, but you will need a minimum of black, white, red, blue, yellow, green and brown. Citadel Paint Set No.1 provides all of these colours at a bargain price and is highly recommended. By mixing the various colours you can produce different shades, and you can always add more colours at a later date. Difficult colours to mix (and therefore good ones to buy) are dark blues, dark reds/crimson, and all strong shades of brown. Flesh is also worth buying, if you find yourself mixing this colour a lot.

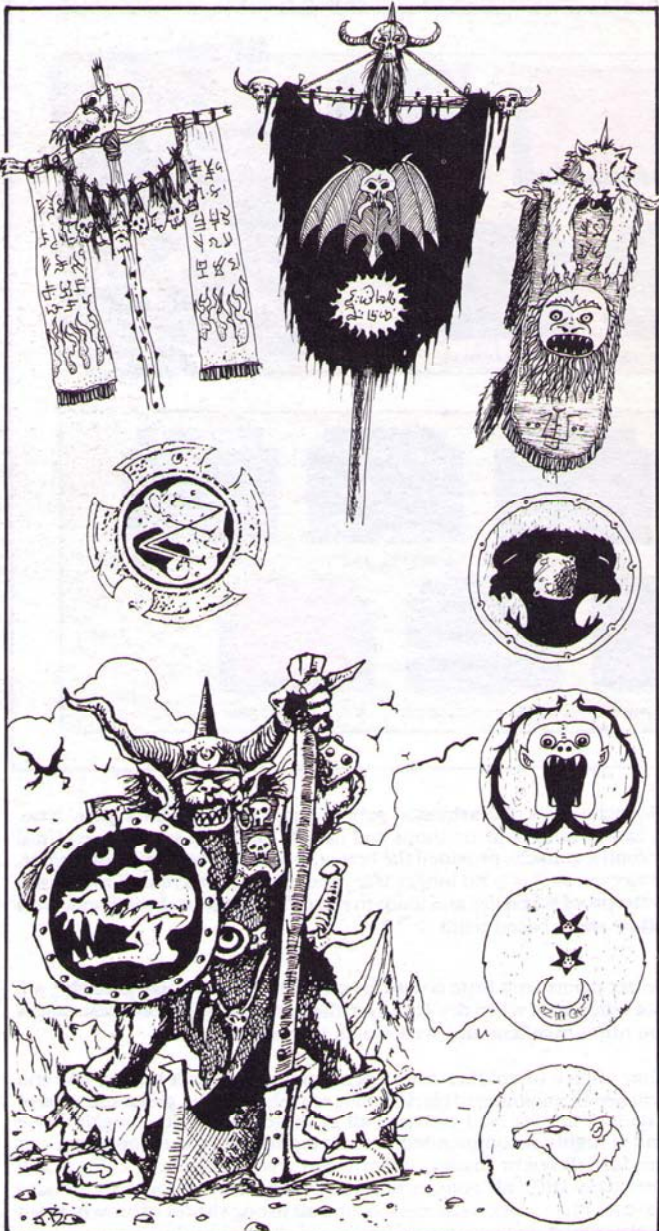
Brushes

Brushes are the single most important item in the painter's armoury. All paint is pretty much the same, but you can't expect to produce a good paint job with an *'orrible bit of Yak's tail on a stick*. A good brush makes painting easier, faster and more enjoyable.

A good brush should be made from sable, it should come to a nice point when moistened between finger and thumb, and it shouldn't have any odd, sticking out or overlong bristles. Examine your brush carefully in the shop. Art shops will often provide a dish of water so that buyers can point brushes - artists take buying a brush seriously and so should you. Good brushes don't come cheap, so choose carefully. You will need a number 1 for general work and a number 0 or 00 for fine detail. However, a good number 1 should come to a fine point and gives as good detail as the smallest brush. A small brush is easier to handle when painting unusually fine or recessed detail.

Painting textured bases, applying undercoat, varnishing and dry-brushing are very hard wearing on brushes, so use an old brush or buy a cheap one for these purposes. A cheap number 2 or 3 will prove useful for large areas and undercoating.

It goes without saying that having spent a king's ransom on brushes you will want to look after them! Never leave brushes standing in water as this will bend the bristles completely out of shape, clean brushes after use with soapy water and stand them points upwards in a jar. Make sure the bit where the bristles meet the metal ferrule is clean, and tweak off any rogue bristles as they appear.



Basic Painting Techniques

You will need a steady flat surface, good light (daylight is best), at least 1 jar of water and a mixing palette (an old plate or tile is ideal). Protect your work surface with a thick layer of newspaper and place your paints and water around you, so they can be reached comfortably. Water should be clean to avoid fouling paint. It is a good idea to have a separate jar for cleaning and thinning metallic colours, otherwise metallic bits will start appearing in all your other paints. The palette is used for mixing and storing the paint you are using, and should ideally be white to show the colours.

It is easier to paint several figures at once rather than to complete one at a time. Work through your batch of models painting all the blue bits, then the red bits, and so on. By the time you have worked through the batch, the first figures will be dry and ready for the next colour. It is usually easier to paint a figure from the inside out, starting with the skin and working outwards through the layers of clothing and finishing with equipment. Initially, concentrate on getting the paint in the right places and don't worry too much about shading or highlighting. By painting outwards from the skin you'll make it easier to cover up mistakes as you go along, but only practice will improve your technique.

In the case of our Orcs we started off with the skin, a pallid green colour mixed from green and yellow paint. The clothing was then added in various shades of brown, red and grey, with weapons and armour in a mixture of black and silver.

The last thing to paint is the base which can be any neutral shade of green, brown or grey. The edges of the base are painted black, which will show the model off against the terrain.

Improving Your Painting Technique

There are many 'tricks of the trade' that can be employed in figure painting. The ones described below cover a wide range of special effects which will greatly enhance your figures.

Black lining is a simple form of shading used to emphasise contrast. Basically any change in colour or material is marked by painting a black line (or very dark shade of some other colour). For example, where a model's hand appears from its cuff, a black line is painted where the two join, and where a hand grips a gun, a black line is painted to separate the flesh from the metal. This technique looks very good if done carefully and can be combined with other shading techniques discussed below.

Shading is used for creases in clothing and recessed detail. These can be painted with a darker shade of the surrounding colour to represent shadow. Where a progressive gradation is required, two or more darker shades can be used, each shade representing a deeper area of shadow. Painting areas of shadow is time consuming and most painters prefer to use washes as described below.





The stages of painting.



Orc base skin colour.



A completed model.

The leader of our Orc unit is painted with extra care as befits his rank. The diagram shows the colours we selected, but you can use any 'Orcish' colours - dark red, brown, grey, black, etc.



Iron Helmet - protecting the Orc leader's thick skull and hiding his repulsive features.

Base colour - Chainmail

Shade with - Chaos Black and Moody Blue

Highlight with - mix of Mithril Silver

Heavy Iron Armour the loot of past victories, fashioned from chain mail and iron plates.

Base colour - Chainmail

Shade with - Chaos Black and Moody Blue

Highlight with - Mithril Silver

Clothing - coarse cloth tarnished with the filth of Orcs.

Base colour - Bestial Brown

Shade with - Bestial Brown and Chaos Black

Highlight with - Bestial Brown and Skull White

Two hand weapons - fearsome meat cleavers used for hacking up opponents.

D.A.



Goblins flee before the advancing Giant.



The finished Orc unit.



Terrain by The Duke.



Every gamer's dream - a spectacular gaming table.



The Undead and their allies charge into action.



PAINTING

Highlights are used on raised areas to catch the light and make them appear lighter than their surroundings. This can be represented by painting such areas with a lighter shade of the base colour, in exactly the opposite way to shading. As this takes rather a long time many artists prefer to use dry-brushing to achieve the same result.

Washing is a quick and effective way of representing shadows. A wash is prepared by using a dark shade of the base colour and diluting this with water. The ideal consistency is very dirty water rather than thin paint. You must experiment to obtain the right consistency for your needs. This wash is painted all over the area to be shaded, and the paint naturally falls into the cracks and detail forming a realistic, graded shadow. Raised areas can be wiped with tissue or finger to remove any residue of paint, but this is not necessary if your wash is sufficiently thin. Some artists use water based inks to make washes as these give a harsher shadow, but these are expensive and only recommended for the experienced.

Dry-brushing is a quick and pleasing way of representing highlights. Prepare a lighter shade of the base colour and dip the brush into the paint. Then wipe away most of the paint, leaving only a slight residue of the light colour. By drawing the brush across the whole area to be highlighted, pigment is deposited only on the raised areas producing instant highlights. It is important to experiment to find the right amount of paint. Successively lighter shades can be built up if you are careful.

Emphasising detail such as buttons, buckles, and other small raised items can be accomplished by painting the whole item, plus a small area around it, black. The item can then be painted a different colour, leaving a very fine black line around it. This technique can be applied to larger areas before painting, providing a similar finish to black lining.

Metallics and difficult shades may need a special undercoat. Metallic paint and some light shades of brown and yellow do not sit well on top of white paint. The white will show through and the finish is patchy. To compensate for this, another colour is painted onto the area as a second undercoat. In the case of silver the best colour to use is black or grey, in the case of red metals the best colour is brown. Light yellows will go over pale browns or darker shades of the same colour. Paint varies and you may be able to find better colours to suit your purposes.

Shading Chart

This chart shows how, using *Citadel Colour* paints, you can produce highlights and shadows. Although Citadel paints are acrylic, the chart can be used with all the techniques described above, simply by substituting a different type of paint of a similar colour. When mixing shades, remember that lighter tones are lighter not whiter, and darker tones are deeper not blacker. Adding white and black will work to some extent, but if overdone will simply produce a shade that looks either washed out or dirty.

Varnishing

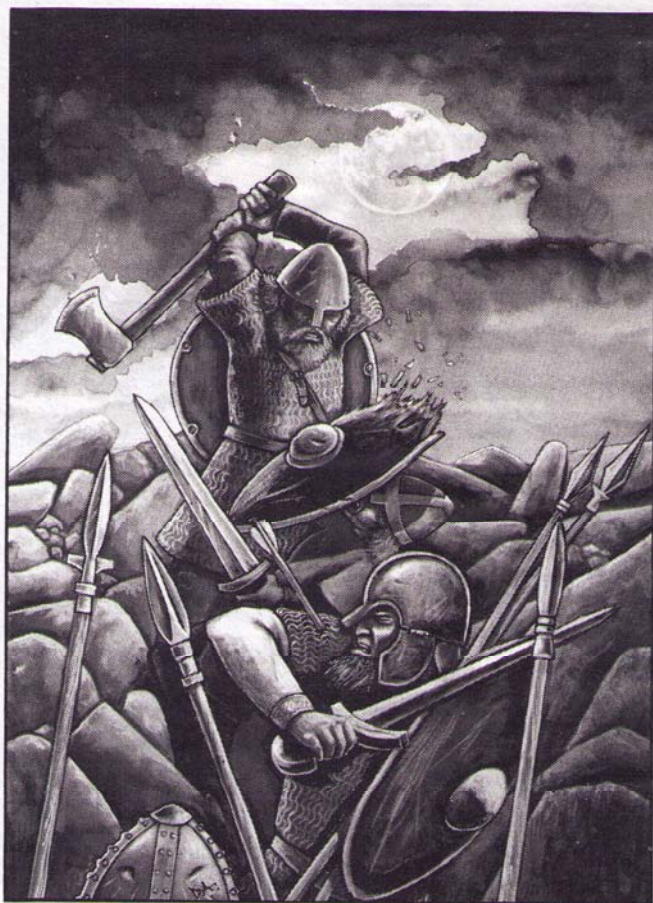
Models will suffer a certain amount of wear and tear from handling and travelling, and so must be suitably protected by varnishing. Ordinary gloss varnish is ideal for this, it can be brushed on or sprayed, in much the same way as the undercoat. All the comments about brushing and spraying undercoats apply to varnish too.

Varnish can be bought in small modellers' pots, in huge tins from DIY shops or as car spray cans. It will give your models a glossy finish, which some people dislike although others find it very attractive. Special matt varnishes are available, but these are less efficient and tend to wear off. If a matt finish is required, it is best to apply gloss varnish first and then matt varnish on top.

Varnish can only be thinned and cleaned with turps or white spirit, so a separate brush and materials will be needed. Most modellers use a spray can and avoid the need for brushes and turps.

The completed unit of Orcs with its leader firmly to the fore.

White Dwarf frequently contains articles on figure painting and presentation, which are highly recommended to anyone interested in learning new techniques and improving their existing ones.



COLOUR	BASIC COLOUR	DARK SHADE	HIGHLIGHT REQUIRED
Bright Red	Red Gore	Imperial Purple-Blood Red mix	Red Gore-Sunburst Yellow (or White) mix
Crimson	Blood Red	Imperial Purple	Red Gore
Orange	Hobgoblin Orange	Blood Red or Swamp Brown	Hobgoblin Orange-Sunburst Yellow mix
Golden Yellow	Sunburst Yellow	Sunburst Yellow-Hobgoblin Orange mix	Sunburst Yellow
Yellow	Sunburst Yellow	Sunburst Yellow + slight touch of Swamp Brown	Sunburst Yellow + White
White	Skull White	Skull White + Elf Grey or Bronzed Flesh	Skull White
Grey	Elf Grey	Ghoul Grey	Skull White
Black	Chaos Black	—	Skull Black + Woodland Green or Enchanted Blue or Ghoul Grey
Purple	Imperial Purple	Imperial Purple + Moody Blue	Imperial Purple + Skull White
Bright Green	Bilious Green	Woodland Green	Bilious Green + Skull White
Dark Green	Woodland Green	Woodland Green + Moody Blue	Bilious Green
Drab Green	Goblin Green	Woodland Green + Swamp Brown	Goblin Green + Skull White or Sunburst
Flesh	Bronzed Flesh	Swamp Brown	Bronzed Flesh + Skull White
Dark Blue	Moody Blue	Moody Blue + Black	Enchanted Blue
Mid Blue	Electric Blue	Enchanted Blue	Electric Blue + Skull White
Tan	Hobgoblin Orange	Swamp Brown	Hobgoblin Orange + Sunburst Yellow
Rich Brown	Swamp Brown	Swamp Brown + Chaos Black	Swamp Brown + Hobgoblin Orange
Dull Brown	Bestial Brown	Bestial Brown + Chaos Black	Bestial Brown + Skull White
Bronze	Brazen Bronze	Brazen Bronze + Swamp Brown	Shining Gold
Iron	Chainmail	Chaos Black + Moody Blue	Mithril Silver





1



2



1. The massed Goblinoid hordes pour over the hill.

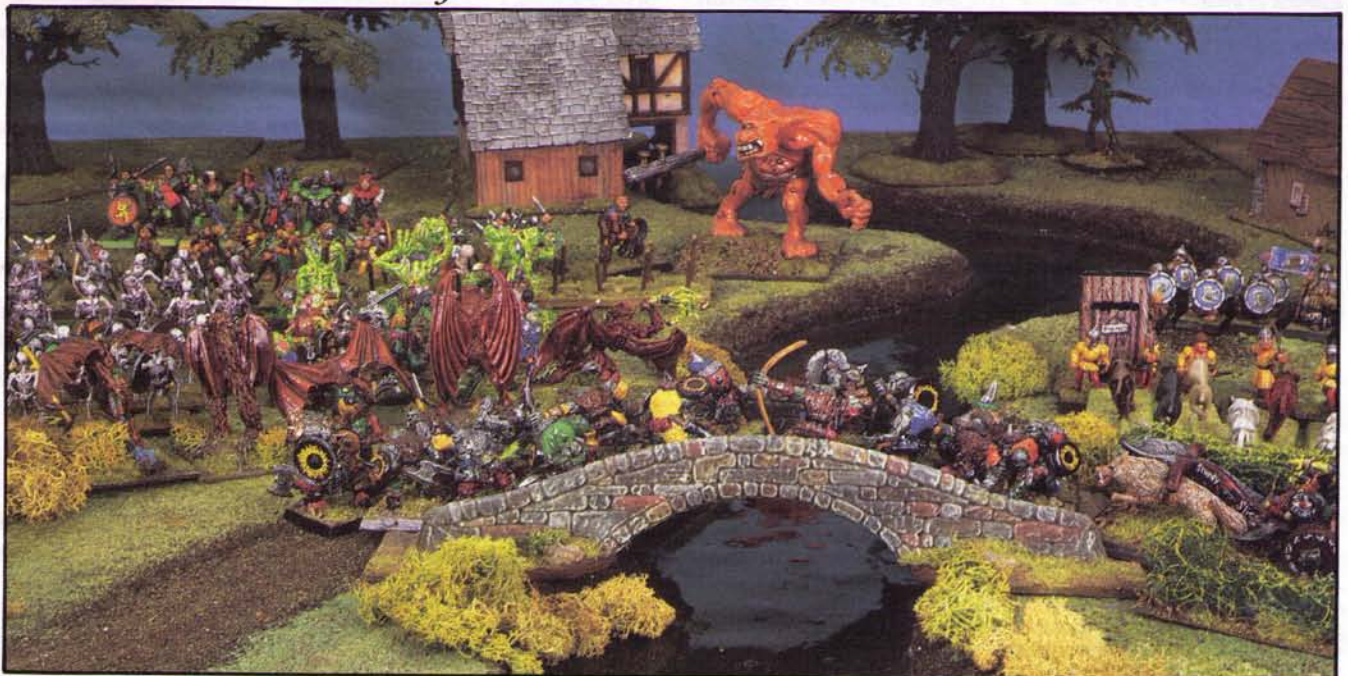
2. The assault on the ruined monastery begins.

3. The Goblin chariots rumble into action.

4. The Skeletons and Trolls spearhead the attack over the bridge.



3



THE GAMING SET-UP

Every gamer dreams of the 'games room', a room where battles can rage undisturbed over a period of days or even weeks, where rack upon rack of painted models line the walls, their regimented symmetry broken only by carefully hung campaign maps and your prized collection of gaming books - you've got to have somewhere to put your copy of Warhammer after all! In the ideal set-up you never have to clear away until ready, valuable models are protected in cabinets, relatives avoid the room at all costs, no one eats off your games table or wreaks havoc with a duster. Well, we can all dream!

No matter how old you are, whether you live with relatives or whether you have a vast mansion all to yourself, the demands upon your living space are unlikely to permit the luxury of a room purely given over to your hobby. Most of us have to make do with tables that double-up as workbenches or dining tables, or else we must resort to temporary tables that can be stored away after each game.

The floor is often a better alternative. Many of the author's most memorable battles were fought upon a heavy leather-cloth spread over a cleared area of the carpet. Indeed, a heavy cloth has many advantages over the games table, especially in the ease with which contours can be created using books placed underneath. The flow of the cloth around the books, crumpled newspaper, etc, actually looks far more realistic than model hills placed on a flat table. However, I suspect most gamers prefer to sit comfortably at a table positioned at a convenient height. This chapter discusses several means by which this can be achieved.

THE GAMES TABLE

A games table must be large enough that it permits your forces to manoeuvre effectively; if the area is too small it will be impossible to exploit the abilities of faster moving troops, while missile-armed troops will find themselves unable to avoid attackers who, in their turn, find it impossible to avoid a constant barrage of arrows. On the other hand, the table must not be so large that it's inconvenient to reach the centre when moving troops, a common situation with really vast tables which often results in players leaning rather dangerously on the table itself.

Furthermore, your table should reflect the lines of battle you are likely to employ: if your playing area is square, troops will either be too far apart initially or the troops will be squashed, possibly with units having to line-up behind others. A table which is too long will stretch out the battle-line, ideal if you have hundreds of models but pointless otherwise.

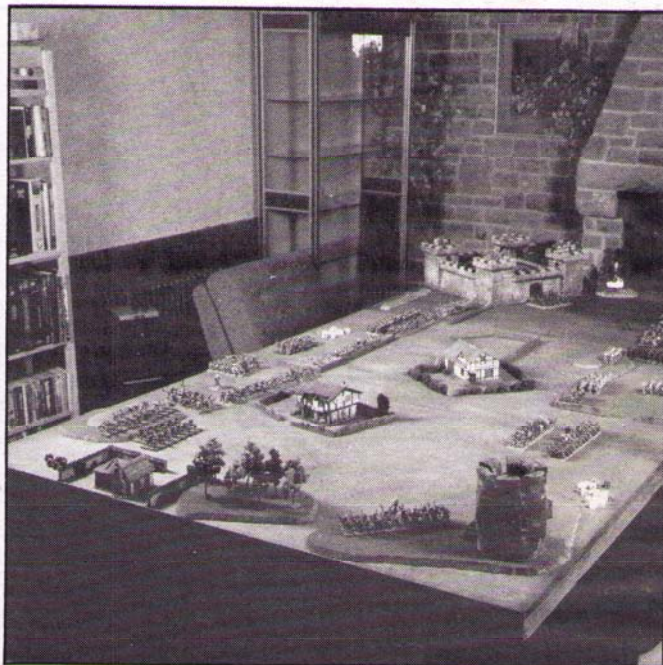
Overall, the smallest area that will prove satisfactory is 6' x 4', and an area 8' x 4' is better. A smaller table is acceptable if it is squarer, say 4' x 4', but you will only be able to fight correspondingly smaller games. The size of your table will obviously be influenced by the size of the room or the space you have available. Remember you will need a certain amount of space to walk round the table once it's in place - especially if people have to walk through the room to get to the kitchen or bathroom.

A measuring tape will prove essential when planning your table. Make a scale drawing of your room if space is tight, and try to visualise how the completed set-up will look. Don't forget, you will need somewhere to put casualties during the battle, not to mention the inevitable gaming debris such as drinks cans, plates of sandwiches, crisp packets, and so forth - it's not just armies that march on their stomachs!

Having planned where your gaming table is going and how large it is to be, the next stage is the table itself. Practicalities will dictate the design of your table. Will the table be a permanent feature or must it be cleared away after each game? If it is to be cleared away, what sort of storage space is available or acceptable? For most of us the set-up needs to be a temporary affair, with the room given over to some other purpose the rest of the time. In this situation we must make the best of those resources already available.

It may be that you already possess a dining table of suitably large dimensions, in which case your problems are solved! Of course, it will be necessary to protect the table from scratches, not to mention accidents with spilt drinks. An old tablecloth or blanket will provide protection for a highly polished table, and the actual gaming surface can be either a heavy cloth spread over this or special scenic blocks made from polystyrene.

An alternative is to place a sheet of chipboard or marine plywood on the protected table top, although this will have to be about the same size as the table, as it will sag dangerously if not properly supported.



Painted green, such a board makes an excellent gaming surface which can be stored in a garage, against a wall or behind a wardrobe. If storage proves a problem, a single sheet of ply can be cut in half and the two pieces hinged together using a heavy duty tape. This may need renewing occasionally, but is better than metal hinges which would intrude upon either the game or the table underneath. Chipboard is also difficult to hinge effectively.

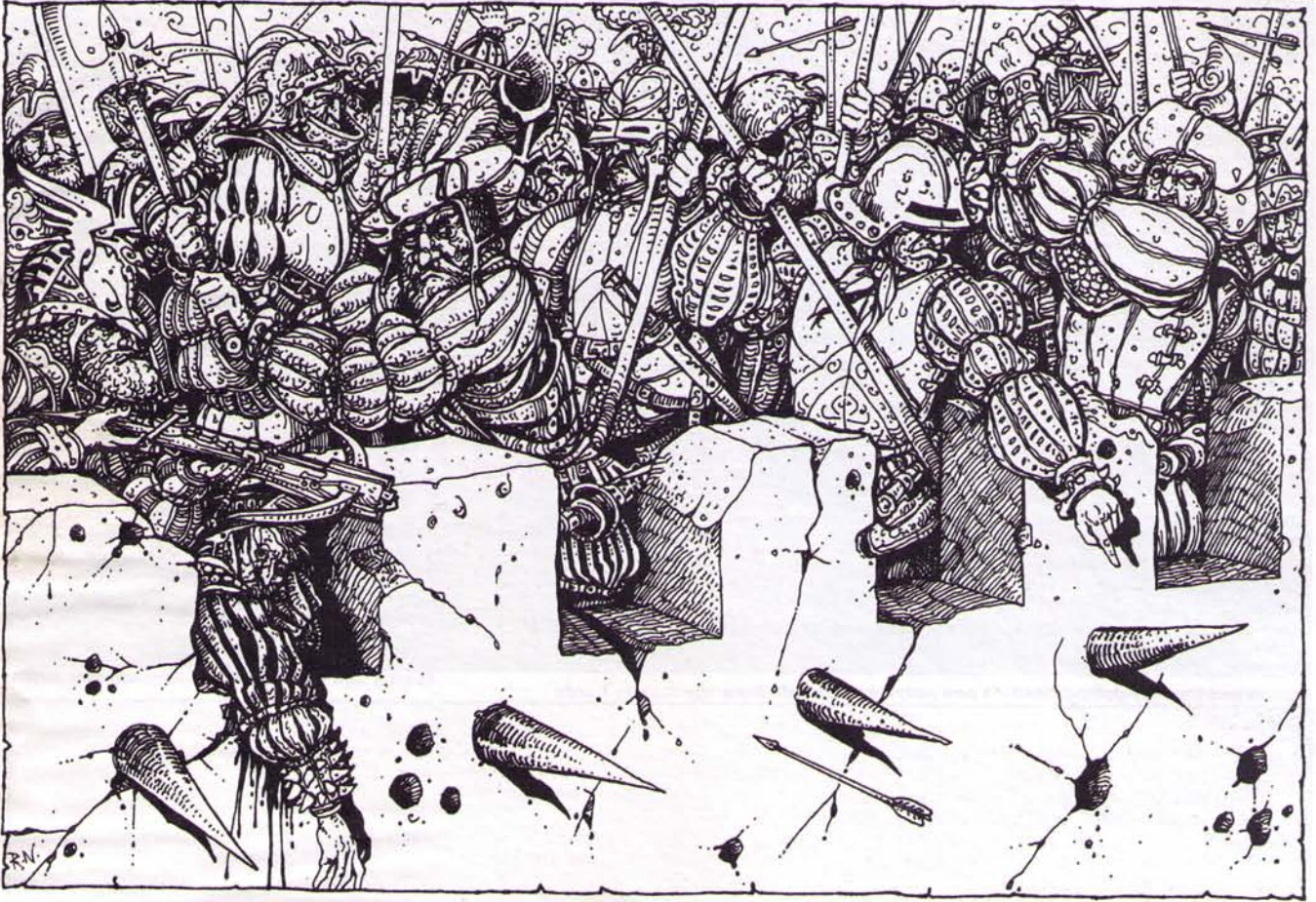
An ordinary domestic table of the dimensions required for a game is, unfortunately, a rare thing! Your dining table is probably no larger than 6' x 2'6" - long enough but far too narrow. If you are able to buy two identical tables you can put them together, but this means you will have to live with two tables in your room. This may not be practical, even if you have tables which fold down to a fairly manageable size. Also the chances are you'll have to buy the tables as it is unlikely you already have two the same: this would be expensive. For several years the author had a set-up along these lines, with two identically sized tables, one of which doubled-up as a work bench the other as a desk. Although both were the same size, one table was about 1 1/2" lower than the other - a factor which was exploited to create valley sides and gradual slopes. A few books under each leg converted the arrangement into a normal flat table.

If the cost or practicality of having two table tops puts this option out of the question, you can still have a full-sized table using a single normal-sized table or desk. To achieve this you'll need to make a proper gaming board which sits on top of your existing small table. This is easily accomplished using chipboard or marine ply as previously discussed. Because your gaming area is significantly larger than the table, it will have to be properly reinforced or else it will sag where it overlaps the table edges. Furthermore, the uneven distribution of models will tend to make the board slide around or tip over where it is not supported underneath. This is especially apparent when somebody leans on the table, resulting in entire units of your carefully painted models being catapulted onto the floor!

To prevent your board sagging in use, it must be reinforced by lengths of timber 3/4" or 1/2" x 1 1/2". A length of timber screwed along each underside edge will provide both rigidity and protection against knocks during storage. The screw heads will appear on the table surface, so use screws with flat heads rather than round-headed ones. Chipboard is difficult stuff to fasten without it falling apart, comprising of pulped wood held together by glue. Special fastenings are available.

Marine ply is lighter and more durable and is recommended in preference to chipboard for these reasons. Both sorts of wooden sheet are available from DIY suppliers, such as B&Q, Homebase, Texas, etc, and usually come in 8' x 4' sections - although suppliers will cut these down for you, should you want a smaller piece. You can pick up the timber needed to reinforce the board at the same time.

Although 8' x 4' is ideal for a games table, you might have difficulty storing such a large item in your house. In this case have the board cut into two 4' x 4' sections - giving you two boards which can be placed side-by-side as necessary.



THE GAMING SET-UP





Dwarfs and Humans defend Citadel's new polystyrene castle from the Goblin horde.

Skaven and Orc Regiments advance into battle.





Ruglud's Armoured Orcs



Elf Wizard



Elven Heroes and Wizards



Knights and Paladins; Typical Human Heroes



Citadel's Warhammer Fantasy Regiments boxed set provides the troopers for these splendid units.

THE GAMING SET-UP





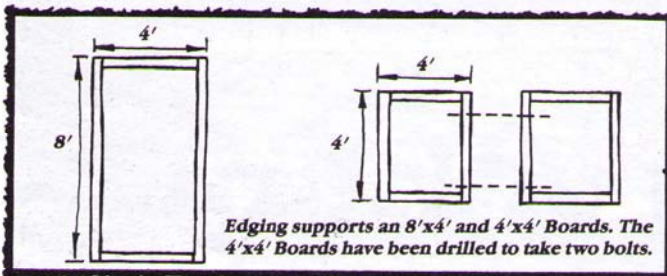
A heavy cloth of a suitable green colour can be laid on the floor to provide a quick, convenient, and even transportable, gaming area. A heavy grade blanket is sufficient. A durable and more easily cleaned alternative is to buy a length of the *leather-cloth* used as a covering for imitation leather furnishings.

Preparing The Table

Once you have installed your games table, it is necessary to think about how you are going to use it. You might wish to use the table as a playing surface, or you might prefer to use it as the base for polystyrene scenic blocks or a heavy cloth. If the table is to form the actual playing surface, it will need to be painted in a suitable colour.

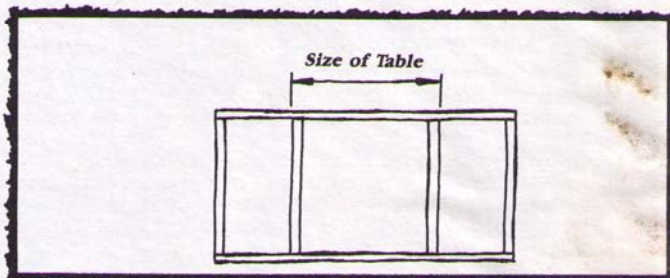
What constitutes a suitable colour is a matter of individual taste, but most gamers prefer a shade of green, and a fairly mid-to-light (but not garish) shade seems to work best. Green black-board paint, if you'll forgive the solecism, covers exceptionally well, and is of a suitably sombre shade, and you can chalk on it to delineate the boundaries of woods, marshes, roads and other terrain features. If the board is merely intended to provide a base for scenic blocks or a heavy cloth, the actual colour is irrelevant - but you may prefer to paint it anyway just to neaten it up.

The illustration shows how both a single or two-part board can be reinforced to prevent sagging. The timber supports are simply butted together where they meet, there is no need to construct a complex joint. In the case of the two-part board, the two halves can either be hinged or drilled to take two or more fastening bolts as shown - if hinged, the board will of course fold in half, but you will have to be careful the hinges don't scratch the table top.

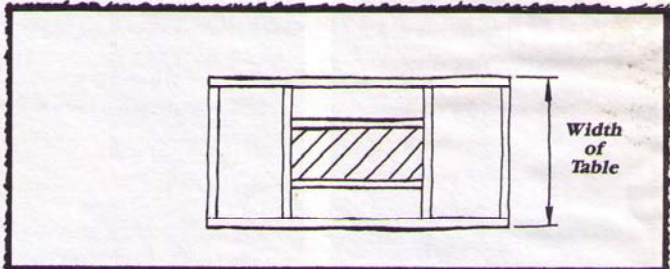


The edging reinforcement will prevent the board sliding or tipping to some extent, but to really hold it firm it is best to fasten more wooden brackets as shown. These will also provide additional support and stop the board twisting out of shape. Two lengths of wood are screwed

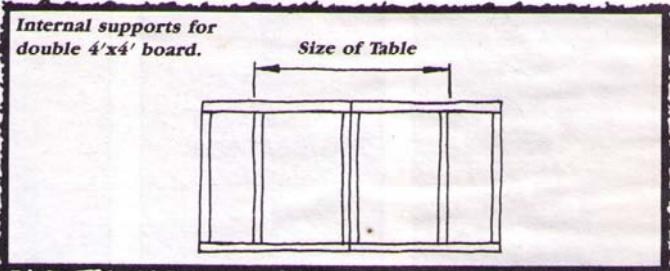
underneath the board between the long-sides as in the diagram. They should be positioned equi-distant from the centre and the distance between them must be equal to the length of the supporting table. The addition of these brackets will prevent the board slipping along the table length.



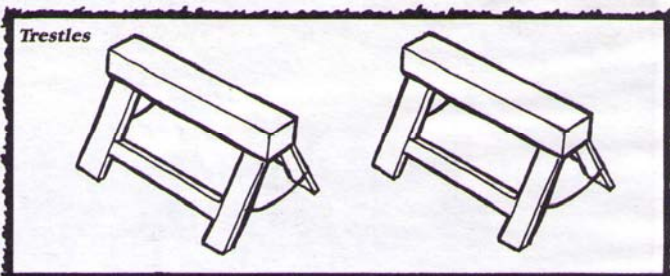
To stop movement in the other direction, two more brackets can be positioned as shown below. Again, these must be fastened equi-distant from the centre and the distance between them should equal the width of the supporting table - many tables have slightly curved edges, so remember to measure the *greatest* width.



In the case of the halved board, the combined central support will cause the board to see-saw when placed on your table! Additional supports must therefore be positioned so they rest on the table edges. Providing additional brackets to hold such a board in place would prove extremely unwieldy. Unless your woodwork skills are remarkable, the best approach is simply to be careful.



It may be out of the question for some gamers to utilise the dining table as described above. Your dining table might be a priceless antique. Maybe it is far too flimsy, or perhaps your household does not possess such a thing. Should this be the case, there are still many alternatives. A gaming board constructed as described above does not necessarily have to be supported by a table: anything that raises it above the ground will do. Carpentry trestles are excellent, being extremely solid and stable; although if you decide on this option you will not only have to buy the trestles, but you'll have to find somewhere to store them as well. Three trestles will be necessary to support an 8' x 4' table.



If you have a room of your own where such an intrusion would be acceptable, the gaming table can be fastened permanently to the wall, hinged so that it drops down onto some means of support for the far end. As this prevents access to the hinged edge, the table must be

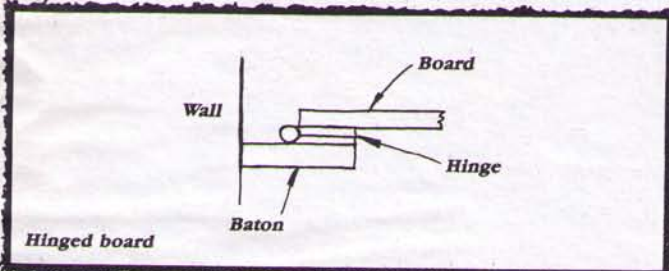
mounted vertically - so that the side fastened to the wall is one of the short edges. Unless your rooms are very high indeed, or unless you are prepared to fight your battles almost on the floor, this will restrict the size of your table to a maximum of 6' x 4'.

The actual board should be supported with a timber surround as described previously, and some provision made for fixing it to the wall. A wooden baton will have to be attached to the wall itself, which calls for a masonry drill, as the wall will need to be drilled and plugged before the wooden baton can be screwed in place. If brass screws are used, it will be easier to remove the board when the room is decorated.

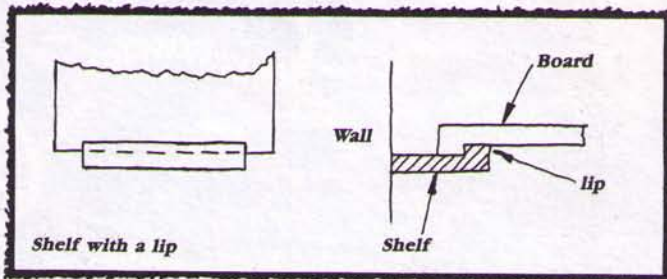
The drawing shows how the hinge is fitted to the baton and to the wooden edging support of the board. Note that if your wall mounted baton is wider than the depth of the wooden edging it will provide support for the table whether it is up against the wall or down in play. It is best to fix the board to the hinge with bolts, as this makes it far easier to remove.

Some provision must be made to secure the table against the wall, such as a couple of hook-and-eye arrangements, otherwise the whole lot will inevitably come crashing down at some point. As the board is only supported at one end, some additional support will be required at the other, such as a trestle, bookcase, bed headboard, etc.

It is better to place the wall baton at such a height that it makes use of whatever support you have handy, rather than find yourself looking around for suitable support once the project is almost complete.



As an alternative to hinging your board against the wall, why not simply build a low shelf with a lip as shown below? The board stands upon this shelf but is otherwise unattached to it, although additional hooks in the wall will be necessary to prevent accidents. When in use, the board's edging hooks over the lip on the shelf to secure it.



It may be that, for whatever reason, a proper games table is totally out of the question - in which case you can still use the floor. There are lots of advantages to using the floor; the chances are your floor area is far larger than any gaming table, the floor isn't going to tip over or collapse at some important stage in the battle, and any models dropped during play won't have far to fall. You can also crawl over the battlefield if necessary, something definitely not recommended with normal tables. Grovelling around on the carpet may not be everyone's idea of the perfect way to spend a Sunday afternoon, but the author has never found ground-level games difficult or uncomfortable to play, so long as a few low chairs, bean-bags or big cushions are available.

It is not a good idea to play on the carpet itself, even if your carpet is a suitable colour and texture. A better plan is to either place either a board or polystyrene scenic blocks directly on the floor, or lay a heavy cloth onto the floor. If you simply place a board on the floor it can then be treated like any other tabletop, with scenery positioned as required. Polystyrene scenic blocks are 2' x 2' squares covered in a green 'flock' texture. Blocks are available either plain, or with scenic features carved into them or built up using more polystyrene; sections may be bought with rivers, hills, roads, marshes, etc.



THE GAMING SET-UP



Scenes From An Epic Battle

Skeleton Chariot and Heroes



TERRAIN ON THE TABLETOP

Just as a real battlefield would be criss-crossed with hedges, dotted with buildings and studded with hills, so our model battlefield also has its own terrain features. Scenery is almost as important as the model troops. A model hill, for example, not only adds to the realism of the battlefield, but also forms an important tactical consideration. It is possible to buy scenery from model shops, although most gamers prefer to make their own. It's not difficult to make your own scenery, as the following examples show:

Hills. The rise and fall of real hill contours creates blind-spots, vantage points and defensible positions. The wargames table is, of course, basically flat. Although it is impossible to create depressions in the table, hills are easily represented by one of several methods.

The most popular means of making a model hill is to use either polystyrene ceiling tiles or pieces of chipboard. Ceiling tiles are easier to cut but less robust, they will also collapse if painted or glued with inappropriate materials. PVA glue is very good, and emulsion paints are best for adding colour. In appearance, however, there is little difference between ceiling tiles and chipboard when placed on the table. To make a hill, a rough circular shape with an approximate diameter of 8" is first cut from the tile or board. This is the base area of the hill. A smaller circle is cut and glued on top of this to give a 'two step' hill, further successively smaller areas can be glued on to make the hill higher. The important thing to remember is that each step must be large enough for models to stand on without falling over. Stepped hills are very convenient because it becomes easy to see which models are on a higher slope. It is also very easy to see which hills are higher than others - an important consideration when it comes to overlooking the enemy's positions.

THE GAMING SET-UP

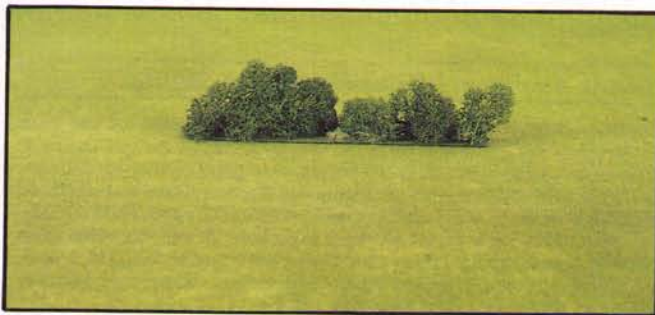


Skullchucker - Skeleton War Machine

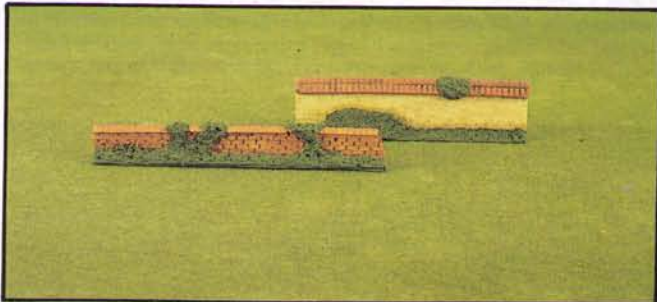
Woods. Woods are difficult to move or fire through and so help delineate areas on the battlefield. A wood can be represented on the tabletop by marking out its boundaries with lichen or flock (coloured sawdust), or by using a piece of green card cut to the size of the wood. The wood can be finished by placing a few model trees inside the boundary or on top of the card. Trees must often be moved during a battle to allow troops to pass, but the wood's boundaries are still clearly marked and no confusion should arise. Model trees, lichen and flock can be bought from any model shop which stocks model railway accessories.



Hedges. Hedges provide cover for troops and conceal areas directly behind them. Although it is possible to buy hedge models from toy or model shops, it is very easy to make your own. A simple line of lichen will suffice, although loose lichen tends to migrate across the battlefield during hostilities. Ideally, lichen should be glued to a card base to give it stability. Hedges can also be made from lengths of sponge or even loofa cut to shape.



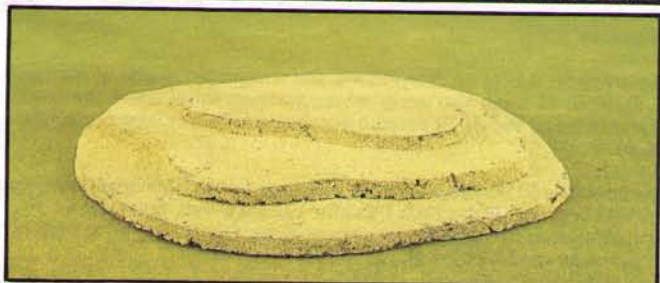
Walls. Walls are similar to hedges in that they provide cover. However, they are more solid than hedges and so make better cover. It is possible to buy model walls, those sold in conjunction with plastic toy farm models are excellent. Walls can be represented by a line of stone chippings or small pebbles. For a more permanent set-up, chippings or cobbles can be glued onto a card or wooden base with other chippings glued on top to build up the wall.



Ditches. Ditches are not necessarily sheer trenches: a shallow drainage ditch can provide excellent cover. A convenient way of representing a ditch is to lay down a strip of black card or paper. The edges of the ditch can then be built up with plasticine, lichen, flock or some other loose material to disguise the edges.

Buildings. The Citadel card buildings (available in packs) are ideal for use with Warhammer as well as being reasonably priced. It is possible to buy model buildings made from resin, but these are more expensive. You can also build your own using card or plywood.

Rivers. Rivers and streams divide a battlefield into distinct areas or zones. The most popular method of representing rivers is to make a selection of river 'sections' each about a foot long. A number of straight and curved sections will be necessary, as well as a section with a ford or bridge.



A quick and easy method of representing hills is to use books to form steps. If the resulting mound is covered by a cloth, or if the whole table is covered by a suitable cloth, the result will look quite presentable.

The most convenient material to use is the ubiquitous polystyrene ceiling tile. The disadvantage of this is that the river will be artificially raised above the table, but once the edges are covered with flock or lichen this is hardly discernible. Sections can be any width, a good standard is 4" for a river and 2" for a stream. Cut the sections slightly irregularly. Banks can be built up with smaller strips of polystyrene along either edge and decorated with lichen, flock, etc.

Once the section has been glued together it can be painted. The most attractive colour scheme is to paint the water dark blue-green, gradating to a paler colour towards the banks. The banks themselves are muddy-brown at the water's edge and green to match the table above. A few small stones placed in the stream will look good, especially with white streaks painted around them to follow the water flow. Once finished, a heavy layer of varnish will make the water look far more realistic.

Bridges and fords are made in the same way as other river sections. A model bridge may be bought and built into the river section. The Citadel card building packs feature several such bridges.

Fords are shallow parts of the river where troops may cross to the other side. A ford should be about 4" wide and is marked by small stones placed in the river. The banks can be lowered and painted brown to represent the path across. The ford itself can be painted a paler colour to represent shallow water.

Pools can be made in the same way as river sections except that they are roughly circular. Some gamers even go to the lengths of decorating their pools with fallen branches and little plastic ducks!

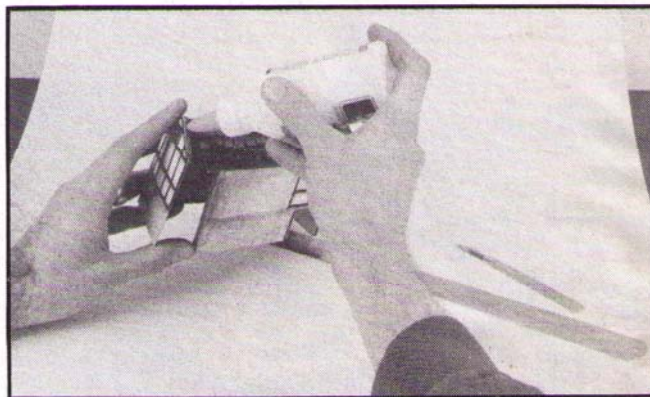
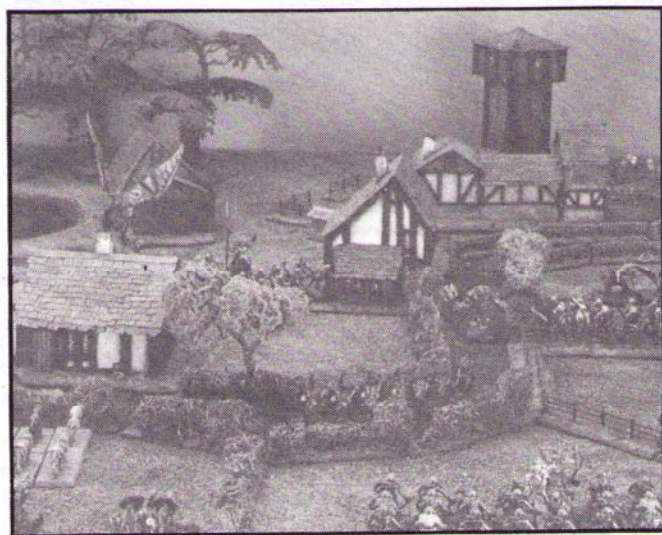
Bogs. Bogs, mires and areas of muddy or difficult ground may be represented by marking out an area with lichen or flock, and sprinkling a layer of appropriately coloured flock inside. Alternatively a coloured piece of card may be used.

Making The Most Of Citadel Card Buildings

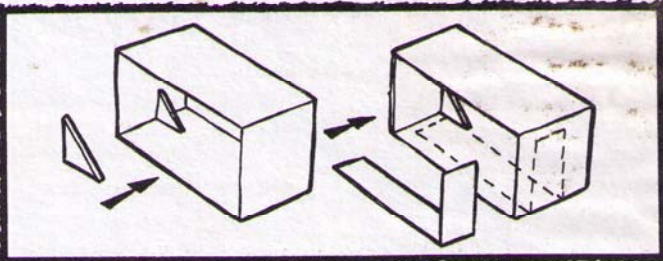
The Citadel range of card buildings have been designed for use with the Warhammer game and with the special needs of gamers in mind. The models are pre-printed in full colour onto good quality card sheets. Assembly is simply a matter of cutting out the individual wall sections and gluing them together using a suitable contact adhesive. The buildings vary in complexity from simple huts to full-size mansions, watermills and inns. Several special pieces are available, including bridges, a well, and a mine entrance. Compared to the high cost of solid resin wargames buildings, these represent excellent value.

Card buildings are fairly robust, and will survive many battles if carefully looked after. They can be made even stronger if you are prepared to do a bit of modelling. With a little extra work, you can personalise your models by adding scenic flock, extra windows, doors, etc.

Bases. Your building model can be made much stronger simply by adding a solid card base. Cut a piece of heavy card large enough to accommodate the finished building. Glue the wall sections directly to the card base, using a set-square to get a true right angle for the walls. Cut the base tabs on the wall sections as large as possible to give a good grip.

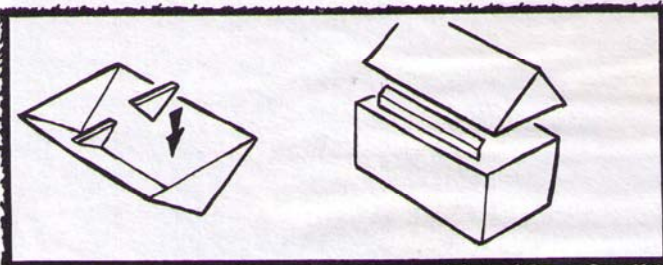


Strengthening. Once all the walls are in position, cut out four triangles from waste card and glue them into the four corners. This will help the walls to stay in place. Cut another four pieces of card; these time rectangles about 3cm broad by the height of the wall section. Fold these along the long side to produce a length of card with an 'L' section. These are then glued at the inside of the wall joints to further strengthen them.



Large buildings can be strengthened further by gluing cross pieces to hold the walls together across the top. If you don't do this the roof will probably come adrift from the top of the walls.

Roofs. The roof is fastened by tabs at the top of the wall sections. If any wall section does not have tabs it is a good idea to make your own by gluing a piece of card along the inside. Most roofs are of the apex type with a ridge. In this case it is recommended that the tabs be fixed in place by gluing triangular pieces of scrap card where they meet. This also serves to increase the area available for gluing. A separate ridge piece can be glued along the top at the same time, keeping the end walls from collapsing inwards at the top.



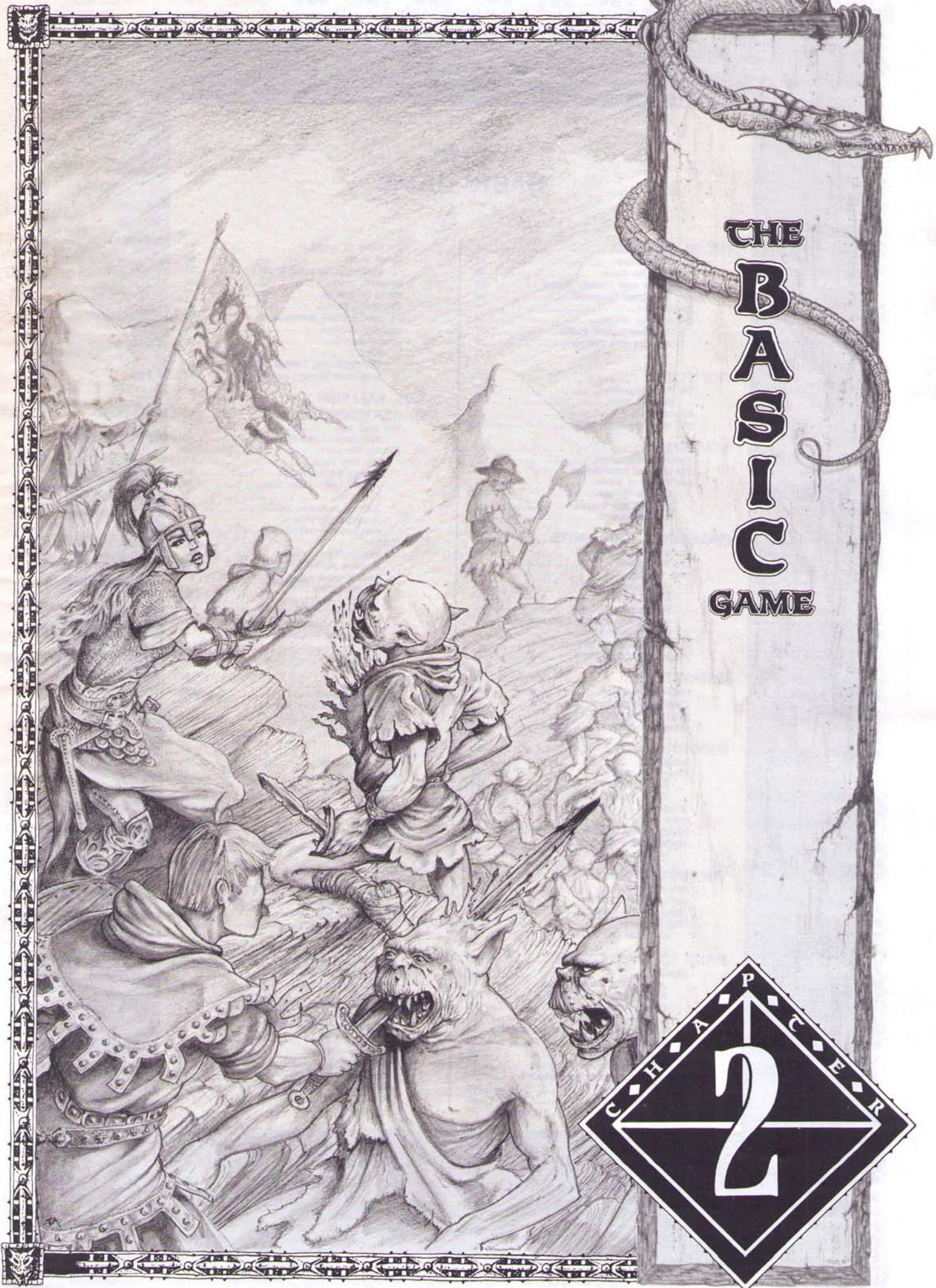
Outhouses. Outhouses, porches and towers are constructed as separate sections and glued into place. This will pose no problems so long as each section is constructed carefully. It is worth making sure that there is a tab where every piece joins, if there isn't one, make your own.

Embellishments. Once your model is finished you may wish to embellish it further. There is almost no limit to the extent to which this can be done, but there are a few simple steps that everyone should find easy.

Colouring. Where roofs overhang, the white reverse side of the card will show. This can also occur where parapets show above the walls. Areas of white should be painted over using Citadel Colour or similar paint.

Lichen. All old houses acquire a covering of moss, lichen and sundry natural deposits. Dab a little PVA glue against a wall, on to a roof, and sprinkle green flock on it to represent moss. Climbing plants, such as ivy, can be modelled by gluing lichen into place.

Chimneys. Chimney stacks can be made by gluing a short length of drinking straw to the top. Perfectionists may wish to add a whisp of cotton wool to represent smoke!



THE
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GAME



THE BASIC GAME

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THE BASIC GAME

Warhammer can become very complex, involving large numbers of rules to cover special and detailed cases. Fortunately, you don't have to learn them all as we've split the rules into easy to absorb sections in which the basic game mechanics are covered first. For when it comes right down to it, Warhammer can be very simple. All you do is move your troops and roll lots of dice. Its only when special troops are used, or when such things as terrain has to be crossed that it begins to get tricky.

So we're not going to dive straight into the full complexities of the game. Instead we introduce the basic ideas and tell you how to get started. From there it's onto movement, shooting and combat, including how you can tear into your opponent's routing troops, making sure they never come back!

THE GAMESMASTER

Although it is possible to fight a game without a Gamesmaster, it will be much quicker and far easier to fight with the aid of an impartial Gamesmaster (usually abbreviated to GM). The GM functions as an umpire, or referee, responsible for all aspects of the game. The GM helps the players by interpreting or even making up rules if they are needed. If playing the full competitive rules, the GM helps determine scenery and oversees the deployment of troops.

Where necessary, the GM determines random directions and movement. As the game progresses, the GM keeps track of the turn sequence. The GM must ensure that units subject to a compulsory movement rule are moved (or not moved) as the rules specify.

The GM should also ensure that players take any appropriate tests, and generally play within the rules as given (or as agreed beforehand if the game is not part of a competition). The GM may overturn a rule given in the book if so desired, even during a competition battle, although this should be avoided except in cases of obvious need. Players must conduct the game in accordance with the GM's instructions, they should be aware that the GM, and not the rule book, is the final arbiter in cases of dispute.

The GM's role may sound like rather a serious and dictatorial one! Of course, in almost all games the GM will be a friend of the players who is simply helping out by keeping track of the game and making impartial dice rolls where needed. In friendly games the GM may be the person hosting the game, setting up the battle and inviting the players to command forces which he has already designed.

By inventing a clever plot or scenario, the GM can contribute directly to the battle and make the whole game much more enjoyable. Anyone can act as a GM. It is not necessary to know the rules by heart: the most important qualities needed are impartiality and common sense.

PREPARING FOR BATTLE

Before you fight your first Warhammer game, the GM and players should familiarise themselves with the *Basic Rules*. Although it is unnecessary to commit each and every rule to memory, players should have a reasonable idea of how the game works and where to look them up. The rules provided in this section provide all you will need to know to play your first game.

Later on, as you gain confidence and become more ambitious, you can add rules from the *Advanced Combat* and *Magic* sections. Information on the fearsome and exotic monsters that inhabit the Warhammer world can be found in the *Bestiary* which also covers any special rules that might be required.

COMPETITIVE AND FRIENDLY GAMES

The Warhammer rules have been designed so that you can play either an informal or a competitive battle. The informal game allows players to agree sides before the battle, to determine the scenery for themselves, and to play for as long or short a time as desired. The competition rules restrict the armies players may use. These rules also employ a strict system for laying out scenery and establishing winners and losers.

Skaven Warlord Clan and a host of Undead threaten to overwhelm these Dwarfs.



Friendly games may be fought without the presence of a Gamesmaster, but competition games must always have a Gamesmaster to interpret rules and settle any dispute between the players. Competitive games are always fought using forces selected in accordance with the **Warhammer Armies** book.

While players are free to improvise and change any part of the game to suit themselves, the rules used for competitions organised by Games Workshop will be those given (unless stated otherwise). This permits players from all over the country to meet and play against each other, but still play their own *house rules* when fighting games within their local group.

If you are a newcomer to the Warhammer scene, don't worry about playing 'to the rules' at first. Most importantly, don't be concerned if you have difficulty finding a rule for a specific situation. Rather than stopping the game to study the book, agree a rule with your opponent and get on with the game.

DICE AND OTHER EQUIPMENT

Players should ensure they are adequately prepared before the game begins. There is nothing so frustrating as turning up to your battle only to discover all the dice or the tape measure have been left at home. If you know you will be GM for a battle, try to remind players to bring any equipment necessary and provide as much as possible yourself.

A number of dice will be needed, including special four-sided, eight-sided, ten-sided, twelve-sided and twenty-sided dice. Rather than write 'ten-sided dice', 'six-sided dice', etc, we shall refer to a dice as a D6 if it has 6 sides, a D12 if it has twelve sides, and so on. Dice are marked 1 to 6, 1 to 8, 1 to 10, etc., allowing us to roll random scores up to the number of sides.

It will speed things greatly if you have at least 8 D6s, as handfuls of these dice are thrown frequently during a game. Of the more specialist dice, usually only one is required of each, as these are used to determine special cases. Dice are available from Games Workshop either by mail order (see the address in the back of this book) or from one of our many retail shops.

D3: A D3 is not a dice as such. To generate numbers from 1 to 3, roll a D6 and half the result, rounding up any halves. A throw of 6 therefore becomes 3, as does a throw of 5 (2½ rounded up to 3).

D4: A D4 is pyramid shaped. The numbers are marked along the edge of the die. Roll the D4 as you would any other die, but read the score from the bottom edge.

D6: A D6 is an ordinary die. Your score is the number that shows uppermost.

D8, D10, D12 & D20: All of these dice are read just like a D6. Your score is the number which shows uppermost. However, some D10s have a 0 rather than a 10 on one face, so you will have to remember that the score is actually 10 and not 0.

Fig AG: illo. showing the different dice.



PREPARATIONS

The *Advanced Rules* explain how scenery is prepared, and forces arranged, for competition battles. During friendly games, players are free to lay out the table and introduce their forces in any mutually agreeable way. Often, the GM may wish to set the scenery, and may wish to specify where troops may enter the table.

If you are playing your first Warhammer game, deploy two or three small regiments of troops facing each other at a distance of about two feet. The resulting clash will be short and bloody, hopefully familiarising players with the basic rules. It is not a good idea to overcrowd your first few battlefields. If your first battlefield features a single hill, your second might include a wood or a hedge, for example.



DEFINING THE TROOPS

In the Warhammer game every creature has *characteristics* particular to its race. Each characteristic represents one aspect of the creature, and is given a value of 1 upwards. The characteristics are described below, but don't worry about remembering them all right now.

Movement Allowance (M), often simply called 'move', determines how fast a creature may be moved on the tabletop. The basic tabletop move equals the *M* characteristic in inches. For example, a creature with a *M* of 6 moves 6". This distance will sometimes be reduced to take into account the effects of terrain and encumbrance.

Weapon Skill (WS) indicates how adept the creature is with close-combat weapons, or in the case of dangerous animals, their ability to land a telling blow by biting or clawing. The highest possible *WS* value is 10 and the higher the value, the easier it is to strike an opponent.

Ballistic Skill (BS) indicates a creature's ability to use missile weapons, such as a bow and arrow, sling or even a thrown stone. Some creatures have their own natural missile attack such as poisoned venom which they spit at their victims. The highest *BS* is 10 and the higher the value, the easier it is to hit a target.

Strength (S) is simply how strong the creature is. The stronger a creature, the more easily it will be able to damage an adversary in close combat. The highest possible value is 10, although this is far above the highest value attainable by a mere human.

Toughness (T) represents a creature's or an inanimate object's ability to resist being hurt or damaged. The tougher a creature, the more easily it will be able to withstand an enemy's blows. The maximum *T* is 10, although the maximum human value is far less.

Wounds (W) indicates how much damage a creature can sustain before it is either slain or so badly hurt it cannot continue. *W* and *T* are clearly related, so it is important to understand the difference. A creature's *T* enables it to withstand damage, *W* is the measure of damage itself. Wounds represent major physical damage not just scratches, bruises or cuts.

Most humans and other similar creatures have a *W* value of only 1, meaning if they are wounded once, they are either dead or too badly hurt to remain in the game. Creatures with a value of more than 1 are exceptional in that they are able to sustain severe injury, yet can still continue to fight either because they have incredible stamina or because they have little feeling of, or regard for pain.

Initiative (I) indicates how fast a creature can react. Creatures with a low *I* value are relatively slow and cumbersome, those with a high value are quicker. In hand-to-hand combat, a faster creature has an advantage in that it may strike before its enemy. The highest permitted value is 10, although such a degree of speed and dexterity is far above human capabilities.



Attacks (A) indicates how many times a creature may strike during a round of hand-to-hand combat. Most creatures may attack only once. Only very adept fighters, or creatures with several means of attack (such as a combination of claws, jaws, tentacles, etc) may attack more than once during a single round of close-combat.

Leadership (Ld) indicates a creature's ability to command others, to inspire confidence and loyalty. It also represents a creature's ability to respond to orders, to cooperate with other creatures, and its natural loyalty to its fellows. A creature with a high *Ld* value is likely to fight to the bitter end, even if facing certain death, while a creature with a low *Ld* would probably run away as soon as the enemy is sighted. The highest value is 10.

Intelligence (Int) indicates how intelligent the creature is, its ability to understand situations, solve problems and make decisions. In the case of wizards, *Int* has an affect on their spell casting abilities. Creatures with very low *Int*, such as animals, are almost impossible to control and will often behave instinctively rather than rationally. The highest value is 10.

Cool (Cl) indicates a creature's ability to withstand psychological stress, its degree of self-control, its ability to remain calm and its general temperament. Creatures with a low *Cl* value are more prone to stress of this kind than others, and may occasionally lose control of their actions when faced with terrifying dangers. As Warhammer is a fantasy game, such dangers are fairly common, and troops with a low *Cl* will probably flee the battlefield when faced by dragons, demons or other frightening monsters. Creatures with a high *Cl* value will usually be unaffected by such things. The highest possible value is 10.

Will Power (WP) indicates a creature's natural ability to withstand the effect of magic, to resist enchantment and defy the supernatural in general. Some creatures are more vulnerable to the effects of magic than others, and may be affected by spells that are ineffectual against those with higher *WP*. The highest possible value is 10.

The Characteristic Profile

A creature's characteristics can be given all at once in what is called a *profile*. A creature's profile gives the characteristic values typical for an average individual of the race concerned. These values may vary. Some humans are tougher or stronger than others for example, while others are weaker, slower or less intelligent. However, in the game, unless models represent heroes, wizards or other individuals of note, all creatures are assumed to have an average profile. It is accepted that in a unit of troops some warriors are tougher or weaker, but it is assumed these things average out within the unit as a whole.

Each race has its own unique profile. The *Bestiary* section gives full details for every race covered by the game. The profile for humans is given below by way of example:

Human

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

Weapons And Armour

In addition to their *profile*, troops are defined in terms of the weapons they carry and the armour they wear. Some troops wear more armour compared to others. Some carry swords, others bows, and so on. The variety of armament and protection is considerable, and will affect the speed at which troops move, how they fight, and how easily they can survive attack. We shall be looking at equipment more closely in the *Combat Rules*, and in detail in the *Advanced Combat* section. For now, players should just bear in mind that weaponry and equipment will be playing an important role in the combat effectiveness of their troops.



THE TURN

Battles are fought between two sides, opposing armies clashing in armed might, pitting force and cunning against each other in a life and death struggle. The forces represented by our models are commanded by heroes, kings, wizards, generals and other (less easily defined) creatures. Their metal counterparts, however, are commanded by you.

Each side is represented by one or more players, the number on each side will make no difference to the turn sequence given below. The greatest advantage of having additional players comes during movement when extra hands speed up play, especially during large games when there are many models to move.

When a side is represented by several players, their forces should be divided between them in some mutually agreed way, each player becoming responsible for his own troops. There is nothing to stop one player 'helping out' another if he has time, nor is there any reason why players on the same side shouldn't confer.

In order to represent the movement of troops, the duration of hand-to-hand fighting, the flight of missiles, and other aspects of warfare, the game is played in **turns**. Each side takes a turn in strict rotation - first one and then the other, then the first side again, and so on. This is called the **turn sequence**. You can decide which side takes the first turn by flipping a coin, or by rolling a dice. Note that the full **game turn** is over only when both sides have each had a turn.

For example, two sides, A and B, are fighting a game. Side A takes the first turn (turn 1) then side B takes a turn (turn 1), after which the full **game turn** (turn 1) is complete. Side A now takes another turn (turn 2) followed by side B (turn 2), and so on. The word 'turn' is used to cover both the individual turn taken by each side as well as the full turn sequence involving both sides. Where confusion might otherwise arise we have used the term **turn** for individual turns and **game turn** for the full sequence.

The **turn sequence** is shown below. During its own turn, a side may move troops and fire missile weapons as described in the detailed rules sections that follow. During every turn, all troops engaged in hand-to-hand combat fight regardless of whether it is their side's turn or not. This is explained fully in the *Hand-to-Hand Combat* section of the rules.

THE TURN SEQUENCE

Phase	Sequence	Permitted Actions
1	Movement	If it is your turn, you may move troops in accordance with the movement rules. If it is not your turn, your troops remain stationary.
2	Shooting	If it is your turn, you may shoot with appropriate weapons in accordance with the shooting rules. If it is not your turn, your troops may not fire.
3	Hand-to-Hand Combat	All troops involved in hand-to-hand combat may fight irrespective of whether or not it is your turn.
4	Reserves	If it is your turn, you may move again with any uncommitted troops (troops more than 4" from enemy models). This represents the re-deployment of troops from outside the main battle areas.
5	Magic	If it is your turn, you may attempt any magical operation permitted under the magic rules.
6	Rallying	If it is your turn, you may attempt to rally any routing troops as described in the rallying rules.
	End	It is now the end of that side's turn. The other side now takes a complete turn in the same way, moving, shooting, etc. In sequence (1-6 as described above). Once both players have completed their turn, the full game turn is over and the sequence once again reverts to the first player.

Keeping Track

It is the GM's responsibility to keep track of the turn sequence. As each turn begins, the GM should say something like, 'turn two - undead to take the first turn starting with movement.' As each phase progresses the GM should call out, 'shooting', 'hand-to-hand combat', 'reserves', 'magic' and 'rallying'. If there is nothing to do in a particular phase the GM should call out, 'no shooting, so straight on to hand-to-hand combat,' or whatever prompts continuation of the turn. Once a side's turn is over the GM then calls, 'end of the undead turn: Goblins turn starting with movement,' and the whole thing starts again. Calling out each phase in turn helps the players and GM to remember where they are and who is doing what.

To make it easier to keep track of the turn sequence, the GM should use a note pad to record game turns. In addition, the GM may wish to prepare a length of card with each of the six turn phases written on it in order. This card 'phase track' is placed either at the side of the games table, or on a side table, and the GM places an indicator in each segment as the phase is reached. Another method of recording the turn phases is to use a dice - the dice being numbered 1-6 representing the 6 phases of the turn. If you wish, you can prepare a special die by painting the names of each phase onto it.

MEASURING

During the turn, players will need to measure move distances or the range of missile shots. However, players are not permitted to first measure ranges or distances and then decide whether to fire, charge or move, etc. Players must decide what they intend to do **before measuring**. Similarly, if a player wishes to avoid approaching within charge distance or missile range of an enemy, he must estimate the distance involved. **He may not measure the distance.**

Fight To The Finish; Law Against Chaos



Generally, the tape measure or ruler should only be used once a course of action has been decided upon, and should only be used to measure that particular action. Estimating distances is part of the game and it is a matter of bad sportsmanship to make illegal measurements. If a player flaunts this particular rule, the GM may forbid him from firing, or oblige him to move further, or not as far, as he wishes.

THE MOST IMPORTANT RULE

The most important rule in the whole book is this: the GM is always right! Warhammer is a complex game which often entails complicated situations. Sometimes a situation will defy strict interpretation. Occasionally the rules may appear to advocate a rather dubious course of action. This is unfortunate, but inevitable. As designers, we try to anticipate situations that might occur, but the permutations are too varied to cover, even in the most complete play testing. So, the GM should be prepared to use his common sense at all times, and may overturn or invent rules as he sees fit.

Two GMs may well interpret the same situation in two different ways, but players should be prepared to accept the GM's decision nonetheless. Of course, because the GM has the final say over rules interpretation, being a GM is quite a responsibility. The GM must try to be fair to both sides. A decision may be a compromise between what the players want, what the rules say, and what the GM thinks should happen.

Whatever decision the GM makes need not set a precedent for future games, but it should provide the basis for a personal rule interpretation which players can discuss and revise once a particular game is over. It is not a good idea to get involved in rules discussions during play, as this not only slows the game down but also can develop into quite heated arguments! Save rules discussions for a later time when the players can look at them rationally, rather than as a means of securing victory!



MOVEMENT

In this section we will be looking at the movement of troops on the tabletop, how different creatures may be faster or slower, how armour can hinder their progress and how terrain such as hills and woods may affect their speed. Rules are provided for encumbrance, scenery, manoeuvre and different formations.

While the following rules cover almost every imaginable aspect of movement, situations are bound to occur in which the rules either require clarification or simply don't apply. Guidelines are provided to enable the GM to make a decision where necessary. When all else fails, the ultimate rule is simply to use your common sense. An expert GM knows when to throw away the rule book and resort to his own judgement.

MOVEMENT DISTANCES

Movement is the first phase of the *turn sequence*. During a side's turn its forces are moved in this phase. The distance a unit or individual model may move depends on factors such as terrain (ascending a steep hill for example), and encumbrance (the effect of being weighed down by heavy armour). Most significantly, a model's move distance is determined by its *movement allowance* characteristic.

Some creatures are faster than others, some are extremely slow. Horses, for example, are faster than men. Trolls with their long legs are faster than Halflings whose corresponding limbs are (to say the least) rather short. The *Bestiary* describes the various creatures of the Warhammer world and provides full characteristics. For now, the chart below will serve to compare speeds, but it does not include every creature that may appear in the game:

Creature	Movement Allowance
Bear	4
Beastman	4

Boar		7
Centaur		8
Chimera		5
Dragon	typically	6
Dwarf		3
Eagle		2
Elf/Dark		5
Ghoul		4
Ghost		4
Giant	typically	6
Giant Bat		1
Giant Rat		6
Giant Spider		5
Goblin/Lesser Goblin		4
Gnome		4
Griffon		6
Half-orc		4
Halfling		3
Harpy		4
Hippogriff		6
Hobgoblin		4
Horse		8
Hydra		6
Liche		4
Lizardman		4
Man or Human		4
Manticore		5
Mummy		3
Ogre		6
Orc		4
Spectre		4
Skeleton		4
Treeman		6
Troglodyte		4
Troll		6
Vampire in human form		4
Wight		4
Wolf		9
Wraith		4
Wyvern		4
Zombie		4



MOVEMENT



Goblin Battle Chariots



THE EFFECT OF ENCUMBRANCE

The weight and bulk of armour affects the speed at which a creature can move. The following charts give the reduction of *movement allowance* keyed to the basic saving throw for armour. Armour affects a model's chance of survival on the battlefield. This is represented by the *saving throw* which gives a model a roll on a D6 to avoid damage. A saving throw of 6 means a model avoids damage on a roll of 6, while a save of 5 allows a model to avoid damage on a roll of 5 or 6. This is fully explained in detail under *Saving Throws*. All you have to remember for now is that the more armour worn, the lower the basic save required, but the greater the movement penalty.

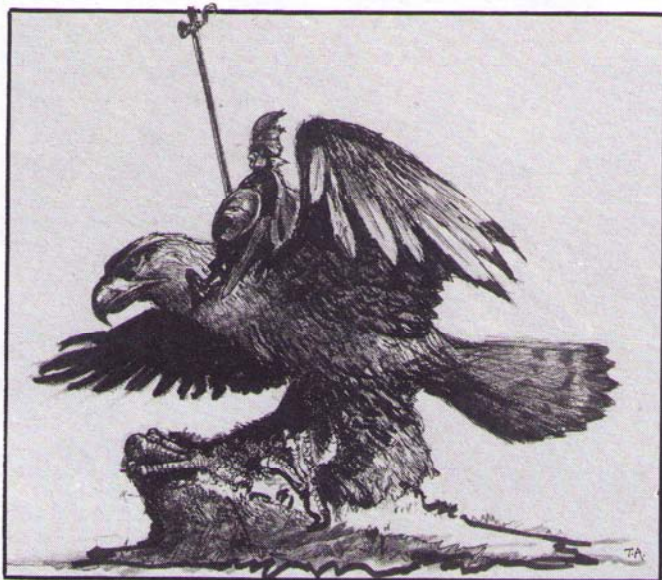
Models which have a basic *saving throw* of 6 incur no movement penalty. For each additional *saving throw* point, a 1/2" movement penalty is incurred as shown below:

Armour	Saving Throw	Movement Reduction
Shield only	6	None
Light armour only	6	None
Shield plus light armour	5	1/2"
Heavy armour only	5	1/2"
Heavy armour plus shield	4	1"

Mounted troops enjoy a *saving throw* bonus for their mounts in addition to any armour worn by the mount:

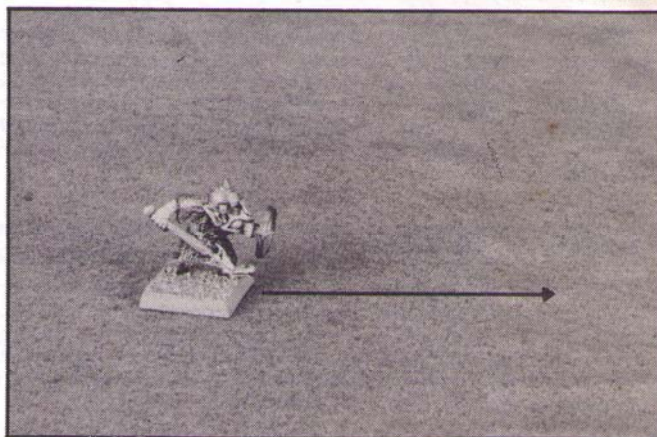
Armour Worn		Saving Throw	Movement Reduction
Rider	Animal		
None	None	6	None
	Cloth or metal	5	1/2"
Shield only	None	5	1/2"
	Cloth or metal	4	1"
Light armour only	None	5	1/2"
	Cloth or metal	4	1"
Light armour + shield	None	4	1"
	Cloth or metal	3	1 1/2"
Heavy armour only	None	4	1"
	Cloth or metal	3	1 1/2"
Heavy armour + shield	None	3	1 1/2"
	Cloth or metal	2	2"

The *movement allowance* characteristic, minus any penalty for encumbrance, is the actual distance normally moved by your models in inches. For example, a model with a *movement allowance* of 4 and a *saving throw* of 4 suffers a -1 penalty, making its tabletop move 3" (4"-1"). From now on, when we speak of a model's move, we mean the distance as modified after armour has been taken into account.



When noting down the characteristics of your troops before the battle, it is best to write the modified distance, this will save you the trouble of having to remember the relevant encumbrance and deducting it.

A Goblin wearing light armour and carrying a shield is allowed a *saving throw* of 5. This imposes a 1/2" movement penalty on his allowance of 4, which gives an actual move of 3 1/2".



A Goblin wolf-rider has a shield and light armour, this gives him a *saving throw* of 4. This imposes a 1" penalty on the wolf's movement allowance of 9" resulting in an actual move of 8". Note that mounted troops always have a better *saving throw* than equivalent foot troops - the two Gobblins in the examples are identically armoured, but the mounted one has a *saving throw* of a 4 rather than 5. This reflects protection offered by the mount, and is taken into account in the encumbrance because the mount is carrying the rider as well as his gear.

THE EFFECTS OF TERRAIN

The tabletop battlefield represents the contours and features of real scenery in miniature. It might include hills, perhaps even steep hills which are all but impossible to ascend. Farmlands will be bordered by hedges or walls, criss-crossing the battlefield and presenting obstacles to movement, or woodlands might cover parts of the battleground.

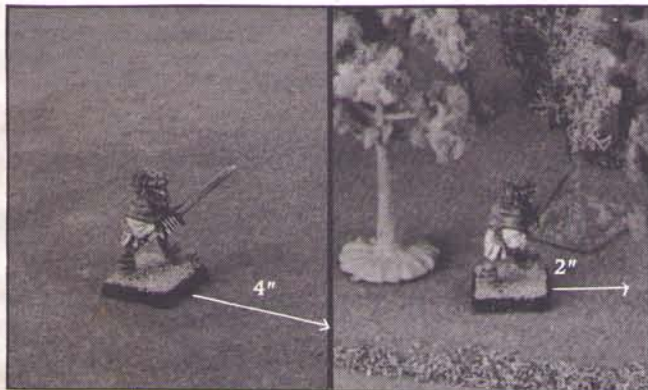
Before discussing the rules relating to scenery, we must make an important distinction between *areas of ground* (such as woods, marsh, shrublands and hills) and *linear obstacles* (such as walls, hedges and ditches). The vital difference is that troops will be obliged to move *through* areas but can move *over* obstacles. For example, the associated penalty for moving through a wood applies each turn the troops remain in the wood, but is applied only once when crossing a hedge or wall. The examples in the following sections should make this clear, so don't worry too much about the distinction for the moment.

Difficult Ground

Because, terrain, just like real terrain, can sometimes be slow and treacherous and other times not, there is no formal list of features which constitute *difficult ground*. However, the following list includes those features commonly considered to be *difficult ground*:

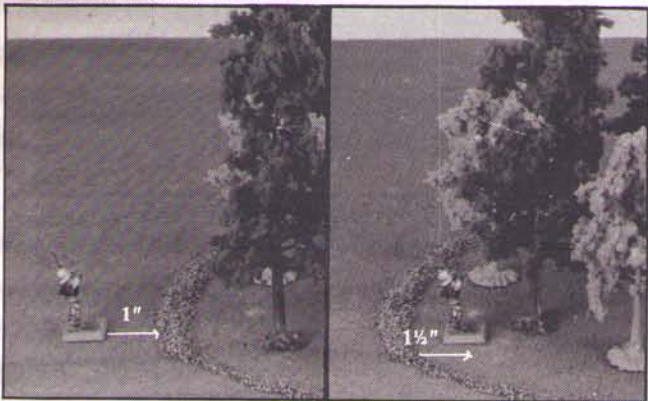
- Bush, scrub or otherwise clinging vegetation
- Debris, wreckage, loose rocks, boulders
- Fords or shallow water
- Marshes, bogs or thick mud
- Soft sand
- Stairs, steps and ladders
- Steep or treacherous slopes (may or may not include hills, depending on the steepness of the slope and GM's discretion)
- Woods and dense foliage

Models moving across an area of *difficult ground* do so at half their normal *movement* rate. For example, a model with a normal move of 4" will move only 2" through a wood. Where a model's move is reduced to only a fraction of an inch as a result of wearing armour, always round up to the nearest 1/2". For example, a model with a normal move of 3 1/2" would be reduced to 1", but as this results in an inconvenient fraction the distance is rounded up to 2".



man moves 4" in open, 2" in woods.

A model moving through normal and *difficult ground* during the turn will move at normal rate on normal ground and at half rate on the *difficult ground*. For example, a model has a normal move of 4" and wishes to move into a wood. The edge of the wood is 1" away, so the model moves 1" at normal rate, leaving 3" for movement inside the wood. As woods are difficult ground the model moves through the area at half rate, which is 1½".



man moves 1" into wood then 1½" inside.

Very Difficult Ground

In addition to the *difficult ground* discussed above, the GM may, at his discretion, include areas of ground which are even more arduous to traverse. A sheer rocky slope could be considered to be such a feature, for example. Areas which are more difficult to move through than difficult ground are termed *very difficult ground* and movement is at only a quarter rate. Fractions are still rounded up to the nearest ½". Some terrain areas may be so hazardous as to be completely impassable. An example of terrain of this sort would be a sheer cliff or a body of water such as a lake or sea. Most rivers are also impassable except by means of a bridge or ford.

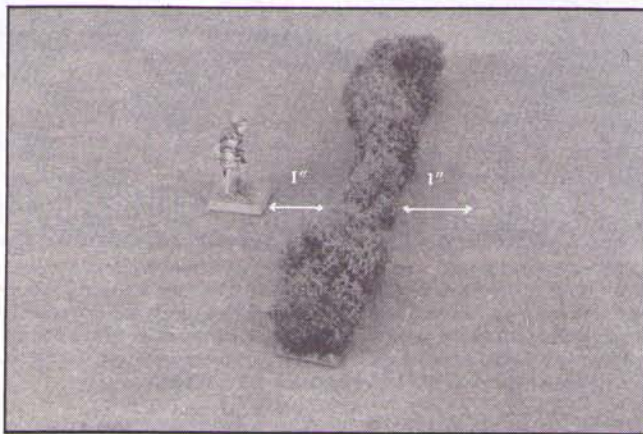
Linear Obstacles

Linear obstacles are different to areas of *difficult ground* in that they must be jumped or climbed over. Walls, hedges, fences and barricades are *positive* linear obstacles, so-called because they rise from the ground. Ditches, trenches and streams are *negative* linear obstacles because they are sunk into the ground.



To cross a linear obstacle (whether positive or negative) a model must expend half of its move distance. For example, a model has a move of 4" and must cross a hedge lying in its path 1" away. The model moves 1" up to the hedge, expends 2" getting over, and then moves a further 1" on the other side. The width of the hedge is not taken into account. It is assumed all linear obstacles are only a matter of a few feet wide at most. If a model moves up to a linear obstacle and has insufficient move left to cross, it must halt on that side. The model does not count as being 'half-way across' and the remaining move is lost.

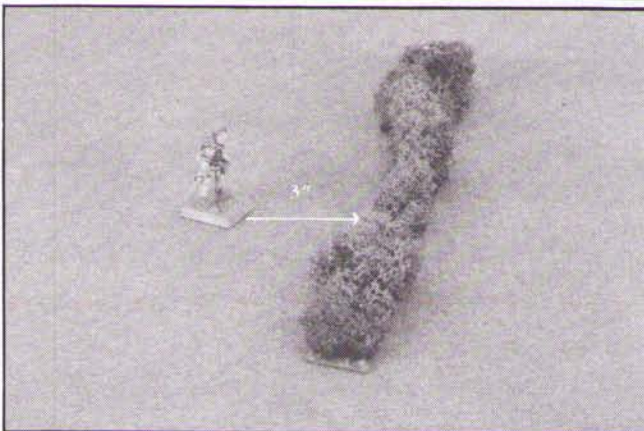
Example. A model with a 4" move approaches a hedge from 1" away and expends half of its move distance (2") to cross, leaving a 1" allowance for movement on the other side of the wall.



The same model approaches a hedge from 2" distance and expends a half of its move to cross (2"). This leaves no movement from the total and the model is placed on the other side of the hedge.



The same model approaches a hedge from 3" distance. The model has only 1" of movement left, insufficient to cross the obstacle. So the model is placed in front of the hedge and the remaining 1" is lost.





As with difficult ground, some obstacles may constitute more of a hazard than others. A 4-foot wall isn't the same as a 12-foot wall (as anyone incarcerated at Her Majesty's pleasure will tell you). Generally speaking, the standard half-move penalty applies to most positive obstacles up to 4 or 5 feet high and/or negative ones 4 or 5 feet across. Higher walls and wider ditches should be considered rare in games.

The GM must decide whether such items can be crossed, and if so what the proper penalty is. A whole turn to climb such an obstacle would seem to be fair - but the obstacle must be *climbed* not *jumped* and so would be impassable to mounted troops. Similarly, a ditch more than 5 feet wide would probably constitute two obstacles as troops would have to jump down into it and then scramble up the other side, moving at normal rate across the width of the ditch (or at reduced rate if it was muddy or deliberately filled with stakes, etc.).

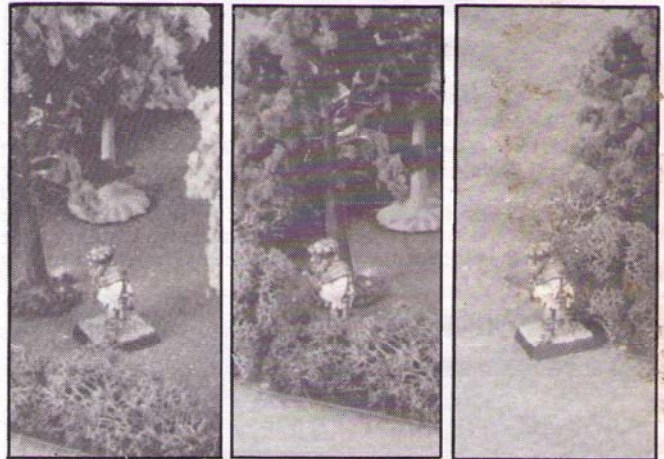
The depth of the feature would determine whether moving into and out of it reduced movement by a half move or more. A ditch so deep that it required a whole turn to climb into, would probably be too treacherous for mounted troops in the same way as very high walls are. Such an entrenchment would be rare on the battlefield, however, belonging more properly to the realms of siege warfare.

The difference between *linear obstacles* and *difficult ground* should now be apparent. Difficult ground reduces a model's move while it remains in the difficult ground; linear obstacles only reduce a model's move over a very short distance. A series of linear obstacles will therefore slow a model down much more effectively than *difficult ground*.

A combination of *difficult ground* and an *obstacle* reduces movement still further. For example, a ditch inside a wood presents both difficult

ground and an obstacle. A model with a normal move of 4" has a reduced move distance of 2" because of the wood (movement is at half rate). The ditch imposes a penalty of half the total move distance, so the model will be forced to expend 1" of movement to cross the obstacle.

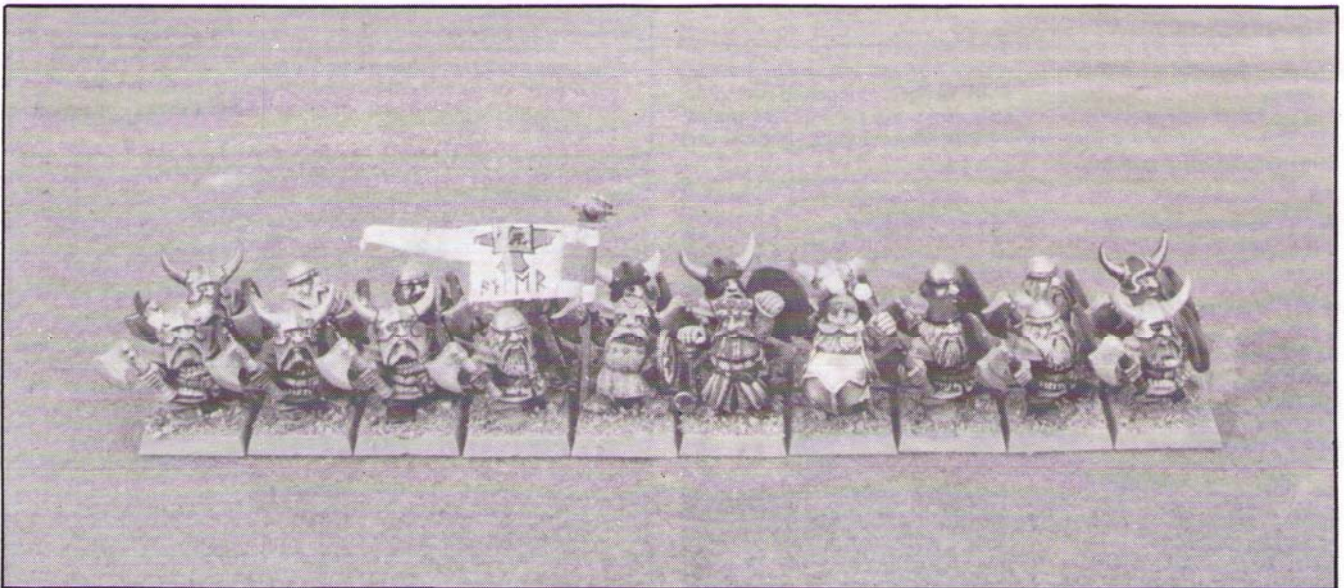
The model below has a normal move distance of 4", this is reduced to 2" because it is travelling within a wood (half rate). The wood is bounded by a hedge presenting an obstacle to movement. The model moves up to the hedge (1") and has sufficient move left to cross (a 1" penalty).

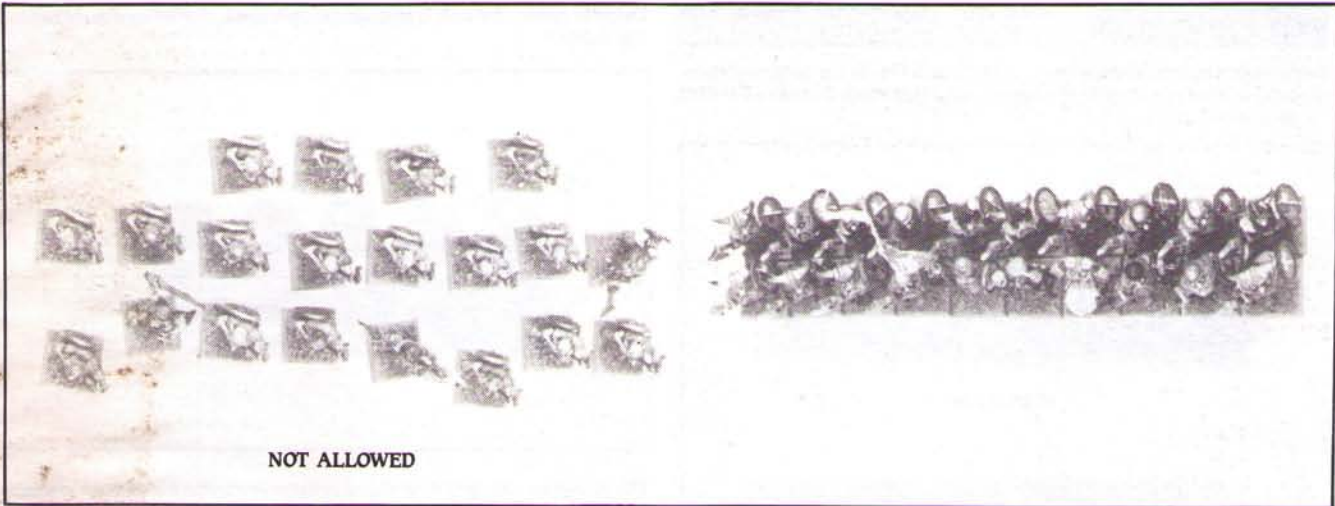


ORGANISING YOUR UNITS

Troops on the battlefield don't just wander around aimlessly, they move with definite purpose as part of properly organised military formations. Even the lowest of barbarians or meanest of Orcs will group together with its fellows, often under the leadership of an especially big, tough or impressively ugly individual. Our tabletop armies are also organised into units, which you may think of as regiments, companies, troops or squadrons depending on their size and whether they are infantry or cavalry. A unit consists of a number of model warriors, a special leader model and optional models such as a standard bearer or drummer. A typical small unit might comprise 9 ordinary warriors and a leader. A larger unit might comprise 17 ordinary warriors, a leader, a standard bearer and a drummer.

We will discuss the roles of leaders, standards and musicians later in the rules. For now we will deal with how units adopt and change formations, and how they manoeuvre on the battlefield. The first thing to remember is that models must stay close together at all times. Normally, models must remain in constant base-to-base contact with their fellows with no model standing apart from the others in the unit. Exceptions to this rule do occur and are explained in the *Advanced Rules* section. However, they are best ignored for the moment.





NOT ALLOWED

In this example the unit on the right has adopted a sensible formation. The models comprising the unit on the left, however, are separated from each other - this is not normally allowed.

COMPOSITION OF UNITS

A unit must comprise at least five models including a leader and any standard bearer and/or musician models. Casualties may reduce a unit to below five during the battle, but all units must commence the game with a minimum of five models. There is no maximum unit size, but units of more than thirty warriors will prove extremely difficult to handle on the tabletop. Units of about twenty infantry or ten cavalry are recommended.

All models in a unit are assumed to be identically armed and armoured throughout, just as they are all assumed to have identical *profiles*. It doesn't matter if some models have axes, others swords and spears; all close combat weapons have equal value in the *Basic Game*. In the *Advanced Rules* section, special rules are given for distinguishing between different weapons.

Similarly, all models are assumed to wear identical armour although some might be differently equipped.

If some models carry shields and others wear armour, an average save of 6 would be appropriate, but if all carried shields and wore a mixture of heavy armour, light armour and no armour, an overall save of 5 or 6 would be more in keeping.

It doesn't matter whether models wear the same armour or carry the

same close combat weapons, the important thing is that players and GM are aware of any missile weapons carried by the unit (bows, crossbows, etc), and what the unit's saving throw is. Saving throws are fully explained later and need not concern us too much here.

Leaders

Every unit must begin the game with a leader model distinguishable from the other models forming the unit. This can be a model which is painted differently from the normal troops, or a specially selected and impressive looking model. In the *Basic Game*, leaders are of the same race and have the same profiles as the fighting warriors. They give commands to the rest of the unit and act as a focal point when a unit manoeuvres.

The Battle Sheet

Profiles and background on Warhammer creatures can be found in the *Bestiary*. At the end of this book you will also find a *Battle Sheet* on which you can fill in the details of any units you create. The *Battle Sheet* has spaces for you to fill in such things as a unit's creature type, profile, armour, weapons and any special rules which may apply.

WARHAMMER ARMIES SUMMARY SHEET

UNIT:														
PROFILES:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	SAVE	PV
ARMOUR:							WEAPONS:							

UNIT:														
PROFILES:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	SAVE	PV
ARMOUR:							WEAPONS:							

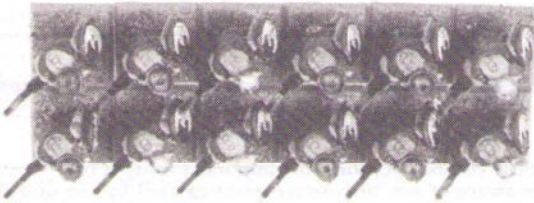
ORGANISING UNITS

UNIT FORMATIONS

Formations are described in terms of ranks and files as the diagram below illustrates. In this example the formation comprises 2 ranks of 6 files - a total of 12 troops.



ELEVATION



PLAN

Military formations enable troops to move quickly and to adopt a suitable fighting position for attack and defence. Even rag-tag barbarian units tend to become 'regularised' as the individuals pack closely together for shelter or support. To reflect this only certain formations are allowed:

Single rank - the unit is arranged as one uninterrupted line.



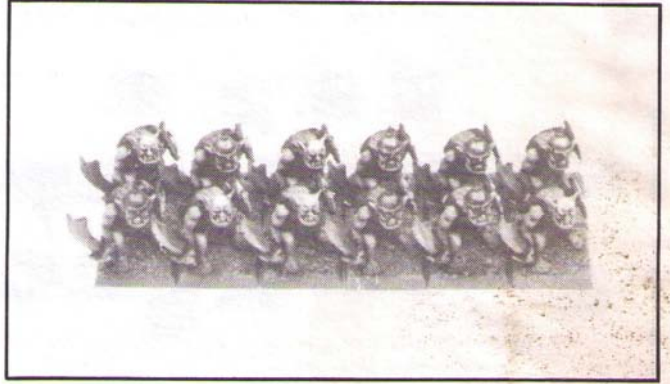
ELEVATION



PLAN



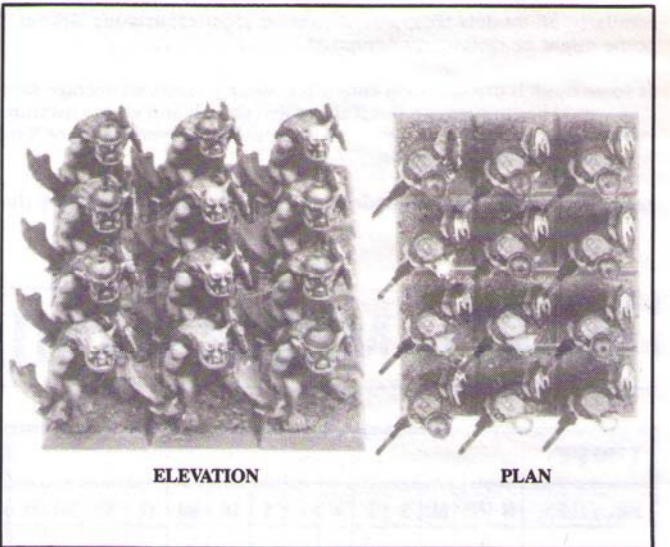
Double rank - the unit is arranged in two lines, one immediately behind the other.



Three ranks - the unit is arranged in three lines, one immediately behind the other.



Multiple ranks - as long as each rank is placed immediately behind the other, a unit may be arranged so that the formation is four, five, six, or more ranks deep.



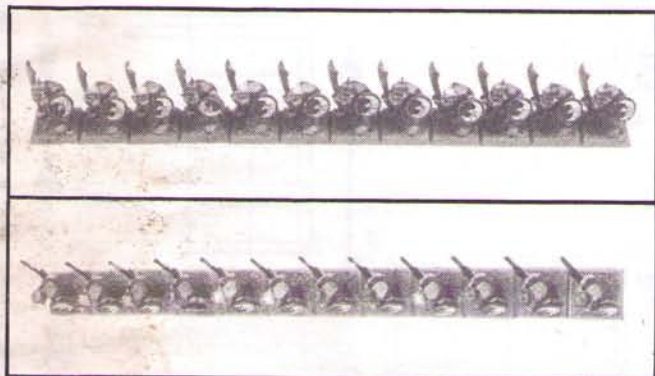
ELEVATION

PLAN

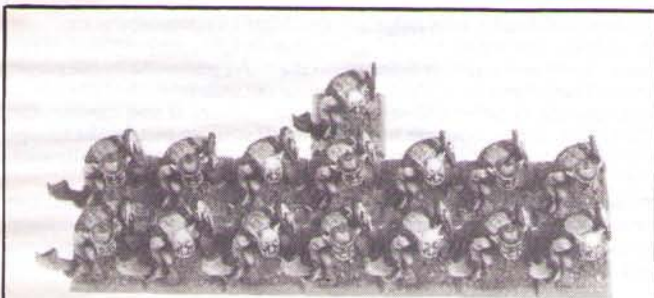




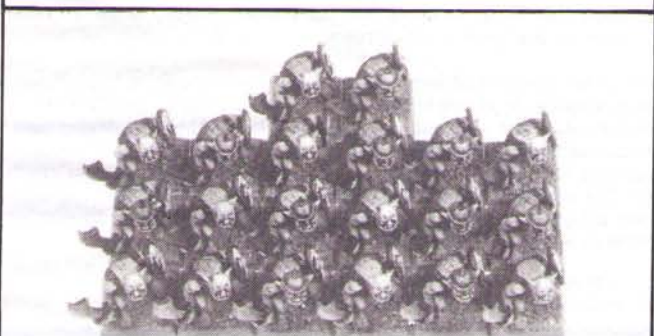
Single file - the unit is arranged in a single line with each model placed behind the other. Although this may seem a strange formation, it is commonly adopted by light cavalry as it permits great flexibility of movement. This is a useful formation in which to move, but a terrible formation for fighting!



In the examples above, the unit neatly divides into the number of ranks and files required. Needless to say, this will not always be the case. For example, when a unit of 15 troops wishes to adopt a double rank formation, there will either be one model too few to form the rear rank or one model left over. The ruling on this is that a second or subsequent rank **must** have as many models in it as the rank in front. It may never have more, and if it has less it does not count as a rank. This is important because deeper formations are more powerful in combat as we shall later see. When a unit has models 'left over' they are placed to form a rear rank of their own, but do not count as a full rank as described above.



A unit of 15 in double rank. There are 7 models in each rank and the remaining 1 is placed on its own at the rear.

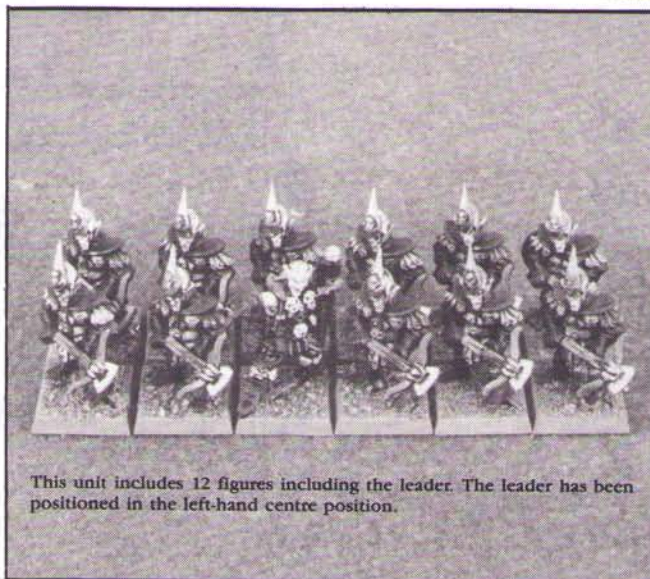


A unit of 20 in three ranks. There are 6 models in each rank and two are placed on their own at the rear.

A unit's formation may be changed during the game, and may be forced to change as a result of casualties incurred. A formation change is a *manoeuvre* and a complete explanation of how this works is given in the section on *Manoeuvres*.

Positioning Leaders

Unit leaders should always be placed in the centre of the front rank, from where they can effectively control their troops. If the front rank contains an even number of troops, leaders should be placed in one of the two off-centre positions - either to the right or the left.



This unit includes 12 figures including the leader. The leader has been positioned in the left-hand centre position.

All changes of unit frontage are based around the leader model, the model remaining still while the troops around it are rearranged. The leader should be in the centre of the front rank in the new formation. If the leader is slain, the model in the center of the front rank is still used for formation changes and alignment. If a unit changes formation by turning to its side, the leader model must be repositioned in the new centre-front position. This is done by swapping the model representing the leader for the model currently in the leader's position.

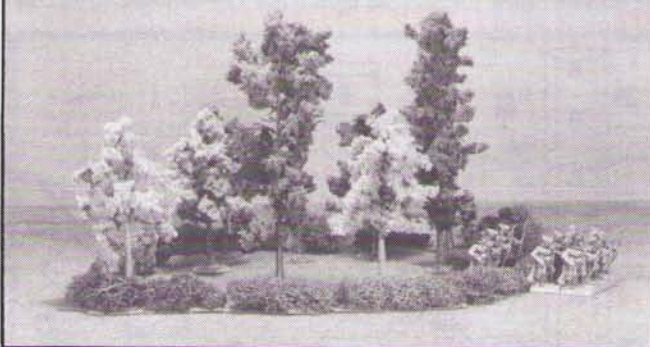
Special Formations

Many of you are probably thinking that our definitions of formations are rather limited - where for example is the square of Napoleonic times, the famous 'hedgehog' used by pikemen, the wedge employed both by cavalry and archers, the polygonal formations used by some nomadic tribes, and so on? While occasionally important, these formations are not generally used in the game and providing rules for them here could prove confusing. These additional complexities are therefore dealt with in the *Advanced Rules* section. Players may wish to incorporate these new formations once they have thoroughly absorbed the *Basic Rules*.

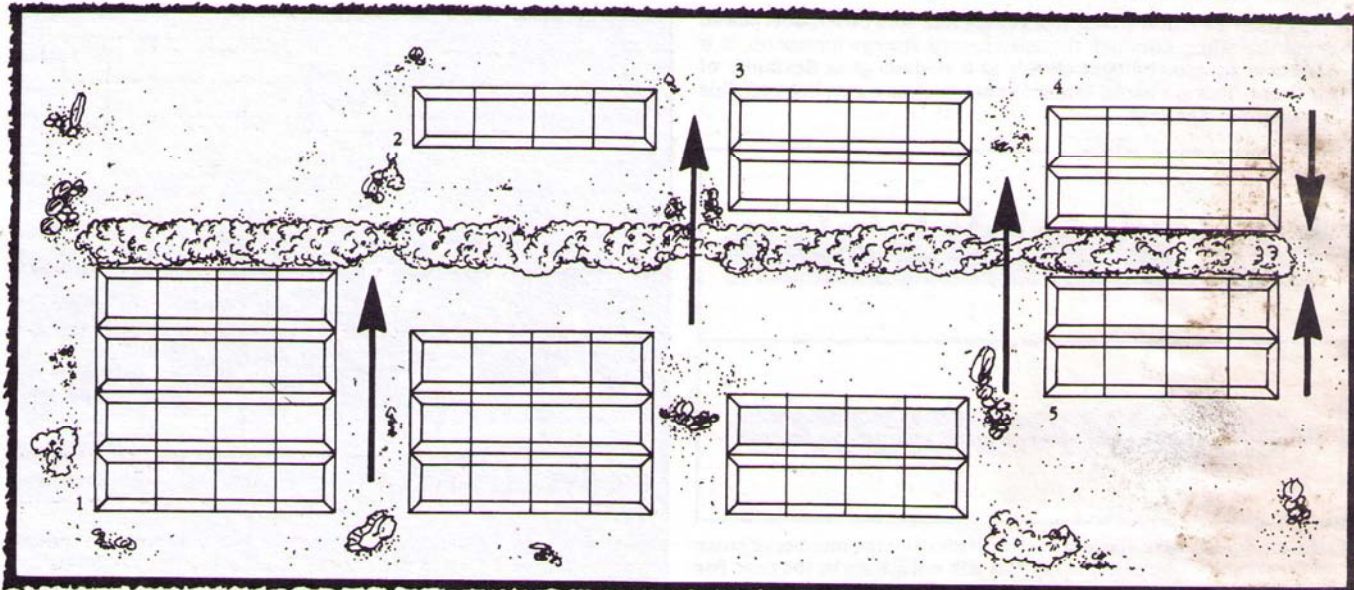
Moving Over Difficult Ground And Crossing Obstacles

A formation arranged in several ranks will often find some of its members faced with *difficult ground* while others are not. When this happens the whole unit is reduced to the pace of the slowest model while any model remains on difficult ground. The necessity to maintain formation makes it impossible for troops to move faster, even though they may not have personally encountered the restrictive terrain. Units may not change formation as long as any of their number remain within an area of difficult ground.

Only the unit's rear rank is within the wood, but the whole unit is reduced to half pace.



As with difficult ground, an obstacle imposes a movement penalty for the whole unit, whether the obstacle lies in front of all or merely some of the troops. When a formation is faced with an obstacle, each rank



is considered separately. The first rank moves across as normal, leaving either no space behind itself and the obstacle, or a certain amount which will vary depending on whether the unit started right in front of the obstacle or a distance away. If the space is sufficient to accommodate another rank that rank may also cross, it is simply moved behind the first. Subsequent ranks are moved in the same way, but unless your troops are especially fast the maximum number of ranks that will be able to cross at one time will be two.

Once a rank has moved over an obstacle and there is insufficient space to accommodate another, the whole section of the unit that has crossed is moved back to close what little gap remains, and any ranks still on the original side are moved up to the obstacle to keep the unit whole. Although a unit may be divided in two by an obstacle, it is still considered as a single unit. Once a unit has started to cross an obstacle, it may not make any manoeuvre until the whole unit has crossed, this means it cannot wheel, turn, or change formation **even if attacked**. Note that a unit divided by an obstacle may not make a reserve move.

- 1 - The unit approaches the obstacle and has insufficient movement left to cross.
- 2 - The following turn the unit crosses with the front rank. There is sufficient distance between the obstacle and rear of the front rank to allow another rank to cross.
- 3 - The second rank crosses - there is now only a tiny distance between the second rank and the obstacle.
- 4 - The front two ranks are moved back slightly to absorb the small gap.
- 5 - The remaining ranks are moved up to the obstacle and will cross in the following turn.

Single File Formations

A unit in single file is arranged in a long line with one model in front of another. Special rules apply to formations of this kind, reflecting the ability of units to assume special formations such as 'S' shapes and even complete circles. To allow for this unique flexibility, it is not necessary for each model to be positioned rigidly behind the one in front; the two bases must meet front-to-rear at a point, but need not touch along their whole frontage as would normally be the case. In the diagram below, for example, units 2 and 3 are arranged so that the

models are in base-to-base contact only at a tiny point.

- 1 - formation in rigid line ahead.
- 2 - the formation in a curve
- 3 - a complete circle.

To move a unit in single file, move the front model forward. The following model is placed so as to follow the path of the first, the third to follow the second, and so on.

In cases of difficulty, GMs judging the viability of a proposed manoeuvre should rely on common sense rather than a rigid interpretation of the rules. Could real warriors accomplish the move proposed by the player and still keep formation? Can you imagine the snaking path of the whole unit moving in unison along its intended route? If you cannot, the chances are the manoeuvre is impossible. If you can picture the troops spurring forward in a flowing line the manoeuvre should be allowed.

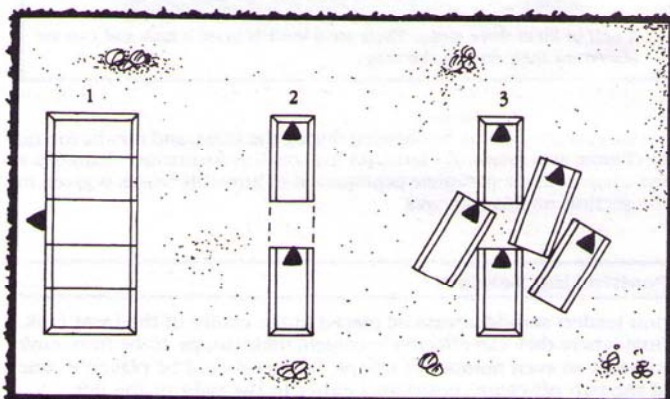
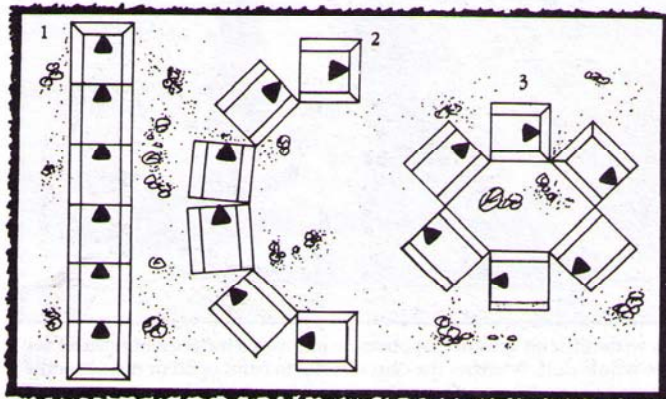
Because a single man, unhindered by fellows to his right or left, can so much more easily dodge hazardous trees, bushes and holes, or jump fences, wall and hedges, special rules apply to single file formations and terrain:

Single file formations ignore the normal penalty for *difficult ground* and count *very difficult ground* as difficult - i.e. instead of moving at quarter rate they move at half rate.

Obstacles are easier to cross, and the normal penalty is halved from $\frac{1}{2}$ to $\frac{1}{4}$ of the total move distance.

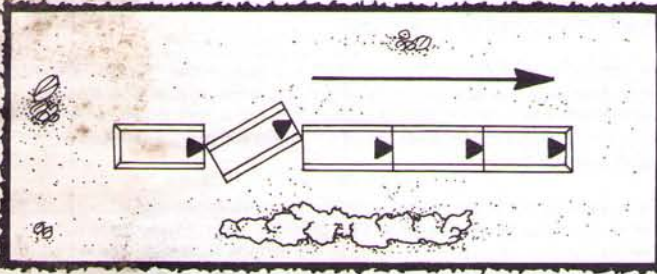
One point commonly raised by players concerns units which change from single line to single file. For example, in the situation below, a unit in single line is changing to single file by making a 90 degree turn. As the models turn the line gets twice as long, because the model's bases are 50mm deep and only 25mm wide! Where does this extra length go? The solution is to turn the two end models without moving them forward or backwards, and to fill in the rest of the models by placing them in a zig-zag line if space permits.

- 1 - 5 models in 1 deep line.
- 2 - end models turn to face new direction.



3 - the remaining models are placed in-between in a zig-zag pattern.

As the unit moves forwards during the turn, the front model is moved as required, while the remaining models are strung out behind it. If the front model is only moved a little way, say 2" forwards, the 2" gap will quickly be filled by the models behind, in which case the rear models may not get to move at all, but remain in their zig-zag pattern.



The front model moves off and the following two models are placed behind. There is no room for the remaining two models to move, so they remain stationary.

Even though some of the unit is not moving as fast as the leading model, the whole unit is considered to be moving at this rate for other rules purposes.

THE INTERPENETRATION OF UNITS

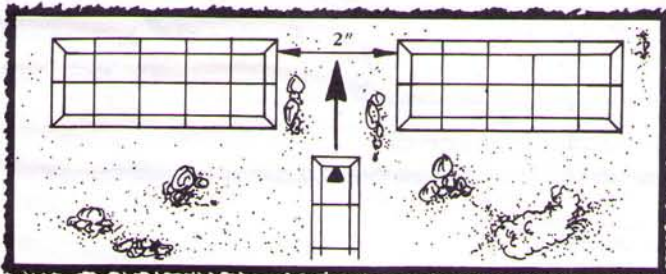
Just as two real people cannot occupy the same space, units of friendly troops may not move through each other. Although, in fact, this did happen in many historical battles, it requires considerable precision and training if it is not to result in utter chaos! The possibility of units moving through other units is discussed later in the *Advanced Rules*.

PROXIMITY TO ENEMY UNITS

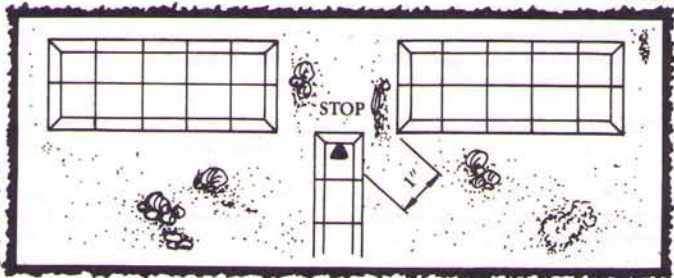
The turn sequence used in Warhammer is alternate, ie one side takes a turn, followed by the other, then the first side again, and so on. This means that one side moves its units while the other remains stationary. However, we must remember that this is purely a games convention - a convenient way in which we represent the movement of troops, exchange of missiles, and clash of close combat.

Because one side moves while the other remains stationary, it would seem possible for the moving side to step right up to the enemy, tweak their noses, spit on their boots etc., without them being able to move a muscle! Of course, we know that this isn't the case - all troops would really be moving together.

To reflect the fact that troops would be able to move and respond to the actions of their enemy, we shall invent a special rule. This is a very important rule - as the examples below demonstrate - so try to remember it right from your first game. When troops move, they may not approach closer than 1" to an enemy unit or any single enemy model unless they intend to enter hand-to-hand combat (as described later in the *Hand-to-Hand Combat* section). This applies not only at the end of movement, but all the way through. So, it is not possible for a model to 'squeeze' between two enemy units.



The moving model is shown facing two enemy units. The gap between the enemy units is 2" - enough for the model to move through. However, the model could not move between the enemy units and leave a gap of 1" on both sides, so the move is not permitted. If a single model or any model in a unit moves towards an enemy unit which it does not intend to attack in hand-to-hand combat, the whole unit must halt as soon as it approaches within 1". Any movement remaining during that *movement phase* is automatically lost. The moving player must decide whether the gap is large enough to get through by estimation alone, **measurement is not allowed until the player declares what he intends to do**. In marginal cases the player's skill at estimation is very important. If the player tries to get through, and the gap proves too narrow, the unit is halted as soon as it comes



This example demonstrates what would really happen in the situation above. The single model moves towards its enemy and comes to an immediate halt as soon as it comes within 1" of an enemy model.

MANOEUVRES

When a unit wishes to change its formation, or the direction in which it is facing, it must make a *manoeuvre*. Similarly, when a unit wishes to move in some unusual manner (such as backwards), an appropriate manoeuvre must be made. There are two different types of manoeuvre; **simple and complex**:

Simple manoeuvres

- A formation change
- A turn of 90° or 180°
- A wheel

Complex manoeuvres

- Moving backwards
- Wheeling backwards
- Wheeling from the centre

A unit's ability to manoeuvre depends upon the training and discipline of its constituent troops. Training and discipline vary - some units and some races are better at this than others. The degree of discipline and unit cohesion is expressed by the unit's *Ld* characteristic: the higher the score, the more disciplined the unit.

In the *Basic Game* the unit's *Ld* is that of its ordinary troopers - but in the *Advanced Game*, the presence of a character model may increase a unit's *Ld* value. Character models are special models which represent the heroes of the race in question, be they humans, Dwarfs or Ogres. These heroes can increase the *Ld* of the troops under their command - full details can be found in the *Advanced Rules* section.

Simple Manoeuvres

Any unit may make 1 simple manoeuvre during its *Movement* and/or *Reserve Phase* providing:

1. The unit is not crossing an obstacle or otherwise positioned so that the formation is split by an obstacle.
2. The unit is not engaged in hand-to-hand combat.

Exceptions - (i) a unit which pushes-back and follows-up its combat opponent is allowed to expand its formation once as it does so.
- (ii) a unit engaged in hand-to-hand combat may automatically turn any unengaged models to face a fresh enemy charge from the sides or rear.



3. If any members of the unit are positioned on *difficult* or *very difficult* ground the unit may not make any formation change. The unit may make one other simple manoeuvre, but may not attempt a subsequent manoeuvre that phase.

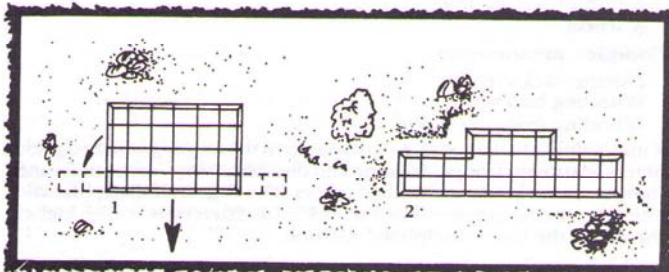
The first manoeuvre. Simple manoeuvres are made as a unit moves. The first (or free) manoeuvre occurs automatically.

The second manoeuvre. If a unit has a leader it may attempt a second simple manoeuvre, a unit which has no leader may not do so. It is necessary to make a *Ld* test to initiate a second manoeuvre. The player rolls 2D6 and adds the results. If the total is equal to or less than the unit's *Ld* the test is passed. If the result is more than the *Ld*, the test is failed. If the test is passed the unit may perform the additional manoeuvre. If the test is failed, the unit comes to an immediate halt, loses any movement remaining to it and may attempt no further manoeuvres that phase.

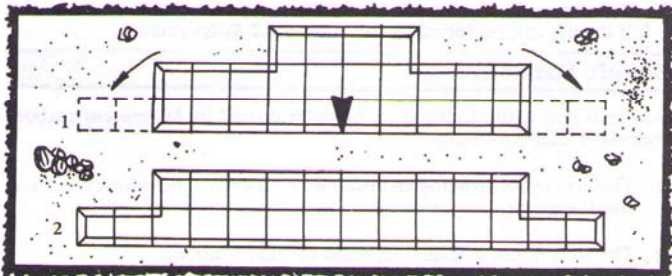
The third manoeuvre. So long as a unit performs its second manoeuvre successfully, it may attempt a third simple manoeuvre in the same way. No unit may attempt more than three manoeuvres during the same *Movement* or *Reserve Phase*. Three manoeuvres is the absolute limit.

Formation Change

When making a formation change, a unit may increase or decrease the number of models in its front rank by one or two models on each flank (a maximum of four models in total). Once a unit's frontage has been changed, remaining troops are lined up in full ranks behind. Any incomplete ranks are aligned roughly in the middle. There is nothing to stop a unit expanding or contracting frontage several times during the phase, assuming the rules do not otherwise disallow it. A test must be taken for any second or third manoeuvre of course.



This unit expands its frontage from 6 to 10 models.

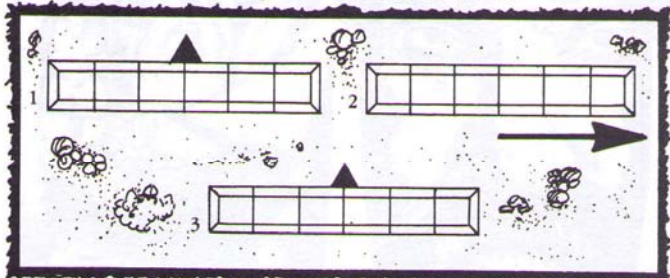


The remaining ranks are arranged behind. If the player wishes, the formation could now be expanded to 14 models by a successful manoeuvre test.

The Turn

Just as a real unit of troops can only march to its front, our models must only be moved forwards. To move to the side, members of a unit must turn to their left or right, move forwards and turn again so that they face the original direction.

- 1 - the unit is facing forwards.
- 2 - the unit turns to its right and marches forwards.

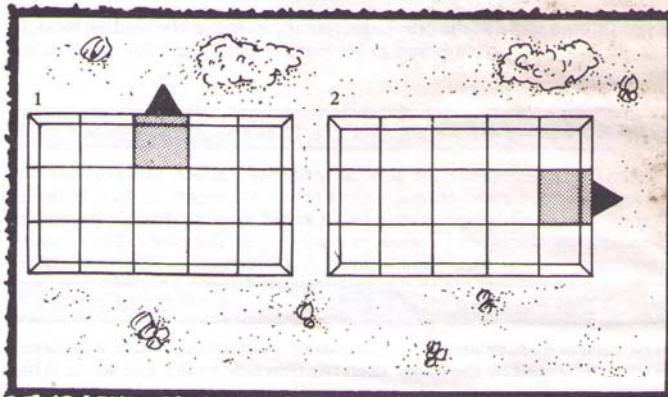


3 - the unit turns once more to face the original direction.

You will note that the unit turns completely to its right or left a full 90°. All turns must be of 90° or multiples of 90°. A unit turning 180° will turn round to face the opposite direction. Making a turn would be simple for a single model, but for troops in formation, it becomes more complex - especially if the troops in question are poorly trained, badly disciplined or a bit stupid!

A single turn of either 90° or 180° is a single manoeuvre. The turn can take place at any point during movement, either before the unit is moved, once movement is completed, or at any point in between. So, a unit with a move distance of 4" might move 2", turn through 90° and move a further 2".

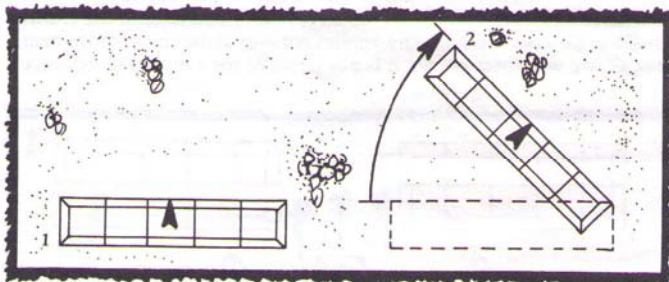
You will notice that as a unit turns, the formation changes; ranks become files and files become ranks. The diagram below illustrates how this comes about. Because the unit is no longer facing or moving in its original direction, the position of its leader must be altered. The leader model is placed centrally in the new front rank and the model displaced is positioned in the gap left by the leader. Standard bearers and musicians may also be repositioned in the formation.



- 1 - the unit is three deep and has a frontage of 5 models.
- 2 - the unit turns. It now has a frontage of three models and a depth of 5. The leader is positioned as indicated.

The Wheel

The wheel is intended to change the formation's direction. Unlike the turn, it does not alter the actual formation of the unit. The diagram below illustrates what a wheel is. The unit is in a single rank facing the direction indicated. To accomplish the wheel, the end model marked 'P' remains stationary as a pivot, while the remaining end model, 'W', wheels forward along the arc indicated. The remaining troops march forward between W and P maintaining a straight line as they do so.

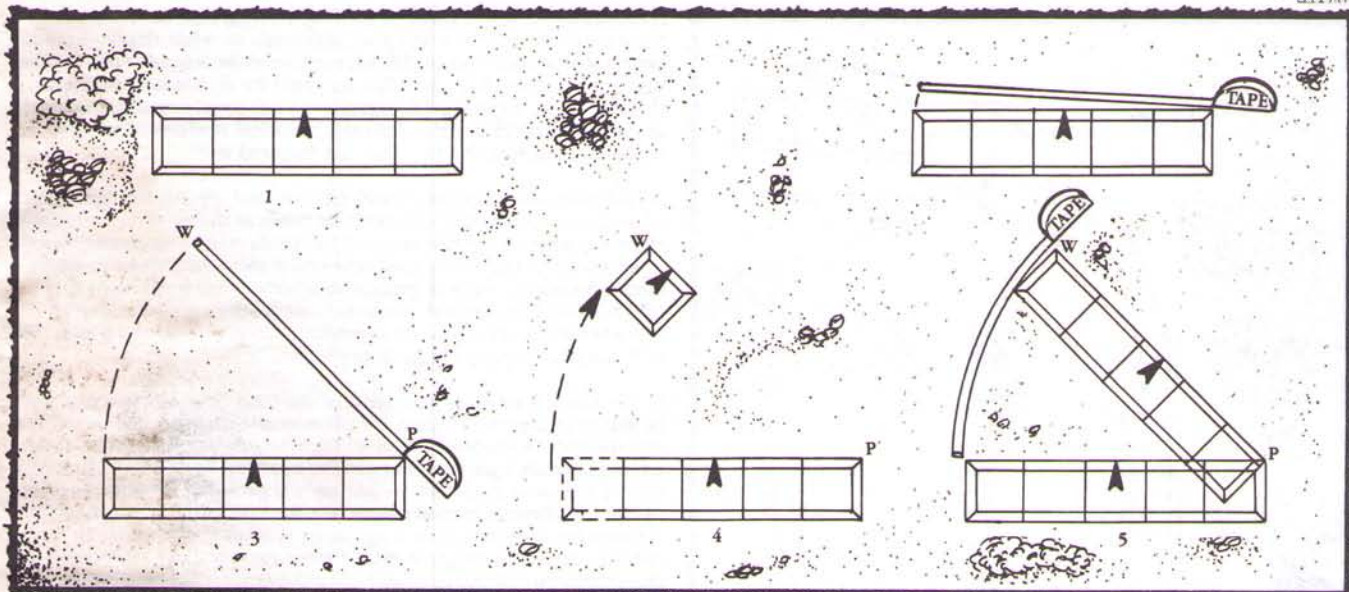


- 1 - unit in straight line.
- 2 - unit wheels.

The maximum distance which may be moved by model W, is its normal move distance measured along the outside arc. Model W may move less than its full move distance if the player wishes, in which case the remaining distance may be used for additional movement.

It is a little difficult measuring along this invisible curving line and it will be found useful to employ a flexible steel tape measure. First place your tape along the unit's front extended over the distance P to W. Next pivot the tape so that its tip describes the arc which is to be moved along. You can judge the approximate distance of the arc, and position the model W along it. Now check the distance you have moved W, curving the tape slightly to allow for the arc. Reposition W as necessary.

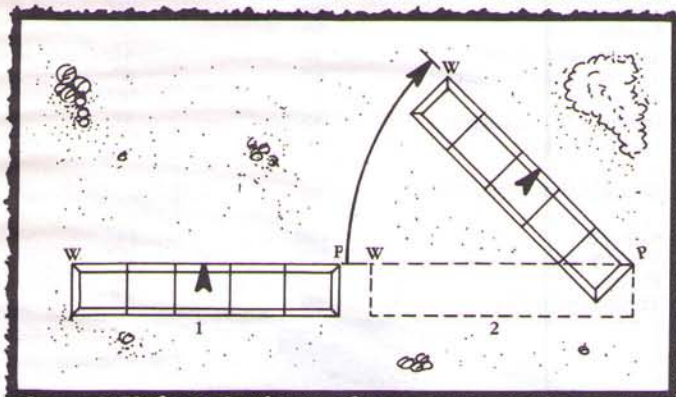
While you must try to be accurate, it is not possible to be one hundred



percent spot on, nor is it absolutely necessary. Where dispute arises the GM must oversee the manoeuvre and determine the unit's final position.

1. Initial positions.
2. Place the tape along the line P to W.
3. Describe an arc with its pivot at P.
4. Move W along this arc up to its full movement distance.
5. Check the distance and reposition W.

Once W has been moved the remainder of the unit is positioned to form a straight line between it and P, with P turned on the spot to maintain the formation. The completed manoeuvre is shown below.



A unit may pivot on either its left or right edge. The distance travelled by model W is taken as the distance moved by the unit. The wheel may take up the unit's entire move, or only a part of it. For example, a unit might move straight forward 2" and wheel 2" making a total move of 4".



Wheels can be made before, after, or in between stretches of ordinary straight movement if the player wishes. A wheel is one manoeuvre and must be accomplished in a single sweep. If a unit intends to wheel, move straight and then wheel again, it is attempting two manoeuvres and a test must be made to begin the second.

Complex Manoeuvres

A complex manoeuvre requires considerable precision, training and co-operation. No unit without a leader may attempt a complex manoeuvre. A complex manoeuvre is equivalent to **three** simple manoeuvres. If a unit attempts a complex manoeuvre, it must be the first and only manoeuvre attempted that phase. Before a complex manoeuvre begins, a *Ld* test must be taken. If this is failed the unit comes to an immediate halt, loses all move distance remaining to it and may attempt no further manoeuvres until its next *movement phase*. If a unit fails a complex manoeuvre in its *movement phase* it may not take a *reserve move*.

Moving Backwards

Normally, troops may only move forwards. However, well trained bodies of warriors could actually walk backwards and still maintain formation. Because it is difficult to walk backwards at all, let alone in formation while carrying weapons and equipment, any unit attempting this manoeuvre is reduced to half movement rate. This penalty is combined with any existing penalty for difficult terrain etc, so the distance a unit can walk backwards through a wood is calculated at quarter rate.

The Backwards Wheel

Troops are allowed to wheel backwards, but they may not make any other movement during the phase - not even ordinary straight forward movement. The usual half movement rate applies and the manoeuvre is measured in exactly the same way as a normal wheel - but backwards.

Wheel From The Centre

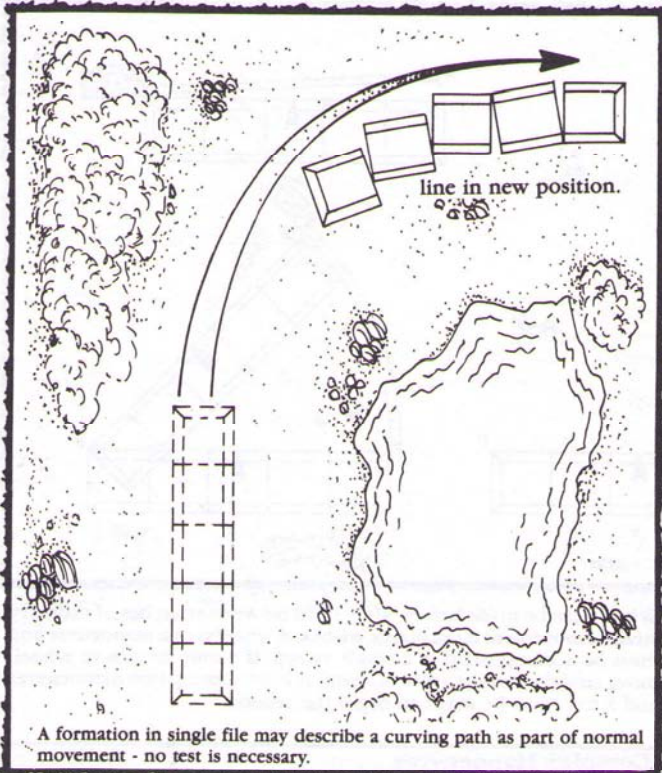
By this manoeuvre the unit pivots around its leader so that one side moves forward while the other moves backward. This counts as a manoeuvre in exactly the same way as moving backwards and the same rules apply.

Single File Formations

A single file formation is a simply a formation in which models are lined up one behind the other in a long line. These formations are very flexible indeed, and can move about the battlefield very quickly.

Curving Path/Snaking.

A single file formation may be moved in a curving path or by 'snaking'. Trailing models are placed to follow the path of the leading model. This does not count as a manoeuvre, it is simply a type of special movement unique to single file formations.



A formation in single file may describe a curving path as part of normal movement - no test is necessary.

A 90° turn will change the formation into a one deep line. It is not possible to move backwards, wheel backwards or wheel from the centre whilst in a single file.

Other Manoeuvres

In addition to the manoeuvres described above, other manoeuvres are used to adopt special formations and to interpenetrate units. These are described in detail in the *Advanced Rules*. For the moment, the manoeuvres given will meet all our needs.

SHOOTING

Battles can be won or lost by the use or misuse of troops armed with bows, crossbows, slings, javelins and other weapons designed to be thrown or fired. Even fully armoured knights are vulnerable to the deadly shaft of the longbow or the sure-flight of the crossbow's quarrel. Many of the creatures of the Warhammer world are relatively poor fighters once engaged in hand-to-hand combat, but are fully capable of using missile weapons. Creatures such as Goblins, for example, must be forced into the blood-letting carnage of close combat, and are often more useful when equipped with bows and arrows. Whatever the weapon or creature using it, missile fire is an important aspect of warfare. This chapter discusses the role of missile armed troops and provides rules for their use on the tabletop.

RANGES

The first things we must consider are the weapons themselves, their relative ranges and penetrating power, and the ease with which they can be reloaded or moved. The Warhammer Old World is home to a civilisation not unlike that of late medieval Europe. The weapons available to its inhabitants are of similar design and appearance to real weapons used by real warriors of the fifteenth and sixteenth centuries. Of course, not all the weapons of the fantasy game have direct historical parallels - there are some which utilise technologies or magics far different from any actual armaments. However, to begin with we'll deal with those weapons whose range and effect can be deduced from historical prototypes.

Taking the bow as an example, accepted maximum range for this weapon lies between 200 and 300 yards - depending on the design of the bow. Some bows are longer or shorter in design than others, some incorporate bone or different sorts of woods to improve their elasticity. The power of the bow comes not from its actual size, but from a combination of size and composition.

Historically we might point to the English long bow as an example of a particularly efficient weapon, although to what degree English generalship and individual skill have coloured the legend of this famous bow is hard to say. Still, for a fantasy game we do not have to question the authority of the legend, legends are our source material as much as fact. If we were to delve into the historical realities of warfare we would be ignoring the lore that has inspired us.

So, as heroes and magic are considered to be real, equally the reputations of weapons such as the long bow are taken as the basis for our game. We will accept the outside range of 300 yards as the maximum distance at which an archer with a long bow could reasonably hope to slay his target. Similarly, we will place the crossbow on a par with this - a traditionally long-ranged, powerful and deadly accurate weapon. To other bows and missiles such as javelins, slings and throwing axes, we will assign correspondingly lower values.

If 300 yards is taken as the range of the long bow, our models must be able to engage their enemy at a tabletop range that accurately reflects this distance. A model is about 1" high, which, taking a human to be 6 feet or 2 yards high, means he can fire an arrow 150". This is obviously too far for game purposes, as our table is probably only in the order of half this distance in total length. For the sake of the game, therefore, we shall assume that missile ranges use a scale of 1" represents 10 yards, reducing all missile ranges in exact proportion and accurately preserving their important differences without us having to move our battles into the garden. The chart below summarises the maximum ranges for all the missile weapons described in this section.

Weapon	Maximum range in yards	Maximum tabletop range
Short bow	160	16"
Bow	240	24"
Long bow	300	30"
Crossbow	300	30"
Repeating crossbow	160	16"
Sling	180	18"
Javelin	80	8"
Thrown axe, spear	40	4"
Thrown knife or dart	60	6"
Blowpipe	120	12"
Improvised - bottles, stones, bricks, etc	30	3"

Gunpowder Weapons

Arquebus	240	24"
Blunderbuss	160	16"
Pistols	60	6"
Thrown grenades	60	6"



HITTING THE TARGET

When a unit fires, a dice is rolled for each model firing. The chance of hitting a target over a distance of many yards depends largely on the individual skill of the shooter as reflected by its *ballistic skill* (BS) characteristic. A firer's chance of hitting its target is directly linked to its BS as shown on the following chart. The minimum score needed to hit the target is given on a D6 and, as you can see, the necessary score is lower if the BS is higher. A model with a BS of 2, for example, requires a 5 or 6 to hit a target, whereas a firer with a BS of 4 requires a 3, 4, 5 or 6.

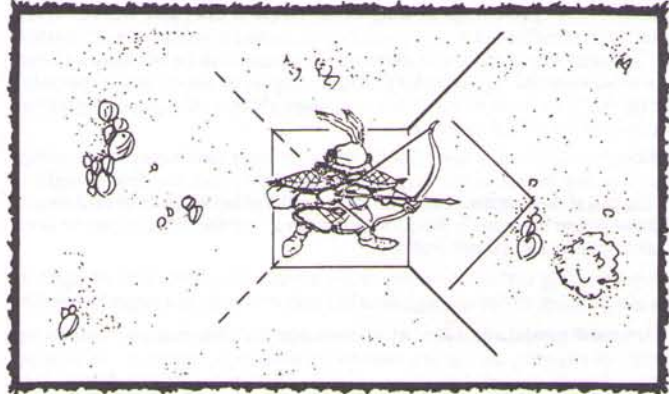
Ballistic Skill	1	2	3	4	5	6	7	8	9	10
D6 Score needed to hit	6	5	4	3	2	1	0	-1	-2	-3

Models with a BS of 6 or more require a score of 1 or even less to hit as given on the chart. These values are included for reasons that will become obvious later. In fact, no matter how skillful an archer, there must always be some chance of missing the target, if only because of a chance breeze deflecting the arrow's course. To represent this *maximum* chance of hitting, the lowest score required to hit a target is always 2, a dice score of 1 is always a miss.

Example. Four men are firing longbows at a group of Orcs. The range is 5", 6", 6" and 7" for each man in turn, so all are within the weapon's maximum range of 30". The player takes four dice, one for each firer, and rolls them together. The scores come up 1, 4, 4 and 6. As the men have a BS of 3 a quick look to the chart will show that they require a score of 4 or more to hit their targets. The dice thrown indicate one miss and three hits.

Fire Arcs

The direction faced by the model is assumed to be the actual direction faced by the creature it represents. Common sense will tell you that it is not possible to fire a weapon in one direction while looking in another. To simulate this limitation, a target must lie within a 90° arc projected from the front of the shooter. This arc can be imagined easily if your models are on square bases, as the lines projecting through the corners create a 90° angle. If the players dispute whether or not a target lies within this arc, the GM must make any measurements and decide whether the shot is allowed.



Mounted troops and troops riding in a chariot, howdah, wagon or anything similar, are obviously far more free to turn and face a target to the side or rear. In the case of troops riding horses, wolves, boars or other 'riding beasts' they can turn in the saddle. Although it may seem rather unlikely, a well trained horseman is able to turn completely round in the saddle and shoot behind while moving forwards! So any mounted models, or models in chariots, etc, can fire all round regardless of the direction in which the model is pointing.



Mounted troops or troops in chariots may fire all round.

Firing Through Gaps

There is no rule that says a model must fire at an enemy unit which is closer than another. Although it might seem sensible to restrict a unit's choice of targets in some way, any attempt to write rules for this invariably gets bogged down in a whole list of 'ifs', 'buts' and other 'exceptions'. Players are therefore allowed to select freely from amongst their possible targets. However, if missile troops are being threatened by two approaching enemy units, it is a bit much to expect the shooters to aim their missiles through the gap between them at a unit beyond. To prohibit 'trick' shooting like this we shall apply the following rule:

Missile troops may not fire through a gap between possible enemy targets, or between a possible target and blocking scenery, or a friendly unit, if the course of their missiles approaches within 2" of either edge of the gap. To put it another way, missile troops may only shoot between enemy units if there is a gap of more than 4".

TERRAIN

Imagine a real battlefield with its contours, morning mists and haze of dust. Picture the woods and hedges that obscure vision, the sudden fall of ground that hides your enemy and the distances that blur friend with foe. Towering above the miniature battlefield we are aware of all that happens, but the troops represented by our models would not be so fortunate. Just as their real life counterparts cannot see through hills or behind hedges, so we must assume our models cannot see behind corresponding scenic features and are unable to target their weapons against an obscured enemy. This is the most important rule in the whole chapter; to shoot at a target, the firer must be able to see it. This rule must be interpreted by the GM as necessary. The following guidelines will help you to determine which features block a line of sight and which do not.

Hills, large boulders and buildings will normally block the line of sight totally. Assume the ridge or high point of a hill runs down its middle.

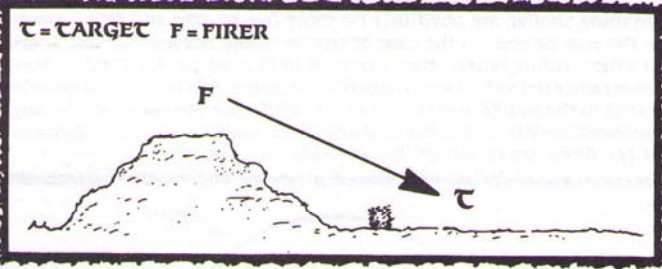
Positive linear obstacles, ie hedges and walls, block the line of sight on level ground. However, it is possible to draw a line of sight to a target

behind a hedge or wall, so long as the target is not more than 1" from the wall. Similarly, if a missile equipped model is behind a wall (within 1"), it may fire over it. The character is assumed to be sticking its head or torso over the top in order to fire a weapon or see clearly. Especially high walls or hedges may block a shooter's line of sight completely; this is at the GM's discretion.

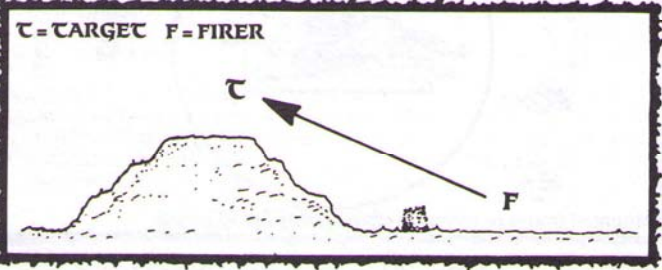
Woods will block a line of sight if the shooter and target lie on either side of the wood. If the target is inside the wood, the line of sight is blocked if there is more than 2" of woodland between firer and target. If the target is inside a wood and within 2" of the edge it can be seen and fired at by troops outside.

Interposing units like interposing terrain, block the line of sight. It is not possible to fire through another unit or model at a target beyond it.

Elevated positions offer ideal vantages for observation. Troops on hills, occupying the upper storeys of buildings, flying or otherwise placed in an elevated position relative to their target can draw a line of sight over lower terrain features, linear obstacles, units and ranks.



Similarly, it is possible to draw a line of sight up to an elevated position over lower terrain features, linear obstacles, units and ranks.



COVER

Troops may sometimes have the opportunity to take cover behind hedges, walls or inside buildings or woods. We will distinguish between two kinds of cover for game purposes; *hard cover*, such as a wall, and *soft cover*, such as a hedge. *Hard cover* offers real physical protection as well as partially hiding a target. *Soft cover* hides a target to some extent, but offers much less in the way of real protection. The following rules relate to troops claiming cover from various scenic features:

- 1 To claim protection behind a positive linear obstacle (hedge, wall etc) it must lie between the shooter and target, and the target must be within 1" of the cover. If shooter and target are both within 1" of the same cover it is effectively cancelled out and is ignored.
- 2 The corner of a building, large rock, wagon etc, can be counted

as cover by one model. The model is placed at the edge so that it is partially, but not wholly, obscured.

- 3 Woods offer automatic protection to models who are inside it. In woods all shooting is reduced to 2" range, except that models within 2" of the edge may see out and fire normally. Similarly, troops within 2" of the edge of a wood may be seen and fired at normally, although they are within cover. Models further than 2" from a wood's edge may not fire outside.
- 4 Negative linear obstacles such as trenches and pits offer cover from shooters outside.
- 5 Models at windows and doors count as behind cover to shooters from outside.
- 6 Troops behind a hedge, wall, etc may draw a line of sight over it if within 1", enabling them to shoot at targets on the other side.



1. This unit is deep inside the wood and can neither be seen from outside or shoot outside.



2. This unit is within 2" of the edge and may be seen from outside and may fire outside.



3. These two units are both inside the wood - range is reduced to 2".



**Hard Cover**

Corner of a building
A large rock
Pits and trenches
Wall
Wooden palisades, barricades etc
Models at windows and doors

Soft Cover

Hedges
Wagons, carts etc
Woods

**MODIFYING THE SCORE NEEDED TO HIT**

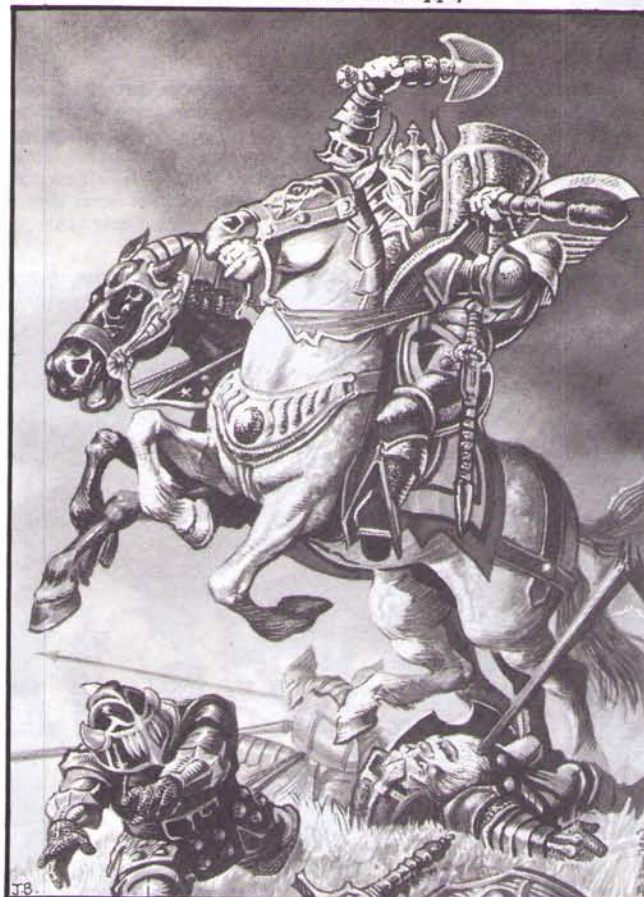
Cover is just one factor that makes it easier, or harder, for a shooter to hit the target. Another factor is distance: a target close to the shooter will be easier to hit than one at the limit of the weapon's range. The size of the target may also make a difference. If the target is especially large or especially small it will be easier or harder to hit. Finally, if the shooter is riding a moving wagon or speeding horse, he will find it difficult to draw a bead on the target. The following chart gives dice penalties for a variety of situations likely to occur on the battlefield:

Modifier	Circumstance	Description
+1	Firing at a large target	Anything over 10' high or long counts as a large target. Models mounted on normal sized riding animals, such as horses, wolves or boars do not count, but chariots do.
-1	Firing at a small target	Anything under 1' high and long counts as a small target.
-1	Firing while moving	If the firer moved in the <i>movement phase</i> the chances of hitting are reduced. Note that not all weapons permit their user to move and fire. This penalty also applies to mounted, chariot-borne and other troops who are not actually moving as individuals, but are being moved nonetheless. Turning, or making any manoeuvre, counts as movement, causing this penalty to apply.
-1	Firing at a rapidly moving target	A rapidly moving target is defined as any creature or object travelling more than 6" during its previous <i>reserve phase</i> .

- 1 **Firing at a Charging Enemy** This modifier applies to units shooting at enemies who are charging them.
- 1 **Firing at over half range** If the target is more than half the weapon's total range distant - e.g. a bow firing at over 12".
- 1 **Throwing improvised weapons** Stones, bricks and other impromptu missiles are poorly balanced and relatively inaccurate.
- 1 **The target is behind soft cover** Soft cover comprises vegetation, woods, trees and wagons.
- 2 **The target is behind hard cover** Hard cover comprises stone or brick walls, battlements, wooden palisades, pits and ditches.

5 longbowmen are firing at a giant (17", 18", 18", 19" and 20") respectively away - all are within range but over half range (15" for a longbow). Their *BS* is 3 so the basic score required to hit is 4. However, the giant is a large target so the archers may add +1 to their dice rolls. On the other hand, the giant is at over half range, so they must subtract -1 from their dice rolls as well. In this case the modifiers cancel each other out and five dice are rolled straight, scoring 3, 3, 4, 5 and 6 which gives a result of 3 hits.

The GM may impose additional modifiers. Warhammer is a flexible game and you can contribute to it by inventing rules of your own if you wish. These are called dice modifiers because the number modifies the dice roll. So, for example, if a 4 is required to hit and the dice is subject to a -1 penalty, a score of 5 will be required. Dice modifiers are cumulative, so a -1, -2 and +1 modifier gives a total modifier of -2. Modifiers may not take the dice roll required to below 2. Rolls of 1 always indicate a failure to hit, no matter what modifiers apply.



RESOLVING THE EFFECTS OF HITS

Just because a missile hits, its target is not automatically slain. A man might be so lightly struck he suffers no immediate effects and can continue fighting. Very light wounds such as this are ignored in the game. Our warriors may be bruised, battered and bleeding from light cuts but they are, after all, hardened fighters and indifferent to such inconvenience. In the case of larger creatures, they may be protected by tough hide, fur or layers of fat, which render them more capable of withstanding damage.

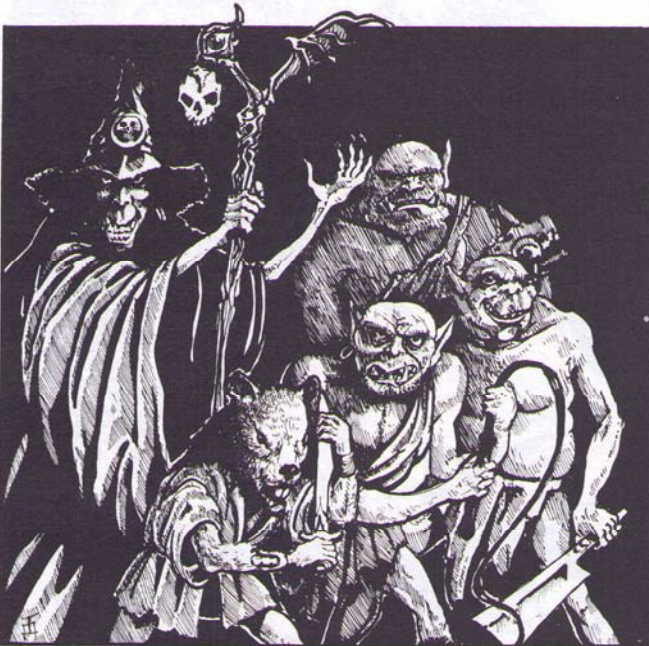
When considering the effect of a hit, we have two things to bear in mind: the power of the missile itself and the ability of the target to withstand damage. The power of a missile is related to its velocity, weight and penetrating power (i.e. how sharp the pointy bit is!). For example, crossbow bolts or quarrels are fired at great velocity and this, together with their considerable weight, enables them to rip through even the thickest hide. To represent this each weapon has a strength value. This is comparable to the *strength* (S) characteristic of creatures, representing the ability to cause damage. The chart below shows the *strengths* of different weapons.

WEAPON	STRENGTH
Short bow	3
Bow	3
Long bow	3
Crossbow	4
Repeating crossbow	3
Sling	3
Javelin	Shooter's S
Thrown axe or spear	Shooter's S
Thrown knife or dart	Shooter's S
Blowpipe	1
Improvised	Shooter's S minus 2 (minimum 1)

GUNPOWER WEAPONS

Arquebus	4
Blunderbuss	3 at up to 3" 1 at over 3"
Pistol	4
Grenade	3

As you can see, some weapons have a *strength* value directly linked to the creature using the weapon, while the *strength* of others is dependent on the weapon itself. A thrown spear has the same *strength* value as the creature throwing it because larger creatures can use more force. On the other hand, the size of a creature makes little difference to the effect of a crossbow or bow, which would simply break if too much force were applied. Improvised weapons are less likely to cause



damage on the whole and so their *S* equals that of the user minus 2. However, this value may never drop below 1 irrespective of the shooter's strength.

The second element we must consider is the target's ability to withstand damage. This is expressed on the creature's profile as its *toughness* characteristic or *T*. Every creature has a *T* rating, the higher the rating, the *tougher* the creature is and the more resistant to damage it is. It is not only creatures that have a *T* rating - even inanimate objects such as wagons, houses, doors etc. have a *T* reflecting how difficult or easy they are to damage. A man, for example, has a *T* of 3, and a Troll might have a *T* of as much as 5. Trolls have very tough hides and are consequently very difficult to hurt.

To discover the effect of a hit consult the *Damage Chart* below. As you can see, it compares the weapon's *strength* rating against the target's *toughness* rating. Cross-referencing the *strength* and *toughness* gives the minimum D6 score needed to convert the hit into damage. So, for example, if a missile's *S* is 4 and its target's *T* is 3, the minimum D6 score required to convert a hit into damage is 3.

THE DAMAGE CHART

		Target's Toughness									
		1	2	3	4	5	6	7	8	9	10
Weapon Strength											
1		4	5	6	6	N	N	N	N	N	N
2		3	4	5	6	6	N	N	N	N	N
3		2	3	4	5	6	6	N	N	N	N
4		2	2	3	4	5	6	6	N	N	N
5		2	2	2	3	4	5	6	6	N	N
6		2	2	2	2	3	4	5	6	6	N
7		2	2	2	2	2	3	4	5	6	6
8		2	2	2	2	2	2	3	4	5	6
9		2	2	2	2	2	2	2	3	4	5
10		2	2	2	2	2	2	2	2	3	4

The *Damage Chart* includes an N result where a weapon's *S* is very low compared to the target's *T*. This stands for no effect and indicates that weapons of that *strength* cannot affect targets of that *toughness*. At the other end of the scale, you can see that the minimum D6 score required is 2. Just as the minimum score needed to hit is fixed at 2, so the minimum score needed to cause damage is also fixed at 2. A dice score of 1 always indicates failure - the missile perhaps strikes an item of equipment such as a water bottle or belt buckle, or an especially scaly bit of a monster's hide.

Damage is expressed in *wounds* (W), and weapons cause 1 or more *wounds* depending on how large and powerful they are. However, the weapons discussed in this section all cause 1 *wound*. Only larger weapons, such as cannon and siege engines, cause more than 1 *wound*. The target's *wound* characteristic indicates how many *wounds* it can suffer before it is either killed or too badly hurt to continue. In most cases this is also 1. A model suffering damage deducts the number of *wounds* caused from its own *wound* characteristic, once a model has zero *wounds* it is removed from play. For example, a human is hit by a crossbow bolt, the dice then establish that damage is caused, and 1 *wound* is deducted from the model's total. As the human has only 1 *wound* as indicated by the characteristic, the model is removed from play.

In cases where a target has more than 1 *wound*, damage is deducted from the total *wound* score and recorded on the unit or character's Battle Sheet. For example, a model with 4 *wounds* suffering 1 *wound* has 3 left. When a unit is comprised of creatures with more than one *wound* each, the total number of *wounds* received is divided by the number of *wounds* each creature has, and that number of models are removed. For example, 4 *wounds* received by a unit of creatures with 2 *wounds* each is two models removed; it is not 1 *wound* on four separate models. Casualties are always removed in whole models where possible, and any remaining *wounds* recorded.

In cases where a target is an inanimate object, such as a wagon or door,

it is inappropriate to talk of 'wounds'. Instead it is better to use the term 'damage points' - 1 *wound* is exactly the same as 1 *damage point* and the two terms are interchangeable.

Example. Six crossbowmen fire at a unit of Goblins at a range of between 8 and 14". With a *BS* of 3 they require a 4 to hit, with no modifiers applying. Six dice are rolled scoring 1, 3, 3, 5, 6 and 6 which equals 3 hits. The player consults the *Damage Chart* and compares the crossbow's *S* of 4 with the Goblins' *T* of 3. The indicated score required is 3. Three dice are rolled, one for each hit. The scores are 1, 4 and 5 which means two of the hits cause damage. As crossbows cause only 1 *wound* and Goblins have only 1 *wound*, two Goblins are slain and two models are removed from the unit.

THE SAVING THROW

Troops wearing armour or carrying a shield are to some extent protected from the effects of damage. Missiles that would otherwise crush or pierce are deflected by armour or swept aside by a shield. To represent this models protected in this way are allowed a *saving throw*. Once it has been established that a model has suffered damage, roll a D6. Use the chart below to find the minimum D6 score required for the armour to deflect or absorb the effect of the missile.

There are two basic categories of armour - *light* and *heavy*. Light armour represents partial metal armour such as a studded leather brigandine, or metal armour such as a chainmail jacket, or a metal breastplate. Heavy armour is basically complete head-to-foot plate armour as worn by medieval knights, or a mixture of plate and mail armour completely enclosing the wearer.

The more armour a model wears, the greater is its *saving throw*. The player is allowed one *saving throw* for each hit suffered by the model. If the roll is successful, damage caused by the hit is ignored. In the case of crossbows and bows, this will only be a single *wound*, but in the case of heavy engines of war it may be far more. One dice is rolled for each hit and, if the *saving throw* is successful, any damage that would otherwise result from that hit is ignored.

Wearing armour also reduces a model's movement allowance. The more armour worn, the more a model is encumbered. The following tables show the saving throws for various types of armour and any applicable movement reductions:

Armour	Saving Throw	Movement Reduction
Shield only	6	None
Light armour only	6	None
Light armour plus shield	5	½"
Heavy armour only	5	½"
Heavy armour plus shield	4	1"

Mounted Troops

If models are mounted on horses or horse-sized beasts (defined as riding animals in the *Bestiary*), they may add +1 to their dice roll and always have a *saving throw* of at least 6 even if wearing no armour. The horse and trappings offer a level of protection in themselves. Riding creatures armoured in metal or heavy cloth confer an additional bonus of +1.

Rider	Animal	Saving Throw	Movement Reduction
None	None	6	None
	Cloth or metal	5	½"
Shield only	None	5	½"
	Cloth or metal	4	1"
Light armour only	None	5	½"
	Cloth or metal	4	1"
Light armour + shield	None	4	1"
	Cloth or metal	3	1½"
Heavy armour only	None	4	1"
	Cloth or metal	3	1½"
Heavy armour + shield	None	3	1½"
	Cloth or metal	2	2"

Troops employing weapons requiring the use of both hands may not simultaneously claim the protection of shields. Bow or crossbow armed troops firing as their enemy charge may not claim the protection of shields in the following combat round. Shields carried by such troops must either be lain aside or slung on their backs.

Units shot at from the rear derive no benefit from shields. The rear of a unit extends behind in an arc of 90° in the same way as missile fire. Shooters within this arc may claim to be firing onto the unit's rear. Units shot at from either flank or from the air can still use their shields as it is assumed they are sufficiently mobile to turn slightly and still maintain formation.

A unit of Orcs suffers 4 *wounds* from archery fire, which means 4 models are due to be removed as casualties - Orcs, like humans, have only 1 *wound*. However, the Orcs are equipped with chainmail armour and shields, giving them a *saving throw* of 5 on a D6. Four dice are thrown, one for each hit, and the scores are 1, 3, 5 and 6 which equals two successful *saves*. The damage caused by 2 hits is immediately discounted and so only two models are removed as casualties.

For the sake of convenience, the shield and riding animal are included as part of the armour *saving throw*. Any references to the 'armour save' assume the shield and riding animal as well. If a weapon is described as allowing 'no armour save' to its target, the target gains no benefit from armour, irrespective of whether it is carrying a shield or riding a mount.

SAVING THROW MODIFIERS

Some weapons are better at penetrating armour than others. The fierce power of the crossbow quarrel, for example, is far more likely to pierce an opponent's armour than a cobble thrown by some stunted Goblin. Very heavy missiles will crush an opponent irrespective of the amount of armour worn. Even the most well armoured knight would stand little chance of crawling from underneath a huge boulder hurled by a large siege engine. To reflect this difference in armour penetrating power, each weapon has been allotted its own *save modifier*. Although the *save modifier* is to some extent influenced by the missile's *S* there are additional factors to take into account, such as the missile's shape and design. This chart gives the modifiers for the weapons already discussed.





THE SAVING THROW

Weapon	Save Modifier
Short bow	None
Bow	None
Long bow	-1 at up to half range. None at over half range
Crossbow	-1 at up to half range. None at over half range
Repeating crossbow	None
Sling	None
Javelin	None
Thrown axe or spear	None
Thrown knife or dart	None
Blowpipe	None
Improvised	None
Gunpowder Weapon	
Arquebus	-2 at 6" or less -1 at 12" or less
Blunderbuss	-2 at 8" or less None at over 8"
Pistol	-1 from shooting damage -2 in close combat

These numbers modify the target's *saving throw* dice score, so an armoured knight with a normal save of 4 requires a dice score of 5 when hit by a crossbow bolt at short range. Long range shots from crossbows or longbows have no modifier. It is assumed the missile loses some of its impetus at longer ranges.

FIRING INTO CLOSE COMBAT

Once two units engage in close combat they become confused and mixed, formations lose their rigidity and the position of the units changes back and forth with the ebb and flow of the battle. In this situation it is almost impossible to place an arrow or other missile accurately, and few warriors would try. Players may not normally fire at a unit engaged in close combat.

However, if a player is willing to risk hitting his own troops, missile fire is allowed. Roll to hit as normal and then roll a D6 for each hit in turn to see which unit is struck. Where two units are engaged, a score of 1, 2 or 3 is taken to mean a hit on one unit; a score of 4, 5 or 6 the other unit. Where more than one unit is engaged, the dice score can be split equally three or more ways, using any appropriate method.

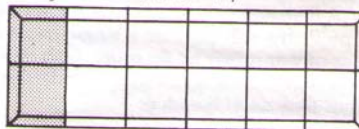
If the engagement is heavily unbalanced, with many more models on one side than another, the GM should change the odds to reflect the likelihood of hitting one side rather than the other. For example, if 20 Orcs were fighting 10 Men and someone wished to fire upon the engagement, the chances of hitting an Orc would be twice that of hitting a Man. This is simply 1-2 = a Man, 4-6 = an Orc.

In the case of larger creatures (over ten feet tall) fighting smaller opponents, such as Ogres fighting Humans, the GM may rule that there is a greater chance of the Ogres being hit than the Humans. In which case a 1-2 hits a Human, while a 3-6 hits an Ogre.

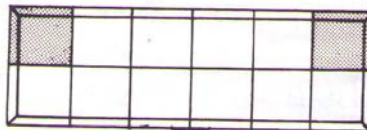
CASUALTY REMOVAL

Units of troops are usually considered to be identically armed and armoured throughout, with the exception of standard bearers, musicians and leaders. Shooting at individual models is not normally permitted (see *Advanced Rules*). Instead the firing unit simply fires at its target unit as a general mass, and casualties are assumed to fall randomly within the unit. However, a unit travelling in formation will quickly reform its line. Instead of removing casualties from the middle of units, therefore, always remove models from the ends. Remove casualties alternately so that the leader remains in the centre of the front rank. When a unit has several ranks, casualties are usually removed from the rear rank. This will deplete the rear rank, but leave the others intact. Alternatively, models may be removed from the edges of multi-rank formations, but not in such a way as to leave any forward rank shorter than one to its rear. The diagrams below illustrate how this can be done.

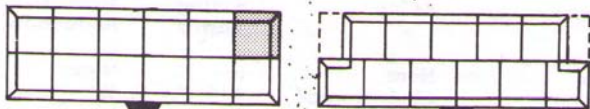
This unit of 12 models suffers two casualties. The player elects to take the models off from one flank reducing the unit's frontage to 5.



This unit of 12 also suffers two casualties. The player elects to take the casualties from the rear to form a depleted rear rank.



This unit of 12 suffers one casualty. This must be removed from one of the rear flanks, not the front, as the unit is not permitted to have a rear rank longer than the one in front.



The diagrams above show how a player can absorb missile casualties, either by reducing the unit's frontage or its effective depth. Either method is acceptable and the removal of casualties is left to the player controlling the unit.

In the case of models mounted on a riding animal, the animal and rider are considered as an integral piece. Missile fire is conducted against the rider never against the mount, and any extra protection offered by the mount is taken into account by the *saving throw*. If the missile slays the rider, the complete piece is removed from play.



Combined Missile Tables

Weapon	Range	Strength	Save Mod
Short bow	16"	3	None
Bow	24"	3	None
Long bow	30"	3	-1 half range
Crossbow	30"	4	-1 half range
Repeating crossbow	16"	3	None
Sling	18"	3	None
Javelin	8"	S*	None
Thrown axe, spear	4"	S*	-1
Thrown knife or dart	6"	S*	None
Blowpipe	12"	1	None
Improvised - bottles, stones, bricks, etc	3"	S-2**	None

Gunpowder Weapon

Arquebus	24"	4	-2 at 6" or less; -1 at 12" or less
Blunderbuss	16"	3/1***	-2 at 8" or less
Pistol	6"	4	-1 shooting -2 close combat
Thrown grenades	6"	3	-2

* Shooter's Strength

** Shooter's Strength -2

*** S3 up to 8"/S1 over 8"

Ballistic Skill	1	2	3	4	5	6	7	8	9	10
D6 Score needed to hit	6	5	4	3	2	1	0	-1	-2	-3

Shooting Modifiers

Circumstance

+1	Firing at a large target
-1	Firing at a small target
-1	Firing while moving
-1	Firing at a rapidly moving target
-1	Firing at a charging enemy
-1	Firing at over half range
-1	Throwing improvised weapons
-1	The target is behind soft cover
-2	The target is behind hard cover

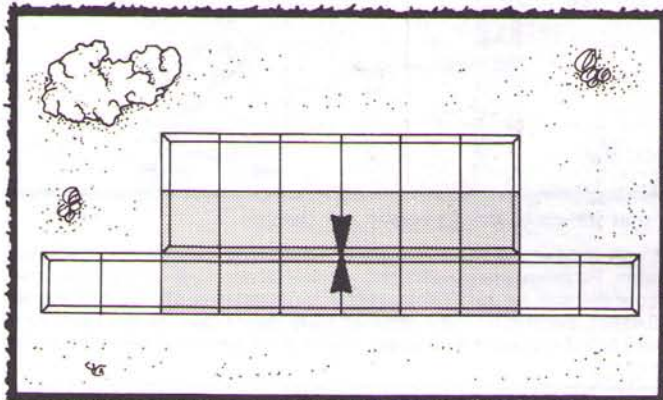


HAND-TO-HAND COMBAT

For all the intricacies of manoeuvre and missile fire, it is by hand-to-hand combat that most battles are resolved. Only by this ultimate test of prowess will the mighty vanquish the lowly and the righteous triumph over the rabble. Well... that's how it's supposed to happen. Certainly, a player who is careful to commit his best troops at the right time will vanquish his foes.

If a player's best unit is thrown unsupported against the rampaging hordes, a heroic last stand is about all one could reasonably expect. Even rabble are deadly opponents if approached without heed of their power - and yes - when I say rabble I do mean Goblins! Whether your troops are the very flower of chivalry or the rank weeds of goblinhood, good generalship begins with understanding their capabilities, exploiting their strengths and covering their weaknesses. This section discusses the capabilities of the different creatures and provides rules for representing hand-to-hand combat on the tabletop.

The *hand-to-hand combat phase* is the third phase of the turn sequence, coming after *movement* and *shooting* but before *reserves*. Hand-to-hand combat is also called close combat, the two terms are interchangeable in the rules. This phase is an exception to the others in that both sides participate. To be eligible to fight, models must be close enough to actually strike each other with their weapons. While it may appear that two models could hit at each other over a distance of an inch or so, we must remember that missile fire is worked out using a scale of 1" equals 10 yards. If we were to allow our models to stab 1" away with their swords or spears this would be an equivalent distance to a lunge of 10 yards! Therefore, to fight in hand-to-hand combat a model must be in frontal base-to-base contact with an enemy model. In the diagram below, the models indicated are engaged in hand-to-hand combat and may fight.



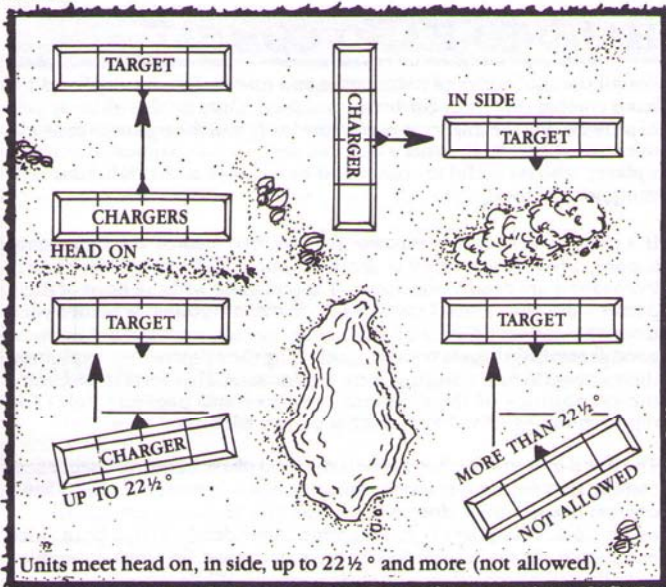
CHARGE!

At the beginning of his *movement phase*, a player must declare which of his units are *charging* and towards which targets. Unless a unit is declared as charging, it may not do so. Any move intended to bring troops into hand-to-hand combat is a *charge*; opposing troops may not be placed in contact unless a *charge* has been declared. It doesn't matter if the distance covered is only a fraction of an inch, the unit must still *charge* to make contact.

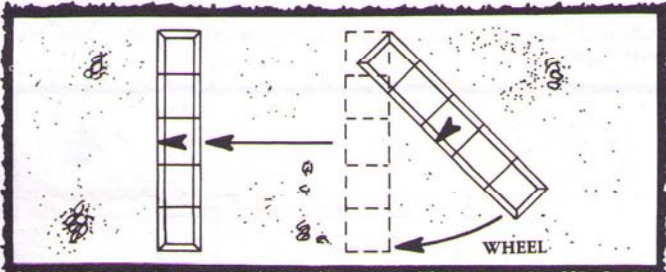
During the *charge*, warriors increase their pace to give them extra impetus. Because troops will be moving faster during the *charge* they may increase their movement rate in order to get them into contact. We shall therefore allow our models to move at twice their normal rate. So, a model with a normal move of 3" may *charge* up to 6". Of course, an actual *charge* may only cover 3" or even less, but the unit is still *charging*, irrespective of the distance.

Aligning The Charge

It is usual for a unit to charge in-line with its target, moving straight towards its front, side or rear. If models are charged at a slight angle to the target, they are immediately repositioned in a straight line as contact is made. This is not considered to be a manoeuvre and represents the natural follow-through of the trailing models. Troops slightly rearwards of others would naturally continue their charge and meet their foes. Although we would expect the GM to use common sense rather than measuring, the maximum angle which may be 'neatened' in this way is 22½° as shown on the diagrams below.



It may be necessary for a unit to wheel slightly during the charge to facilitate charging within the 22 1/2° allowed. If this is not done the attacking formation strikes the enemy at an oblique angle as described below.



A unit wheels to face its enemy and charges

A unit is neatened into a straight line in base-to-base contact with the target. However, it is possible that models on one flank have insufficient move distance left to allow for this. They might have moved their entire distance, but still be some distance from their target. In this case they have failed to contact their target properly, see *units failing to complete a charge*.

Manoeuvring In A Charge

Manoeuvres may be carried out during the charge move. The rules regarding manoeuvres are modified slightly. For example, a unit galloping at full pace would not come to an immediate halt because it failed a manoeuvre. True - the troops would start to falter as they fell over each other, but the charge would still continue under its own impetus. The following rules apply:

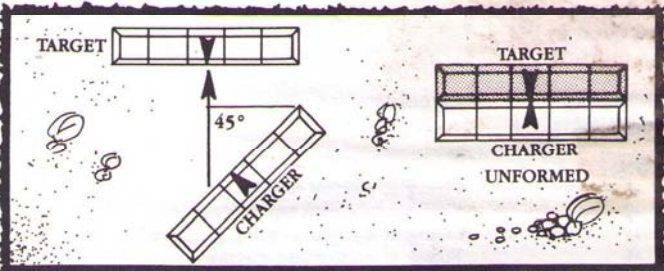
- 1 A charging unit may not make any manoeuvres within 4" of its target, except that it may wheel to come within 22 1/2° of the target's front/side/rear.

- 2 If a charging unit wheels within the last 4" of its charge, all charge bonuses are lost, including charge bonuses from weapons.
- 3 If a charging unit fails a *manoeuvre* test at any point during the charge it may attempt no further manoeuvres during that charge. However, instead of coming to an immediate halt as is normal when a *manoeuvre* test is failed, the charge continues. If the chargers need to wheel to complete their charge, they may now do so automatically. However, the unit's formation is judged to be seriously disrupted. All charge bonuses are lost as in 2 above. In addition, the unit is said to be *unformed* for the duration of the first round of combat. If pushed-back in the first round of the ensuing combat engagement the unit is automatically routed. Any *Ld*, *Int*, *Cl* or *WP* based tests taken before the end of the charging player's *movement phase* suffer a -1 modifier. (*Push-back*, *follow-up*, *unformed* and *routs* are explained later).

Changes of formation due to casualty removal from missile fire are not manoeuvres and do not impose a penalty.

Oblique Charges

Normally a unit will only charge if it can safely contact its enemy head-on within the 22 1/2° restriction as discussed above. However, if a unit charges at an angle greater than 22 1/2°, and makes no effort (or is unable) to come within the required angle, it hits the enemy at an oblique angle and its formation is disrupted. Firstly, the unit is rearranged into a straight line as normal. All charging bonuses, including those applying to weapons, are lost. The unit is said to be *unformed* for the duration of the first combat round. If *pushed-back* in the first round of the ensuing combat, the unit is automatically routed. Any *Ld*, *Int*, *Cl* and *WP* based tests taken before the end of the charging player's following *movement phase*, suffer a -1 modifier.

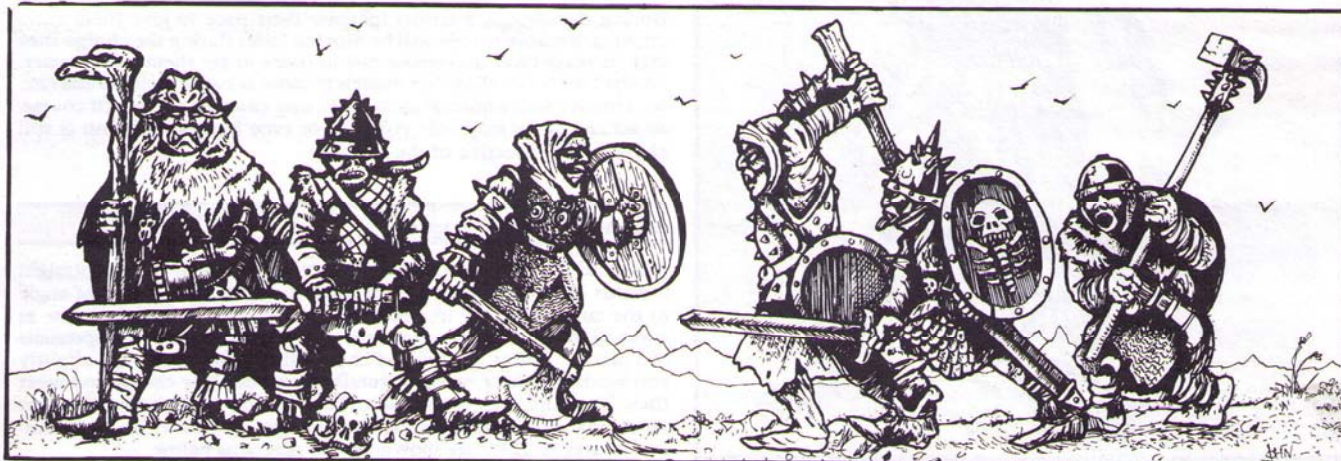


A unit charges at 45° - the formation is neatened to bring it into a straight line, but its formation is seriously disrupted and it becomes *unformed*.

If a unit charges at an angle it is possible that models on one flank will have insufficient move distance to allow for bringing them into line. See *units failing to complete a charge*.

Charging And Sight

A unit is not allowed to charge against an enemy it could not have seen at the start of the turn. For example, a unit cannot charge an enemy on the other side of a hill. In a wood, a unit cannot charge against an enemy more than 2" away. A unit within 2" of the edge of a wood can be charged from outside because it can be seen from outside, similarly the unit may itself charge out of the wood. There are a few exceptions, such as charging from one part of a building to another. This is discussed in the section on *Buildings*. The general idea is, if you don't know they're there, you can't charge them!





Charging And Single File Formations

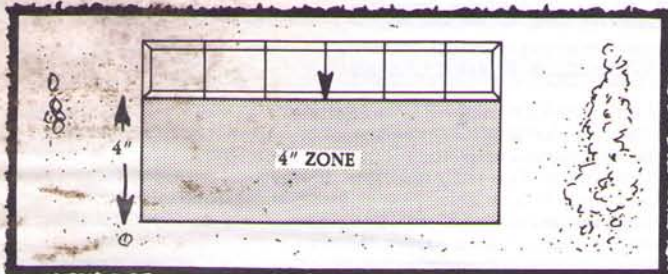
A further restriction on charges concerns units in a single file, ie units with a frontage of one model. A formation of this kind is only intended for moving, and is not really practical for combat. To reflect this, units in single file at the start of the turn may not declare a charge. Nor may a unit adopt a single file formation once it has declared a charge. A unit in a single file formation at the start of the turn may not change formation and then charge.

Just as single file formation may not charge, it will not stand before a charge either. If a unit is charged while in single file formation, it must run away as described below.

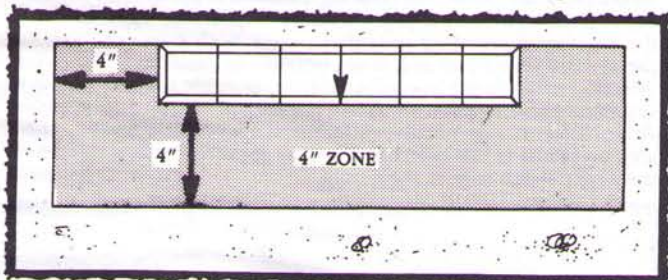
Charging In The Sides And Rear

It is very advantageous to charge a unit in the side or rear as this usually causes a *panic test* as described in the *psychology section*. This means that players will try to charge in the side or rear wherever possible. During some of the early Warhammer playtests this led to some very amusing situations in which models would start right in front of an enemy unit, run right round the back, and then charge in the rear! This is obviously very silly indeed! In reality both units would be moving simultaneously, there would be no way in which one model (or unit) could do this. The following rules are designed to stop this happening, but still allow very fast units to exploit open flanks.

If a unit wishes to charge against an enemy's flank, the charger may not at any point approach within 4" of the target unit's front during the charge. This 4" zone is illustrated in the diagram below.



If a charger wishes to charge against an enemy's rear, the charger may not at any point approach within 4" of the target unit's front or side during the charge. This 4" deep zone is illustrated in the diagram below.



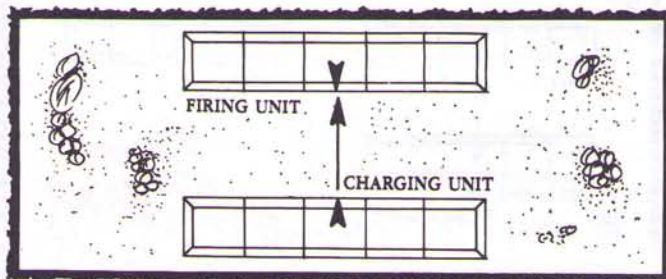
Receiving A Charge

Shooting. If a unit is armed with missile weapons it may attempt to shoot at an enemy unit charging against it. The missile-armed troops may only attempt this if the chargers began their move at more than half their maximum permitted charge distance away. For example, if a charging unit has a permitted charge distance of 8", the target unit may fire upon it if both units began the *movement phase* more than 4" apart. Firers who attempt to shoot at a charging enemy may still fight during *hand-to-hand combat*, drawing close-combat weapons immediately before contact is made.

This is an exception to the normal turn sequence. It is not the missile-unit's turn and normally this shooting would not be allowed. To give units a reasonable chance to draw their hand-to-hand weapons, measure the range and fire before the chargers move, or if the chargers are out of range at the beginning of their charge, at the maximum range of the weapon.

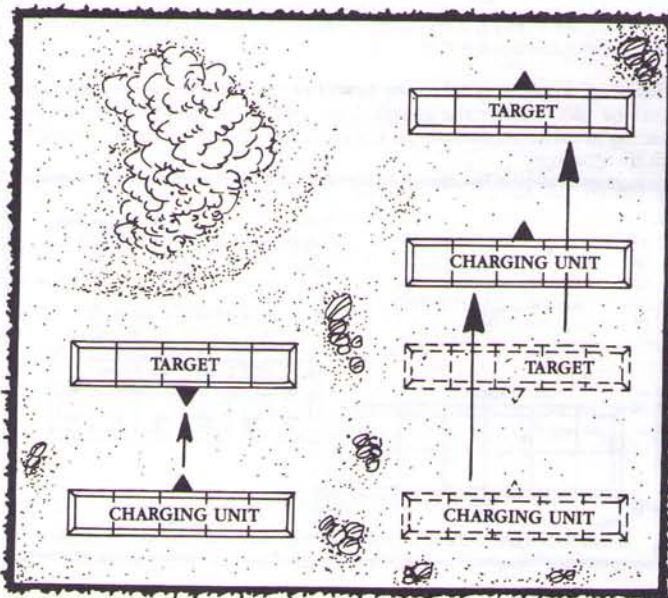
Shooting in this way does not happen automatically. It relies on the troops remaining disciplined and steady, not always easy when dozens of man-eating trolls are rushing towards you. The unit's own sense of discipline and the abilities of its commander are important here, so a test is made against the unit's *leadership* characteristic. The player must first declare that the unit is going to shoot at the chargers. He then takes 2D6, rolls them and adds the results. If the score is equal to or less than the unit's *Ld* value they may fire. If the result is more than the

unit's *Ld* they may not fire and must receive the charge at a halt. Once a player has declared his unit to be firing, it may not attempt any of the options described below. Note that a unit which fires upon a charging foe will be unnerved, suffering the -1 'to hit' penalty for firing at a charging target. A unit firing bows, crossbows, blunderbusses or arquebuses at a charging enemy may not use their shields in the first round of the ensuing combat.



Running away. Aside from firing at his enemy, a player may elect to have his unit run away from the charge instead. This is simply an attempt to avoid close combat. The troops will have to turn from their enemy and then move away from them as quickly as possible. Turning your back on a charging foe is an unnerving business to say the least! It is all too easy for troops to panic, so instead of an ordered retreat, they keep on going until they have left the battlefield altogether! Once a player has declared a unit to be running away, a *Ld* test is made in exactly the same way as for attempting missile fire. If the test is successful, the unit is turned round and moved at double rate directly away from their attackers. This leaves the unit facing away from their foes.

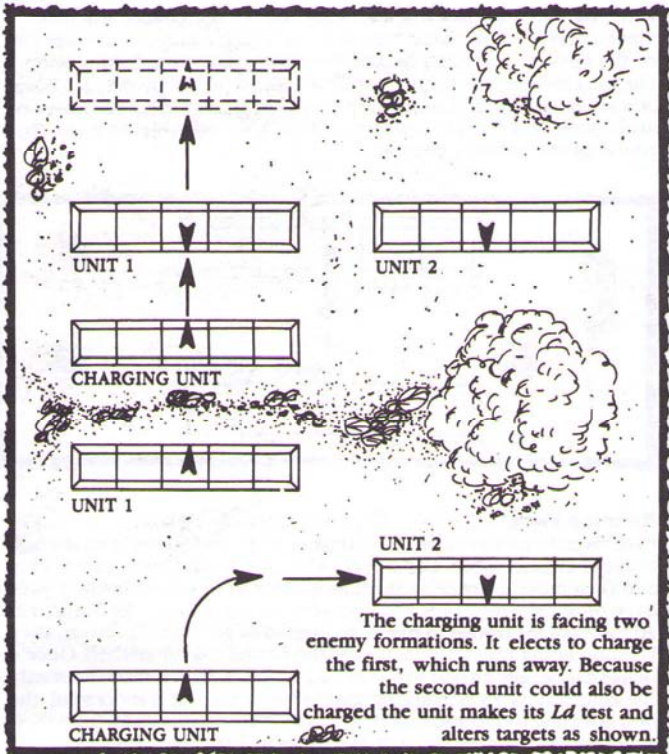
As with missile fire directed against a charging unit, running away is an exception to the normal turn sequence. If a unit which is running away fails its *Ld* test, the troops panic and the retreat turns into an uncontrolled *rout*. Rules relating to routing troops are given later.



A unit charges and its target runs away. The final positions are shown.

If a unit runs away during the enemy's turn, it may make a normal move during its own following turn, but may not charge. The unit begins its turn facing away from the enemy chargers.

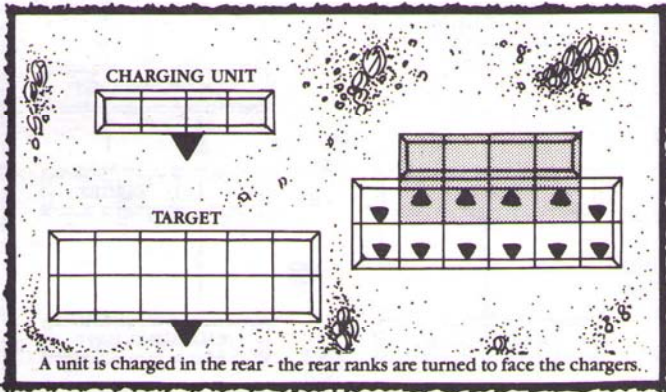
As it runs away, a unit may flee past other units from its own side. Rather than simply ignore these units, the charger may wheel in order to try and contact another enemy unit within charge reach. In order to wheel the unit must make a successful *Ld* test. If it has already made three manoeuvres this turn or it has previously failed one, it is not eligible to wheel. If the test is failed, the unit completes its original charge move. The new target has the same option to run away if the player wishes, and the charge is worked out as normal. If there are no new target units for the charger to attack, the charger completes its charge move, following directly in the path of the retreating foe (see *failing to complete a charge*). Chargers may not make any additional manoeuvres during this part of the charge.



A single file formation charged by any enemy unit must always run away. Single file formations are ideal for moving and skirmishing, but are not practical for hand-to-hand fighting.

Receiving at the halt. If a unit is not equipped with missiles and does not wish to run away, it will receive the enemy attack at the halt. Combat is then resolved normally.

Turning models to face. Any model charged by the enemy may turn 90° or 180° to face the charge. This may mean models in a unit are facing in different directions. If a model turns it may not fire missiles at its attackers.

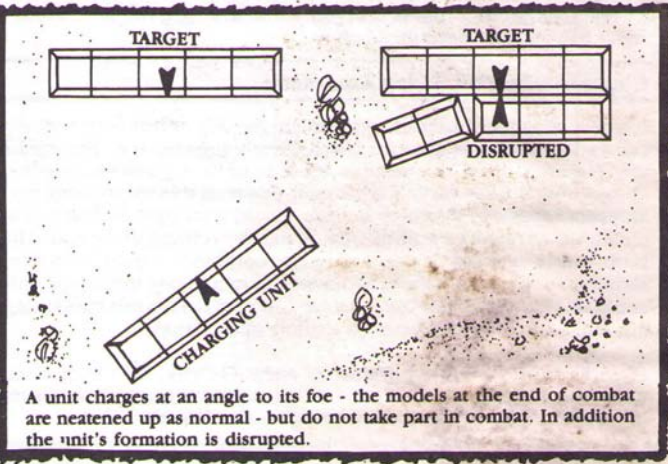


Failing To Complete A Charge

It is possible that a unit will begin a charge but be unable to complete it for some reason. For example, if the chargers have insufficient move distance, or if the enemy run away out of reach.

When this happens the chargers complete their move distance and come to a halt. The unit becomes *unformed*. This simply means that its formation has become confused. It requires a little time to re-order its ranks and present a decent fighting formation. The unit must remain halted until the end of its *next movement phase*. During this time the unit is *reforming*. While *reforming* the unit is vulnerable. If attacked while reforming, a unit must receive the charge at the halt, although models may be turned to face their enemy as normal. If an unformed unit is *pushed-back* in the first round of hand-to-hand combat, it is automatically *routed* (see Routs and Rallying). If an unformed unit is not *pushed-back* in the initial round of combat, it automatically reforms. Further rounds of combat are fought as normal.

If a unit charges at an angle to its target, it is possible that models at one end of a formation will have insufficient move to make contact. When this happens, the GM should neaten the formations into straight lines as normal, staggering stray models so that they are not in base-to-base contact. These models do not take part in the first round of combat, but models can be moved into contact at the end of the round. In addition, the unit's formation is judged to be disrupted and the unit becomes *unformed*. If *pushed-back* during the first round of combat, the unit is automatically *routed*. Any *Ld*, *Int*, *Cl* and *WP* tests taken before the end of the player's following *movement phase* suffer a -1 modifier. (Rules for *follow-up*, *push-back* and *rout* are given later).



ATTACKED WHILE CROSSING AN OBSTACLE

A unit crossing an obstacle is very vulnerable to attack. If a unit is charged while divided by an obstacle, it must take a *panic test* (see *Psychology*). Models charged while their formation is disrupted in this way may not be turned to face their attackers. If attacking from the side or rear, opponents will be able to strike blows without taking any in return. Work out the chargers' attacks as normal, but discount the effect of shields when making *saving throws*.

STRIKING A BLOW

Once the position of the combatants has been established it is time to let the slaughter commence! During the *hand-to-hand combat phase* of the turn, all models engaged in close combat may fight. Unlike in the *movement*, *shooting* and other phases, both sides participate in the *combat phase*. Just as it is not possible to shoot an arrow in one direction while facing in another, it is not possible to strike a blow in close combat unless you are facing the enemy. Models may therefore strike blows only against models in frontal base-to-base contact. There are exceptions to this rule, but generally speaking, troops fighting in units may strike only to their front.





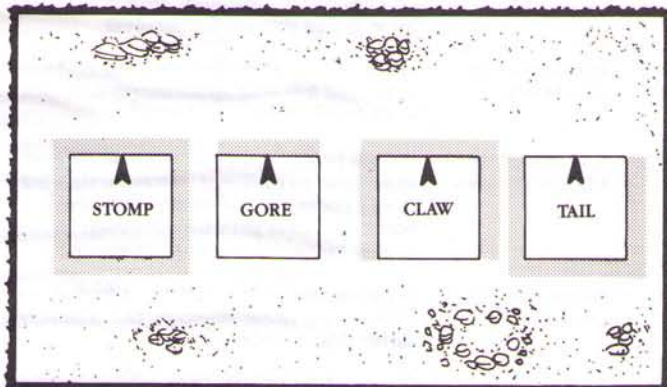
Some large creatures, such as dragons, do not use weapons, but rely on a mixture of kicking, clawing, biting or flailing to inflict damage. Creature attacks can involve tail lashing to the rear, biting to the front or a combination of attacks. To represent these varied modes of assault a creature's attack is referred to as a *bite*, *gore*, *tail*, etc. These are defined as follows.

Stomp - a general attack which is a mixture of biting, kicking, butting and lashing. A stomp can be directed from the front, side or rear of the model and is the most versatile of all attacks.

Bite and gore - these attacks speak for themselves. They may be directed only from the front of the model like a normal attack.

Claw - an attack from the creature's claws or talons. This may be directed from the front or side of the model.

Tail - A long armoured tail may be used to attack enemy to the rear or sides but not to the front.



RESOLVING THE COMBAT

Each combat situation is resolved using the following procedure. Each step is described in detail later. Once the procedure is complete, and all models have fought, the combat is over for that turn. This is called a *round* of close combat.

- 1 Establish the order of attack** Each model strikes in strict order. Those with the highest *initiative* characteristic strike first, followed by those with progressively lower *initiative* scores.
- 2 Throw to hit** Roll a D6 for each attack made by each model striking. Models may attack as many times as indicated by their *attack* characteristic. For example, if 4 models with 1 *attack* each are striking, 4 dice are rolled. If 4 models with 2 *attacks* are striking, 8 dice

are rolled. Use the hit chart to establish the number of hits scored.

- 3 Throw to damage** For each hit scored roll a D6 and resolve any damage using the damage chart.
- 4 Saving Throw** Models wearing armour are entitled to a saving throw against any damage received.
- 5 Remove Casualties** Any models killed are now removed.
- 6 Results** After all models have attacked, troops may be forced to retreat or rout.

THE ORDER OF ATTACK

Models strike in strict order, those with the highest *initiative* characteristic strike first. Where models comprising a unit have identical *I* scores, all hits are resolved together. Where a model has more than one *attack*, all attacks are worked out at the same time. Any models removed from the table as casualties may not attack. For example, a model with an *I* of 3 killed by a model with *I* 6 may not attack; it is just too slow, its faster opponent killed it before it had a chance to attack!

Where enemy units have the same *I*, any unit which has charged that turn may strike first, followed by any unit which won last turn's combat round. Where neither situation applies players may either both roll a dice, the winner striking first, or the attacks may take place simultaneously with no figures being removed until all attacks have been resolved.



THROW TO HIT

This process is directly parallel to the hit stage of the *shooting rules*. However, because each warrior is now pitted against a foe also fighting for his life, we must take some account of the enemy's skill, as well as the attacker's. Therefore, a different chart is used to establish whether an attack hits an opponent. Take one D6 for each attack to be resolved. Where each model has 1 *attack* this obviously means one dice is used for each model. If models need to be differentiated (if one has a magic weapon for example), either roll the corresponding dice separately or use one which is a different colour or is otherwise distinguishable. Roll the dice and consult the chart to establish how many of the attacks have hit. Find the attackers' WS along the side and read across to the defenders' WS along the top. The number indicated where they meet is the lowest D6 score required to hit the enemy. Pick out the number of dice indicating hits and place them aside for the next stage.

Attackers' Weapon Skill	Defenders' Weapon Skill									
	1	2	3	4	5	6	7	8	9	10
1	5	5	6	6	+4	+4	+5	+5	+6	+6
2	4	5	5	6	6	+4	+4	+5	+5	+6
3	4	4	5	5	6	6	+4	+4	+5	+5
4	3	4	4	5	5	6	6	+4	+4	+5
5	3	3	4	4	5	5	6	6	+4	+4
6	2	3	3	4	4	5	5	6	6	+4
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	3	3	4	4	5	5

As you can see, the chart gives a required dice throw of between 2 and 6, with additional results of between +4 and +6. A number following a + means the player must first throw a 6 to have any chance of hitting. Any dice scoring 6s are rolled again, needing to score at least 4, 5 or 6 depending on the number indicated. When rolling dice in multiples, always roll all at once if possible. There is no point in rolling each dice individually as it in no way alters the probabilities and is extremely tedious. As with shooting, the minimum score required to hit is always 2 and any dice showing a 1 indicates failure.

Twelve humans are in close combat against 12 Goblins: the humans have an WS of 3 and the Goblins' score is only 2; therefore the humans strike first. With a WS of 3 against the Goblins' 2, the humans require dice rolls of 4, 5 or 6 to score hits. 12 D6 are rolled, one for each attack, and the scores are 1, 2, 2, 3, 3, 4, 4, 4, 5, 6, 6 and 6 - a total of 7 hits.



Modifying The Score To Hit

In the *shooting rules* we made allowance for situations which made it harder or easier to score a hit. Similarly, during close combat it may be easier or more difficult to hit the opponent. For example, if the opponent is behind a wall, it will be much more difficult to hit successfully. On the other hand the added impetus of a charge may make it easier to knock aside a shield and place a blow. The table below gives hit modifiers to be applied to the attacker's dice score. No modifier may reduce the score required to less than 2, a dice roll of a 1 always indicates a miss irrespective of what modifiers apply.

- +1 Charging** Models which charged into close combat this turn gain a +1 bonus to hit. If a unit wheeled within the last 4" of its charge move, it does not qualify for the bonus. The unit must also have made no formation changes during movement, apart from those necessitated by casualty removal.
- +1 Following up the Attack** Units which won the previous combat round and followed up the enemy unit, gain a +1 bonus to hit.
- +1 Advantage of higher ground** Models positioned on a higher slope, stair or rampart to their opponents, or fighting from a comparable elevation, gain this +1 bonus. Models gain no advantage from simply being taller than their enemy!
- 1 Enemy behind obstacle** If the enemy unit is behind a hedge, or comparable linear obstacle, the attackers suffer this -1 penalty to hit.
- 2 Unarmed** If a model is a creature which would normally have a weapon, this -2 penalty applies when fighting unarmed. It does not apply to creatures that have *stomp, bite, gore, claw or lash* attacks.

All dice modifiers are cumulative. For example, a +1, +1 and -1 is an overall modifier of +1. These are not the only hit modifiers used in the game. Other modifiers take account of different weapons, or especially unusual situations. We will discuss these additional modifiers in due course in the *Advanced Rules*, those given above will do fine for now.

A unit of 10 warriors with WS 4 requires scores of 4 to hit an enemy with WS 3. However, if the unit is charging they may add +1 to the dice, and so only require scores of 3. If the unit is charging and their enemy are behind a wall, the dice score will be modified by +1 and -1 which cancel each other out.

Mounted Troops

Commonly used mounts of approximately horse-size are referred to as *riding animals*. Other, larger, creatures may be ridden, but they are subject to special rules and are **not** referred to as *riding animals*. As we have seen, a horse and rider are a single piece, all missile attacks and all combat is worked out against the rider not the horse. If the rider is killed, both the rider and horse are removed - the rider receives a modified *saving throw* for the mount and any armour it is wearing.

In some cases a mount will have its own attacks allowing it to fight. Work out the rider's and mount's attacks separately - both contribute towards the damage inflicted for purposes of calculating who has won the combat round. Common combinations of this type are Goblin wolf riders and Orc boar riders. In both cases the mount has its own *attack*, using its own *initiative*, *weapon skill* and *strength*. Blows struck against the mount and rider are still worked out against the rider - even though the mount may have higher characteristic scores than the rider. Although this may appear to make the mount weaker than it would be on its own, the combined combat potency of the rider and mount more than compensate for this (as anyone who has had to fight the brutes will testify).

THROW TO DAMAGE

Once players have established how many hits have been caused, it is time to see how many of these hits actually cause damage. Damage is resolved in exactly the same way as hits from *shooting*. Using the *Damage Chart*, the *strength* characteristic of the attacking model is cross-referenced with the *toughness* characteristic of the defending model. Although this chart is the same for missile fire and hand-to-hand combat, it is repeated below for ease of reference.

Strength	Target's Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

For every hit scored the player rolls a D6. The usual procedure is to pick out the dice which have caused successful hits and roll them all together; this enables play to proceed at a fair pace and makes it unnecessary to remember how many hits have been scored. Rolling fist-fulls of dice is also lots of fun!

Of course, this assumes all the attackers have the same *strength* value and all the defenders have the same *toughness* value. However, if for some reason an attacking model requires a different score to its fellows, its dice roll must be distinguished in some way. This is easy to do either by rolling a single dice separately, or by using a dice of a different colour or with different markings.

Ten human warriors are engaged in a bloody combat against a force of 5 Ogres and have scored four hits. The warriors have a *S* of 3 and the Ogres have a *T* of 5. Cross-referencing the two values on the chart, we arrive at a required dice score of 6. Four dice are rolled by the player, scoring 1, 4, 5 and 6, indicating one of the hits has scored a *wound* on an Ogre.

The amount of damage caused is expressed in *wounds* or *damage points* in exactly the same way as damage from shooting. Most creatures, including humans, cause only one *wound* on a successful damage roll.

One *wound* is deducted from the enemy's total and any casualties are removed. Creatures and weapons which cause more than one *wound/damage point* are discussed later; these are mostly magical weapons and large creatures such as Dragons.

THE SAVING THROW

Just as troops wearing armour are allowed a *saving throw* against damage from missile fire, a saving throw is also available to troops suffering damage from close combat hits. This is conducted in exactly the same way as described in the *shooting section* and players may refer back for a full description of the procedure and an example. The chart is repeated below. One dice is rolled for each damaging hit and, if successful, all damage that would otherwise result from that hit is ignored.

Armour	Saving Throw	Movement Reduction
Shield only	6	None
Light armour only	6	None
Light armour plus shield	5	½"
Heavy armour only	5	½"
Heavy armour plus shield	4	1"

Troops employing weapons requiring the use of both hands may not simultaneously claim protection of a shield. Bow or crossbow armed troops, firing as their enemy charge, may not claim the protection of shields in the following combat round. Shields carried by such troops must either be lain aside or slung on their backs.

Units attacked in the rear derive no benefit from shields. The rear of a unit extends behind in an arc of 90° in the same way as missile fire. Attackers within this arc may claim to be hitting into the unit's rear. Units hit from either flank or from the air can still use their shields as it is assumed they are sufficiently mobile to turn slightly and still maintain formation.

If models are mounted on horses or horse-sized beasts (defined as *riding animals* in the *Bestiary*), they may +1 to their dice roll and always have a *saving throw* of at least 6 even if wearing no armour. Riding animals armoured in metal or heavy cloth confer an additional bonus of +1.

Rider	Animal	Saving Throw	Movement Reduction
None	None	6	None
	Cloth or metal	5	½"
Shield only	None	5	½"
	Cloth or metal	4	1"
Light armour only	None	5	½"
	Cloth or metal	4	1"
Light armour + Shield	None	4	1"
	Cloth or metal	3	1½"
Heavy armour only	None	4	1"
	Cloth or metal	3	1½"
Heavy armour + Shield	None	3	1½"
	Cloth or metal	2	2"

Saving Throw Modifiers

As some missile weapons have their own *saving throw modifiers*, so some close combat weapons also have their own modifiers. Large and powerful creatures also have modifiers as given in the *Bestiary*. A hit from a stunted Goblin may be brushed aside easily by even light armour, but a blow from a huge troll is quite another matter! Similarly a tiny dagger might be deflected by armour, but a heavy double-handed axe crashing down upon a helmet is likely to cleave it in two. As only large or unusual creatures have a *save modifier* in this way, players need not concern themselves with such details for the moment. It is important that we first establish how the rules work for ordinary warriors fighting in units, only then will we be in a position to deal with the more complex creatures that make Warhammer unique. Weapons with *save modifiers* are discussed in the *Advanced Rules*, together with hit modifiers, initiative modifiers and other special rules.

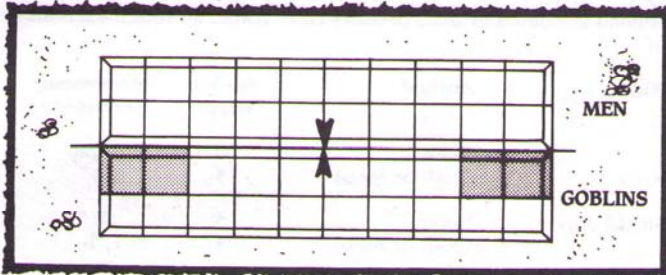
CASUALTY REMOVAL

In the case of missile fire, the chance fall of missiles slays random warriors, but the unit would quickly regroup to maintain formation. Missile casualties are therefore removed from either the flanks of the formation or from the rear rank. In hand-to-hand combat there is an extra point to remember. As hand-to-hand combat involves two sides battling face-to-face, casualties occur only among those individuals engaged in close combat, normally the front rank. Models strike in their *initiative* order so any killed before they have a chance to strike lose their attacks as well as their lives! To make it easy to see how many models are left to strike, casualties should be removed from among the fighting rank. For example, if 10 humans in a single rank were fighting 10 Goblins in the same formation, the humans would strike first as their *initiative* characteristic is higher. If they cause 4 casualties amongst the Goblin unit, only 6 Goblins remain to fight back. The Goblin player therefore rolls 6 dice to establish hits rather than 10.

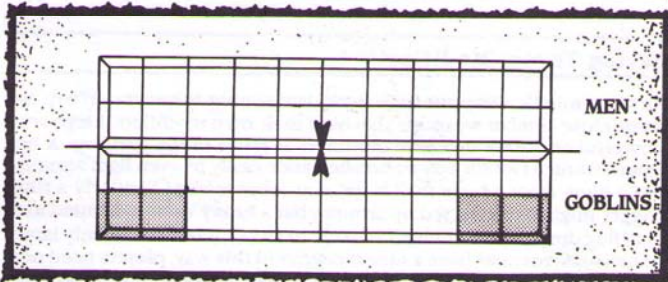
Although casualties occur in the fighting ranks, formations quickly regroup, warriors stepping from rear ranks to fill the gaps, or stranded warriors closing in to keep the formation compact. To represent this, units should be 'neatened' immediately after close combat, with gaps created by casualties filled from either rear rank troops or those on the flanks. The overall result is exactly the same as for missile fire. The diagrams in the *shooting section* illustrate how this works and you may refer to these for an example. There is no reason why players shouldn't automatically remove casualties from rear or flanks rather than from amongst fighting models, so long as they remember how many models can fight. If a unit has already fought, any subsequent casualties can be removed from rear or flanks, in any case, as it makes no difference.

'Neatening' a unit following hand-to-hand combat is not a manoeuvre and happens automatically. It represents the natural flow of warriors towards the fighting.

A unit of men in two ranks of 10 is fighting a unit of Goblins in two ranks of 10. The men strike first causing 4 casualties. These are removed from the front rank and it can clearly be seen that only 6 Goblins remain to fight back.



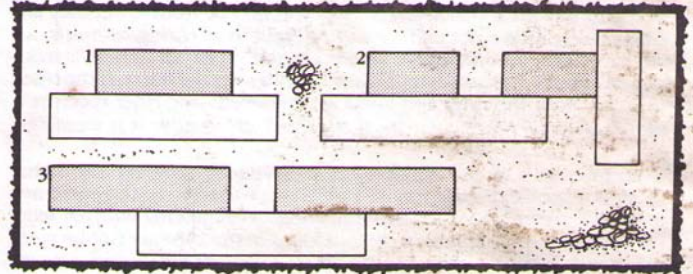
In this example the situation is the same, but the Goblin player decides to remove the models from the rear rank. Although there are 10 models still in the front rank, only 6 may actually fight, the remainder are rear rank troops that have stepped into gaps left by fallen comrades. In this simple situation it is easy to remember how many casualties have been removed, so there is no need to go to the trouble of removing front rank casualties. In more complex situations it may help if casualties are removed as they occur, but in any case it is up to the player concerned.



COMBAT RESULTS

Once the combat round is over, the players and GM determine which side has won. Individual combat engagements are dealt with separately.

The diagram below illustrates three separate engagements. An engagement may involve one or more units from each side, but all the units must be connected in some way.



To establish the victor, total up the amount of damage caused by each side during the combat round. Damage is reckoned in *wounds*, the number of *wounds* each side causes must either be recorded or remembered by the GM. The following modifiers are then applied:

- +1 If the unit *charged* that turn.
- +1 If the unit *followed-up* during the previous combat round.
- +1 For each complete second or subsequent rank the formation had when the combat round began. However, there must be at least 4 models engaged in combat in the front rank, for this bonus to apply. The maximum number of ranks which count in this way are three plus the first, giving a maximum bonus of +3. A complete rank must contain as many models as the rank in front. Incomplete ranks confer no bonus.

The side with the highest total score is the winner. For example, a unit of Goblins is fighting a unit of humans. The humans cause 3 *wounds* and slay 3 Goblins, the Goblins cause 3 *wounds* and slay 3 humans. Both units are in a single rank, but the humans charged the Goblins and so add +1 to their overall score. The humans win the engagement by a score of 4 to 3.

Push-back. As a side loses a combat it is *pushed-back* by the enemy. *Push-backs* are gradual and are assumed to happen throughout the fighting: warriors don't turn their backs on their attackers as they move, they are simply edged backwards. A *pushed-back* unit is moved directly backwards 2". This happens outside of the normal turn sequence and represents the giving of ground by the losing unit.

Follow-up. A side which wins a round of combat will gain ground on its opponents, pushing them back as described above. As the enemy retreat, the natural tendency will be for the victors to advance, both sides remaining in contact at all times. To simulate this, a unit whose combat opponents retreat must *follow-up* its attack. The unit is moved 2" forward so that it is once again in base-to-base contact with its foes.



Declining to Follow-up. If a unit is occupying a defensive position, such as a wall or hedge, it does not have to *follow-up*. It is assumed that the enemy is beaten back. Perhaps one or two warriors actually cross the wall to fight them, but at the end of the round any stray troopers return to the main formation. A unit behind an obstacle may *follow-up* if the controlling player wishes, but it does not have to.

A unit protected by a *magic zone spell* (see the *Magic Section*), or other magic which will be dispelled if the unit moves, may also decline to *follow-up*. Otherwise a unit must always follow-up where the rules allow it.

Not Followed-up. If a unit is *pushed-back* but is not *followed-up* by its opponent, the unit comes to an immediate halt and must remain halted for the remainder of that turn.

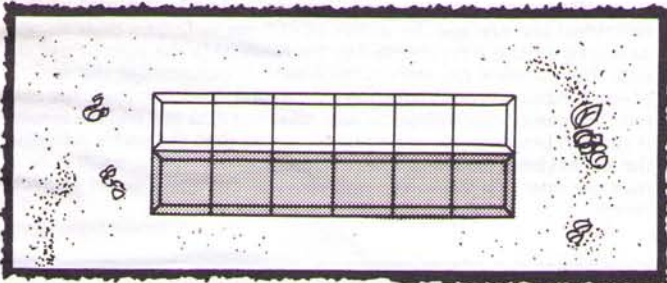
Draw. Where the result of close combat is a draw, units remain in place and are said to have held.

Rout

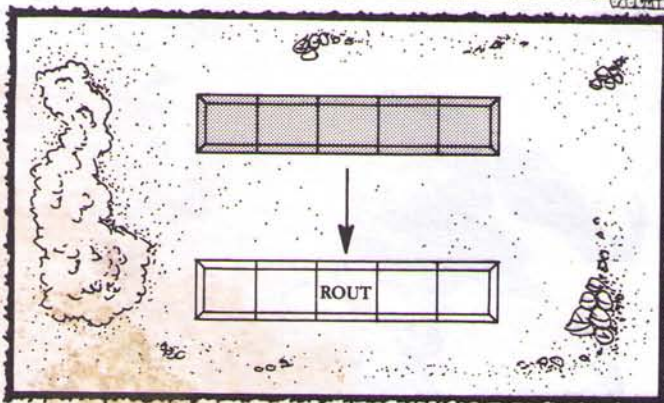
Troops forced to retreat in the face of an advancing enemy may find themselves losing formation. Perhaps casualties have been high and the chances of victory seem slight. At such a moment, a warrior's thoughts often turn to self-preservation: perhaps one man panics and his fear unnerves his comrades. Unsure about what is happening and with their fighting spirit broken, the unit turns tail and flees. This is called a *rout*. The whole subject of *routs* is dealt with in the following section, so we will say no more for the moment.

The Continuing Combat

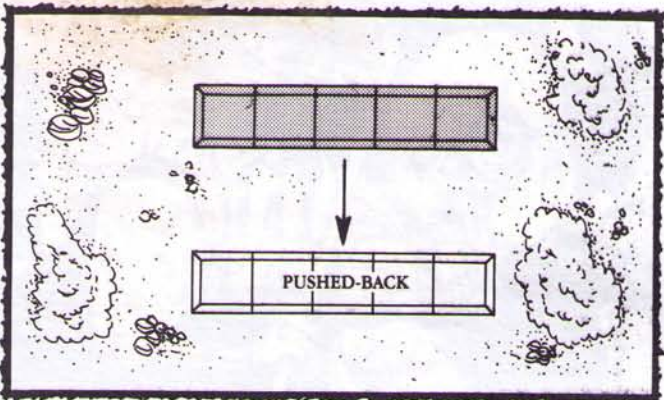
At the end of the combat round, some units may be *pushed-back*, others may *follow-up*, and some may decline to *follow-up* while others *rout*. If the combat round ends with both sides still in contact, the engagement is still in progress. Units still engaged may **not** move away from hand-to-hand combat during their subsequent *movement phases* or *reserve phases*; they must continue to fight subsequent rounds of hand-to-hand combat until one side routs the other.



Unit still in contact - combat continues.



Enemy routs - combat ended.



Unit does not follow-up - combat ended.

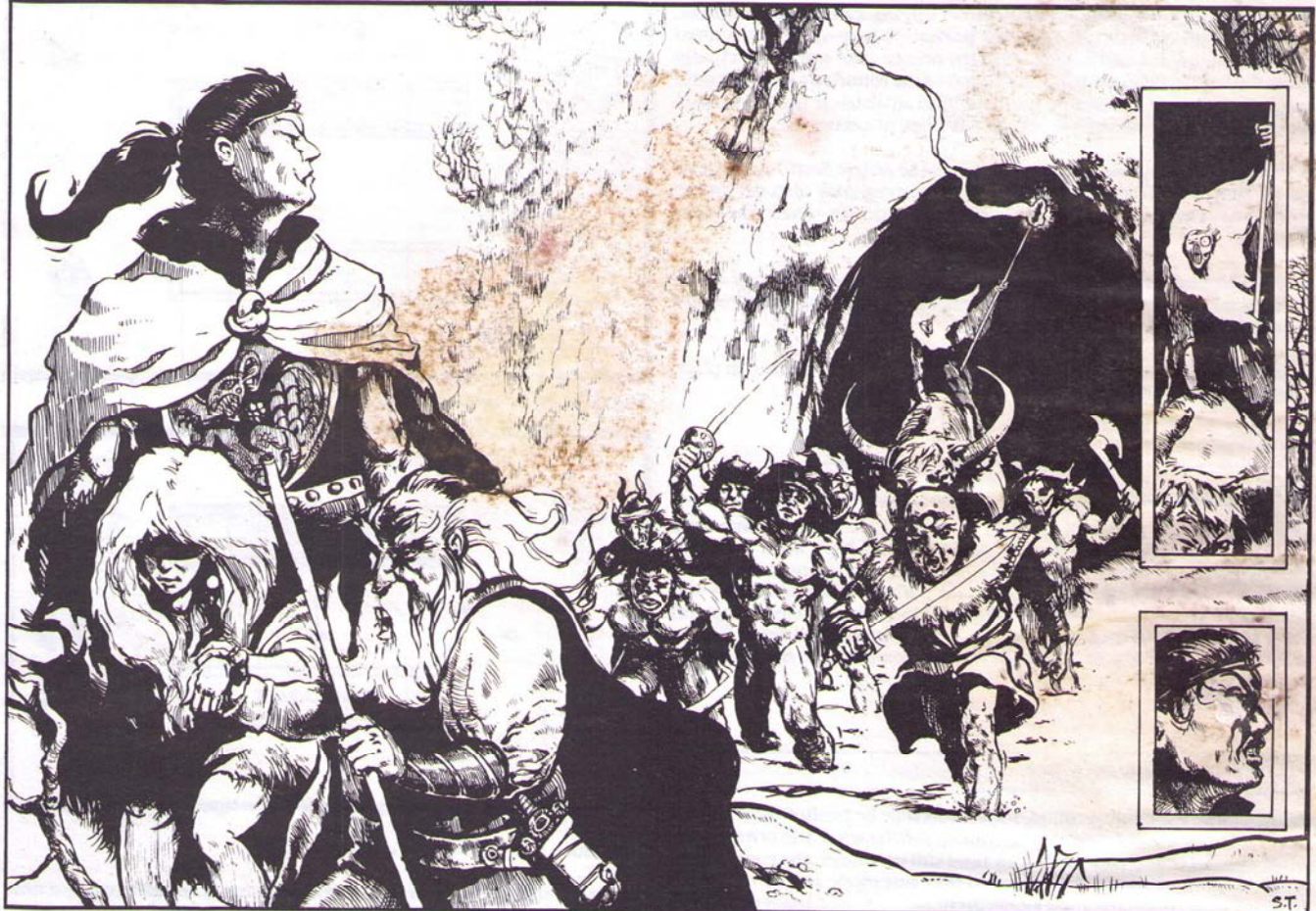
There are some other situations when combat is ended because a unit withdraws, but this is only allowed under special circumstances described in the *Advanced Rules*. Normally a unit is obliged to fight it out until the bitter end!

Manoeuvre During Combat

Units engaged in hand-to-hand combat may not normally make any manoeuvres. However, a unit may always turn individual unengaged models to face a fresh enemy charge. Units which *followed-up* their enemy may expand their frontage by up to two figures either side as they do so. No *manoeuvre test* is required, but the unit must have a leader. If the unit's leader is dead the unit may not expand its frontage in this way.



S.T.



ROUTS, RALLYING AND REFORMING

As we saw in the previous section, a unit losing a round of combat is *pushed-back*, i.e. it is forced to slowly withdraw or give ground. This is a dangerous moment for the retreating unit; casualties may have been high and everything may look hopeless. In this situation even the bravest of warriors might suddenly give up the fight. With some members of the unit running off in blind panic, remaining troops will find themselves in an even more hopeless position, so that they too are compelled to take the only sensible course of action and make a break for it. Once this happens all unit cohesion is lost, weapons may be discarded and suddenly the formation is little more than a mob of panicking individuals, each scrambling to escape the fight. With all effective resistance gone, the victors will be able to inflict more casualties as individuals turn their backs to run. It is often said of historical battles that far more casualties occur as one side routs than during the actual fighting.

THE ROUT TEST

To determine whether a unit routs we apply a special test called the *route test*. We have already discussed how a unit may be forced to rout from close combat, but it is easy to imagine other situations which might inspire a unit to turn tail and run. For example, a unit taking exceptionally high casualties from shooting might rout, and any unit taking casualties from magical attacks could also rout. A *route test* must be made in the following situations:

1. If a unit has lost 25% (a quarter) of its original number of troops, and has just lost a round of combat, so that it would normally be *pushed-back*, it must make an immediate *route test*. The test occurs before the *push-back* takes place. If the unit makes a successful *route test*, it is still *pushed-back*.
2. The unit has just lost 25% (a quarter) or more of its current numerical strength to missile fire, magic missile attack, or a combination of both during a single turn.

What makes one unit rout while another stands and fights? Obviously several factors come into play, such as personal and military discipline, individual bravery and the ability of officers to inspire their troops. As you know, this is represented by the *leadership* characteristic of the unit. The *Ld* value has already been used in determining the success of some manoeuvres. In addition the *Ld* value is used to make the *route test*. The player controlling the unit must roll 2D6 and add the results. If the combined scores are equal to or less than the unit's *Ld* value, the test has been passed and the troops stand firm. If the result is more than the unit's *Ld* value, the unit routs as described under *Routing Troops*.

The Unit's Leadership Value

The *Ld* characteristic value of the troops is used as the basis of the *route test*. In most cases, units are composed of individual warriors whose characteristic values, including *Ld*, are the same throughout. The unit's leader and troops have the same *Ld* value, reflecting the innate sense of discipline associated with the race as a whole. For example, Goblins have a standard *Ld* of 5, whereas humans have a *Ld* of 7. This tells us that Goblins are relatively poorly disciplined and would be far more likely to rout than humans.

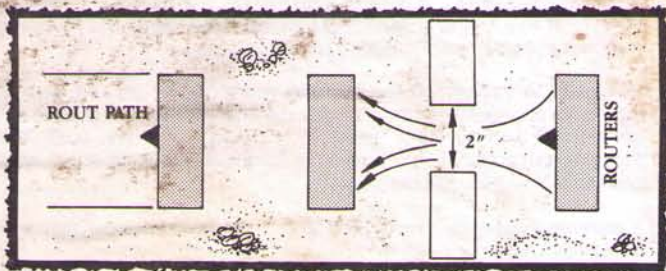
In the *Advanced Rules* a unit may be led by a *character model* whose *Ld* value includes a bonus of +1, +2 or +3. In this case, the unit's value is that of the troops plus the leader's bonus. Bonuses of this kind are described in the section on *Character Models*. This rule reflects the fact that a good leader is able to inspire troops on the battlefield, improving discipline and combat worthiness. No bonus may take the *Ld* to above 10, no matter how high the *Ld* bonus of the leader. Also, no bonus may increase the unit's *Ld* to more than the character's *Ld* value.

A unit of mixed troops uses the lowest *Ld* value as the basis of any test. Units of mixed race are not generally recommended to players, although unusual circumstances could conceivably produce such units.

ROUTING TROOPS

When a unit routs, it is immediately turned away from its combat opponents and moved in the opposite direction. This initial *route move*

happens out of the normal turn sequence. Routing units are moved at double-rate, although normal movement penalties apply for terrain. If the routing unit's path is blocked by impassable terrain or friendly units it will move around them where possible. If friendly units block the routing unit's path there must be a gap of at least 2" for the routers to 'funnel' through. This gap must be within the path as shown on the diagram below.



If there is no such gap the routers will simply pile through the formation of the friendly unit, causing a great deal of disruption and confusion. A unit which has been routed through in this way must take a *panic test*, as must all units within 12" of the routing unit when it breaks (see *Psychology*). Unless it routs as a result of this *panic test*, a unit routed through must remain stationary until the end of its following *movement phase*. If charged it must hold, but may turn any models to face as normal.

The Free Hack

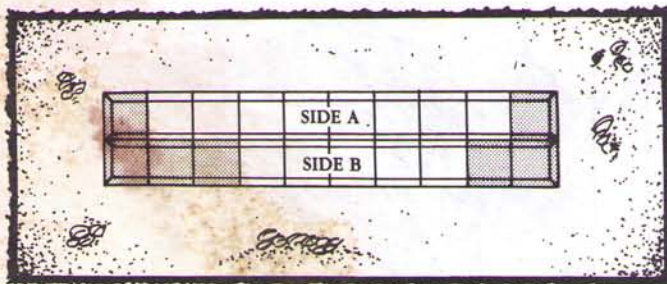
The greatest loss of life in battle comes not during the actual hand-to-hand combat but during the rout and the moments that follow. The victors leap upon their foes with renewed savagery. Encountering little or no resistance they are able to wreak considerable destruction amongst their enemies' tattered ranks. This is simulated by allowing the victors to fight a further round of combat against their fleeing opponents. Now, however, the enemy is unable to fight back and is offering no defence against their assailants' blows. So, instead of rolling hits and damage as normal, it is assumed every attack automatically hits. Damage rolls are still made as normal, and routers still receive *armour saving throws*, but shields are ignored.

Eight men with 1 *attack* each automatically cause 8 hits against their fleeing Goblin foes. They then dice for damage causing 5 hits on the Goblins. Because the Goblins are carrying shields, they are not allowed a *saving throw*. If they had been wearing light armour they would be entitled to a saving throw of 6.

To avoid confusion it is best to fight this *free hack* as soon as the rout has been established, before the routers are moved, as it will be easy to see which of the attackers may fight. Once the routers have moved away this may not be clear.



In the situation below side A has caused 5 casualties against side B's 2. Side B takes a *rout test* and fails. B is routed and A takes a *free hack*. The number of troops that may fight is now 8 because 2 of the original front rank have been slain during hand-to-hand combat.



Moving Routed Units

The initial double distance move away from combat happens out of the normal turn sequence. After that the routing units are moved in the *movement phase* of their own side's turn. However, the unit is now out of control, its members form a mass of frightened individuals whose only thought is to flee the battlefield as quickly as possible. Because its formation is now totally lost, the unit moves quickly but without cohesion; it is just a mob of individuals darting this way and that in an effort to escape. Following the initial rout, models should be formed into a nebulous mass to indicate their status, a block with an equal number of files and ranks is the best way to represent this.

To determine the direction taken by routers, the GM must establish which is the closest point on the table edge to the unit. The GM then moves the unit at double rate towards that spot. No deductions are made for turns, all manoeuvre and formation changes are now irrelevant. Deductions are still made for terrain as normal. It is left to the GM's discretion whether a routing unit heads for an impassable or obstructive terrain feature - it really depends on whether the feature is obvious or not. For example, a unit wouldn't flee towards the stone walls of an enemy castle, but might flee towards a cliff edge if the drop were hidden. A unit reaching an impassable obstacle, or terrain which is very obstructive, should be allowed to skirt around it. The GM has the final say on the matter.

Routers Leaving The Table

Any routing model reaching the edge of the table is removed from play and does not return. It is assumed that models which rout off the table become dispersed over the surrounding countryside. It is possible to imagine individuals hiding up trees, in caves, and amongst bushes, or perhaps seeking shelter in local buildings. Abandoning their uniforms and weapons, some might try to pass themselves off as innocent civilians or peasants, or even as members of the opposing army! In any case their contribution to the battle is over.

Panic!

When a unit routs, other friendly units within 12" must take a *panic test* as described in the *Psychology* section. If this test is failed the unit also routs. This makes it possible for a single rout to spark off a complete collapse in morale, leading to the rout of several units. Newly routing units take a direction determined by the GM, bearing in mind that the routers are trying to flee away from their enemy. If a unit routs because another unit has routed through it, both units should rout in the same direction - the newly broken unit simply joins in the rout of the first!

If a routing unit lies within the path of pursuing troops, it will generally flee directly away from them, but this is ultimately up to the GM. Try to visualise the unit fleeing before the advance of the victorious pursuers. In other cases the direction taken by the routers may be less obvious, and the GM may randomise the direction, or move the routers towards the nearest table edge. Either solution is perfectly acceptable, two GMs may choose to interpret the same situation in different ways. In any case, the players should be prepared to abide by the GM's decision.

Rallying A Broken Unit

Just because a unit begins to rout doesn't mean it has to continue until it leaves the games table. Once away from danger a unit may pull itself together, perhaps an especially brave officer succeeds in restoring order or the warriors' own sense of dignity brings them to a halt. To represent



this, the controlling player is allowed to make a *rally test* at the beginning of the side's *rallying phase*. The test is made in exactly the same way as the *route test*, and, if passed, order is restored and the rout ceases.

To indicate its new status, a rallied unit is reorganised during the *rallying phase*. It may not move, but may adopt any permitted formation with the front rank centred around its leader. Models may be turned and positioned as the player wishes. From the end of the *rallying phase* the unit is considered to have fully recovered and is treated exactly as any other normal unit.

To make a *rally test* the unit must qualify as follows:

1. The unit must be free of any pursuers. If pursuers remain in base-to-base contact with a routing unit it may not rally.
2. The unit must still have at least a quarter of its original numerical strength left. This does not include any additional *character models* who may have joined the unit during the battle. For example, a unit which started off with 20 members may not rally if it has 4 or less remaining. Always round odd numbers down for this purpose.
3. The unit must be closer to at least 1 friendly unit than any enemy units. Units comprising less than 5 models do not count. Individual models do not count. Other routing units do not count.
4. If the unit is within the *fear* range of an enemy creature, it may not attempt to rally. *Fear* and its effects are explained later; it is related to a creature's ability to cause troops to rout.
5. The unit may not take a *rally test* during the turn in which it began to rout.

Routing Units With Fast And Slow Members

When a routing unit consists of a mixture of racial types it is likely that one will be faster than the other. Unless a faster model is a *character model* or individual creature, all are reduced to the speed of the slowest. *Character models* which are faster, and models which can fly, may rout away from the unit and all subsequent rally tests are made separately.

PURSUERS

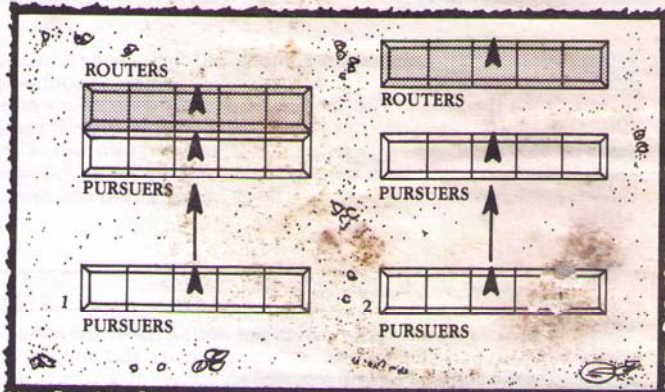
If an enemy unit routs, the winners will naturally be drawn forward to hack and slay the fleeing foe. If a unit is well disciplined it may respond to its officers' cries to hold or regroup, but in the confusion of battle it is equally likely that warriors will burst from the ranks and give chase! Perhaps this is what the player wishes in any case, as the resulting slaughter is bound to be both impressive and satisfying. The unit automatically strikes a *free back* whether pursuit is given or not. The question of whether to pursue is a tricky one. If a unit pursues it will almost certainly finish the enemy for good; on the other hand might the unit not be more usefully employed elsewhere? This is up to the controlling player, for the moment we will assume the victor wishes to pursue.

The routing unit is moved first, the pursuing unit is moved immediately after it, following the path of the routers. The pursuers are moved double distance. Walls, hedges, or other linear obstacles lying between the fighting units do not reduce the pursuer's move distance, it is assumed these are crossed during the hand-to-hand fighting.

Pursuers losing contact. If the pursuer's move distance is insufficient to catch the routers, the pursuing unit is placed behind, but not in contact with, the routing unit. It then strikes a further *free back* with the same number of attackers as before. This represents the additional casualties caused before the routers have time to get away.

Pursuers in contact. If the pursuers move distance is sufficient to remain in base-to-base contact with the routers they are positioned immediately behind. Once again, the pursuers strike a *free back*. The pursuing unit assumes any convenient formation, and may attack with any models in base-to-base contact.

A pursuing unit will always strike two *free backs* during the turn in which the rout begins.

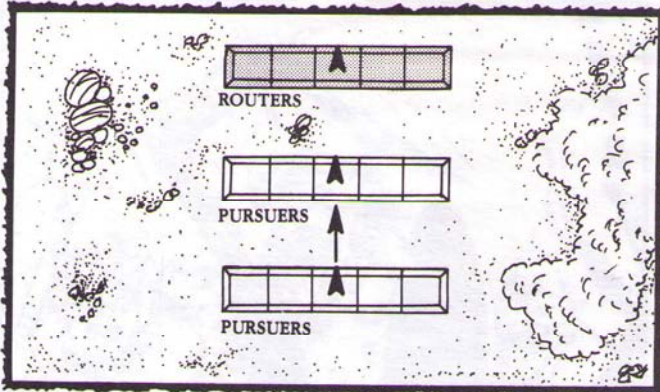


1. The enemy breaks and pursuit is given. Take a free hack when the break occurs and again during the pursuit.
2. The enemy breaks and pursuit is again given although this time the routers are moving too fast to catch. Even so, a free hack is taken, both as the enemy breaks and during the pursuit.

Pursuers Losing Contact

If a pursuing unit does not move fast enough to catch its enemy, it comes to an immediate halt at the end of the *pursuit move*. The unit is now *unformed* just as if it had charged and failed to make contact. The unit must remain stationary until the end of its next *movement phase*. During this time the unit is *reforming* (see *Reforming*).

While *reforming* a unit is vulnerable, its formation is disrupted and its members are unsure what is happening. An *unformed* unit must receive any charge at the halt, although models may be turned to face a charge as normal. If an *unformed* unit is pushed-back in the first round of hand-to-hand combat, it is automatically routed. If an *unformed* unit is not pushed-back by an initial round of hand-to-hand combat it automatically *reforms* and further rounds are fought as normal.



The pursuers fail to catch their routing foe. During their next *movement phase* the unit must *reform*.

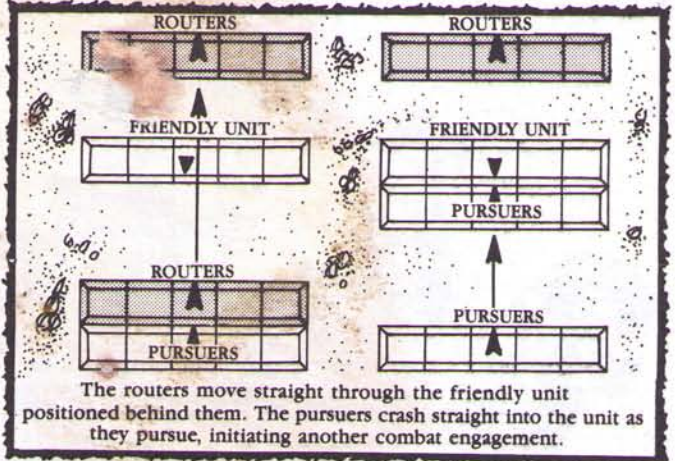
Pursuers Remaining In Contact

If a unit pursues it will be able to maintain contact so long as it is moving at least as fast as the routers. Intoxicated by their success, the troops are temporarily overcome by blood-lust, laying about the foe and



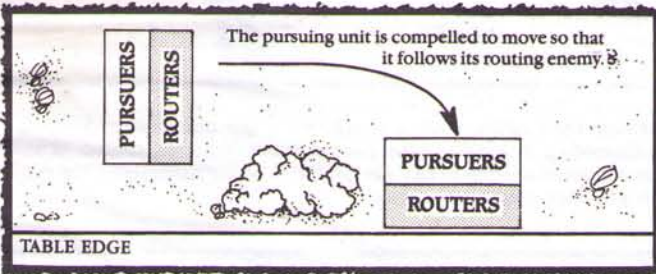
Initiating Close Combat during a Rout

Close combat may also be initiated during the initial rout sequence, if the routers rout straight through a friendly unit to their rear. A unit routed through in this way must take a *panic test* and may therefore rout itself, but brave troops may prove stalwart enough to stand firm. If this happens, any pursuers will crash straight into the unit, thereby initiating combat.



butchering a great many as they flee. The unit is now beyond the control of anyone, and is compelled to follow the routing unit as it moves. No other movement is allowed until the routers are either slain or removed from the table. All subsequent rounds of combat against routers are *free backs*, all attacks automatically hit. If all the enemy are slain during close combat the pursuing unit becomes *unformed* and *reforms* during its following *movement phase* as described in the section above. If routers are chased from the table, pursuers must halt and *reform* at the table edge.

In this situation the pursuers are considered to be charging. Any psychological tests necessitated by a normal charge must be taken by the pursuers and the unit they contact (see *Psychology*). The unit contacted must remain stationary, it may not use missile weapons against the attackers or run away from them. Although an engagement has begun, the units involved do not strike blows this turn. It is assumed that the new engagement begins just as the turn is ending, and the first round of hand-to-hand combat is fought in the following turn. A pursuing unit which encounters fresh enemy models during the initial pursuit will be routed if it is pushed-back in the first round of hand-to-hand combat.

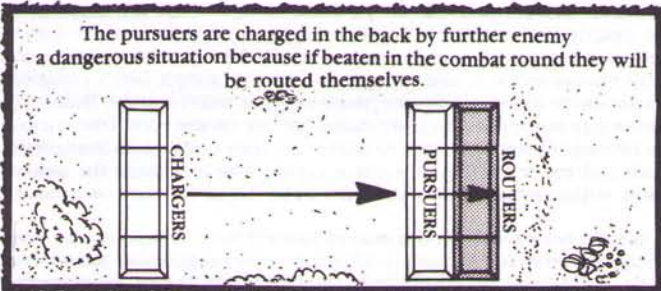


Not Wishing To Pursue Initially

It may be that a player does not wish a unit to pursue when the enemy routs. Unfortunately, drunk with bloodlust and half-crazed on victory, the warriors may decide to pursue without any regard to the wishes of their commander or controlling player. Whether discipline is adequate to bring the unit into line will depend on its *leadership* value. The controlling player may, if he wishes, make an immediate 2D6 test on the unit's *Ld* in exactly the same way as for routing. If the test is passed, the unit does not pursue. If the test is failed the unit must pursue. A unit which does not pursue does not have to *reform* and may continue normally. No follow-up is made, and only a single *free back* is struck.

Close Combat Against Pursuers

Pursuers can sometimes find themselves charged (usually in the back or side) by a fresh enemy unit. The pursuers are already in the grip of a powerful blood-lust, but are hindered by their loss of formation. We shall assume these two things cancel each other out: the troops fighting potential is both increased (because they are crazed with victory) and decreased (because their formation has been disrupted). The pursuing unit is permitted to turn models to face the new attacker, and a normal round of close combat is fought. The pursuing unit is not allowed to run away from or shoot at the chargers. The pursuit is broken off immediately, but the pursuers are not considered to be *unformed* and do not have to *reform*. However, if the pursuers are pushed-back by their attackers, their battle ardour may cool very suddenly, their already disrupted formation may shatter and their earlier euphoria turn to despair! Therefore, a pursuing unit engaged by a fresh enemy is automatically routed if pushed-back during the first round of combat.



ROUTES AND RALLYING



Wishing To Halt An Ongoing Pursuit

Once a pursuit is underway it is difficult to stop. The unit gradually becomes more and more diffused, discipline breaks down, contact with officers is lost and the unit organisation is destroyed. Bringing a mass of individuals to order is a very tricky business. If a player wishes to cease a pursuit, he must declare his intention as the enemy unit moves away in its own *movement phase*. The pursuing unit must have a leader, otherwise it must continue until the enemy is either destroyed, or driven from the table, or until charged by a fresh enemy unit. If the unit has a leader a normal *Ld* test is taken exactly as described for rallying, routing, etc, but with a characteristic modifier of -1. If the player succeeds in stopping the pursuit, the unit comes to an immediate halt and is considered to be *unformed*. The unit must remain stationary until the end of its following *movement phase*, reforming in the same way as pursuers whose enemy have been destroyed.

MULTIPLE COMBATS

If a unit is fighting several enemy units, one may rout leaving the other still engaged. If this happens it is not necessary for the victorious unit to pursue. Continue to fight the engagement as normal until the last enemy unit routs. The victorious unit still strikes a *free back* as the routers turn to flee.

REFORMING

Reforming and *rallying* are two different operations. Only a unit which is routing can attempt to rally and a test is required for success. A successful rally takes place during the *rallying phase*.

Units are required to *reform* following pursuit or following a failed charge. Reforming happens automatically once contact with routers is lost, or in a unit's following turn after a failed charge. Reforming units must spend their following *movement phase* halted while they

reform their ranks. Until it is *reformed*, any unit pushed-back and followed-up in hand-to hand combat is automatically routed. Where an unformed unit has to take any *Ld*, *Int*, *Cl* or *WP* based test, it is subject to a -1 characteristic modifier.

RESERVES

As any student of historic battles will tell you, troops spend a great deal of time hanging about and doing nothing, and then, all at once, they are committed to an engagement and very soon they either win, lose or become bogged down in a lengthy scrap. In most situations, only a very short space of time is spent fighting. However, bodies of troops not confronted directly by their enemy can move very quickly compared to those already engaged. We represent this by allowing such troops to move again during the *reserves phase* of the turn. This has two effects in the game. Firstly, it allows us to simulate the bringing up of reserve bodies of troops. Secondly, it compresses the time units spend 'hanging around' and enables us to get on with the battle.

THE RESERVE MOVE

A *reserve move* is made exactly like a normal move. Units can manoeuvre in exactly the same way. A unit brought to a halt because it fails a *manoeuvre test* for a simple manoeuvre in the *movement phase* may still *reserve move*. A unit brought to a halt because it fails a *complex manoeuvre* in the *movement phase* may not *reserve move*. However, units may not approach closer than 4" to any enemy even if the enemy is routing. If they approach to within 4", they come to an immediate halt and any remaining movement is lost. This is because the unit is now within what we shall consider to be the active zone of combat.

Units do not have to make a *reserve move* if they do not wish to. The only exception is if the unit is subject to some compulsory movement rule - if it is magically compelled to move towards its foes, for example.



Which Units May Move

Only units which are a reasonable distance from their enemy can be considered eligible for *reserve movement*. This distance is normally defined as 4", so if a unit has any members within 4" of any enemy it may not make a *reserve move*. The following models may not *reserve move*:

1. Units engaged in hand-to-hand combat.
2. Routing and pursuing units: their extra speed is taken into account in the *movement phase*.
3. Units within 4" of any routing troops, no matter whether they are enemy or friends. The proximity of routers has a disturbing influence which hinders their movement.
4. A unit which fails a *manoeuvre test* for a *complex manoeuvre* in its movement phase may not *reserve move* that turn.
5. Flying creatures never *reserve move*: their speed and agility is taken into account during the *movement phase*.
6. Large or cumbersome engines, vehicles and war machines never *reserve move*. They are too slow and ungainly to take advantage of the *reserve movement phase*. Chariots may make a *reserve move* if they are pulled by one or two horses or horsed-sized creatures, but not otherwise.
7. Units which begin the *reserve phase* with any models positioned on *difficult ground* or on *very difficult ground* may not *reserve move*. A unit which begins the *reserve phase* divided by an obstacle may not *reserve move*.

CHARACTER MODELS

Individual models representing characters, heroes, wizards, or whatever, are termed *character models* and are treated as units. Enemy characters or routing characters within 4" will therefore bring a unit to a halt. *Character models* are explained in the *Advanced Rules* and can be ignored for now.

COMMON SENSE

Although units are not normally permitted to *reserve move* if enemies are within 4", there are some situations where the GM may overrule this. For example, if the game were conducted around an ancient fortress with high walls, two units could be moving on either side of a wall without knowing the other was there. Similarly, if a unit has been turned to stone it presents no threat and can therefore be ignored. Instances of this kind are left to the GM's discretion.

PSYCHOLOGY

A commander supervising a large body of troops cannot always rely on them to do exactly as he wants. His troops' sense of self-preservation, their fears and prejudices, all affect their actions. This is simulated by the *psychology rules*. Psychology allows different troops to react in different ways under stressful or unusual circumstances - ranging from outright fear to unquenchable hatred. These and other psychological effects are discussed in this section.

PSYCHOLOGY TESTS

The description of each individual effect states when a test should be made. In general, however, all psychology tests are taken in the same way, as a 2D6 test against the unit's *CI*. The unit's *CI* value is assumed to be that of its constituent troops, although the presence of a *character model* as the unit's leader will confer a bonus as explained in the *Character Models* section of the *Advanced Rules*. To take a test the player rolls 2D6. If the score is equal to or less than the unit's *CI* the test is passed. If the score is more than the unit's *CI* the test is failed.

FEAR

The Warhammer world is a dark and foreboding place with supernatural horrors and otherworldly dangers lurking only just below the surface.

Amongst the society of men, tales are told of demons that direct the lesser servants of evil, of creatures terrible to behold, of magics and powers sufficient to break the spirit of even the most resolute warrior. Small wonder that creatures of flesh and blood fear such things... and quite rightly too. Creatures which cause *fear* are described in the *Bestiary*. *Fear* affects both hand-to-hand combat and shooting. A test is made by each unit that is potentially affected: note - it is the unit affected that is tested not the creature causing *fear*.

A *fear test* must be taken in the following situations:

1. A unit wishing to fire missiles at an enemy it *fears* must make a *fear test*, if it lies within the enemy's charge reach (irrespective of terrain). A unit may fire at a target outside of this range without taking a test.
2. When a unit wishes to charge an enemy it *fears*. A unit wishing to charge a *feared* enemy may not do so if the test is failed. The unit may not move and must spend the remainder of the turn inactive.
3. When a unit is charged by an enemy it *fears*, the unit is automatically routed if it fails its *fear test*. The unit is moved exactly like one which has run away from its enemy, failed its subsequent *Ld* test and routed.

The following general rule also applies to troops subject to *fear*, regardless of the results of any initial *fear test*.

A unit pushed-back and followed-up by an enemy it *fears* is automatically routed. If engaged against a mixed formation of troops (some of whom cause *fear* and some of whom do not) this rule only applies if the element causing *fear* has inflicted sufficient damage to win the combat round.



Some, although not all, creatures instil *fear* over a distance. This is stated in the *Bestiary* section as *Fear 15"*, *Fear 5"* etc. This means the creature has an aura of fear which can affect units within its range. The following rules apply:

1. A unit within the range of an enemy it *fears* automatically suffers a -1 on all 'to hit' dice rolls in both close combat and shooting. Where feared enemy have no range this modifier does not apply, even if troops are engaged in close combat.
2. Routing units may not attempt to rally if within range of a *feared* enemy.
3. A unit making a *reserve* move may not enter within the range of a creature it *fears*.

Some creatures are more frightening than others: large slobbering Chaos demons are definitely more frightening than skeletons - all the skeletons are going to do is kill you after all! To reflect this some fearful creatures have an associated modifier: *fear* +1, +2 etc. This modifies the tester's dice roll, making it more likely they will fail the test. Where creatures have a range effect and a modifier it is written *fear 15" +2*, *fear 5" +1* etc.

FRENZY

Some creatures or individuals have the ability to work themselves up into a traumatic bloodlust, or battle-rage, transforming the ordinary warrior into a crazed whirlwind of destruction. The warrior's hyper-ventilated body strikes with incredible speed and power, his psychotic personality becomes intent on fighting and killing to the exclusion of everything else. Such a warrior cares little for personal safety, and may be able to ignore the effects of even mortal wounds while his *frenzy* lasts. Human warriors from especially barbaric societies are capable of achieving this state, and many of the evil creatures of the Warhammer world have similar powers. A unit of frenzied warriors is very hard to beat - it is also very hard to control.

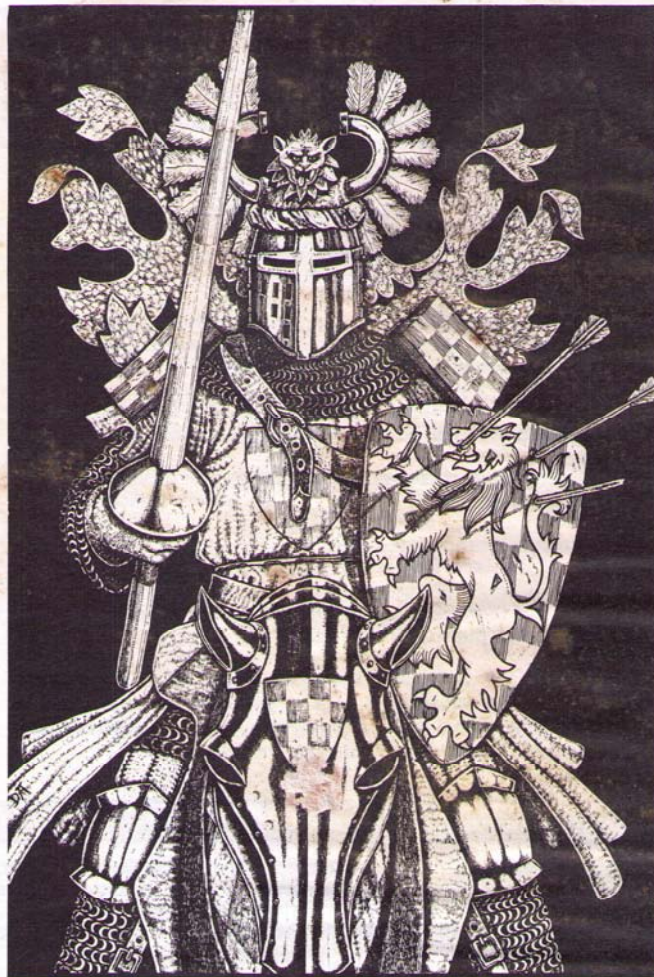
Troops capable of becoming *frenzied* are said to be *subject to frenzy*. At the start of the battle they are calm and collected, and only become *frenzied* once they enter close combat. This does not, however, happen automatically. A good, blood-curdling charge is necessary for a start! As a unit *subject to frenzy* charges, the controlling player rolls 2D6 against the unit's *CI*. The *frenzy* test is an exception in that a success result means the troops do not go into *frenzy* (i.e. they keep their cool). If the score is more than the unit's *CI* the entire unit becomes *frenzied*. The following rules apply to frenzied troops:

1. The unit remains *frenzied* as long as it remains in base-to-base contact with the enemy. This means the *frenzy* continues throughout the combat engagement and during pursuit as long as the pursuers are able to maintain contact. *Frenzy* applies during all *free backs*.
2. Frenzied troops must always follow-up enemies who have been pushed-back regardless of any other circumstances.
3. Frenzied troops must always pursue a routing enemy regardless of their circumstances.
4. Frenzied troops never take *Rout* tests, cannot be routed, and ignore psychology tests. They are past caring about such things!
5. Frenzied troops may add +1 to their 'to hit' score, a +1 to their roll to cause damage and a +1 to any *saving throw* they make. This represents both their extra fighting ability and their ability to shrug off injury.

Note: As described in the section on *Character Models*, characters acting as leaders can increase the *CI* value of units by adding their own *CI* bonus. In the case of *frenzy*, rather than add the leader's *CI* modifier to the troop's basic value, the player may deduct the leader's *CI* modifier instead. The player has the option, and can add, deduct or ignore the leader's modifier if he wants. This gives a lower overall *CI* value for the unit, and the unit is more likely to go into a *frenzy*. This represents the leader whipping his troops up with battle-cries and fearsome exhortations.

HATRED

Feuds and vendettas stretching over the millennia, magical and religious antipathy, territorial disputes and racial contempt, all contribute to the



irrational enmity covered by *hatred*. A unit of troops which, for whatever reason, has a grudge against a particular enemy, may not be able to resist its collective instinct to attack the foe. While the sensible thing may be to stay firmly put, if a unit's *hatred* for the enemy is great enough it will undoubtedly attack, regardless of the wishes of its commander or controlling player.

Troops liable to *hatred* are said to be *subject to hatred* against a specific foe. The *Bestiary* section gives details of those creatures affected. A test must be made in any of the three circumstances given below. If the test is failed the *hatred* rules apply. The circumstances under which a test is made are as follows:

1. A unit must always charge a *hated* enemy where possible. When a player does not wish a unit to charge a hated enemy, a test must be made.
2. A unit must always shoot upon a *hated* enemy where possible, assuming it is unable to charge. If a player does not wish to shoot at a hated enemy a test must be made.

If a test indicates that a unit enters a *fit of hatred*, the following rules apply:

1. The unit must charge a *hated* enemy within its charge range. If there are several potential opponents the nearest is charged. If opponents are equally near, the player may choose which to attack.
2. The unit must shoot at a *hated* enemy it is able to shoot at. Where several targets present themselves, the same priorities apply as above.

The following rules apply to any models in close combat against a *hated* enemy whether a *hatred test* is taken or not, and regardless of the result:

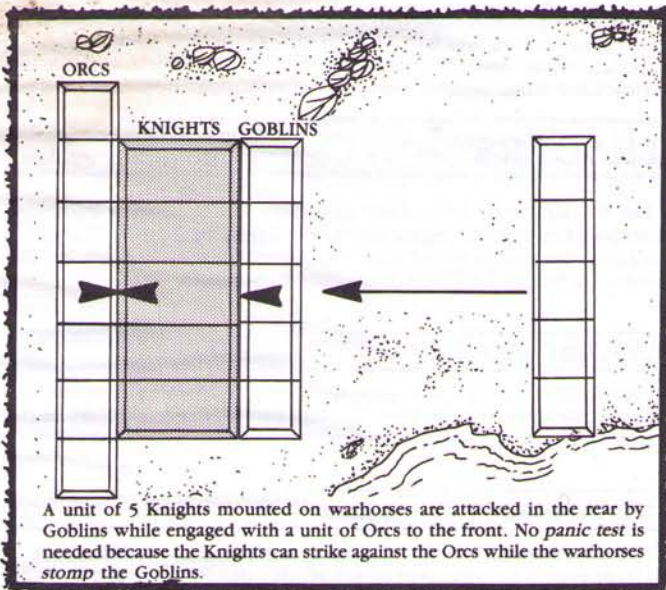
1. Troops may add +1 to their 'to hit' score when fighting a hated enemy.

- The whole unit may add +1 to its *Ld* score when making a *route test* if pushed-back by a *bated enemy*. If fighting a mixed formation of enemies, (some of whom are hated and some are not) the hated element must have inflicted sufficient casualties to have caused the push-back, otherwise this bonus does not apply.
- Troops must always pursue a routing *bated enemy* regardless of circumstance.
- If a unit is engaged in close combat, and one or more *character models* leaves, the unit must take an *immediate panic test*. However, if a unit includes three or more character models, and the character with the lowest (or equal lowest) character level leaves, there is no need to test. (If the unit routs it does not include the model which has already left - although a further *panic test* may be required for proximity of routers. Note that a character may not leave unless already placed in a non-fighting rank during the first round (see p93).
- This test must be made at any time if the GM thinks it appropriate. This is a catch-all rule that enables the GM to apply his common sense to a situation, and must be used with discretion.

PANIC

Communication is difficult on the battlefield: not only is it difficult to see what's going on over the next rise, it may even be impossible to tell what's happening at the other end of the same formation. Troops are therefore inclined to respond directly to what is going on around them, or to what they imagine is going on around them. Seeing a friendly unit rout they might believe the entire army to be fleeing. Suddenly attacked in the rear they might think themselves surrounded and doomed. In these situations it is easy for panic to set in with disastrous results. A *panic test* is made exactly like other *psychology tests* using 2D6. A test must be made in the following circumstances:

- If, at the start of the side's turn, a unit finds itself within 4" of a visible, friendly routing unit.
- If, during the enemy's turn, the unit is charged in the side or rear while already engaged in frontal hand-to-hand combat. Note that unengaged models may be turned to face such an attack assuming the *panic test* is passed. Note: if the charging unit fails to contact the unit at more than the normal 22½°, this test is not necessary. If the unit being attacked in this way has *stomp* attacks, allowing it to fight around, or is being attacked in the back and has rail attacks to the rear, there is no need to make a *panic test* providing the majority of models under rear/side attack are able to deliver at least one blow against both their frontal and side/rear enemy.



- If, during the enemy's turn, the unit is charged in the side or rear by an enemy force emerging from concealing cover (such as a wood) or any situation in which they, theoretically, could not have been seen at the beginning of the *movement phase*.
- If, during the enemy's turn, the unit is charged while it is crossing an obstacle - for example, if divided by a hedge. Entering a building counts as an obstacle. A unit half in and half out of a house must make this test if attacked. Note that a unit may make no *manoeuvres* while crossing an obstacle and therefore models may not turn to meet their attacker. Models unable to turn may take *free backs* from the enemy.
- If a friendly unit within 12" routs from hand-to-hand combat a *panic test* must be made immediately. Any measurement is made from the routing unit's original position before its rout move is taken. If the testing unit has four times as many models as the routing unit, the test is made with a *CI* bonus of +1.

STUPIDITY

While it is an undeniable fact that some creatures have very little in the way of grey matter, it should be borne in mind that *stupidity* can affect even the cleverest of creatures. Stupidity represents a creature's tendency to do exactly the wrong thing! This is not linked directly to intelligence because even very intelligent individuals may be prone to do stupid things. A wizard might be incredibly intelligent and learned, but so absent-minded he can never remember his spells! Stupidity represents the tendency to be distracted, to lose concentration, or to fall into a well of concentration so deep that everything else is ignored. Eccentric geniuses are prone to this just as much as mindless cretins. Some races are inclined to stupidity, and some individuals may also suffer from this problem. All models potentially affected are described as being *subject to stupidity*. A unit subject to stupidity must make a test at the beginning of its side's turn, any effects lasting until the test is taken again. A unit which fails its *stupidity test* is subject to the following rules:

- If already in close combat, half the unit will suddenly stop fighting. Affected creatures may stare around confused, suddenly forget where they are, recall something very important they had to do but cannot remember what it was, become preoccupied with an interesting insect or blade of grass etc. If an uneven number of troops are involved, the odd one will fight on a D6 score of 4 or more. The unit's leader and any associated characters may be among those affected. Roll a D6 for each *character model*, a result of 1, 2 or 3 indicates that they are affected by *stupidity*. Affected models may not strike blows in close combat.





2. If not already in close combat the unit will forget exactly what it was supposed to do, perhaps becoming distracted in some manner as described above. A unit suffering from *stupidity* may not conduct missile fire or magic. Its movement becomes random and it never moves in the *reserve phase*. To determine how the unit moves roll a D6:

- 1-3 Devoid of purpose the unit absent-mindedly shuffles in a random direction at half rate, making no deductions for turns or wheels. To determine the direction roll a clock face is used with 12 being the direction the unit is currently facing. A D12 is rolled to find its new direction of travel. For example, a 6 is rolled, the unit turns round and heads in the opposite direction.

If a friendly or enemy model or unit of any kind, or an inanimate object, lies in the unit's path roll another D6:

- 1-2 The unit halts in front and muses peacefully.
 - 3-4 The unit members attempt to eat it, make 1 attack per model
 - 5-6 The unit attacks as normal
- 4-6 A sudden brainstorm renders the whole unit inactive. Individual members sit down to look at the grass, kneel deep in concentration or lie down and go to sleep.

3. A unit affected by *stupidity* cannot be affected by further psychology, but it can be routed. If pursued, normal rules apply so long as the pursuers remain in contact. If the pursuers lose contact the unit becomes once more *subject to stupidity* and, if affected, is automatically rallied once the stupidity wears off (creatures prone to stupidity find it easy to forget that they are routing).

MIXED UNITS AND MIXED PSYCHOLOGY

If a unit has a leader of a different race to his troops it may be that they are subject to different psychology. For example, Dwarfs *bate* Goblins, but humans do not. If a Dwarf unit is led by a human, how does it react? The answer is that psychology applying to the leader also applies to his troops, and psychology applying to troops also applies to the leader. This is because the leader will find himself caught up in any confusion within the ranks, while his own phobias will either spread despondency or create enthusiasm amongst his troops.

Similarly, if a unit consists of a mixture of races all their combined psychology applies. Where units of mixed race are compelled to take a test against their *CI*, the lowest value of all the troops is used. So, for example, in a mixed unit of Orcs and Goblins, the lower Goblin value of 5 is used.

UNITS INCLUDING CHARACTERS

If a unit is led by a *character model* with a *CI* bonus, this is added to the *CI* of the unit as explained in the section on *Character Models*. In the same section you will find details of how non-leader character models affect, and are affected by the psychology of units they are associated with.

LEADERS

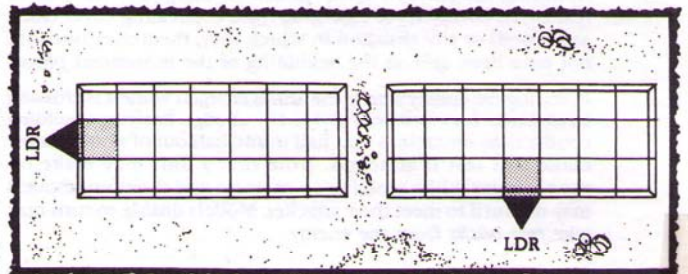
The efficiency and enthusiasm of a unit's leader are very important factors when determining the unit's overall fighting abilities. To simplify matters, this section includes all the information relevant to leaders and units, including some details discussed elsewhere.

LEADERS AND UNITS

Every unit must begin the game with a leader model distinguishable from its fellows in some way. The vast majority of leaders are of the same race and have the same characteristic values as the fighting warriors.

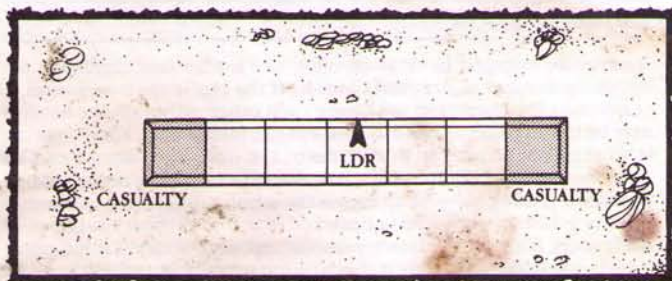
The Position Of The Leader

The leader model is always placed in the centre of the front rank of a formation. If the unit turns to face another direction, the leader model is repositioned in the centre of the front rank and the model displaced fills up the resultant gap.



The leader remains as the reference point designating the unit's centre. Casualty removal from the sides must take place so that the leader remains in the centre at all times. This represents the unit forming up around its officer.





Where a unit has an even number of models in its front rank the officer is positioned in either one of the two centre positions.

Characteristic Tests

Tests made against the unit's *Ld*, *Int*, *Cl* or *WP* utilise the characteristic value of the troops. Where a unit contains troopers of different races the lowest value is used. Leaders generally have the same characteristic values as their troops because they are of the same race.

If a unit is led by a *character model* with *Ld*, *Int*, *Cl* or *WP* bonuses, the appropriate bonus is added to the characteristic value of the troops when making a test. However, no bonus may take a characteristic value to more than 10 under any circumstances. Also, no bonus may increase a unit's overall characteristic to a value greater than that of the unit's leader himself. So, for example, a Goblin leader has a *Ld* value of 8 and a bonus of +3. If this character was leading an Orc unit (troop *Ld* 7) the unit's actual *Ld* would be 8 and not 10.

Typical characteristic tests are: tests to make additional manoeuvres, tests made when running away from a charge, *rout tests*, *pursuit tests*, *rally tests* and all *psychology tests*. Results of such tests apply to the whole unit, including its leader and any associated character models.

Units Without Leaders

Once a unit's leader is slain it is assumed a second in command takes over and the unit continues to function. However, a second in command is not as efficient as a real leader. Therefore, a unit without a leader may make only one *simple* and *free manoeuvre* during its movement. No additional *manoeuvres* or *complex manoeuvres* may be attempted.

The Risk To A Leader From Missile Fire

A leader model may not normally be singled out as a target for missile fire. However, a leader may be shot at under the following circumstances:

1. If a unit including its leader comprises fewer than 5 models, the leader may be targeted by missile troops firing from half range



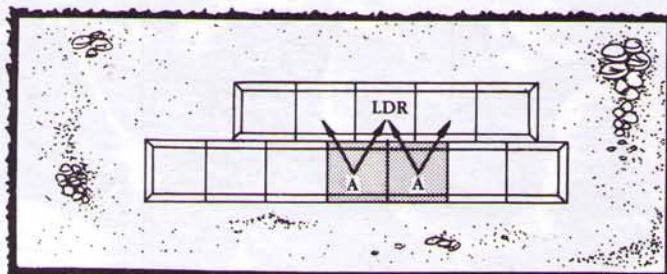
or less. In addition, any *character model* may shoot at the leader from up to the full range of the missile weapon used.

2. If a unit sustains casualties so that its numeric strength is reduced to 4 models, subsequent hits may be assumed to hit the leader if rule 1 above allows it.

It is more difficult to single out a leader than it is to fire at a general mass of troops. Any shot targeted against a leader model is subject to a -1 'to hit' penalty.

The Risk To A Leader In Hand-To-Hand Combat

A leader normally occupies the centre of the front rank, and so will be involved in any hand-to-hand combat. Blows struck by and against the leader must be worked out separately and any damage results must be recorded. A model in base-to-base contact with one or more enemy models may always fight either (and may fight more both/all if it has sufficient *attacks*). A model faced with a leader model usually has the choice of fighting it or not. This must be established before dice are rolled. When making rolls for or against leaders, dice may be thrown separately or distinguished by colour etc.



The unit leader is faced by two enemy models - both may strike against the leader, or both may choose to strike against the ordinary troopers on either side. The player must decide before dice are thrown.



Personal Combat

If units are engaged in close combat, any leader may challenge his opposing number to personal combat. If the challenge is accepted, it is assumed the characters are facing each other, although the models may be left in place so as not to disrupt the formations. Their fighting is worked out separately to the rest of the unit, any damage caused contributing towards the total when determining the winning side. In practice it is often easier to work out the whole engagement as normal, but use a different coloured or marked dice to represent the blows of the leaders. If a leader is slain in personal combat the model is removed, usually accompanied by much cheering and bravado from the other side.

Other challenges. As discussed above any leader may challenge another leader to personal combat. In addition any *character model* may challenge a unit's leader to personal combat in the same way.

Refusing personal combat. A leader may always decline a personal combat if the player wishes. A model refusing personal combat is not allowed to fight. The leader is left in place, but is assumed to be cowering behind his troops. The challenger may still fight as normal, but blows are directed against the common troopers. If a leader refuses a personal combat he will lose face. However, a leader less than 10 foot tall may always decline a challenge from a creature over 10 foot tall without losing face. If a leader refuses combat and loses face, his *Ld* characteristic bonus is reduced to -1 for the rest of the battle. This means that further *Ld* based tests will use the *Ld* of the troops -1.

Taking up the challenge. A *character model* associated with a unit may, if not already engaged in personal combat, take up a challenge to the leader. The original challenger has no choice but to fight the *character*. If a challenge is taken up in this way, the unit's leader does not lose face, may still fight, and there is no *Ld* penalty.

Uncovering the refuser. If a leader refuses personal combat, and the entire front rank of his unit is slain during the ensuing combat round, the cowering leader is uncovered by his enemies. The model may then be attacked by the original challenger. A further round of personal combat is fought immediately. The victorious player may wish to make a point of emphasising how he has found his enemy cowering amongst a pile of corpses, shaking like a leaf, whimpering feebly, defecating uncontrollably, etc.



STANDARDS AND MUSICIANS

A unit does not have to have standard bearers, drummers, horn blowers or other musicians, but players may include them if they wish. Standards are used to give pre-arranged signals for 'advance', 'halt' etc, and also act as a rallying point for troops who have lost their formation. A unit's standard is also a focal point of its martial pride, inspiring the troops to greater efforts! The loss of a unit's standard is no small matter, and a fierce battle may sometimes develop in which one side tries to capture an enemy's standard. Musical instruments also contribute towards the coordination and control of formations: the beat of the drum establishes the marching pace of the unit while special beats may be used to give general orders such as 'charge', 'retreat', or 'dinner's ready'. Drums are the most common instrument taken into battle, but horns are also popular. Anything loud will do!



THE STANDARD BEARER AND MUSICIAN MODELS

Models will be required to represent the standard bearer and musician. These are positioned anywhere within the unit, and may be repositioned at the beginning of that side's turn so long as they are not already engaged in combat. A model carrying a standard or musical instrument may still fight in hand-to-hand combat, and is assumed to have exactly the same armour and weapons as his fellows. Standard bearers and musicians were specially chosen from the hardest and most fearsome members of the unit, making up for the fact that they may not be able to properly use weapons, shields etc. For the sake of simplicity, we shall assume

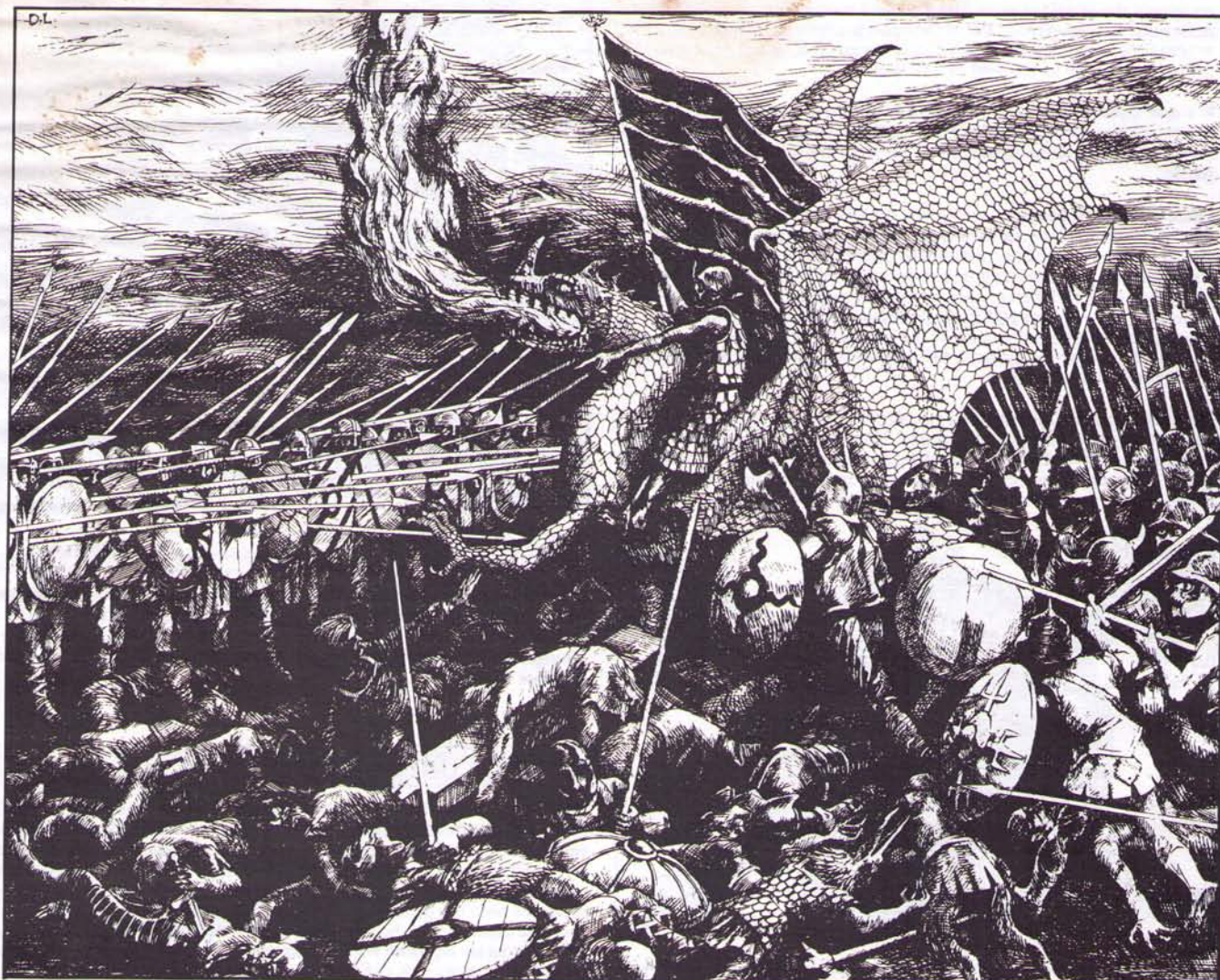
that these factors cancel out, and consider the standard bearer and musician to have identical fighting abilities, weapons and equipment to the rest of the unit.

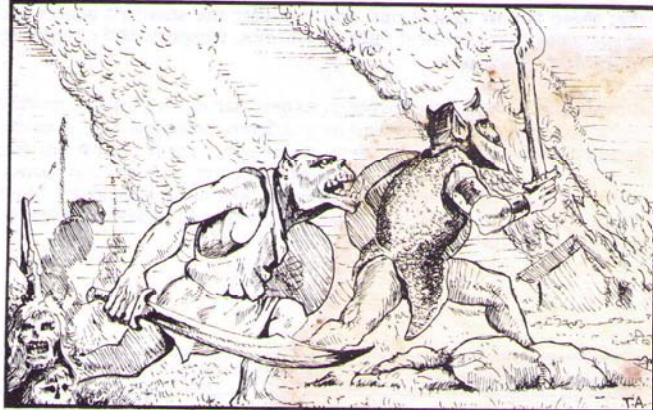
Blows struck against standard bearer or musician models must be worked out separately, or distinguished by a different coloured dice. A model facing two models may decide to strike either (or both if it has two or more attacks), so a musician/standard bearer may be struck once, twice or not at all. Unless a player states how many attacks are being made against a musician/standard bearer, it should be assumed that no attacks are so directed.

Standard Bearers

Standards may take the form of flags, banners, or some form of grizzly trophy stuck on a pole. A unit which has a standard bearer in its front rank increases its fighting potential - the troopers refuse to give ground even if sorely pressed, and they will spring eagerly forward to follow their flag.

When working out who has won a combat round, a side with a standard in its **front rank** may add +1 to the number of *wounds* caused. For example, Orcs are fighting humans - the humans cause 4 *wounds* and the Orcs cause 3. However, the Orcs have their standard fighting in the front rank so add +1 to the damage caused. The engagement is therefore a draw and both sides hold. Note that the standard must be flying when the results of combat are worked out. If the standard bearer is slain during the combat round the standard is down and the bonus does not apply.





Capturing Standards

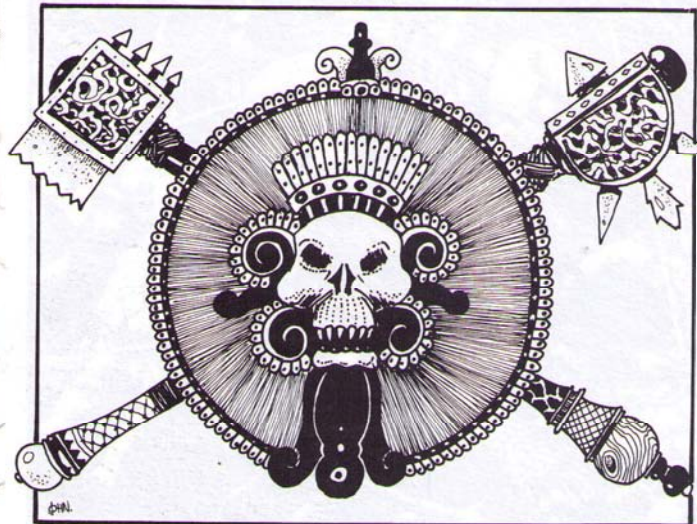
When a unit's standard bearer is slain the model is removed. However, if the unit wins the combat round and follows-up its enemy, a fallen standard may be picked up by another model. Exchange the ordinary model for the standard bearer model and continue as normal. No penalty is applied because the standard bearer is a different individual - the standard is still flying and that is all that matters.

If a unit's standard bearer is slain and it is pushed-back, the enemy may attempt to capture the standard as they advance. Needless to say, no unit likes to lose its standard, so a vicious fight will develop over its possession. Do not take a standard *rout test*, but fight another round of hand-to-hand combat immediately. Place the standard bearer model aside to indicate that it is to be fought over. If the side attempting the capture wins the round, they have captured the standard, and the defeated unit must take a standard *rout test*. If the side attempting to recapture the standard wins, the standard is recovered and the enemy must make a standard *rout test*. If the result is a draw the standard remains where it falls, becomes trampled into the ground, and is recovered by the winning side at the end of the battle.

If a unit's standard bearer is slain and the unit is pushed-back, but the enemy player decides not to try and capture the standard, the standard is left in the dirt to be recovered by the winning side at the end of the battle.

Once a standard has been captured, the player is entitled to take the model carrying it from his opponent. This model is then placed amongst the victorious unit and one of its own models is removed to compensate. The enemy model represents one of the unit's own warriors, even though it may be of a very different creature! Where creatures are very obviously different (e.g. a unit of Halflings captures an Ogre standard) a piece of paper may be fastened to one of the unit's models to indicate that it carries the captured standard. Models with captured standards need not fight in the front rank.

If a unit's standard is captured its *leadership* characteristic drops by -2 for the remainder of the battle. This can only be regained by recapturing the standard. If the standard is lost but not captured, the unit's *leadership* characteristic drops by -1 for the remainder of the battle.



Why Capture Standards?

First and foremost it really annoys your enemy! If you are taking part in a series of connected games the unit may wish to parade the captured standard in future battles. Capturing standards also adds to a player's victory points total at the end of the game or campaign.

Recapturing Standards

A standard may be recaptured in exactly the same way as it was captured. This means that a captured standard must normally be in the front rank if it is to be recaptured.

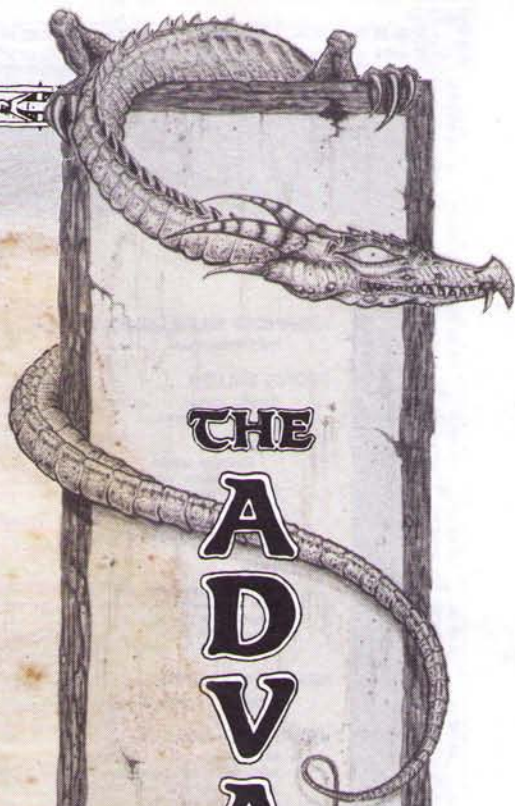


MUSICIANS

Musicians make it easier for a unit to manoeuvre. A unit with a musician in the front rank may add +1 to its *leadership* score when testing to make a second or subsequent manoeuvre (i.e. a turn, a wheel, a formation change, etc.). However, this modifier may not take the unit's *Ld* score to more than 10.

ROUTED UNITS

When a unit routs the first thing that happens is that the fleeing warriors will drop any bulky or heavy items - including standards and musical instruments. Once routed a unit loses its standard, its musician, and any captured enemy standards. Any standards dropped during the last round of combat are automatically captured. Other standards are simply dropped onto the ground and remain there until after the battle, when they are captured by the winning side. Models carrying standards and instruments are replaced with normal rank and file troops as appropriate, or can be removed as the first casualties during the *free back*.



**THE
ADVANCED
RULES**



ADVANCED RULES

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ADVANCED WARHAMMER GAMING

Warhammer is an expanding game. It is possible to keep adding new elements, introducing new rules, new concepts and ideas. And that is what this chapter is about - how to expand the *Basic Game* to cover all sorts of situations. In some cases this is just a case of providing new rules for particular features, such as character models, buildings, or aerial combat. In other cases we will be discussing generalised concepts, such as the conduct of games, developing your own ideas and how to go about competition gaming.

RULES VERSUS IDEAS

The typical gamer is of above average intelligence, willing to improvise and invent where necessary, and always keen to try new ideas. Warhammer players usually belong to a formal or informal gaming group - perhaps a circle of friends if not a properly organised club. Many groups play their own rules modifications, or interpret the rules in their own way. This is fine for club games, where everyone is familiar with the club rules, and where there will always be someone at hand to give an interpretation. However, for strict competition between unfamiliar gaming groups, it is necessary to stick to a more formal version of the rules to avoid confusion.

This section therefore contains far more rules than we would have liked. In many of our own games we would simply rely on common sense to cope with a situation or, if the game involved new troops, we might make up some new rules before the game. However, this is obviously not good enough for strict competition gaming, where players must start off on an even footing. To facilitate competitive battles, comprehensive and detailed rules are provided. However, it is often the case that a particular situation can be represented by several methods - and GMs may wish to develop their own rules to improve upon or replace those given here. Only in competition battles between unfamiliar players, or formal competitions organised by a third party, is it absolutely necessary to stick to the rules as given.

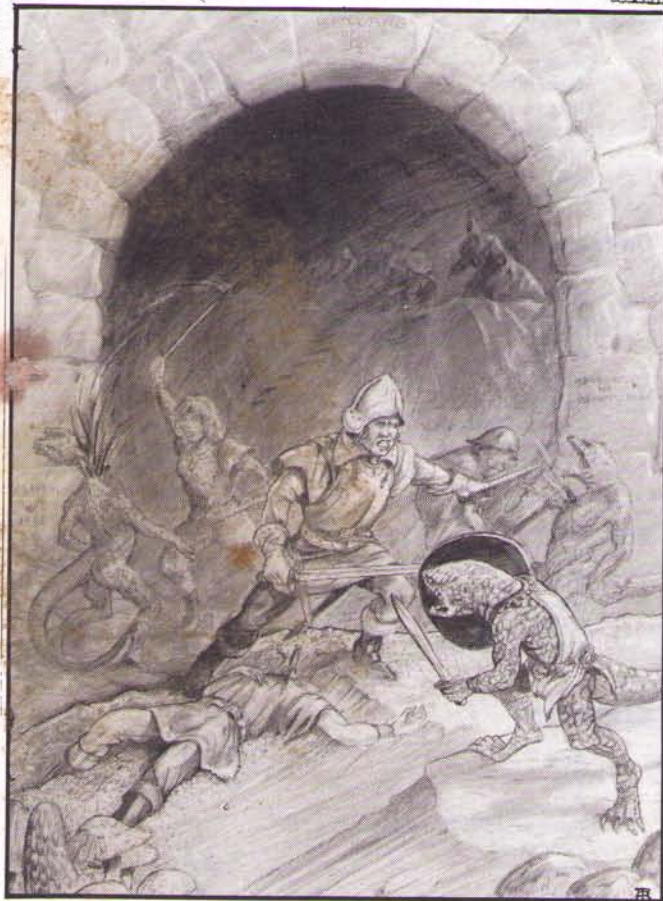
POINTS VALUES

Working out equally matched armies is always tricky - how, for example, are we to compare a huge fire-breathing Dragon with a diminutive Goblin? In theory it should be possible to allocate each model a numeric value, adding extra for armour and weapons, so that players may agree to meet with 500, 1000, 2000 or whatever points of troops on each side. In practice, however, this is more problematical than might be imagined. In the case of the Goblins and the Dragon, for example, the Goblins are completely unable to harm the mighty creature - their arrows bounce off its tough skin, their blows barely scratch its armoured hide. No matter how many Goblins attack it, they will lose. All the Dragon has to do is slay a few at the front and the rest will run away! The situation itself is not unreasonable - Goblins are just too feeble to harm so mighty a creature. However, this tends to make nonsense of any points value we assign to either creature. If a Dragon is worth, say, a hundred points, how many points is a Goblin worth? Not 1, not even .001, in fact nothing at all! This is an extreme example, but the same factors apply to all creatures.

Because Warhammer is a fantasy game some creatures have special vulnerabilities or powers which make them better in some situations than others. The points value system we give here is intended to be used in conjunction with the *Warhammer Armies* book. As long as the points values and *Warhammer Armies* are used together, a reasonably fair game should result - providing of course players choose their armies effectively. No points value system can compensate for dumb decisions!

FRIENDLY GAMES

If a GM is organising an informal game of Warhammer, and is prepared to work out the sides himself, balancing forces according to his own common sense, so much the better. Points values can be ignored and, providing all involved have an enjoyable game, what does it matter? This is easy for an experienced GM and produces a far better game. However, if the GM is new to Warhammer, or if the players are forced to fight without the benefit of a GM's guidance, the points values can be used as a guide to fair troop allocation.



POINTS VALUES

POINTS FOR CREATURES

The following points values have been allocated to the creatures of the Warhammer world. The points values reflect the worth of a typical creature of the race concerned, with a basic *profile* and no armour or equipment other than a simple hand weapon where appropriate. Some creatures may have several different points values listed in the *Bestiary*. Where this is the case, the points value given below is the lowest for that creature type. For example, Dragons can cost up to 800 points, but the points value shown below is for the smallest Dragon - 250 points. The points values of character models, wizards and other special models are discussed later in the relevant sections.

Intelligent Races

Beastman	10
Centaur	30
Coatl	35
Dwarf	8
Norse Dwarf	8
Chaos Dwarf	8
Elf/Dark Elf	8
Fimir-Fimm	32
Fimir-Shearl	8
Gnome	5
Goblin	2½
Halfling	3½
Half-orc	5
Hobgoblin	5
Human	5
Were	15
Chaos Thug	6
Chaos Marauder	35
Chaos Warrior	70
Lizardman	20
Orc	5½
Pygmy	3
Skaven	4½
Slann	7
Slann Slave	4
Snotling (base)	25
Zoat	50

Giant Races

Giant	250
Minotaur	40
Ogre	40
Treeman	280
Troglodyte	36
Troll	65

Undead

Carrion	45
Ghoul	8
Liche	90
Mummy	80
Skeleton	10
Undead Hero	30
Undead Horseman	20
Vampire	330
Zombie	4

Ethereal

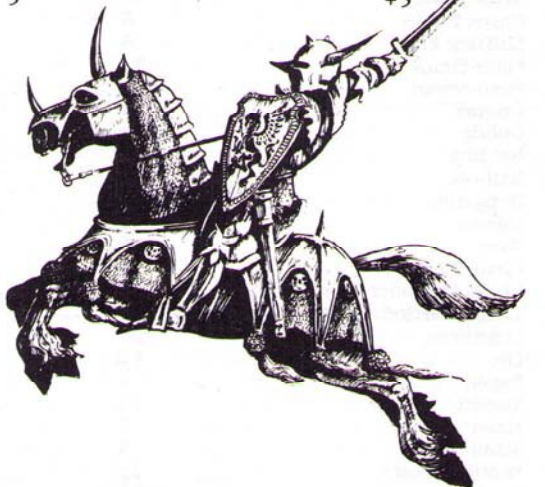
Ghost	50
Spectre	200
Wight	100
Wraith	150

Creatures

Bear	20
Boar	6
Cold One	22
Cold One Warhound	8
Dire Wolf	70
Dragon	250
Eagle	75
Giant Bat	2
Giant Frog	7
Giant Leech	6
Giant Rat	2
Giant Snail	7
Giant Spider	45
Giant Wolf	8
Hobhound	10
Horse	3
Mammoth	300
Swarm	250
Warhorse	6
Warhound	4
Warboar	16

Elites

1	+1
2	+2
3	+3
4	+4
5	+5



Creatures of Chaos

Chaos Hound	23
Chaos Steed	32
Chimera	250
Cockatrice	150
Gorgon	110
Griffon	200
Harpy	15
Hippogriff	200
Hydra	200
Jabberwock	200
Manticore	200
Wyvern	180

Demons

Demonic Familiar	35
Demonic Servant	-
Greater Demon	750
Lesser Demon	35

Elementals

Elemental	1000
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WEAPONS

The basic points value of each creature includes a hand weapon of some kind - a club, sword, mace, etc., where appropriate. If a model has several hand weapons - additional knives, daggers, and so on - these are usually ignored and no points are paid; they simply contribute to the appearance of the model and play no part in the game. Points are paid only for weapons the unit is assumed to be carrying - not other or additional weapons included only for decorative purposes. If a player wishes, and if the **Warhammer Armies** book permits it, members of a unit may be equipped with two (or more) hand arms, in which case the additional weapon/s are paid for at the cost indicated.

Additional weapons cost points. **Warhammer Armies** provide players with options to equip units with various weapons, the points values of which are indicated in the lists. The basic values are given below, and can be used to work out any combination of weapons for your troops.

Weapon

Basic hand weapon - sword, axe, club, mace etc	Free
Additional hand weapon	1
Dagger (assumed not carried unless paid for)	1
Double handed axe, sword, club or mace	2
Flail	1
Halberd	2
Lance	2
Net	2
Pike	1
Spear	1

Points per model

Missile Weapons

Blowpipe	1
Bow	2
Crossbow	3
Darts	1
Javelin	1
Long bow	3
Repeating crossbow	4
Short bow	1
Sling	1
Throwing axe	1
Throwing knife	1
Throwing spear	1

Points per model

Gunpowder Weapons

Arquebus	3
Blunderbuss	2
Grenades	2
Grenades - Torinoko type	1
Pistol	2

Points per model



ARMOUR

Just as units are assumed to carry identical weaponry, they are also assumed to be wearing identical armour. So all the models in a unit will have the same *saving throw*, the same encumbrance modifier, and the same points value. As with weaponry, it doesn't matter if the models actually have a variety of armour or shields, it is assumed they all have the same.

Armour	Points per model
Shield	1
Light armour	2
Heavy armour	3
Barding for a <i>riding animal</i>	4

Modifying Weapon And Armour Values

Creatures with a basic points value of between 5 and 10 may have additional weapons or armour at the standard price. Creatures with a basic points value of less than 5 may buy additional weapons and armour at half cost. Creatures with a basic points value of more than 10 must pay more for their weapons and armour. Character models (discussed later) also pay additional points, but these use a different modifier as explained later. The table below summarises the multiplier for ordinary creatures:

Basic cost	Multiplier
Less than 5	x½
5 to 10	basic
10-20	x2
21-30	x3
31-40	x4
41-50	x5
51-60	x6
61-70	x7
71-80	x8
81-90	x9
91-100	x10
For each additional 10 points	+1 to multiplier

RIDING ANIMALS

The value of a model mounted on a *riding animal* is **double** that of the rider **including armour and equipment**. The value of barding is added to the basic cost of the rider and is doubled like the value of all other equipment. A human knight with heavy armour, lance, shield and barding costs $5+3+2+1+4 = 15$ points **doubled** to 30 points. The same knight without the barding would cost $5+3+2+1 = 11$ points **doubled** to 22.

If a *riding animal* has its own attacks, or contributes additional attacks in any way, **half** the creature's value is added to the total. Odd fractions are rounded up to the nearest point. We only add half the value of the creature because a rider and mount is not quite so useful as two models. If the riding animal has no attacks, its point value is ignored.

For example, in the case of a warhorse, its points value is 6, adding 3 to the total. A human knight equipped as above riding a barded warhorse would therefore cost $30+3$ points or 33 points. A Goblin armed with a bow, wearing light armour, carrying a shield and riding a giant wolf would cost $2\frac{1}{2}+1+1+\frac{1}{2} = 5$ points doubled to 10 and $+3\frac{1}{2}$ from the Wolf equals $13\frac{1}{2}$ rounded up to 14 points. Remember that the value of all weapons and equipment is halved for Goblins because their basic points value is below 5.

Riding Other Creatures

Riding animals are essentially horses and horse-like creatures. Wolves may be *riding animals*, as may donkeys, ponies, etc. The *Bestiary* defines which creatures are *riding animals*. Some creatures may be ridden, but are not actually defined as *riding animals*. This is usually because they are so large or fearsome that they are more than simply transport, and are probably more powerful than the creature that rides them. If a creature other than a *riding animal* is being used as a mount, the value of the entire model is equal to the points value of the mount,

plus that of the rider/s. For example, the points value of a Mammoth is 300. If the creature has a crew of 5 men each costing 8 points, the total is $300 + 40$ or 340.

MAGIC WEAPONS AND ARMOUR

The value of magic weapons, armour and other magic is costed separately. It is not included as part of the model's standard weaponry or armour and no multipliers affect it. Similarly it does not add to the value of a *riding animal*.

MUSICIANS AND STANDARD BEARERS

Musicians and standard bearer models cost extra points. Unit leaders do not cost extra points unless they are *character models* as described later. The value of musicians and standard bearers is **double** that of the rank-and-file trooper. For example, a unit of humans with a points value of 7 each may add a standard bearer for an additional 14 points.

WEAPONS

We have already seen how missile weapons have different ranges and effects. We have also made note of the fact that different close combat weapons might also have their own unique capabilities, although so far we haven't discussed this in any detail. In this chapter we look at missile and close combat weapons in detail, providing special rules for each, and suggesting appropriate tactics.

The weapons discussed are fantasy weapons. Many have no historical parallels, but most are based on genuine historical weaponry. Rules for each weapon are based upon effects and restrictions associated with its historical equivalent. Although certain weapons require specific tactics, or have specific limitations, players should avoid placing too much store by weaponry alone. The Warhammer world is a fantastic place containing a number of large, mean and powerful creatures. If a psychotic, battle-crazed giant decides to hit you with his club it doesn't matter in the slightest whether you have a dagger, a spear, a double-handed axe or whatever - the result is going to be the same (and very unpleasant as far as you're concerned!). Similarly, a crack unit of warriors will usually trounce a unit of rabble irrespective of what weapons are carried - training and proficiency with weapons are more important than the weapons themselves. In fact, an impromptu city militia armed with halberds are likely to pose a greater threat to them: *lives* than to the enemy!

UNITS WITH MIXED WEAPONRY

Many players prefer to assemble a force in which every model is different, which means every model is differently armed and armoured of course! This is acceptable - it is simply assumed that every model has an average amount of armour and carries the weapon most commonly represented. The player must make this clear to the GM before the game. Normally, such a unit will be designated as carrying hand weapons because these are the most common type. A unit may be assumed to carry other weapons if more than half its members are equipped with them. Casualties incurred during the game make no difference, so a unit of spearmen is still a unit of spearmen even if the only models left are armed otherwise. Sensible players will, of course, remove inappropriately armed models first. In the case of missile weapons it is assumed that every model carries the weapon, but in fact it is not essential that every single model does so, although at least half should, and preferably more. Leaders, standard bearers and musicians are assumed to be armed as the rank and file irrespective of their actual armament.

UNITS WITH SEVERAL WEAPONS

All missile troops carry at least two weapons (e.g. a bow and a hand weapon). Other troops may also carry two weapons if they wish, such as a spear and a hand weapon. As a hand weapon is costed in with the points values of all troops, models with spears, double-handed axes etc., will normally be carrying two weapons. There is no reason why troops shouldn't carry a variety of weapons, such as a spear, a bow and a javelin, as long as the extra points are paid. The only restriction



WEAPONS

normally placed is that no model may carry more than a single close-combat pole-arm. So two spears is not a possible combination (although a spear and a throwing spear is permissible), and it is not possible to have two or more pikes. No matter how many missile weapons are carried, a model may only use one during its *shooting phase*. Similarly, no matter how many close-combat weapons are carried, a model may only fight with one during an engagement (except as noted later). Once in hand-to-hand combat, a unit must persevere with the weapon already in hand.

Fighting With Two Weapons

In the normal course of events models only fight with a single weapon - who but a madman would want to forego a shield in favour of another sword or axe? Well... historically some warriors did actually do just this! Our fantasy warriors include a fair proportion of loonies willing to fight in this way, so we shall have to make allowance for them. If a unit intends to use two weapons these must be hand weapons (any two of axe, club, sword, mace etc.). At least half of the models in the unit must carry a weapon in either hand. All of the models must pay extra points for the additional weapon.

In combat the unit may attack as normal with each weapon carried - where models have a single attack this means they now have two. However, it is difficult to use two weapons at once, so right-handed attacks suffer a -1 'to hit' penalty, and left-handed attacks suffer a -2 'to hit' penalty. A unit equipped in this way always has the option of fighting with just one weapon if the player wishes, in which case the additional attack is ignored and the above penalties do not apply.

WEAPONS USED ON FOOT

HAND WEAPONS

Basic Points Cost: Free or, 1 if an additional weapon

All weapons designed for use in one hand, and no more than three and a half feet long, are referred to as hand weapons. This includes swords, axes, clubs, maces, hammers and picks. A unit may carry an assortment of these weapons, some members carrying swords, others axes, and so on. In combat the difference between these weapons is slight (assuming the combatants are equally matched) so no differentiation is made between them. In reality the difference between different sorts of weapons matters less than the quality of the weapon, as anyone who has ever tried to fight with a poorly balanced sword made from second rate metal will tell you!

IMPROVISED WEAPONS

Basic Points Cost: Free

This is a broad class of weaponry covering implements not specifically designed for war. Such weapons are rare on the battlefield - bottles, chair legs and earthenware jugs. Occasionally a group of peasants might take to the field equipped with agricultural or industrial tools, such as hammers, shovels, pitchforks, hedging-hooks and the like. Note that a weapon normally carried in two hands counts as improvised when used one-handed. All improvised weapons are subject to the following rules:

1. Improvised weapons are badly balanced and awkward - therefore all blows struck are at -1 'to hit'.
2. Improvised weapons are not designed to penetrate armour - so any armoured enemy may +1 to its *saving throw*.

DAGGERS

Basic Points Cost: 1

As with improvised weapons, few troops would carry only knives or daggers onto the battlefield. Bar brawls and petty squabbles would be more likely to see daggers in use than would pitched battles. The following rules apply:

1. Daggers are fast, handy weapons - therefore any model using one may add +1 to its *initiative*.
2. Daggers are rather small and unlikely to cause serious damage - therefore the attacker's *strength* is reduced by 1.
3. Daggers can be easily turned by armour - therefore any armoured enemy may add +1 to its *saving throw*.



DOUBLE-HANDED WEAPONS

Basic Points Cost: 2

This category of weapons includes all heavy cutting or crushing weapons designed to be wielded with both hands. Such weapons include two-handed axes, clubs, flails, hammers, maces, picks and swords.

1. Double-handed weapons are cumbersome to use, and troops employing them need both hands, making it impossible to use a shield.
2. Double-handed weapons are slow and cumbersome, therefore any models using one suffer a -1 *initiative* modifier.
3. Double-handed weapons are heavy and consequently deliver a powerful blow therefore any model using one may add +1 to its *strength*.
4. Double-handed weapons are capable of cutting or smashing straight through armour, therefore any model damaged by the weapon must deduct -1 from its *saving throw*.
5. A double-handed weapon is treated as improvised if used one-handed.

FLAILS

Basic Points Cost: 1

This category includes all weapons used in one hand which employ a length of weighted chain. A morning star is an example of this sort of weapon. Flails are extremely dangerous, not least to their users! They must be swung to gain impetus so that their weighted ends crash down with a whip-like effect. A good warrior knows that to keep his enemy at bay, the flail must be swung in arcs around the head. Once a flail has been brought to a halt its user is vulnerable to attack.

1. Flails are very difficult weapons to master, therefore a warrior must have a WS of at least 3 to use a flail. If the WS is lower the weapon counts as improvised.
2. Flails are powerful impact weapons and deliver a considerable blow, therefore any model using one may add +1 to its *strength*.
3. Flails are tiring to use, and once impetus has been lost the user is at a disadvantage. Therefore, if flail users are pushed-back in combat they suffer a -1 *initiative* modifier for the following round.
4. A unit equipped with flails is unable to charge at full speed because of the unbalancing effect of the swinging weapon. The unit may charge, but only at its normal move rate. The same applies to pursuit. If the unit routs and is pursued, flails must be abandoned so that routers can move at the usual double rate. If routers are not pursued, they may retain their weapons and will move at the slower rate.

HALBERDS

Basic Points Cost: 2

Halberds are pole-arms up to 8 feet in length. They are similar to spears, having a long spear point, but they also have a broad axe head. Halberds are useful for fending off cavalry and for delivering killing blows to enemy troops.

1. Halberds require two hands to be used effectively, making it impossible for a model to use a shield.
2. Halberds are especially useful at keeping mounted troops at bay, providing the formation holds its ground. A unit equipped with halberds may add +1 to its *initiative* during any combat round fought against mounted opponents, providing the halberd unit has not been pushed-back in the current engagement.
3. Halberds can also be used to fend off troops attacking from the air, therefore a model equipped with a halberd may +1 to its *initiative* when thrusting at an aerial opponent.
4. Halberds are heavy and consequently deliver a powerful blow, therefore any model using one may add +1 to its *strength*.

NETS

Basic Points Cost: 2

A net is an unusual weapon and not one commonly carried into battle. It may be made from heavy cord or even chainmail. A net is held in one hand and used to defend and also deflect enemy attacks.



1. Nets are useful for warding off enemy attacks. A model using a net has its armour *saving throw* increased by one point, in the same way as if it were using a shield.
2. Nets are also used to partially entangle and distract the opponent. Anyone attacking a net armed model must subtract -1 from their 'to hit' rolls.
3. No model may employ both a net and a shield at the same time.

PIKES

Basic Points Cost: 1

Pikes are long pole-arms, similar to spears but much longer. Pikes can be from 12 to 24 feet long, but most average between 16 and 18 feet including their points. Carrying a pole of this length and weight isn't easy, and requires considerable practice and skill. Troops equipped with pikes will find it arduous to cross *difficult ground*, especially areas of woodland, where the overhanging branches become entangled in the pikes! Similarly, obstacles are more difficult to cross because troops will be hindered by their over-long weapons. The following rules apply:

1. Pike armed troops may not employ shields as they need both hands to use their pikes.
2. A pike armed unit may never make more than one manoeuvre during its *movement* or *reserve phase*. Therefore the most manoeuvres allowed in one turn is two. The unit must make a successful 2D6 test against *Ld* if attempting a manoeuvre within *difficult terrain*. The unit may make no manoeuvres in *very difficult terrain* or a wood.
3. A pike armed unit requires 1 whole *movement phase* for a single rank to get over an obstacle. A unit in four ranks will require four *movement phases* to cross. As *reserve movement* is not possible to a unit divided by an obstacle, this means only 1 rank will be able to cross per turn. Pike armed troops in single file are still subject to this restriction.
4. Pikes give their users a chance to strike before their enemy - therefore any model armed with a pike may add +3 to its *initiative* providing the pike unit has not been pushed-back in the current engagement.
5. The extreme length of the pike is especially useful against a mounted opponent, therefore any model armed with a pike may add a further +3 to its *initiative* when fighting cavalry, providing the pike unit has not been pushed-back in the current engagement. This means a unit fighting cavalry has a total *initiative* modifier of +6.
6. As with spears, pikes enable troops in a second rank to strike against the enemy. In exactly the same way as spears, every second model in the second rank fights - so in a rank of 4 or 5 models, 2 will fight. Because pikes are longer than spears the third and fourth ranks may also fight. Every third model in the third rank, and every fourth model in the fourth rank may also fight. For

example, in a unit of pikemen with a frontage of 6, 6 models fight from the first rank, 3 from the second rank, 2 from the third rank and 1 from the fourth rank - a total of 12.

7. Pikes can also be used to fend off troops attacking from the air, therefore a model equipped with a pike may add +1 to its *initiative* when fighting an aerial opponent.
8. A unit of pikemen which is pushed-back at the end of the combat round becomes tangled and confused, therefore any unit of pikemen which is pushed-back loses all of the *initiative* bonuses described above, and fights only in a single rank for the remainder of that combat engagement.
9. Pikemen may not enter houses or other buildings.

SPEARS

Basic Points Cost: 1

Spears are fairly common weapons comprising of a spear head mounted onto a shaft between four and twelve feet long. Spears were popular amongst historical armies because they were far cheaper and easier to produce than swords, while being equally effective in most situations. Even a broken spear makes quite a handy club! Spears are useful for fending off enemy cavalry, as horses will automatically swerve away from a hedge of spear points. The following special rules apply:

1. Spear armed models may employ shields.
2. Spears are long weapons, giving their users a chance to strike first, therefore a model using a spear may add +1 to its *initiative* during the first round of any combat engagement.
3. Spears are especially useful at keeping mounted troops at bay, providing the formation holds its ground. A unit equipped with spears may add +2 to its *initiative* during any combat round fought against mounted opponents, providing the spear unit has not been pushed-back in the current engagement. During the first round of an engagement against mounted troops, spearmen therefore gain a +3 *initiative*.
4. Spears are long enough to allow models in a second rank to stab at the enemy. Therefore a second rank of troops immediately behind the fighting rank may also fight. Some models will be unable to make their attack because their view or reach will be blocked. To represent this, only every second model in the second rank is allowed to fight. For example, in a second rank of 8 or 9 models only 4 may fight, in a rank of 4 or 5 models 2 may fight. Only a model directly behind a model actually engaged is eligible to fight in this way.
5. Spears can also be used to fend off troops attacking from the air, therefore a model equipped with a spear may add +1 to its *initiative* when fighting an aerial opponent.

WEAPONS USED BY MOUNTED TROOPS

HAND WEAPONS

Basic Points Cost: Free, or 1 if an additional weapon

Hand weapons carried by foot troops may also be carried by mounted troops and encompass exactly the same range of axes, swords, maces etc. Mounted troops have the advantage of height and leverage afforded by their mounted position.

1. Mounted troops have a definite edge over foot troops due to their greater height and mobility. Therefore, a mounted model armed with a hand weapon may add +1 to its 'to hit' roll against foot troops under 10 feet tall. This bonus does not apply if the mounted unit was pushed-back in the previous combat round.

IMPROVISED WEAPONS

Basic Points Cost: Free

Improvised weapons carried by foot troops may also be carried by mounted troops. In addition all double-handed weapons, pikes and halberds count as improvised when used mounted.

1. Improvised weapons are badly balanced and awkward, therefore all blows are struck at -1 'to hit'.
2. Improvised weapons are not designed to penetrate armour therefore any armoured enemy may add +1 to its *saving throw*.

DAGGERS

Basic Points Cost: 1

Daggers are even less likely to be carried into battle by mounted troops than by those on foot. They are included for any player who wishes to use them.

1. Daggers are handy weapons, therefore any model using one may add +1 to its *initiative* during the combat round.
2. Daggers are small and cause relatively little damage, therefore the attacker's *strength* is reduced by 1.
3. Daggers are easily turned by armour, therefore any armoured enemy may add +1 to its *saving throw*.

FLAILS

Basic Points Cost: 2

Flails may be carried by mounted troops as well as by those on foot. To use them effectively they must be swung from the side, which is very tricky once a combat has become involved. They do not therefore make ideal cavalry weapons, although the advantage of leverage afforded by height does make any hit fairly potent.

1. Flails are difficult to master at the best of times. When riding a horse and galloping into combat they are even more difficult to use, therefore a model must have a *WS* of at least 4 to use a flail when mounted. If a warrior's *WS* is less than 4, the weapon counts as improvised.
2. Flails are powerful impact weapons and deliver a considerable blow, therefore any model using one may add +1 to its *strength*.
3. Flails are extremely difficult to use from a mounted position and especially once combat has closed. Therefore any model using one suffers a -1 *initiative* modifier in the second and subsequent rounds of an engagement.



LANCES

Basic Points Cost: 2

The lance is a long spear used under-arm or couched during a charge. The weapon is only used during the first combat round of any engagement, as the rider charges against his enemy. Subsequently, troops armed with lances are considered to be equipped with hand weapons, most dropping their unwieldy lances and drawing swords, the remainder using the butts of their lances as clubs or maces.

1. A lance is a long weapon and its user will be travelling very fast at the moment of impact, therefore, a lance armed warrior may add +2 to his *initiative*.



2. A lance tip travelling fast and accurately can inflict considerable damage, therefore, a lancer may add +2 to his *strength*.
3. A lance tip is capable of penetrating most armour due to its velocity and fine point. Therefore, any model taking damage from a charging lancer suffers a *saving throw* modifier of -1.
4. A lance is used only in the first round of a combat engagement. In a second or subsequent round lancers count as equipped with hand weapons. If the lancers engage a fresh enemy another engagement has started - they may count their lances again for the first round.

SPEARS

Basic Points Cost: 1

The spear makes a fine weapon for a mounted warrior, enabling him to thrust and stab at his foes from a position of relative safety.

1. A spear carried by a mounted warrior is a handy weapon that can be used to stab to either side. It also has the advantage of length. Therefore, mounted warrior equipped with a spear may add +1 to his *initiative* during the first round of a combat engagement.
2. The spear affords an advantage over foot troops when used from a mount, therefore, a model equipped with a spear may add +1 to its 'to hit' roll against foot troops under 10' tall. This bonus does not apply if the mounted troops were pushed-back in the previous combat round. A charging spearman will normally have a +2 'to hit' bonus: +1 from the charge as normal, and +1 from the spear.
3. A correctly aimed spear point propelled by a speeding mount can deal out considerable damage. Therefore, a mounted model with a spear may add +1 to its *strength* if charging into close combat that turn.

MISSILE WEAPONS

Missile weapons have already been discussed to some extent in the *Shooting* section. This section provides a summary of each weapon's abilities, and provides special rules where applicable.

BOW

Basic Points Cost: 2

The bow is an ancient and effective weapon used by almost all the races of the Warhammer world. Bows are constructed in various ways, many combining different sorts of wood, sinew or horn to give the bow more spring and consequently more power.

Weapon	Range	Strength	Save modifier
Bow	24"	3	none

SHORT BOW

Basic Points Cost: 1

The short bow is a simple wooden bow made from a single length of

wood. It is easy to make, but far less powerful than the more sophisticated bow and has a shorter range.

Weapon	Range	Strength	Save modifier
Short bow	16"	3	none

LONG BOW

Basic Points Cost: 3

The long bow is a stout wooden bow made from yew. The Wood Elves make their bows from the wood of the lornalim tree. In both cases the bow is cut from the section of the trunk where the heart wood and sap wood meet - producing a bow of great power and long range. The traditional long bow used by the men of the Old World is indeed a mighty weapon, with an unstrung length of five or six feet. The elven bow is not as long, but is considered in the same class as the long bow because of its superior material construction. Because of its amazing penetrating power, any target hit at half range or less suffers a -1 *saving throw* modifier.

Weapon	Range	Strength	Save modifier
Long bow	30"	3	-1 at targets up to half range

CROSSBOW

Basic Points Cost: 3

The crossbow is a highly accurate, long-ranged and powerful weapon. A peasant or mercenary armed with a crossbow can fell a fully armoured knight from a great distance. Crossbows are extremely unpopular with knights! Crossbows fire a short bolt or quarrel. The force needed to pull back the bow string of a crossbow is considerable, and crossbows are often fitted with a foot stirrup or winch to facilitate loading. All crossbows take quite a long time to load, cannot be loaded while moving, and consequently have a very low rate of fire.

Weapon	Range	Strength	Save modifier
Crossbow	30"	4	-1 at targets up to half range

1. Troops carrying crossbows may not move and fire their weapon during the same turn. A unit moving in the *movement phase* or *reserve phase* may not fire in the *shooting phase*. A unit making any *manoeuvre* is considered to be moving, even though it may actually remain stationary. A unit making a turn or changing frontage may not therefore fire.
2. If a unit of crossbows is charged it may only stand and fire if it did not move or fire during its previous turn.
3. To take into account the crossbow's high penetration, any target struck at half range or less suffers a -1 *saving throw* modifier.

REPEATING CROSSBOW

Basic Points Cost: 4

The repeating crossbow is a small, low-powered crossbow. It incorporates a box-like magazine which contains a number of light, flightless bolts. This fits on top of the bow, just in front of the bow string, and is mounted so that it slides forwards and backwards as the string is released. Inside the bow, quarrels are stacked vertically, the bottom one in line with a hole at the front. As the crossbow is fired the whole box shoots forwards until restrained by a wooden stop. A single quarrel is released and the weapon is ready to be re-cocked by pulling back the wooden magazine. Although it has a very rapid rate of fire, the repeating crossbow is not very powerful. Its missiles are light - weight and flightless, which tends to mitigate against accuracy and penetration, giving it a -1 'to hit' penalty.

Weapon	Range	Strength	Save modifier
Repeating crossbow	16"	3	none

1. A repeating crossbow may be fired twice during the *shooting phase* with a penalty of -1 'to hit'. Each shot is rolled separately 'to hit' and for damage.

THROWING SPEAR AND AXE

Basic Points Cost: 1

A spear or axe may be designed for throwing or for hand-to-hand fighting. Spears or axes designed for throwing may be used in hand-to-

MISSILE WEAPONS

hand combat, but are counted as improvised weapons. Throwing weapons are specially balanced to fly true, spears often incorporating leather thongs which spin round in flight to stabilise the throw. Because these weapons are heavy compared to arrows or quarrels, any model hit suffers a -1 *saving throw* modifier.

Weapon	Range	Strength	Save modifier
Throwing axe/spear	4"	As shooter	-1

Throwing weapons do not use the ordinary *stand and fire* rules as they are judged to have too short a range to be fully effective in this way.

1. These weapons may be thrown as a unit of infantry enters hand-to-hand combat. This supersedes the normal stand and fire rule. If a foot unit equipped with throwing weapons enters hand-to-hand combat, whether by charging or because it is itself charged, the front rank may throw its weapons immediately before contact. Casualties are resolved immediately before contact (out of the normal turn sequence). Any damage inflicted is considered to have been caused as part of the close combat round, and is taken into account when determining which side has won.
2. All missile 'to hit' rolls are made with a further -1 modifier, simulating the haste with which the missiles are thrown. This means that a unit using throwing weapons before contact is subject to at least a -2 modifier (the other -1 comes either from *moving and firing* if charging, or *firing while being charged*).
3. Thrown weapons do not suffer the -1 'to hit' penalty for being thrown at over half range.
4. As not all missiles are thrown, and because we assume some can be recovered, models remain equipped with throwing weapons throughout the battle; there is no need to record models which have thrown their weapons.

THROWING DART AND KNIFE Basic Points Cost: 1

These weapons are lighter than spears or axes, and have a longer range. Darts are very much like gaming darts, although larger. Other light throwing weapons, such as kung-fu stars and war-quoits, also come into this class.

Weapon	Range	Strength	Save modifier
Throwing dart/knife	6"	As shooter	none

Throwing darts and weapons follow the same rules as throwing spears and axes (see above).

JAVELIN Basic Points Cost: 1

The javelin is smaller and lighter, but is otherwise similar to a throwing spear. It has a longer range, but is less hard-hitting than the heavier weapon.

Weapon	Range	Strength	Save modifier
Javelin	8"	As shooter	none

Javelins follow the same rules as throwing spears and axes (see above).

SLING Basic Points Cost: 1

The sling is an ancient and effective weapon made simply from a strip of leather or cloth. One end of the sling is tied around the slinger's wrist or palm, whilst the other is gripped in the hand. A suitable missile, such as a stone or lead shot, is placed in the sling and is whirled around and around until a sufficient velocity is achieved, then the sling is released, hurling the missile towards its target. Slings are deadly weapons in the hands of experienced users. Unlike a bowman or crossbowman, a slinger can deliberately speed up his rate of fire by spending only a few moments whirling the sling.

Weapon	Range	Strength	Save modifier
Sling	18"	3	none

1. If a unit remains stationary during the entire turn it may increase

its rate of fire, allowing two shots per turn. Shots fired at this increased rate have less velocity and do not travel as far, and so may only be targeted against enemies at a range of 9" or less.

2. A sling unit which is charged may only *stand and fire* once, irrespective of the range. Any movement or manoeuvre in the *movement* or *reserve phase* counts as moving and prevents the unit from firing twice.

BLOWPIPE Basic Points Cost: 1

The blowpipe is not a common weapon in the Old World, although it sees daily use amongst the primitive tribes of equatorial regions such as northern Lustria.

Weapon	Range	Strength	Save modifier
Blowpipe	12"	D6	none

1. All blowpipes are assumed to use poisoned ammunition. All hits are resolved with a *strength* of D6 to represent the very special and deadly poison employed by such people as the Pygmies of Lustria. Although this introduces a further dice roll, the blowpipe is not a common weapon, so the inconvenience is slight. If the GM considers this dice rolling too much trouble, he can ask the player to roll a single D6, the score standing for the *strength* of all hits that turn.

IMPROVISED WEAPONS Basic Points Cost: Free

The battlefield is not really the place to start throwing crockery, furniture, bricks or small furry mammals. However, the GM might like to bear in mind that any object which can be picked up can also be thrown, irrespective of what it is. Normally, models are not allowed to throw improvised weapons on the battlefield, but in small skirmishes, bar-room brawls and other 'fun' games anything goes!

Weapon	Range	Strength	Save modifier
Improvised	3"	As shooter	+1

GUNPOWDER WEAPONS

Gunpowder weapons are a recent development in the Old World, although siege cannons have been known for almost two hundred years.

ARQUEBUS Basic Points Cost: 3

The arquebus, or handgun, is a simple metal tube closed at one end and provided with a small touch-hole. The charge of coarse black powder is rammed down the barrel, followed by a lead shot and piece of wadding to keep it in place. The weapon can be aimed by holding the simple wooden stock against the shoulder or chest and aligning the barrel with the target. It is not an accurate firearm, not least because only maniacs would want to get their eyes too close to the touch-hole when the charge ignites. Most hand guns are fired using a length of slow burning match which is applied to the touch-hole. More sophisticated weapons use a lock mechanism or even a sparking flint to ignite the charge.

Exotic weapons such as this are likely to be found in the hands of the nobility, or wealthy officers. An ordinary infantryman's gun would be crude in the extreme. Misfires are common, and burst barrels are an accepted hazard.

Weapon	Range	Strength	Save modifier
Arquebus	24"	4	-1 at 12" or less -2 at 6" or less

1. The arquebus is a very clumsy weapon; it is slow to load and slow to fire. To represent the labourious rate of discharge, a unit of arquebusiers may not move and fire in the same turn, either in the *movement* or *reserve phase*. A unit making any *manoeuvre* is considered to be moving, even though it may actually remain stationary. A unit making a turn or changing frontage may therefore not fire.
2. If a unit of arquebusiers fires, it may not fire in its following turn,

regardless of whether it intends to move or not.

- If the unit is charged it may only stand and fire if it neither moved nor fired during its previous turn. If only a portion of a unit fires the restriction applies to the whole unit.
- To take into account its high penetration at short range, any target struck at 6-12" suffers a -1 *saving throw* modifier, any target struck at 0-6" suffers a -2 *saving throw* modifier.
- To represent the chance of a misfire occurring, any 'to hit' dice roll of a 1 indicates the gun has misfired. Resolve any misfires as S4 hits against the firing unit with normal *saving throws* against damage.

BLUNDERBUSS

Basic Points Cost: 2

The blunderbuss is a short-barrelled, black-powder weapon with a flared end. It is carried mostly by coachmen, since its exaggerated bore is supposed to make it look threatening and so discourage highwaymen and bandits. It is not often carried by regular troops, but Dwarf tunnel fighters sometimes employ them underground where their handy size makes them more practical than a longer-barrelled firearm.

Weapon	Range	Strength	Save modifier
Blunderbuss	0-8"	3	0-8" -2
	8-16"	1	8-16" none

Like the arquebus, the blunderbuss is time-consuming to load and arduous to fire.

- A unit of troops equipped with blunderbusses may not move and fire in the same turn, either in the *movement* or *reserve phase*. A unit making any *manoeuvre* is considered to be moving, even though it may actually remain stationary. A unit making a turn or changing frontage may not therefore fire.
- If a unit fires, it may not fire in its following turn, regardless of whether it intends to move or not.
- If the unit is charged it may only stand and fire if it neither moved nor fired during its previous turn. If only a portion of a unit fires the restriction applies to the whole unit.
- To take into account its high penetration at short range, any target struck at up to 8" suffers a -2 *saving throw* modifier.
- Because of the weapon's short flared barrel, its velocity is very low, and its penetrating power falls off very quickly. Any shot over 8" range has a *strength* of only 1 and no *armour saving throw* modifier.
- To represent the chance of a misfire occurring, any 'to hit' dice roll of a 1 indicates the gun has misfired. Resolve misfires as S4 hits against the firing unit with normal *saving throws* against damage.

PISTOLS

Basic Points Cost: 2

Pistols are smaller and more intricately constructed gunpowder weapons than are ordinary hand-guns. They are also much rarer, seeing very little battlefield use in any army. The Samurai of Nippon sometimes use them, and some Old World nobles or adventurers may choose to carry pistols into battle. Pistols utilise black powder in the same way as do arquebuses, firing a small lead shot. The range of a pistol is not very great, but they are far handier than the arquebus and considerably more reliable. Although described under missile weapons, a pistol may be used as both a missile weapon and a hand-to-hand weapon.

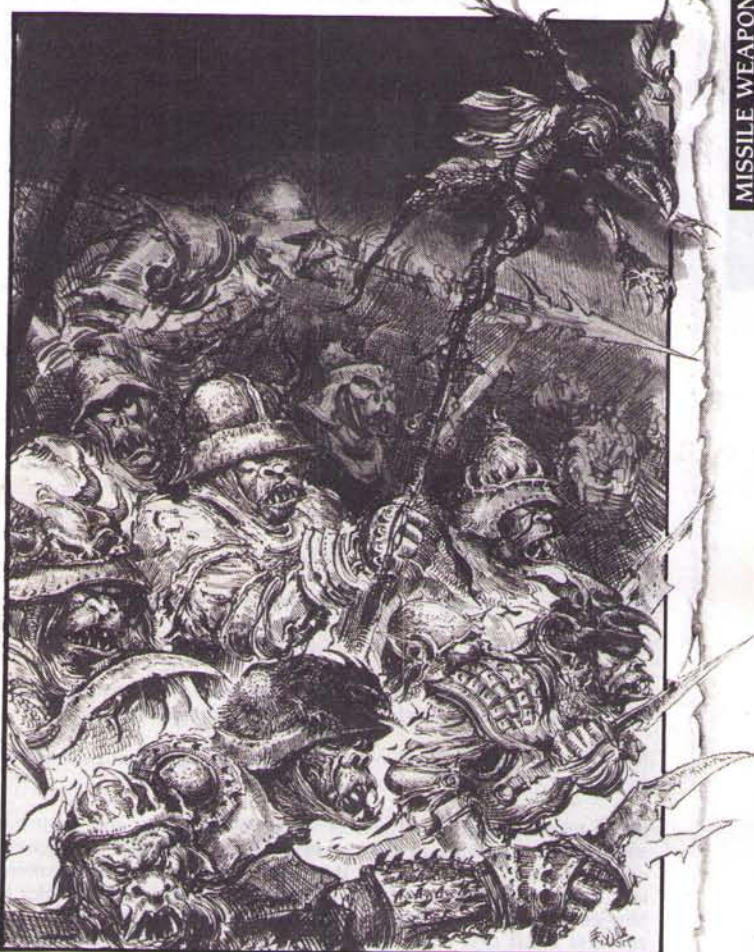
Weapon	Range	Strength	Save modifier
Pistol	6"	4	-1 -2 in hand-to-hand combat

- Pistols must be carefully loaded before they can be fired, but they are not as slow firing as the longer and more cumbersome arquebus. A model equipped with a pistol may move and fire in the same turn, unlike an arquebus. However, if pistoliers fire their weapon they may not fire in the following turn.

- If a unit of pistoliers is charged it may *stand and fire*, so long as it did not move during its previous turn. If only a portion of a unit has fired, the restriction applies to the whole unit.
- To take into account its high penetration, any target struck suffers a -1 *saving throw* modifier.
- A model equipped with a pistol may also use it in hand-to-hand combat, assuming it did not fire in the previous turn or before the enemy engaged. It does not matter if the model has moved this turn, as it is assumed that the model has already loaded in preparation for combat.

i. A pistol is normally used as a second weapon (e.g. the model is armed with sword and pistol), in which case the pistol confers an additional attack with a further -1 'to hit' modifier.

ii. The normal modifiers for using two weapons do not apply, as it is assumed that the pistol is fired immediately before blows are struck.



iii. Close-combat pistol attacks use the attacker's *WS*, not his *BS*.

iv. If a successful hit is scored, the target is struck by the pistol shot and damage is worked out as normal.

v. Because of the closeness of the shot any model struck suffers a -2 *armour saving throw* modifier.

vi. Once a model has fired its pistol in hand-to-hand combat, the model may not fire again during that engagement. If a model has used its pistol it may be assumed to take up a shield in readiness for the following round.

GRENADES

Basic Points Cost: 2

Grenades, or hand-bombs, are made from small pots or metal spheres and filled with gunpowder. They are ignited by means of a simple fuse and are thrown by hand against enemy fortifications or troops. Grenades are not commonly seen on the battlefield, although the Dwarfs make considerable use of them in underground warfare.

MISSILE WEAPONS

Weapon	Range	Strength	Save modifier
Grenade	6"	3	-2

1. A model must remain stationary during its *movement phase* in order to throw a grenade - but may move normally during its *reserve phase*.
2. To throw a grenade the player takes a circular card area template 1" in diameter. The player selects the target point and places the template directly over it. The target point must lie within a 45° arc of fire and within the weapon's maximum range of 6". The target need not lie in the front rank of an enemy unit, but can be placed in a rear rank, representing the way in which a grenade can be 'lobbed' onto its target. Otherwise, normal targeting rules apply.
3. Once a target point has been selected and the template positioned, the player rolls a D20 to see if the grenade has landed on target. If the score is 13-19 the target is hit exactly. If the score is 1-12 the grenade has missed its target point, the shot deviating in the direction indicated by the dice roll relative to a clock face with 6 o'clock pointing directly back to the thrower. For example, a 9 deviates to the left, a 3 to the right and a 12 overshoots the target.

To find out where the grenade lands roll a D3 (half the score of a D6 rounding up). The result indicates the distance the grenade travels in inches. Reposition the template accordingly.

If the D20 score is a 20 the grenade has exploded prematurely; roll a D6-1 to find out how many inches it travels before it explodes. Reposition the template. Once the position of the template has been established work out casualties.

4. All models whose bases lie wholly or partially within the area of the template are hit once.

TORINOKO GRENADES

Basic Points Cost: 1

These are small grenades used by the Ninja assassins of Nippon. A torinoko grenade is made from an egg shell and is filled with explosives or a flash-powder. Another version is the firecracker, which confuses the enemy as it jumps explosively around its feet.

Weapon	Range	Strength	Save modifier
Torinoko	6"	Special	none

The torinoko grenade is thrown in the same way as a normal grenade and the normal rules apply. Its effects depend upon its type:

Explosive grenades carry only a light charge, and so have a *strength* of 2.

Flash grenades blind all models within the template area until the end of their following turn. Blinded models may not fight or do anything else, except that they may move, if they are members of a unit and there is at least 1 unblinded model to lead each blinded one. If a leader is blinded he is out of action until his sight is recovered, and profile bonuses are lost until this time. Models which attack blinded models automatically hit them.

Firecracker grenades bounce throughout the whole unit, reducing its combat effectiveness during the following hand-to-hand combat phase. This reduces the unit's *initiative* and *weapon skill* by -1 in the following close combat round.



CHARACTER MODELS

This section introduces those important elements of any fantasy novel, film or game - the heroes! For the sake of convenience we shall refer to any single model which acts independently as a *character model*, and this includes mighty warriors, kings, nobles, magicians, independently functioning demons and other powerful figures. *Character models* may be male or female, human or monsters, great or small. A *character model* is not necessarily better than those around but merely independent! A hero could be feeble, stupid, weak-minded, or otherwise unimpressive but still be a hero. Having said that, most heroes are tough, strong, and mean.

THE CHARACTER

Some characters are more powerful than others, but all bear at least some characteristics in common with their racial type. A Goblin warlord might be bigger, tougher (and probably uglier) than its fellows but is still a Goblin for all that. To create a *character model* it is therefore appropriate to take an ordinary human, Goblin or whatever, and modify its characteristics - adding to *strength* maybe, or beefing up *toughness*, and so on.

Special characters are an important aspect of the Warhammer game - an army supported by a number of powerful *character models* has a considerable advantage over a force composed of ordinary troops. It is therefore necessary for the GM to ensure each side has *character models* with comparable abilities, or at least has the opportunity of fielding characters with comparable abilities. Because we must find a way to ensure sides are fair and that no side has an imbalance of characters, *character models* are graded by how powerful they are. For example, one side might have two very powerful characters, while its opponent has four not-so-powerful characters, but the balance is fair.

Characters are graded in levels which go up in steps of 5. A *character model* is therefore of level 5, 10, 15, 20 or 25; the maximum level is 25. The greater the level, the better the *character model* is, but the more it costs in points. Each level represents the number of advances given to a character - a level 5 character has 5 advances and a level 25 character has 25 advances. These *advances* are explained later.

Points Values For Characters

If the basic value of a creature is 10 points or less, the points value of a *character model* is equal to the cost of a basic creature multiplied by the character's level, plus the value of the basic creature. A human, for example, is worth 5 points and a human level 5 character is worth 5x5(25) + 5 = 30. Where the result is 10 or more any fractions are always rounded up to the nearest whole number.

If the basic value of a creature is more than 10 points, the points value of a *character model* is always 10 x the level, plus the basic cost. So, for example, a level 15 Ogre costs 10x15(150) + 40 (the basic points value of an Ogre) = 190 points.

Where a basic creature has naturally high *Ld*, *Int*, *Cl* or *WP* values, it is likely that a bonus will take a characteristic above the maximum permitted score of 10. However, because the bonus is used separately, the full points value is still paid - a 10+3 character is a better leader than a 10+2, even though their characteristic value is the same.

Maximum Characters In A Force

For strict competition games, **Warhammer Armies** indicates the maximum number of *character models* allowed to each army and players are bound by this limitation. For friendly games this limitation can be relaxed if the players wish. If the game scenario has been worked out by the GM, the number of characters involved will have been determined by the GM.

Creating The Character

In strictly competitive games players must use the *standard characters* given for each level. Standard characters are those marked '1' below. In non-competitive or friendly games, players may randomly generate

a *character model* of the appropriate level using a D6 and the charts below. In their own campaigns, GMs are free to invent characters with levels which fall in between the categories given, but this is not permitted in competition. The charts show the modification made to the creature's profile to create a *character model*.

Level 5 Characters

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	0	+1	+1	+1	0	0	+1	+1	0	0	0	0
2	0	+2	0	+1	+1	+1	0	0	0	0	0	0
3	0	+2	0	+1	0	+2	0	0	0	0	0	0
4	0	+1	0	+1	0	+2	+1	0	0	0	0	0
5	0	+1	0	0	0	+2	+1	+1	0	0	0	0
6	0	+1	0	+1	0	+1	+1	+1	0	0	0	0

Level 10 Characters

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	0	+2	+1	+1	+1	+1	+1	+2	+1	0	0	0
2	0	+1	0	+1	+1	+1	+2	+2	+1	0	+1	0
3	0	+2	+1	+1	+1	+2	+1	+1	+1	0	0	0
4	0	+3	+0	+1	+1	+2	+1	+1	+1	0	0	0
5	0	+2	+0	+1	+1	+1	+2	+1	+1	0	+1	0
6	0	+2	+0	+1	+1	+1	+1	+1	+1	0	+2	0

Level 15 Characters

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	0	+2	+1	+1	+1	+2	+2	+2	+2	0	+1	+1
2	0	+3	+1	+1	+1	+1	+1	+1	+3	0	+2	+1
3	0	+3	0	+1	+1	+2	+3	+2	+1	0	+2	0
4	0	+3	+3	+1	+1	+1	+3	+1	+1	0	+1	0
5	0	+2	+2	+1	+1	+1	+3	+2	+2	0	+1	0
6	0	+3	0	+1	+1	+2	+1	+1	+2	0	+2	+2

Level 20 Characters

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	0	+3	+1	+1	+1	+3	+3	+3	+3	0	+1	+1
2	0	+3	+2	+1	+1	+2	+3	+3	+2	0	+3	0
3	0	+3	+3	+1	+1	+3	+3	+3	+2	0	+1	0
4	0	+3	+2	+1	+1	+3	+3	+3	+2	0	+2	0
5	0	+3	+3	+1	+1	+3	+3	+3	+1	0	+2	0
6	0	+3	+2	+1	+1	+3	+3	+3	+1	+1	+1	+1

Level 25 Characters

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
0	0	+3	+2	+1	+1	+3	+3	+3	+3	+2	+2	+2

A standard **Level human 5** character would have the following advances:

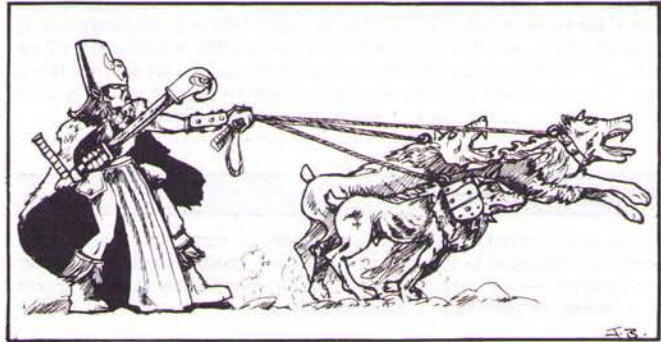
Basic Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	3	1	3	1	7	7	7	7

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
0	+1	+1	+1	0	0	+1	+1	0	0	0	0	0
+5 points	4	4	4	4	3	1	4	1	7	7	7	7

Upper Limits To Advances

Because a man, even an heroic one, is only human, it is not possible to advance any characteristic indefinitely. The toughest, strongest



barbarian is strong and tough in human terms, but still far weaker than a Dragon. Needless to say, this applies to all creatures. Players may not, therefore, increase a *character model's* characteristics beyond the maximum advances given below.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Basic	4	3	3	3	3	1	3	1	7	7	7	7
Advance	-	+3	+3	+1	+1	+3	+3	+3	+3	+3	+3	+3

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Total	4	6	6	4	4	4	6	4	10	10	10	10
									+3	+3	+3	+3

The maximum permitted characteristic scores for competition games are shown by the standard level 25 character. The maximum values given above add up to more than 25 because some combinations are not possible through random generation i.e. *BS*+3 and *Ld*+3. Although indicated as maximums on the chart, *Int* and *WP* cannot be generated as +3 on the charts. However, a *character model* with magical powers may be able to generate these values as explained in the *Magic Section*.

You will notice that as well as the modified total value for *Ld*, *Int*, *Cl* and *WP*, the modifier itself is shown. For example, the *Ld* value is given as 10+3. This is because the modifier is also the bonus applied to the characteristic of a unit led by the *character model*. For example, if the



CHARACTER MODELS

character model shown above were leading a unit of Goblins (*Ld*5) the unit's *Ld* value would be 5 + 3 = 8. In cases where a characteristic is naturally high, say 8 on the basic creature profile, a bonus of +2 or +3 will take the value to 10. However, the values are still written 10 + 2 and 10 + 3, because the bonus itself and not the actual value, is used to modify some dice tests - such as unit routs, rally etc.

Mounted Characters

The normal system for working out the points value for cavalry is not used for characters as this would make them prohibitively expensive. A *character model* would, if anything, be more likely to have access to a *riding animal* than a normal trooper.

Character models are allowed to buy mounts as indicated in *Warhammer Armies*.

Points For Mounting Character Models On Common Riding Animals

Horse	Warhorse	Wolf	Boar
3	6	7	6

If a character's mount has armour in the form of barding, this must be bought by the *character model*.

Character models are not normally obliged to ride a mount, but *champions* (see *Champions* later) must have a mount of the appropriate type if their unit is mounted. Unit champions must remain with their units at all times and will remain mounted throughout the battle (see later for a full description). Other *character models* may dismount instead of moving in their *movement phase*, and may remount in the same way. Horse and other mounts must be tethered to a specific terrain feature or given into the care of a specific unit. The *character model* must return to this point to remount. Aside from champions, which will always ride the creature common to the rest of the unit, mounted *character models* in competition games may only ride those creatures indicated in *Warhammer Armies*.

Wizards

The generation and points values of wizards are discussed in the *Magic Section*.

CHARACTER MODELS IN ACTION

Character models move around the battlefield on their own, lending their support to friendly units or seeking out enemy heroes or monsters to battle. *Character models* can associate themselves with units for a little while, or they may wish to actually join a unit permanently. In the latter case they are referred to as *champions*. We will look at the role of champions in more detail later; for the moment we shall examine the role of truly independent *character models*.

Independent Character Models

Independent *character models* may move, charge and fight on their own if they wish. Single models have an advantage over units in that they do not need to keep formation. The following rules apply:

Turns A single model may make as many turns during its move as the player wishes without penalty. Wheeling manoeuvres are inappropriate and unnecessary.

Difficult Ground A single model ignores the penalty for *difficult ground* and counts *very difficult ground* as *difficult* (movement is at half rate, not a quarter).

Obstacles

A single model may cross an obstacle at only half the normal penalty. This will normally be a reduction of $\frac{1}{4}$ rather than $\frac{1}{2}$ of the total move.

Facing A Charge

A single model charged by an enemy is always turned to face its attacker unless already engaged in hand-to-hand combat. This overrides all other rules forbidding a model to turn.

Character Models And Missile Fire

The following special rules apply to troops wishing to fire upon *character models*:

1. *Character models* may not be engaged by missile fire if they are in base-to-base contact with a unit of at least 5 models. A unit composed partly of other *character models* does not count as protection unless there are at least 5 ordinary troops including officers, standard bearers and musicians, but excluding champions.
2. *Character models* in base-to-base contact with units of less than 5 models, or within 5" of a unit of at least 5 models, may not be fired at if the shooter is at over half range. However, another *character model* may target them as normal.
3. When firing upon *character models* the problem of picking out an individual target makes the shot more difficult. Individuals may also be able to dodge a missile, or take advantage of localised cover in some way. To represent this, all shots targeted against *character models* under 10 feet tall suffer a -1 'to hit' modifier. *Character models* over 10 feet tall are too large and too obvious a target to gain any advantage from this rule.
4. *Character models* not within 5" of a unit of at least 5 models may be targeted normally. They are still subject to the -1 'to hit' penalty as described above.
5. If a *character model* is travelling in base-to-base contact with a sizeable unit, it will not normally sustain missile casualties. However, if the unit sustains casualties so that it is reduced to less than 5 models, subsequent hits may be assumed to strike the *character model* if the shooting player wishes and rules 1-4 above allow it.
6. If a group of *character models* are travelling together, randomise any missile hits among the group.
7. Individuals of great bulk or size, generally over 10 feet tall or long, only gain protection from units of creatures which are of equal or greater bulk. For example, a Greater Demon cannot claim protection from a unit of Goblins. A mounted creature under 10 feet tall may claim protection from a unit of foot troops if the creature is riding a standard sized *riding animal*. If riding a larger beast, the creature may not claim protection.
8. Weapons with an *area effect template* use a different targeting system. Players are allowed to select *character models* as their target point with damage to *character models* being worked out separately from the rest of the unit.

Character Models And Units

While a single model enjoys a highly flexible move it is also very vulnerable. *Character models* will benefit by temporarily associating with a unit, preventing them being singled out as missile targets and making them less vulnerable to attack by heroes or large monsters. Any *character model* whose base is touching that of a model belonging to a friendly unit is said to be *associated* with the unit. *Character models* may only be associated with one unit at a time.

If a *character model* happens to be close to a friendly unit, but is not associated with it, the player should ensure that the model is placed so that it is clearly not in base-to-base contact with the unit.

Associated *character models* may be placed in formation just like other troops. Normally, the player will wish to position *character models* in the front rank where they can fight. Associated *character models* are under the command of the unit's leader (in fact, *character models* may assume command of units as discussed later). The following special rules apply:



Joining

Any *character model* in base-to-base contact with a friendly unit is *associated* with it. The model may either join its ranks or simply be placed at the end of the formation. If joining the ranks, the model is positioned in the formation and displaced models are repositioned in a rear rank.

Leaving

Once associated with a unit, a *character model* may only leave it at the beginning of the *movement phase*, and may not leave if subject to any *psychological* reaction, compulsive movement rule (such as rout, pursuit or reform) or other compulsive effect (a spell forbidding movement, for example). If the unit is engaged in combat, the *character model* may only leave if placed in a non-fighting rank at the beginning of the combat engagement. A model may always be placed into a non-fighting rank as soon as the unit enters combat, unless the *character model* is leading the unit.

Associated Characters

Once a *character model* associates with a unit it is bound by all the *psychological* and other compulsive rules suffered by the unit. If the unit routs, the *character model* is routed; if the unit is compelled to halt for a period the *character model* is similarly compelled. The *character model* becomes part of the unit in the same way as its leader and troopers.

Associated Characters, Units And Psychology

Associated *character models* suffer the same *psychological* reactions as the unit as a whole. No separate test is made, the *character models* are simply carried along by the unit's reaction.

If associated *character models* have additional *psychological* reactions not otherwise suffered by the unit, the player must test for these separately using the model's *CI*. Any reaction affecting a *character model* does not affect the rest of the unit. When this happens a *character model* may be forced to leave a unit, entering a crazed fit and leaping upon his enemies (in the case of hatred and frenzy) or running away (in the case of fear).

Character Models As Leaders

Any *character model* associated with a unit may become its leader if its *leadership* characteristic is higher than that of the troops themselves

and the unit's present leader. The player simply declares that the *character model* is taking over and places the model in the centre front rank position. The old leader is displaced to either side of the *character model*.

Where a leader has different *psychology* to its troops, the troops are subject to the *psychology* of the leader, and the leader to that of the troops. In this way, all *psychology* is combined. All *CI* tests are made on the *CI* of the troops, modified by the *character's CI* bonus (+1, +2, +3 etc.). Although a bonus is applied to the characteristic value of the troops, the bonus may not increase a unit's characteristic to more than that of the *character model* leading it.

Just as the leader's *CI* bonus increases the unit's overall *CI*, its *Ld* bonus modifies the unit's *Ld*. So, for example, if a leader has a *Ld* bonus of +3 and the unit's normal *Ld* is 5, any tests are made against a *Ld* of $5 + 3 = 8$. However, no bonus may take the unit's *Ld* to more than that of the leader.

In the same way as a unit's *CI* and *Ld* are modified by the leader's bonus, so *WP* and *Int* are also modified. *WP* is used to test against the effects of some magic, but *Int* is not used for unit reactions and can be ignored. However, no bonus may take the unit's characteristic to more than that of the leader.

Players should note that if a unit is led by a *character model* of the same race, the leader's *CI*, *Ld*, *WP* and *Int* bonus will bring the whole unit's characteristics up to the same level of the *character model*. If the troops are of a different race to the leader, the bonus may bring the unit's characteristics up to less than the leader's value depending on the races involved. For example, a human character with a *CI* of $10 + 3$ would confer a +3 bonus upon a unit of Goblins. As a Goblin's *CI* is only 5 the unit would have a *CI* of $5 + 3 = 8$. No bonus may take the unit's *Ld*, *CI*, *Int* or *WP* scores to more than those of the leader. So, if a unit of men (*Ld* 7) is led by a Goblin character with a *Ld* of $8 + 3$, the unit's *Ld* is still only 8.

Leaving A Unit

Once a *character model* has assumed leadership of a unit, it is not so easy to leave. The player must declare that the *character model* is handing over command at the beginning of the *movement phase*, but the model remains as leader until the beginning of the side's next *movement phase*. From then onwards, the old leader, or another hero, takes command and the *character model* is free to leave the unit as normal.

Associated Characters And Casualties

Where *character models* are placed in a fighting rank they are liable to suffer damage in hand-to-hand combat. Blows struck by and against *character models* must be worked out separately and any damage caused must be recorded. A model in base-to-base contact with one or more enemy models may always fight either (and may fight more both or all if it has sufficient attacks). A model faced with a *character model* will, therefore, usually have the choice of fighting it or not. This must be established before dice are rolled. When making rolls for or against *character models*, dice may be thrown separately or distinguished by colour etc. In practice *character models* are usually faster and better fighters than their opponents, and combatants may be killed before they have a chance to fight back.

Associated Character Models And Routs

If a unit routs, any associated *character models* with it also rout. *Character models* are moved as normal members of the unit and will rally in company with the rest of the unit, if at all. The only exception to this rule occurs when the *character model* is capable of moving faster than the unit. If this is the case, it is acceptable to move the model ahead and attempt to rally separately. The *character model* is now judged to have left the unit and its own *Ld* is used as the basis of subsequent tests. Flying *character models* may always be removed from non-flying routers and treated separately.

CHAMPIONS

A fighting unit may include a *character model* as part of its organisation. For example, a regiment might include its own champion, an individual

whose martial prowess is somewhat better than its fellows, but who is still a member of the unit and subject to the command of its leader. Indeed, a unit's leader may be a champion, although it is still the leader and has all the usual responsibilities of command. Characters of this kind are firmly tied to their unit because they are members of it, living, sleeping and fighting alongside their less gifted comrades in a position of respect, but not necessarily one of seniority. These *character models* are referred to as *champions*.

Champions may be ordinary fighting warriors with enhanced martial abilities but no other powers. On the other hand they might also be wizards of some kind. The term 'champion' does not define a character's capabilities, it merely distinguishes models which are part of a unit from those which are not. Champions may not leave their units, otherwise the same rules apply to them as to other heroes associated with units.

GENERALS

Every army must be led by a **general**. The general is always the *character model* with the highest *leadership*. If two or more models have the same *leadership* the player may select either or any of them to command the army.

Generals may act as unit leaders, move independently or associate with units in the same way as other *character models*. The proximity of the army's general will also boost morale of nearby troops. Any regiment whose own leader is within 12" of the general may take any *rout* or *rally* tests using the general's *leadership* bonus rather than that of their own leader. If a unit has no leader, the distance should be measured to the central model of the unit's front rank, or to the exact centre of the rank if there are an even number of models.

SUBORDINATE COMMANDERS

The general can't be everywhere at once, so large armies are allowed to have additional high-level officers called subordinate commanders, usually shortened to sub-commanders. Some armies can have more sub-commanders than others, as indicated in *Warhammer Armies*, but all armies can have at least one sub-commander. Just as the general is the *character model* with the highest *leadership*, the sub-commander is the *character model* with the next highest. Any additional sub-commanders are the *character models* with the progressively next highest *leadership* values.

If you are playing a game in which each side is represented by two or more players, it is a good idea for each player to control one individual sub-commander model. Sub-commanders are the trusted lieutenant's of the general, his right hand men, confidants and friends.

Sub-commanders influence the *leadership* value of units close-by in the same way as the general himself, except that they are restricted to only being able to influence units of their own racial type. Sub-commanders may also have a shorter 'influence range' than generals, reflecting the fact they may be more or less competent, over-cautious, indecisive etc. Each side establishes the 'influence range' of each of its sub-commanders before the game and under the supervision of the GM. The player rolls 2D6 and notes the result. This is the 'influence range' of that sub-commander for that game - there is no need to inform the opposing player of the score. If checking to see whether a sub-commander model is within 'influence range' during the battle, the opposing player/s may be asked to avert their eyes while the GM conducts any checks.

As mentioned above, the sub-commander may only influence units of his own racial type. It is the rank-and-file members of the unit which must be of the same race as the sub-commander, the leader's race is irrelevant. If the unit is of mixed race, the sub-commander may influence it, if his own racial type is in the majority. There is one notable exception to the 'own-race' rules, and that is if the sub-commander is undead, ethereal or demonic, in which case he will be able to influence any unit in the same way as a general.

CHALLENGES

We have already seen how a leader may challenge the leader of an enemy unit to personal combat, and how an associated *character model* may take up the challenge instead. In a similar way *character models* are

allowed to challenge each other. Where several *character models* are involved on each side, the challenges might fly back and forth between them, so it is important to establish the order in which challenges may be made.

Challenges against a unit leader are always made first. This challenge may be taken up by any *character model* associated with the unit, including a unit's champion if it has one. Technically, the two models involved in personal combat should be removed and repositioned so that they fight only each other. In practice, models can be left where they are so long as the players remember when working out which models may fight. If several personal combats are to be fought during the round, it is better to reposition models rather than rely on memory.

Once challenges to leaders have been met, any *character model* not already participating in personal combat may issue a challenge to any enemy *character model* not already engaged in personal combat. Where several challenges are made within the combat round, *character models* must challenge in *initiative order* - those with higher scores making the first challenge. Where *character models* have the same *initiative*, preference goes to the one whose current turn it is.

A challenge may be issued to any enemy *character model* associated with the unit. A challenge may be refused, but the refuser may not fight during the combat round. A refusing model is removed from the fighting rank, the resultant gap is not replaced until after the combat round is over, the unit therefore fights with a depleted rank. Refusing models from a fighting rank, must be repositioned in a non-fighting rank. If not in a fighting rank the refuser is not moved.

Any *character model* not already engaged in personal combat may take up a challenge issued to another *character model* or a unit's leader. The model does not have to be in a fighting rank to do this. The challenger has no option but to fight the individual taking up the challenge. The best way of representing the resultant personal combat is to remove the models from their units and place them opposing each other slightly to one side. If this proves inconvenient (due to scenery or other units) shuffle the ranks around so that models fighting each other are facing. If you do this, however, don't forget that personal combats are **personal** and other models may not interfere even if they are in base-to-base contact.

If a challenge is taken up on another model's behalf, the model originally challenged is still free to participate in close combat or further challenges. It is not removed to a rear rank unless the challenge is refused and there are no other *character models* willing or able to take up the challenge.

The Conduct Of Challenges

The rules allow for a complex succession of challenges between units with many associated *character models*. However, in practice this rarely happens, and most challenges involve at most two models from each side. Challenges are your chance to call out your enemies and put an



end to their miserable existence! As such they should be made with a level of enthusiasm. Proceedings will be enhanced considerably if players actually frame a proper challenge, something along the lines of, "Come on out ye snivelling son of a scurvy rat-hound I can smell ye fouled bitches and hear ye knees knockin wi' fear." Challenges can be phrased to reflect the race and social standing of the *character model* issuing them, or to rub in some past defeat and wind up the opposing player!

Unfair Challenges

In a personal combat two foes battle it out face-to-face while those around get on with the fighting. No-one would dare approach the swirling whirlwind of death surrounding the antagonists! This works fine for normal sized creatures; even when opponents are poorly matched this is hardly unfair as the challenge could always be refused. However, there are some situations when a challenger is expecting too much. For example, imagine a huge demon 20 feet tall is faced by five Halfling *character models*. It would be unfair of the demon to challenge a single *character model* to personal combat, and it would be unreasonable to expect the other Halflings to stand idly by while their mate is slaughtered.

To overcome this we will allow several *character models* to take up a challenge if the challenger is much larger or more powerful than they are. The challenger really does have to be much more powerful, not just better. We shall say that if a challenger is more than 10 feet tall, any number of *character models* under ten feet tall may take up the challenge.

In the same vein, ordinary unit members can also pitch in if they are otherwise unengaged. If the challenger is over 10 feet tall and the enemy less than 10 feet, the challenge may be met by any otherwise unengaged troops from the fighting rank. So, a dragon cannot single out a human *character model* from amongst a unit it is fighting.

SPECIAL TROOP TYPES

This section introduces some special troop types to the Warhammer game. Some of these represent units of highly trained or specialist troops, such as elites or bombardiers. Others represent troops with unusual natural abilities, such as foresters or falconers, or troops equipped with weird weaponry such as Goblin Fanatics. While the lowly levies, represent the worst troops of any race.

ANIMAL HANDLERS

Some smaller animals may be used in units led and controlled by a single human, or other intelligent animal handler. Armies permitted to employ beast packs are indicated in **Warhammer Armies** together with the number of handlers available. Typical examples include wolves used by Goblins and reptilian warhounds used by Slann.

1. A pack of beasts must have one or more handler models, one of which must be nominated as the unit's leader.
2. Beast models must be positioned in front of handlers during movement. A typical beast pack has one or more ranks of beasts in front of one or more handlers. The unit's leader is placed in the centre of the first handler rank.
3. All psychology tests are taken using the leader's *profile*. If the leader model is slain another handler may take over, and the new leader's *profile* is used. The beasts' *profile* is not used for psychology unless the pack reverts to a wild disposition (see 7 below).
4. A pack of beasts may make a **single** free manoeuvre during the *movement* or *reverse phase*. No additional manoeuvres may be attempted.
5. If the unit sustains missile hits the GM must determine whether beasts or handlers are hit. This can only be done fairly by randomising each hit. For example, if there are 4 handlers and 8 beasts the chance of hitting a beast would be twice that of hitting a handler (eg roll a D6 - 1 or 2 = a handler, 3, 4, 5 or 6 = a beast). If the proportions are not convenient (eg 2 handlers and 7 beasts) always round up the number of beasts to a fraction divisible by a dice roll. This represents the fact that beasts are a more immediate target and are marginally more likely to be hit.

6. It is likely that a pack's beasts and handlers have different movement rates. However, we do not wish to separate handlers from their beasts as this would lead to confusion. Therefore, a pack normally moves at the rate of its handlers or beasts whichever is slower. However, a pack charges and pursues at the movement rate of its beasts regardless of whether handlers are faster or slower. This is an exception to the normal movement rules.
7. If all handlers are slain, beasts automatically revert to a wild disposition. Beast models are subsequently moved by the GM towards the nearest table edge. Models leaving the table do not return. A wild pack will fight if attacked, but will not charge of its own volition. A pack involved in a combat engagement will not revert to a wild state until the engagement and subsequent pursuit is completed.
8. Handlers may not fight in hand-to-hand combat during the first round of an engagement. Handlers may be moved into the front rank during any subsequent round of combat and may fight as normal. An enemy model may choose to strike at beast or handler if in base-to-base contact with both.

Typical animals which might be driven to battle as part of a beast pack are given below:

Bears
Boars
Cold Ones
Cold One Hounds
Giant Rat
Hobhound
War Hounds

An Animal Handler costs an additional +5 points. This is added after points have been calculated for equipment.

ASSASSINS

The ever-present threat of assassination is a fact of life many important people have to endure. All the cultures and people of the Warhammer world have their equivalent of the 'assassin'. Not all of these professional killers are specially trained, many are just cut-throats who would willingly murder their own kin for a groat or two. The most powerful of all are the Ninja of Nippon, the Dark Elf Adepts of Khaine and the Skaven Clan Eshin. Each of these three groups is rightly feared, both amongst its enemies and amongst its own kind. Their members are specially chosen, trained for a life-time in the secrets of their art, and initiated into their society's mysteries and ceremonies. These killers rarely enter battle, but may do so in times of need or as part of a special mission to slay their target.

The rules that follow are designed to allow assassins to enter the battlefield disguised as ordinary troops. From the safety of a covering unit, assassins are able to spring upon *character models*, or to single out and attack special targets. These rules are intended to represent the activities of the three types of assassin discussed above: the Ninja, the Adepts of Khaine, and the Clan Eshin. The same rules can be used to represent other assassins, although only those armies whose official listing includes assassins are allowed to employ them during competition games.

Assassins cost an extra 25 points added to the total points value. This is an unmodified bonus applied after points for equipment have been added.

1. Models representing assassins are not placed on the table in the normal way at the beginning of the battle. Instead, the controlling player secretly allocates each assassin to an ordinary unit of its racial type. Any number of assassins may conceal themselves within a unit in this way. Each assassin is represented by a normal model of the unit's type - the assassin is in disguise and the enemy have no idea it is there. It is important that the player makes a clear note of assassin/unit allocation and shows it to the GM.
2. As long as assassins remain within their units they are considered incognito and act just like other ordinary troopers. They are not liable as casualties from missile fire, magic or any other source, while they remain disguised unless the unit is destroyed. If the rest of the unit is destroyed, the assassin model is revealed and placed on the table. Otherwise, the assassin is only revealed when it wishes to enter close combat or to shoot.
3. An assassin must abandon its disguise to shoot, the assassin model is exchanged for a front rank trooper. Assassins are allowed to



shoot directly at any individual model within 8" and in the front rank of an enemy unit. This is an exception to the normal targeting rules and makes it possible to 'pick off' enemy *leaders* or *character models* from a distance. Assassins are subject to the normal rules on fire-arcs and lines-of-fire.

- Once a unit becomes engaged in hand-to-hand combat, the controlling player may reveal any or all assassins it contains. The assassin's attack is represented as follows. Any model from the fighting rank of the harbouring unit is substituted for the assassin model. This represents the assassin throwing aside its disguise and preparing to attack.

To prevent confusing the combat position, the assassin model is removed from the ranks and placed to one side. In fact, the assassin would be leaping amongst its foes to attack its target, but it is convenient to merely place the model aside. The assassin can attack any model in the enemy unit, not necessarily a model in the front rank. The enemy model is removed from amongst the unit, and is placed with the assassin. The two models are then obliged to fight each other in the combat round, no other models may interfere in their battle. This takes precedence over all other challenges.

- An assassin may abandon his disguise at any time - the assassin model replaces that of any front rank unit member. Once placed on the table, assassins are allowed to move from unit to unit or operate independently in the same way as *character models*. Should a unit harbouring an assassin be routed, the assassin is also routed, but may make a separate rally test from the unit.
- Assassins are trained to deal deathly blows with their bare hands. In fact, there is no part of an assassin's body that cannot be employed to slay both effectively and quickly. They can therefore fight unarmed without penalty.

Assassins may have *profiles* equivalent to any *character level*, but must have at least level 5 status.

BERSERKERS

Berserkers are units of troops capable of entering a wild and uncontrolled frenzy, rather like the psychological *frenzy* reaction, but even more so! Berserkers are found in Norse armies, where young warriors are eager to prove how brave, powerful and scornful of death they are. Berserkers clash their swords and chew their shields to work themselves up into a battle-fury, culminating in the singing of one of their famous 'berserker songs'. By the time he reaches his foe, each berserker is a frothing homicidal maniac, his mouth foaming and his eyes glazed. Anyone and anything that gets in his way is likely to be attacked. A berserker is so numbed to his surroundings that even a deadly wound won't necessarily stop him.

- Berserkers never wear armour, but may carry a shield. They may be armed with any hand-to-hand and throwing weapon, such as a throwing spear or axe. Many berserkers carry two hand weapons, choosing to forego a 'namby-pamby' shield in favour of offensive weapons.
- Berserkers automatically enter *frenzy* the first time they charge or are charged. No dice test is made. Once berserkers are *frenzied* they remain so for the rest of the battle.
- Berserkers cannot be pushed-back in hand-to-hand combat, nor can they be routed as a result of hand-to-hand combat. They will refuse to give ground and will fight to the death regardless of circumstances. They must always follow-up in close combat regardless of the circumstances.
- If a unit of *frenzied* berserkers finds itself not in hand-to-hand combat at the beginning of its turn, it must charge the nearest enemy troops. If there are no enemy troops within charge range, the berserkers battle-lust is such that they will charge any friendly troops in charge range! If no troops are in charge range they will move at double rate towards the nearest visible enemy.
- Berserkers must always pursue routing enemy, including previously friendly units! Once they have entered *frenzy* they do not need to *reform* after pursuit or a charge, but are considered instantly *reformed* and must attack or move towards any enemy or friendly unit as described above.

Norse armies are permitted to have berserker units as indicated in **Warhammer Armies**. Berserkers cost an extra +5 points, added after points for equipment.

BOMBARDIERS

Armies that include war engines or machineries of destruction will generally also include special staff to maintain and operate them. Some weapons require considerable skills to look after properly, whilst others use ammunition which must be prepared very carefully, such as rocket launchers and cannon. Normal artillery crew are, of course, highly skilled individuals in their own right, but the most skilled of all are called bombardiers. Bombardiers are specialist engineers. Because they are very experienced and talented commanders they are often charged with looking after a group of engines.

Bombardiers serve as the commanding officers of engine batteries. A battery of engines is rather like a unit of troops. A battery does not have to form up in base-to-base contact, but no engine should be more than 2" away from another. The bombardier may move from engine to engine, and may abandon his engines with their crews if charged or routed. However, like a *unit champion*, he remains part of the battery, and may not otherwise leave it. Bombardiers are *character models*, and have profiles appropriate for *character models* of their race. Armies which may include bombardiers are indicated in **Warhammer Armies**.

As well as leading a battery of engines, a bombardier may personally supervise the firing of one engine per turn. An engine fired by a bombardier is more likely to hit its target. Stone-throwing engines, howitzers, mortars and other devices which 'lob' their shot, use a D20 to hit. If a shot misses and deviates (generally on the D20 roll of a 1-12) the bombardier may reduce the deviation distance by 1" or 2". So, for example, any shot missing by 1" or 2" can be retargeted as a





hit. A miss by 4" can be reduced to a 2" miss which might bring the shot close enough to cause damage.

Bolt throwers hit with an assumed BS of 3 - giving a normal hit on a 4, 5 or 6. If a bombardier is with the engines he may add +1 to their 'to hit' roll.

Cannons and organ guns hit their target automatically, but a bombardier will be able to lay the weapon so as to cause the maximum amount of damage. The number of wounds caused upon the target unit is increased by +1. For example, a 3-man cannon causes D4 wounds per hit, if a bombardier is present it will cause D4+1 wounds per hit.

Skyrockets may be targeted more accurately by a bombardier, allowing the player to reposition the target point anywhere within 3" of its landing point. This does not affect Kamikaze rockets, which are self-guided.

A bombardier model has a points cost equal to a character model of its type plus 20 points. This is an unmodified bonus, applied after points for equipment have been added.

ELITE TROOPS

Elite troops include household guards, hardened mercenaries and seasoned veterans. Elites are selected for their experience and their personal qualities. A unit formed of elite troops will have a profile better than that of an average unit, but somewhat lower than the lowest grade of standard character model.

Elite troops have an advanced profile of between +1 and +4 points. In addition, elite troops differ in their accomplishments, depending on whether they were selected or trained for stealth, combat-worthiness, steadfastness etc. We shall distinguish between two basic kinds of elites, shock troops and missile troops. The distribution of the characteristic bonuses are different for each type, reflecting the different emphasis on close combat or missile fire.

+1 Elite

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Shock	0	+1	0	0	0	0	0	0	0	0	0	0
Missile	0	0	+1	0	0	0	0	0	0	0	0	0

+2 Elite

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Shock	0	+1	0	0	0	0	+1	0	0	0	0	0
Missile	0	0	+1	0	0	0	+1	0	0	0	0	0

+3 Elite

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Shock	0	+1	0	+1	0	0	+1	0	0	0	0	0
Missile	0	0	+1	+1	0	0	+1	0	0	0	0	0

+4 Elite

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Shock	0	+1	0	+1	0	0	+1	+1	0	0	0	0
Missile	0	+1	+1	+1	0	0	+1	0	0	0	0	0

The points values for elite troops are worked out in the same way as for other heroes. Each characteristic bonus costs as much as the model's basic value, up to a maximum of +10. This means that a human +2 Elite cost 15 points as opposed to 5 for a normal trooper. In terms of the model's effectiveness this is rather expensive, reflecting the fact that elite troops are rare, costly to maintain and very valuable. The equipment cost for elites is the same for normal troops of the race.

The cost of a riding animal to an elite is equivalent to the cost of a horse to a normal creature of that race. This can be worked out by adding the basic creature value to the value of equipment (including barding) and doubling the whole thing, before adding on the extra points for being elite.

FALCONERS

Falconers may enter battle accompanied by a hawk or other small bird of prey - not necessarily a falcon. For game purposes hawks are treated as 'weapons' carried by the falconer. A hawk may be cast against an enemy unit in a similar way to missile fire, or it can be used to aid the falconer in hand-to-hand combat.

- Hawks may not be attacked or slain as such, but when a falconer is killed his hawk is also assumed to be either killed or to have flown away. If you wish to justify this association of hawks and falconers, think of hawks as being impossible to shoot missiles at or strike blows against because of their small size and great speed.
- Hawks may be 'cast' in the shooting phase in the same way as other missile weapons are fired. A falconer may move and cast a hawk in the same turn, but may not enter hand-to-hand combat. A unit of falconers is subject to the normal targeting rules and must normally cast all of its hawks against a single target unit. The range of a hawk is 24", and each hawk is treated like a missile attack with a BS of 5 and strength of 2. Once it has made its attack, it is assumed the hawk returns to its master.
- Hawks may help their master in hand-to-hand combat, which they do by flying around his foe and swooping upon the enemy to attack. For every falconer fighting in hand-to-hand combat, an additional hawk attack is allowed. These attacks are resolved with a WS of 5 and a strength of 2.

Falconers cost an additional +3 points, added after the points for equipment.

FLAGELLANTS

Flagellants are a special troop type common in The Empire, where religious excess sometimes manifests itself in the form of public self-mutilation. Zealots of this kind sometimes accompany imperial armies. Regular troops dislike them as their unceasing whipping and groaning causes a great deal of noise throughout the night. As battle approaches, flagellants begin to whip themselves into a fanatical ecstasy. When the battle begins, they redouble their efforts until the whole unit enters a state of crazed battle-mania. Cracking their cruel whips and brandishing their scourges, the flagellants turn their madness against their enemies.

- Flagellants are subject to the normal psychological rules given for frenzy.
- In addition flagellants have double their normal number of attacks.
- Flagellants never wear armour, although some carry shields.
- Flagellants are religious fanatics, and they are subject to the psychological rules given for hatred against units of Chaotic troops on the battlefield.

Flagellants cost an extra +4 points for their type, added after points for equipment.

FORESTERS

Foresters are troops recruited from among the wood-cutters and foresters of the deep woods. Needless to say, they are skilled survivalists, and expert woodsmen, able to move quickly through wooded cover. Foresters are common in the army of The Empire, a realm which includes great forests and vast tracts of wilderness.

- A unit of foresters disregards the normal movement penalty for moving within woods. They may not make a reserve move within a wood.
- A unit of foresters may set traps within any wood they are in. To set traps, a unit must spend an entire turn stationary. A unit cannot be harmed by its own traps as long as it remains in the wood, but once it has moved out of the wood it is treated like any other unit - it will be affected by its own traps if it re-enters.
- Every model either partially or wholly within a wood in which traps have been set, must roll a D6 each time it moves. On a score



of 6, the model sustains a single automatic *strength* 4 hit with no *armour saving throw*.

Foresters cost an additional +2 points after points for equipment have been added.

GOBLIN FANATICS

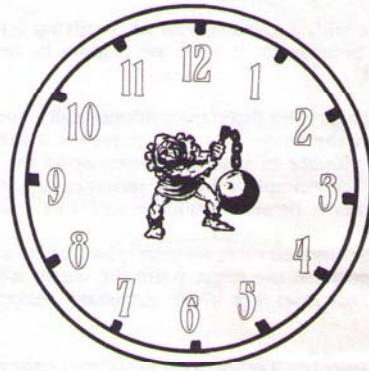
Goblin Fanatics wield a huge ball and chain. This is a purely fantasy weapon - not the ordinary morning star used by medieval knights, but a huge solid metal ball suspended on a chain several feet long. Only a creature with absolutely no regard for the dangers of a slipped disc would even look at such a thing! In fact it is used only by the drug-crazed followers of a particularly nasty Goblin cult, dedicated acolytes of which clamour for the honour of entering battle as a whirling ball of death.

Insensitised and thoroughly blitzed on a strange herbal preparation, these revered fanatics hide themselves amongst the ranks of ordinary Goblin units. Gibbering squeaky little incantations through foaming lips, they are herded into battle by those around them, their green-glowing eyes staring mad and unseeing. Once within a reasonable distance of an enemy regiment, the crazed Goblins are pushed out of the regiment by their comrades (with some relief one imagines!) and they immediately begin to spin uncontrollably under the influence of narcotics and religious fervour.

What happens next is in the lap of the gods - with no knowledge of what is happening around them, the whirling Goblin fanatics plough through anything in their way - whether friend or foe. Eventually the narcotics wear off and the acolyte collapses in a state of exhaustion, or else its heart fails under the strain and gives out altogether. Many of these warriors die as they stumble into trees or holes in the ground. Their weapons then become a liability as the chains become entangled in branches, or one slips and its weapon's huge weighted end swings round and decapitates the user.

1. A model equipped with a ball-and-chain is mounted on a circular card base 1" in radius. One of these can be found in the *temple section* at the back of the book.
2. Because the Goblin fanatic is initially hidden among its fellows it is not placed on the table until ready for use. The player must write down how many fanatics are present in a unit of ordinary Goblins, these are represented by normal Goblin models until such time as they are ready to attack.
3. As soon as the sheltering unit comes within 8" of an enemy, the fanatics must be released towards their foe. This happens automatically no matter which side's turn it is, and irrespective of the normal turn sequence. Each fanatic model is pointed in a direction determined by the controlling player and moves off in this direction a distance of 2D6".
4. Any unit in the way of the fanatic is moved over and suffers D6 automatic *strength* 5 hits with no *saving throw* for armour. The fanatics' path and the damage they cause is worked out immediately. Opponents may never fight back against a fanatic - they're far too busy trying to get out of the way!
5. When a unit of Goblins is charged from more than 8" away, the chargers are halted at 8" and fanatics are released. Work out any damage from fanatics which make contact. Leave fanatics who fail to make contact in place. After casualties have been worked out, the charger has the choice of continuing the charge through the remaining fanatics or trying to halt the unit. If the unit continues the charge, move it forward through the fanatics and into contact. Any fresh fanatics moved through cause damage. If the player wishes to halt the unit, a *Ld* test must be passed. If the test is passed, the unit comes to an immediate halt and must *reform* during its following *movement phase*. If the test is failed, the unit moves over the fanatic and gets smashed by the whirling ball (See 4 above).
6. Once it has made its initial 'out of sequence' move, the fanatic model is subsequently moved at the beginning of that side's movement. However, the Goblin is now completely disorientated, so direction and move distance become random. This is dangerous for anyone close by! For each fanatic model nominate one direction as 12 o'clock and roll a D12. The direction the model moves in is shown on the chart below and corresponds to the numbers around a clock. For this reason the chart is referred to as a 'clock-face chart'. As before, the model moves 2D6" and crosses over all units in its path. Any unit the model comes into

contact with suffers D6 automatic *strength* 5 hits with no *saving throw* for armour.



7. Any model rolling a double for movement in any turn following its initial move is removed as a casualty of its own weapon - either a victim of heart failure or the inability to control the whirling ball.
8. Any fanatic model moving into a building, wooded area or over an obstacle is automatically removed as a casualty of its own weapon.
9. Skirmishing units may try to avoid ball-and-chain fanatics by diving out of the way! This gives them a D6 *saving throw* of 5 or 6. This *saving throw* only applies if the unit is in a skirmishing formation, not if it is in normal base-to-base contact. Individual *character models* and single models not associated with units may also attempt this *saving throw*.
10. Apart from a charging unit faced with newly released fanatics, no unit may be moved over goblin fanatics. If a situation occurs in which troops have no choice but to move over fanatics, damage is taken as normal.
11. Goblin fanatics may be targeted by missile armed troops. There is a -1 'to hit' modifier to take into account the possibility of a missile being knocked aside.

Goblin fanatics cost 30 points each.

KAMIKAZE SUICIDE BOMBERS

The Kamikaze suicide squads of Nippon go into battle as human bombs, carrying either a cask of black powder or bandoliers loaded with individual charges.

1. Kamikaze warriors are hidden in ordinary units prior to the battle in exactly the same way as Goblin ball-and-chain fanatics. Like Goblin fanatics, they are represented by normal rank-and-file models until such time as they strike.
2. Suicide bombers are revealed as soon as the enemy approaches to within 8" of the concealing unit. When this happens the normal turn sequence is suspended. The Kamikaze models are placed on the table and ordinary models removed to compensate. The Kamikaze lights his fuse and rushes towards the enemy. The Kamikaze model may increase his move rate to 8", although terrain may reduce this.
3. For each Kamikaze model roll a D6. If the score is 3-6 the Kamikaze reaches his target and damage is resolved as described under 4 below. If the score is 1-2 something has gone wrong. Roll another D6:
 - 1-2 Fuse goes out - the warrior turns on his heels and returns to his parent unit where he relights his fuse. The bomber may try again in a following turn.
 - 3-4 Fuse too short - the charge explodes prematurely. Roll a D6 to see how far the warrior travels before his 'accident'.
 - 5-6 Fuse too long - the warrior reaches the chosen point of the target unit, but the charge fails to explode! If the warrior survives the ensuing close combat he may relight the fuse and detonate the charge at the beginning of his next turn.



- When a charge explodes the bomber is automatically killed. In addition the player places a 2" diameter template over the model. Any models whose bases are wholly or partially within the template suffer one automatic *strength* 6 hit. There is no *saving throw* for armour.
- If a Kamikaze fails to reach his target because of obstructing terrain, the model is moved as far as possible towards its target and then explodes.

Kamikaze suicide bombers cost 30 points each.

LEVIES

Just as elite troops represent the pinnacle of martial achievement, levies are the dregs, the scrapings of the barrel, the very worst soldiers ever likely to take the battlefield. Levies are recruited from towns and from amongst the peasants of the countryside in times of dire need. These troops are completely inexperienced, probably badly equipped, and almost certainly unenthusiastic. In the same way as elites have specially enhanced profiles, levies have specially reduced profiles.

Levy

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	-1	-1	-	-	-	-1	-	-1	-1	-1	-1

Make no mistake... levies are really bad! To reflect this singular lack of worthiness, their basic points value is reduced by 2 points to a minimum of 1. A Goblin levyman will therefore cost only 1 point, but with a *WS* and *I* of only 1 and *Ld*, *Int*, *Cl* and *WP* of 4, they are next to useless. Human levies are more practical, although their fighting qualities are poor compared to normal humans.

Levies must form into a special **mob** formation with as many ranks as files. They are not permitted to expand or contract their frontage. When casualties are removed, the formation is always neatened to retain the mob formation.

The two point reduction in value may, in fact quite often does, take the model to a points value of 4½ or less. Levies which cost 4½ or less points are subject to the x½ equipment modifier.

Armies which are permitted to field levies in competition games are indicated in **Warhammer Armies**. Levies can introduce an element of interest into a long running campaign or series of games, or can



be introduced at the GM's discretion into his own non-competition battles.

SAPPERS

Sappers are field-engineers especially trained to construct defences, to demolish enemy defences, build bridges and the like.

- Sappers operate in teams of two models. If one is killed the team is useless, although spare models may group together to make full teams if they can.
- A sapper team may move up to 1" during its *movement phase* and still be able to *construct*, as described below. If the team moves more than 1" it may not construct that turn. Sappers may not *reserve move* during any turn in which they construct.

Build stockades. Stockades are built at a rate of 1" per team member per turn. Two or more teams may work on the same stockade to increase the rate of construction. Stockades count as *hard cover* and *defended obstacles*.

Build bridge. Bridges may be built to span rivers, ravines or ditches. A bridge constructed in this way is 1½" wide. Bridges are constructed at the rate of 1" per team member per turn. Two teams may only work on the same bridge if one is on either side of the feature to be bridged.

Demolish. Sappers may attack walls, buildings or existing constructions in the same way as normal troops, but are permitted **3 attacks** per turn and are considered to be armed with double-handed hammers.

Sappers cost an extra 3 points each, added after points for equipment.

SHAPECHANGERS

Some human armies are permitted to field units of weres as described in the *Bestiary*. Weres are humans capable of changing their shape into that of either a half-wolf or a full-blooded wolf creature. Shapechangers are similar to weres in many ways. Shapechangers may change into a wolf, but they may also change into a boar or bear. Unlike human weres, they are not normally assembled into separate units, but are secreted inside normal units from which they burst once their transmutation is complete. Elves can be shapechangers, as can other races indicated in **Warhammer Armies**.

- Models representing shapechangers are indistinguishable from ordinary members of a unit. The controlling player secretly allocates each shapechanger to an ordinary unit of its racial type. Up to 20% of any unit may be composed of shapechangers hidden in this way. Each is represented by a normal model of the unit's type. It is important that the player makes a clear note of shapechanger/unit allocation and shows it to the GM.
- If a sheltering unit begins its own turn within 12" of an enemy unit, the controlling player must roll a D6. If the score is 5 or 6, all shapechangers in the unit change shape. If the covering unit is charged in the enemy turn, shapechangers roll to change shape immediately. Shapechangers who enter combat still unchanged may roll at the beginning of each of the following combat rounds (regardless of which side's turn it is) until they change shape.
- Roll a D6 to determine which creature the shapechangers change into. All shapechangers from a unit change into the same creature:

1-2	Giant Wolf
3-4	Boar
5-6	Bear
- Shapechangers may not wear armour or carry a shield. They may carry a single weapon - usually a hand weapon.
- Shapechangers retain some of their human or elven qualities and are capable of wielding weapons as well as making animal attacks. They have characteristics equivalent to the animal they change into, with an additional attack from any held weapon. This additional attack is made with the animal's *WS*.
- Once changed into animal form, the shapechangers must move as fast as possible towards the nearest visible enemy. They are now considered to be a separate unit, and the models representing them are removed from their covering unit. The models

representing their animal forms are placed on the table and make an initial move that turn. If their covering unit is already in close combat or is being charged, the shapechangers move into the front rank but cannot leave the unit until that engagement is complete.

7. Shapechangers in changed form, must charge the nearest enemy as soon as they are able to do so. They automatically enter *frenzy* as soon as they engage in hand-to-hand combat.
8. If, at the beginning of their turn, there are no enemies within 12" of the shapechanger unit, they automatically return to their non-animal form. This small unit may then be moved independently, or may be assimilated within any friendly unit of foot models outnumbering it by four to one or more.
9. When a covering unit takes missile casualties, the chance of a shapechanger being hit is proportional to the number of shapechangers present. The GM may determine this as he sees fit. If a unit has its full 1 in 5 allocation, a shapechanger will be hit on the D10 roll of a 9 or 10, for example.

Shapechangers cost an extra 20 points added to the total points value. This is an unmodified bonus applied after equipment has been added.

SKAVEN PLAGUE CENSER CARRIERS

Plague censers are special incense burners created and used by the Skaven Clan Pestilens. The censers burn a warpstone preparation which emits a lethal poisoned gas. A Skaven wielding a censer wears a thick scarf to protect itself against the fumes, but even these are only partially effective, so censer bearers are doomed to an almost certain death. To release its deadly fumes a censer is swung round and round, billowing out its cloud of corruption. The burning warpstone, although deadly to all creatures including Skaven, causes exultation and ecstasy in the Skaven prior to its demise.

1. A censer bearer model is mounted on a circular card base 1" in radius. One of these can be found in the *template section* at the back of this book.
2. Censer bearer models are not placed on the table at the start of the game, but are concealed with units of ordinary Skaven in the same way as Goblin ball-and-chain fanatics. The player must note how many censer bearers are present within each unit unit. Censer bearers are represented by ordinary Skaven models until such time as they are ready to attack.
3. As soon as enemy come within 8" of a unit hiding plague censers, the censer bearers must be released towards the foe. This happens as soon as enemy approach within 8", irrespective of which side's turn it is and the normal turn sequence. The Skaven player nominates the direction in which the plague censer is to move and rolls 2D6 to establish the move distance in inches.
4. Censer bearers spin round insanely, just like ball-and-chain fanatics, spreading their deadly cloud of warp-smoke amongst the enemy. Any enemy unit encountered is moved over, suffering D6 automatic *strength* 4 hits. There is no *saving throw* for armour or magical auras, although an *immunity from poison* spell renders a model immune to damage. Opponents are far too busy trying to avoid the whirling cloud of death to fight against the bearer.
5. When a unit of Skaven is charged from more than 8" away, the chargers are halted at 8" and censer bearers are released. Work out any damage from censer bearers which make contact. Leave censer bearers who fail to make contact in place. After casualties have been worked out, the charger has the choice of continuing the charge or trying to halt the unit. If the unit continues the charge, move it forward through the censer bearers and into contact. Any fresh censer bearers moved through cause damage. If the player wishes to halt the unit, a *Ld* test must be passed. If the test is successful, the unit comes to an immediate halt and must *reform* during its following *movement phase*. If the test is failed, the unit moves over the censer bearer and takes damage (see 4 above).
6. After the initial 'out of sequence' move, the censer bearer is moved at the beginning of the Skaven player's *movement phase*. Because of the effect of the poisonous fumes, the censer bearer will by now have lost all sense of direction. Movement distance and movement direction are now both randomised. The distance is 2D6" as before, and direction is established by nominating one direction as 12 o'clock and rolling a D12. Any unit moved over, friend or foe, suffers D6 automatic *strength* 4 hits as before.

7. If the Skaven player rolls a double when determining the move distance in any turn following its initial move, the model is judged to have been overcome by the poisonous fumes and is immediately removed from play.
8. Any censer model moving into a wood, a building, or over an obstacle is automatically removed as a casualty of its own weapon.
9. Skirmishing units may try to avoid censer bearers by diving out of the way! This gives them a D6 *saving throw* of 5 or 6. This *saving throw* only applies if the unit is in a skirmishing formation, not if it is in normal base-to-base contact. Individual characters and single models not associated with units may also attempt this *saving throw*.
10. Apart from a charging unit faced with newly released bearers, no unit may move over censer bearers. If a situation occurs in which troops have no choice but to move over censer bearers, damage is taken as normal.
11. Plague censer bearers may be targeted normally by missile armed troops. There is -1 'to hit' modifier when firing at plague censer bearers, because of the swirling mists surrounding them.

Plague censer bearers cost 40 points each.

SKAVEN POISONED WIND GLOBE CARRIERS

Poisoned wind globes are fabricated and used by the Skaven Clan Skryre, comprising a glass sphere containing poison gas. These are thrown by hand and shatter on impact to release their deadly charge. Globes use the same shooting rules as ordinary grenades. A Skaven armed with poisoned wind globes has a sufficient supply to last throughout a battle.

Weapon	Range	Strength	Saving modifier
Gas globe	6"	4	No save

A gas globe explodes releasing a 1" cloud of gas. A circular card template 1" in radius is placed over the target and the Skaven player rolls to hit each model whose base lies wholly or partially within the template area. There is no save modifier for armour or *aura* spells, but the *immunity from poison* spell will protect a model.

Skaven poisoned wind globe carriers cost 25 points each.

SKIRMISHERS

Skirmishing troops are lightly armed and fight in a loose formation without formal ranks and files. Skirmishing troops lack the precise organisation and unit cohesion that characterises normal units.

Because there is no need for individuals to maintain their position in the ranks, skirmishers can easily dodge round obstacles and pick their way through *difficult ground*. On the other hand, because troops are spread out, and because they are only lightly armed, they are no match for normal troops in hand-to-hand combat.

So what use are skirmishers? These specialised warriors are actually very useful indeed, because they can perform many tasks impossible or impractical to other units. A unit of skirmishers may be advanced in front of an army to draw fire from enemy missilemen, or to shield units from attack by enemy cavalry. Skirmishers are fast moving troops and are difficult for the enemy to chase away without wasting a great deal of time and effort. Their speed and ability to penetrate woodlands enables them to capture vital positions ahead of slower moving units.

A unit of skirmishers may not be larger than 15 infantry models or 10 cavalry. All models must be based upon individual bases to facilitate skirmishing. Skirmishing models must be armed with a missile weapon of some kind. Skirmishers need to move quickly to perform their role, and so may not wear heavy or cumbersome armour. Skirmishers may only carry shields and/or wear light armour, giving a maximum saving throw of 5 or 6.

Before the battle begins, players must indicate to the GM which units are *skirmishing*. Once units are nominated to be *skirmishing*, they are considered to be *skirmishing* throughout the entire battle, and are subject to the special rules given below.

1. Unlike a normal unit, skirmishers do not have to keep close order

ranks and files. Models do not have to be in base-to-base contact, but must remain within 2" of at least one other member of the unit.



2. Because skirmishers are spread out they are more difficult to hit with a missile weapon. The firer's 'to hit' roll is reduced by -1. It is not permitted for an enemy to fire in between models comprising a skirmishing unit - the line of sight is considered blocked.
3. Skirmishers are able to leap over *obstacles* fairly easily. The normal penalty is halved. Skirmishers may cross a hedge or ditch with a reduction of only a quarter of their movement. Because they do not need to maintain formation, skirmishing troops crossing a hedge do not have to form a solid block as do normal troops, but can have some troops in front of the obstacle and others behind.



A skirmishing unit crossing a hedge.



A normal unit crossing a hedge.

4. The penalty for moving over *difficult ground* and *very difficult ground* is halved for skirmishing troops. Skirmishers may move through a wood with a reduction of only $\frac{1}{4}$ of their movement rate.
5. Skirmishers do not fight as structured units but as a loose assortment of individuals. Models do not need to *manoeuvre* in order to turn, expand frontage etc. Instead, individual models are turned and moved as required and without penalty.
6. A unit of skirmishers does not have, and does not need, the degree of internal cohesion or organisation of an ordinary unit. Skirmishing units do not therefore suffer from being *unformed*. The condition is simply ignored.
7. A unit of skirmishers **must run-away** if charged, unless:
 1. The chargers are also skirmishers.
 2. The charging unit has less than $\frac{1}{4}$ the numeric strength of the skirmishers and does not comprise troops which are over 10 feet tall and larger than the skirmishers themselves.
8. A unit of skirmishers may never charge except:
 1. If the target unit is also skirmishing.
 2. If the target unit is smaller than $\frac{1}{4}$ the numeric strength of the skirmishers, and does not comprise troops which are over 10 feet tall and larger than the skirmishers themselves.

3. If the target unit is *unformed* or *routing*.

9. There is no rule which prevents skirmishers forming up in base-to-base contact in the same way as a normal unit. However, if they do so they will lose many of the advantages of skirmishing. If a skirmishing unit is formed in base-to-base contact in two or more ranks, rules 2, 3, 4, 5 and 6 are suspended. Such a situation would, however, be extremely unusual.

Skirmishers cost the same points as normal troops.

SCOUTS

Scouts are experienced individuals, used to living off the land, fiercely independent and used to hardship. They may join armies as small forces of highly specialised skirmishers. All the skirmish rules apply except 7 and 8 as given in the *skirmishing rules*. A unit of scouts may charge other troops as normal, and may stand and fight against troops that charge them. This makes scouts very useful indeed, and accordingly they are very rare. Only armies indicated in *Warhammer Armies* are permitted to have Scouts.

Scouts cost an extra 5 points added to the total points value. This is an unmodified bonus applied after equipment has been added.



ARMY STANDARDS

Any army may have its own separate standard. Ideally, the model standard should be suitably large and imposing, so that it can be easily distinguished from ordinary unit standards. Standards of this kind must be carried by a *character model*, although the model may be of any level. This *character model* must not be the general or a sub-commander. The points value of the army standard is equivalent to double the points value of the model carrying it, plus 50.

1. The army standard bearer should remain within base-to-base contact with the general. If an army's general is slain, the standard bearer may associate with a unit, but will lose **all** of its bonuses for the rest of the game (see below).
2. An army standard functions exactly like a normal unit standard

ARMY STANDARDS

for the unit it is with (see *Standards*). If the unit also has its own standard, its close-combat resolution bonus of +1 is cumulative with the army standard, so the unit adds +2 to the number of casualties caused each round.

3. If any friendly unit within 12" of the standard should rout, the player may take the test again. The result of this second test is final.
4. If any friendly unit within 12" takes a *rally test*, the unit may add a further +1 to its *leadership* score. As its *leadership* score will usually include the general's bonus, the unit's *leadership* may rise to 10, but no bonus may take the score to more than 10.

If an army standard bearer is slain and its attendant unit pushed-back or routed, the standard may be captured in the same way as ordinary unit standards. Similarly if the bearer is slain, but the unit wins the combat round, the standard may be passed on to another model.

Army standards must not be passed into the care of rank and file troops unless there is no choice, but should be carried by a *character model* of level 5 or more. The general may carry his own standard. If an ordinary trooper carries the standard, it functions as normal, but any magical powers the standard may possess are suspended (see *Magic*).

If an army standard is lost, but not captured, the *leadership* of the unit currently associated with it drops by -2 for the remainder of the battle. The *leadership* and *leadership* bonus of any *character model* associated with the unit also drops by -2. This does not affect the general's position as army commander (even though his *Ld* may now be lower than that of another character). If an army standard is captured, the penalty is increased to -3. This can only be regained by recapturing the standard.

BAGGAGE

Large armies must be properly provisioned with food and ammunition, not to mention spare equipment, clothing and items conducive to the comfort of the troops. As well as the fighting warriors, armies will therefore tend to acquire numerous camp-followers in the form of sutlers, civilian drivers, and womenfolk with children. When an army enters battle, all unnecessary personal gear (such as cooking equipment

and bedding) is sent to the rear, together with the army's wagons, tents and camp-followers, where it is collectively known as 'the baggage'.

The baggage is protected by a rough circle of wagons, and defended by the civilians, women and such troops as are unable to take the field due to illness or disability. The army's baggage is very important to it, and the enemy's baggage presents a tempting target for attack. Few troopers can resist an opportunity to loot the enemy's baggage and make off with a few choice items for their personal profit!

Any army of 1000 or more points may include a baggage train at no extra points cost. A side does not have to have a baggage train, either in competition or friendly games. If a side has an unlooted baggage train at the end of the game, 100 victory points are awarded (see *Winners and Losers*). Looting and capturing the enemy's baggage is also worth additional victory points.

Baggage is represented by 1 wagon and 5 civilian models for every full 1000 points in the army. As mentioned before, this costs no extra points. The baggage is arranged into an area as indicated below:

Army points size	Wagons	Civilians	Area
1000	1	5	6" x 6"
2000	2	10	6" x 8"
3000	3	15	6" x 10"
4000	4	20	6" x 12"
Per +1000	+1	+5	6" x +2"

DEPLOYMENT

The baggage area must be placed on the table before any other troops, including advanced forces. If both sides have a baggage area, each rolls a dice and the lowest score places first. Baggage must be positioned along the base table edge, with the long side parallel to the base edge. The baggage area may not therefore extend more than 6" into the table. The baggage area is delineated by the wagon/s and additional hedges/fences representing barricades erected prior to the battle. These offer the same degree of protection to commanders as hedges. Players may



wish to provide a special army flag to place within the baggage, as well as appropriate wagon and civilian models.

The civilians are placed inside the area, although they do not need to be arranged in a unit formation at this point. Civilians may fight if the baggage is attacked: they have typical profiles for creatures of their type. They are armed with improvised hand-to-hand combat weapons and may not be armed with other weapons. Unarmoured civilians are normally drawn from the majority creature type in the army, but may be Halflings in any army that includes Halflings amongst its fighting troops.

During troop deployment a baggage area may be reinforced by the addition of character models, engines of war, and additional units (supposing they will fit within the area available!) However, using a unit in this way effectively takes it out of the battle, so players should be very careful about committing fighting troops to protecting the baggage. Additional troops placed within a baggage area may be moved out during the game, and other troops may enter it assuming there is room.

ATTACKING THE BAGGAGE AREA

Baggage areas are tempting targets for attack, containing all the army's goodies, including (more than likely) the pay chest! A unit able to charge the enemy's baggage at the beginning of its turn must do so unless there are enemy troops lying between, in which case the enemy troops must be attacked instead. A unit's leader may try to avoid this compulsive reaction by making a standard 2D6 test against the unit's *Ld* value. If successful, the unit does not have to charge and may behave as normal. If the test is failed the baggage, or interposing unit must be charged.

Because the baggage represents such a wonderful opportunity for personal enrichment and gratification, the chargers must immediately roll for *frenzy*. Baggage rules only apply to troops subject to psychology. Troops not subject to psychology (such as undead) could not care less about baggage and are not obliged to attack baggage or take the tests described. Halflings are heavily motivated by the prospect of a good meal, and will automatically charge enemy baggage, or troops between them and the baggage - no test need be taken.

When baggage areas are attacked, any civilians inside may be formed into an impromptu unit to fight off the enemy. They are positioned behind the barricade facing the attackers. Combat is fought as normal, civilian camp-followers are automatically routed off the table if they are pushed-back. Halfling civilians will fight tooth and nail to protect their supplies. This stirring quality makes them ideal as baggage guards (assuming they can be prevented from eating too much themselves). Any Halfling fighting in defence of the army's baggage area may add +2 to all 'to hit' rolls and +2 to their *strength*.

When a unit attacks a baggage area, it is the baggage which is the main target, not its defenders. Therefore, when a defending unit routs, the attackers do not pursue. If the baggage is now undefended the victorious unit begins looting, which it continues to do until a successful *Ld* test is made at the beginning of that side's turn. A looting unit may do nothing else. Once it ceases looting, the unit will reorganise its ranks. The unit may not move during its next *movement phase*, but is then considered to be under control and may operate normally. A non-looting unit in possession of a baggage area is judged to have occupied and captured the baggage. So long as at least five models remain with the baggage it is considered captured, this being worth 100 points towards victory at the end of the game. Models may be detached from ordinary units for this purpose.

RECAPTURING THE BAGGAGE

Once a baggage area has been captured, friendly units automatically suffer *animosity* against troops from their own side occupying the baggage area (they want to loot it too!). If fighting breaks out over the possession of a baggage area, it automatically returns to 'looting' status until the fighting is over. A baggage area is worth only 50 points at the end of the game if it is still being looted.

A player may always attempt to recapture his baggage area and thus deprive the enemy of points towards victory, but once it has been looted, it is worth nothing to the side to which it belongs. Just as attacking troops are not obliged to pursue out of a baggage area, troops attempting to recapture the baggage do not have to pursue routing troops out of a baggage area.

BEASTS OF WAR

Horses, wolves, boars or similar sized creatures are termed *riding animals*. A *riding animal* and its rider are treated as a single entity - all missile fire and hand-to-hand combat blows are directed against the rider. When a casualty occurs, both rider and mount are removed. This is a very convenient system for dealing with cavalry. However, for larger animals, such as mammoths, a different approach is required.

WAR BEASTS

Large creatures may be ridden only if this is specifically stated in the *Bestiary*. Many of these *war beasts* may have one or more crew, often occupying some sort of howdah or other special structure carried on the war beast's back. In the case of these larger *war beasts*, missile fire and hand-to-hand combat blows are struck either against the *war beast* or the rider/crew. Damage is recorded separately for each. It is possible, therefore, that riders are slain although the *war beast* itself remains unharmed.

Missile Fire

Missile fire is targeted against the *war beast* and crew as a whole and receives a +1 bonus for firing at a large creature. Each hit is randomly allocated by rolling a D6:

1-4 the *war beast* is hit
5-6 the crew are hit

Crew hits are randomly allocated among the crew members.

Hand-to-hand combat.

Large *war beasts* are, by definition, large! Troops under ten feet tall are unable to strike at crew members unless they are armed either with spears, pikes or halberds. Troops not equipped with these weapons may only strike at the *war beast*.

Models able to attack either the crew or the *war beast* include:

Troops over 10 feet tall.
Troops under 10 feet tall armed with spears, pikes or halberds.
Troops mounted on *riding animals*.

Models only able to attack the *war beast* include:
Troops under 10 feet not armed with spears, pikes or halberds. Normal sized *riding animals*.

War beasts always direct their attacks against other *war beasts* rather than against their crew.

For example, a mammoth is attacked by Goblin wolf riders. The Goblins may choose to attack either the *war beast* or the crew because they are mounted. The wolves must attack the mammoth because they are *riding animals*.

A mammoth is attacked by human sword-armed infantry and a giant. The humans must attack the mammoth. The giant may attack either the mammoth or its crew.

War Beast Units

The rules for attacking units of *war beasts* differ from the normal combat rules:

All missile hits scored against a unit of *war beasts* are randomised amongst all of the models forming the unit. However, the GM should use discretion in deciding whether all models in the unit can be hit - some of the models may be out of range or hidden by a terrain feature such as a building or hill.

In hand-to-hand combat only those *war beasts* in base-to-base contact with enemy models may be hit. All models in base-to-base contact with a *war beast* may attack and wound it. Instead of rolling dice for the

whole unit, the unit is split into as many sections as there are *war beasts* in base-to-base contact. Each of these fights is resolved separately, but for purposes of determining which side won the combat, all *wounds* inflicted that round are considered.

The Crew

The crew of a *war beast* gain a +1 *saving throw* bonus for the protection offered by a howdah or similar structure. Crew simply sat on the war beast's back do not receive this bonus. Unlike in the case of troops mounted on *riding animals*, there is no *saving throw* bonus for being mounted on a *war beast*.

Crew shooting

Any crew members armed with missile weapons may shoot in any direction. Crew of *war beasts* may fire over the heads of troops under 10 feet tall, walls, hedges etc. They may not draw a line of sight over mounted troops, troops over 10 feet tall, hills, woods, buildings or very high walls.

Crew attacks

Crew models are raised high above the ground, but it is assumed they can fight in hand-to-hand combat by either leaning down, by thrusting with long weapons, or by throwing missiles onto their enemy. Crew may attack in any direction, either to the model's front, sides or rear.

Crew models may therefore strike blows as normal, even if their opponents cannot return their blows. The crew are not permitted to fire in the *shooting phase* if their *war beast* is in close combat, even if they themselves cannot be hit by the enemy. Any missiles launched by the crew are dealt with during the *hand-to-hand combat phase*, and casualties are taken into account when close combat results are resolved.

When two *war beasts* clash (such as two mammoths) their crews may fight either each other or the enemy *war beast*.

The Controller

Every *war beast* must have one specific model nominated as the beast's controller or handler. This will usually be the model sitting astride its neck or shoulder, with whip or stick in hand, frantically trying to get the *war beast* to move in the right direction. Any *psychological tests* are made against the controller's *CI* score.

Controllers may fight in hand-to-hand combat just like other crew models, but may only direct their attacks to the model's front. If the controller is one of several crew, it cannot be specifically attacked in hand-to-hand combat or shot at by missiles. Instead, the controller has an equal chance of being killed to anyone else. When casualties occur amongst the crew, dice randomly to determine which crew members are affected. If the controller is slain, the *war beast* automatically *runs amok* as described later.

Recording Casualties

Wounds inflicted on a *war beast* must be recorded. If crew members are killed models may be removed, or their demise recorded, as it is often inconvenient to remove models once they are in place.

The Effects Of Wounds On War Beasts

War beasts are huge, powerful and often rather stubborn. Your average mammoth is unenthusiastic when it comes to hauling a tower stuffed full of humans around on its back, and is probably even less keen on being shot at and hurt. While an expert rider can control a horse (up to a point) there is very little anyone can do once a mammoth, dinosaur, or other large creature decides to *run amok*.

If a *war beast* suffers damage (either from missiles or close combat), at the end of each round of combat roll a D6. If the *war beast* has suffered more than 1 *wound*, roll only once, but add +1 to the dice score for each additional *wound* sustained. If the result is 6 or more the *war beast* decides to run amok. This is bad news for everyone...



Run Amok!

War beasts have one big disadvantage... a mind of their own. Once a *war beast* runs amok it is moved by the GM, although still in the same side's turn. The crew are buffeted about so that they cannot shoot or fight while the *war beast* hurtles across the battlefield. All they can do is hang on and hope!

A *war beast* running amok automatically charges the closest target whether friend or foe. If one of a unit, the *war beast* only attacks its fellows if there are no other targets within reach. If no target presents itself within charge range, the *war beast* moves its full move distance in a random direction as determined by the GM. The creature diverts past buildings, but attacks them as it passes, the GM working out damage as necessary. While running amok a *war beast* may move over cliffs, into deep water or into any situation regardless of how dangerous it may be.

At the end of the side's turn, the *war beast* may be brought under control by a successful 2D6 test against the controller's *Ld*. If further damage has been taken during the turn, the test may still be made, but subject to a disadvantageous dice modifier of +1 for every *wound* taken. If the controller is dead, another crew member may attempt to take control of the *war beast*, this requires a *Ld* test, but with +2 added to the dice roll, in addition to any modifiers for wounds. If the test is successful, the *war beast* is brought under control. If the test is failed, the *war beast* continues to run amok until it is slain or until it leaves the table. The crew do not get another chance to bring it back under control once the original controller is dead.

The Death Of A Beast

If a *war beast* is slain any crew members are toppled to the ground and crushed by the *war beast*, each model takes one attack at the creature's normal *S* and *save modifier*. If not killed, the crew may be placed together within 1" of the *war beast*, where they must remain until the beginning of their following turn. From that point on they may act as an independent unit. Crews from several *war beasts* may form into a single unit where convenient. Single models, other than characters, will always move towards and join the nearest friendly infantry unit.



When a *war beast* shuffles off its mortal coil, anyone close by had better look out! Roll a D6 to determine exactly how the creature expires:

- 1 Drops like a stone! The creature's knees buckle and it drops to the ground. Any models nearby are unharmed.
- 2-3 Pitches to the left hand side and expires in death throes. Although brief, the death throes of a large creature, such as a dinosaur, can be dangerous. Any friendly or enemy unit within 1" of the creature's side is automatically rolled over. This causes D3 attacks at the creature's normal *S* and *save modifier*. If more than one unit is present, each unit is subject to D3 attacks.
- 4-5 Pitches to the right hand side and expires in death throes. Any friendly or enemy unit within 1" of the creature's side is automatically rolled over. This causes D3 attacks at the creature's normal *S* and *save modifier*. If more than one unit is present each unit is subject to D3 attacks.
- 5 Pitches forwards and rolls briefly before dying. The *war beast* lurches into any unit within 1" of its front, causing D3 attacks exactly as above.
- 6 The *war beast* staggers forwards, backwards, and from side to side, before it collapses and starts rolling. This turn the creature causes D3 attacks against any unit within 1" of its sides or front as described above. The creature bellows, roars, lashes out and continues to crush anyone nearby. At the end of the turn, roll again on this chart - the result applies to the following combat round. If a succession of sixes are thrown, the *war beast* can continue to roll about in this fashion almost indefinitely.

If a collapsing *war beast* is one of a unit of similar creatures, any roll to the side will cause damage against the *war beast* next to it. A collapsing *war beast* cannot harm the crew members of other *war beasts*.

Points Values

The points value of a *war beast* and its crew equals the points value for the *war beast* plus the total points value of its crew. The cost of a howdah or similar structure equals 1 point per crew member.

Engines Of War

ENGINES OF WAR

Many of the creatures inhabiting the Old World are resourceful and intelligent. Considering the primitive resources available to them, they are capable of constructing mighty engines of war such as bolt throwers, stone throwers and simple cannon.

Alchemical and scientific research is mainly conducted by the famous Dwarf Engineers Guild, a secretive body of highly skilled Dwarf artisans. Guild members never willingly divulge its secrets, and few would do so even under the most excruciating torture. It was the Guild that developed many of the special weapons that have subsequently been duplicated by other races, often in an imperfect and amateurish manner. These devices include a simple rocket launcher, fire thrower and various types of cannon.

The thrust of Dwarvish research has been much preoccupied with the application of steam power and mechanics, as a result of which several prototype steam engines have been constructed. Perhaps the most famous of all these pioneering projects was the construction of the steamship *Voltsvagn* by the Dwarf Engineer Sven 'Wetback' Haslefriesian. Although a practical success, the Engineers Guild considered Sven something of an eccentric. He was persecuted by the more traditional members of the Guild and eventually forced to endure the embarrassing 'trouser legs' ritual and expelled. Since Sven's expulsion, the Guild has broadened its outlook somewhat, and several of its younger members are known to have constructed engines powered by steam and alcohol vapour.

WAR ENGINES IN ACTION

War engines vary greatly in the kind of missile they fire, each with its own special rules. However, all war engines have certain traits in common:

Crew Size

War engines are rated according to the size of crew required for their operation.

Range

The range of a war engine is dependent on its size, defined by the number of crew required. Engines requiring large crews are correspondingly larger and shoot further than smaller engines.



Strength

Like other weapons, war engines have a *strength* characteristic which is used to determine whether or not a target has been damaged.

Saving Throw Modifier

War engines, because of their large size or special ammunition, often smash through any armour worn by a target. The *saving throw* modifier indicates any adjustments to be made to a model's *saving throw*.

Wounds Per Hit

War engines generally inflict multiple *wounds* on a target. Where this is the case, the number of *wounds* caused is shown under this heading. In the case of weapons using area templates, only those models within the template are affected. Any additional *wounds* are not carried over to the rest of the unit. For example, 4 Goblin models are within the area template of a 3 man stone thrower. Each Goblin receives a *saving throw*; those models which fail take D4 wounds, killing the 1 wound Goblins instantly. Any remaining wound points are ignored, they do not affect the rest of the unit.

Organising Engines

Engines are organised into units of one or more models. An engine unit does not require a specific leader model and may include several types of engine. Engines comprising a single unit do not need to remain in base-to-base contact, but no engine should be placed more than 2" from another.

It is possible for crew to move round within a unit, enabling the engines to fire with maximum efficiency. A unit of engines may be led by a special character called a Bombardier (see *Special Troops* for more information).

Points Values For Engines

The points value of an engine depends upon its type and size. The size of an engine is described in terms of its operating crew, 2 crew, 3 crew, etc.

Type	Size	Points
Bolt Thrower	3 man	15
	4 man	20
	5 man	25
	6 man	30
Stone Thrower	3 crew	15
	4 crew	20
	5 crew	25
	6 crew	30
	7 crew	35
	8 crew	40
	9 crew	45
10 crew	50	
Cannon	3 crew	30
	4 crew	40
	5 crew	50
	6 crew	60
Mortar	2 crew	10
	3 crew	15
	4 crew	20
	5 crew	25
	6 crew	30
Organ Gun	3 crew	60
Flame Cannon	3 crew	80
Portable Weapons		
Jezeil		20
Fire Thrower	2 crew	30
Warp-fire Thrower	2 crew	60
Rocket launcher	2 crew	40
Skyrocket launcher	2 crew	50
Kamikaze rocketeer		25

Points Value For Crew

Crew models are available at the same points cost as an ordinary member of their race plus 5 points. This 5 point bonus is added on top of points for equipment, and does not affect the equipment modifier in any way.

All engines must be provided with a full crew. Players may select further 'back-up' crew for their engine units. These do not have to be allocated to individual engines, but must be placed within 2" of the rest of the unit. Having extra crew never increases an engine's rate of fire. **Warhammer Armies** indicates the number of crew available to each army.

Kamikaze rocketeers are not considered to be crew, and cost 25 points. This is in addition to the cost of the rocket.

Crew Loss

Crewmen for large war engines are specially trained and cannot be replaced except by other crewmen familiar with a particular type of engine. The kinds of crew which can operate each engine are given under the individual descriptions.

Character models are assumed to be quite bright (and fairly lucky!), so a character model may serve on an engine instead of a crew member if necessary.

As crew are lost, a weapon's rate of fire is reduced. Once all crew are dead or driven off, the weapon cannot fire.

Crew lost	Fires
1	As normal
2	Every second turn
3	Every third turn
4	Every fourth turn
5	Every fifth turn
6	Every sixth turn
7	Every seventh turn
8	Every eighth turn
9	Every ninth turn
10	Every tenth turn



ATTACKING ENGINES

Missile Fire

Missile fire may be directed against the crew of a war engine. The engine offers a certain amount of protection, counting as soft cover (-1 to hit). Engines can only be damaged by missile fire from area weapons such as stone throwers. An engine lying within the *area template* of such a weapon is automatically disabled on a D6 score of a 6 (5 or 6 from fire weapons).

Hand-to-hand Combat

Ideally, war engines should not become involved in hand-to-hand combat, but in the course of a battle they may well be attacked by enemy models.

If attacked by enemy troops, the crew must fight to protect themselves and their engine. All models in base-to-base contact may strike blows as normal. If the crew members are pushed-back, the engine stays in place and the attacking unit flows around the engine and stays in contact with the crew. Once a crew has been driven away from its engine, the engine comes into the enemy's possession.

If the attackers push-back or rout enemy crewmen, any unengaged models in the attacking force may be detached to capture the engine or destroy it. Not all of the unit is obliged to follow-up or pursue the crew.

Crew may also be routed as a result of *missile fire*, *magic* or *psychology*. In these cases the engine is left in place and may be captured or destroyed by any troops that come into base-to-base contact with it.

If an engine's crew successfully pushes-back its attackers, the crew does not have to follow-up the attack, although they may do so if they wish. Instead they may attempt to fire their engine as normal in the *shooting phase*, subject to any delays for crew casualties.

Destroying Captured Engines

To destroy an engine, a single model with a *strength* of 3 or less requires a D6 score of 6. If more troops are involved add +1 for each additional model. Stronger models add +1 to the dice roll for each point of *strength* above 3 - this also applies to any additional models with a *strength* of 4 or more. For example, two Ogres attempting to destroy a stone thrower add a total of +3 to their dice roll - +1 for the first Ogre's *strength* of 4, +1 for the second Ogre's assistance, and an additional +1 because the second Ogre also has a *strength* of 4.

Moving Captured Engines

Captured engines may be moved at the normal rate for the engine in question, the rate varying according to the number of models pushing it. However, detached troops which have captured an engine following a push-back must return to their parent unit as soon as possible. Detached models are not allowed to move a captured war engine unless it is towards their parent unit.

Using Captured Engines

Captured engines may only be used by crewmen trained in the use of that particular engine, or under the supervision of a Bombardier (as described later).

BOLT THROWERS

The bolt thrower is a giant form of crossbow designed to fire a huge spear or arrow. Because it is larger than a crossbow, it is more powerful, but it is also slow to load and relatively immobile once in place.

The bolt thrower most commonly seen on the battlefield is the '3-man' variant which, true to its name, has a crew of three... although not necessarily men! This is the largest size bolt thrower which can be effectively transported and manoeuvred. Larger devices may be constructed to protect city walls, fortresses and even small towers and keeps, but are generally unsuitable for field use. These larger devices are allowed for in the rules, but they are not acceptable for competition gaming and should be restricted to sieges or set-piece battles. Models for the '3-man' bolt thrower are available from **Citadel**, and larger machines may be home made using a plastic toy as the basis.

Movement

A 3-man bolt thrower can be moved or dragged by its crew a distance of 1" per crewman up to a maximum of 3". A bolt thrower may only be moved in the *movement phase*, it may not be moved in the *reserves phase*. A bolt thrower may not be moved over an *obstacle* or through *difficult terrain*.

Larger bolt throwers must be wholly or partially dismantled before they can be moved. This is not practical under battlefield conditions. However, wheeled 4-man or larger engines may be turned on the spot to face a new direction.

Firing

Bolt throwers may direct their fire within a 90° arc.

A bolt thrower may not move and fire during the same turn. If the bolt thrower needs to be turned to fire on a target, this is counted as movement and the weapon cannot fire that turn.

The maximum range of the machine is dependent on the number of crew required for its operation:

Bolt Thrower	Range	Strength	Save Mod.	Wounds per hit	Points
3 man	48"	5	-2	D4	15
4 man	64"	6	-3	D4+1	20
5 man	80"	7	-4	2D4	25
6 man	96"	8	-5	2D4+1	30

To fire a bolt thrower, the player follows the procedure below:

1. First nominate your target. Normal targeting restrictions apply.
2. Roll 'to hit'. All bolt throwers have an assumed *BS* of 3 and so require a basic 4, 5 or 6 to hit at under half range, 5 or 6 at over half range.
3. A bolt thrower hitting its target causes 1 hit on the first rank. Resolve the result using the bolt thrower's *strength*. If damage is caused make a *saving throw* immediately, noting the modifier as appropriate. If the save is successful the bolt stops, causing no damage to the model struck. If the save is failed, the bolt 'spits' the model, causing the number of *wounds* indicated. The bolt then strikes a model in the unit's second rank (if it has one).
4. Second rank casualties are resolved in exactly the same way as first rank casualties, except with a *strength* reduction of -1 because of the slowing effect of the spitted figure in the first rank. If the second rank target is *wounded*, the bolt penetrates through to the third rank.
5. Third rank casualties are resolved as above, but with a *strength* modifier of -2. If a third rank target is wounded, continue rolling until the bolt fails to wound its target or until there are no more ranks. Each successive rank penetrated reduces the *strength* by -1.

Crew

Only stone thrower or bolt thrower crew may use a stone thrower.

STONE THROWERS

There are several variants of stone thrower, or catapult, but they all do pretty much the same job. Stone throwers are designed to lob a large stone or shot against enemy troops and fortifications. They are ideally suited to siege warfare, throwing a shot over or against city walls in a way impossible to other weapons. Small versions can also be used on the battlefield, although such devices are considered to be innovative and to some extent experimental. **Citadel Miniatures** manufacture several of these weapons, and it is also possible to model your own or convert them from plastic toys.

Movement

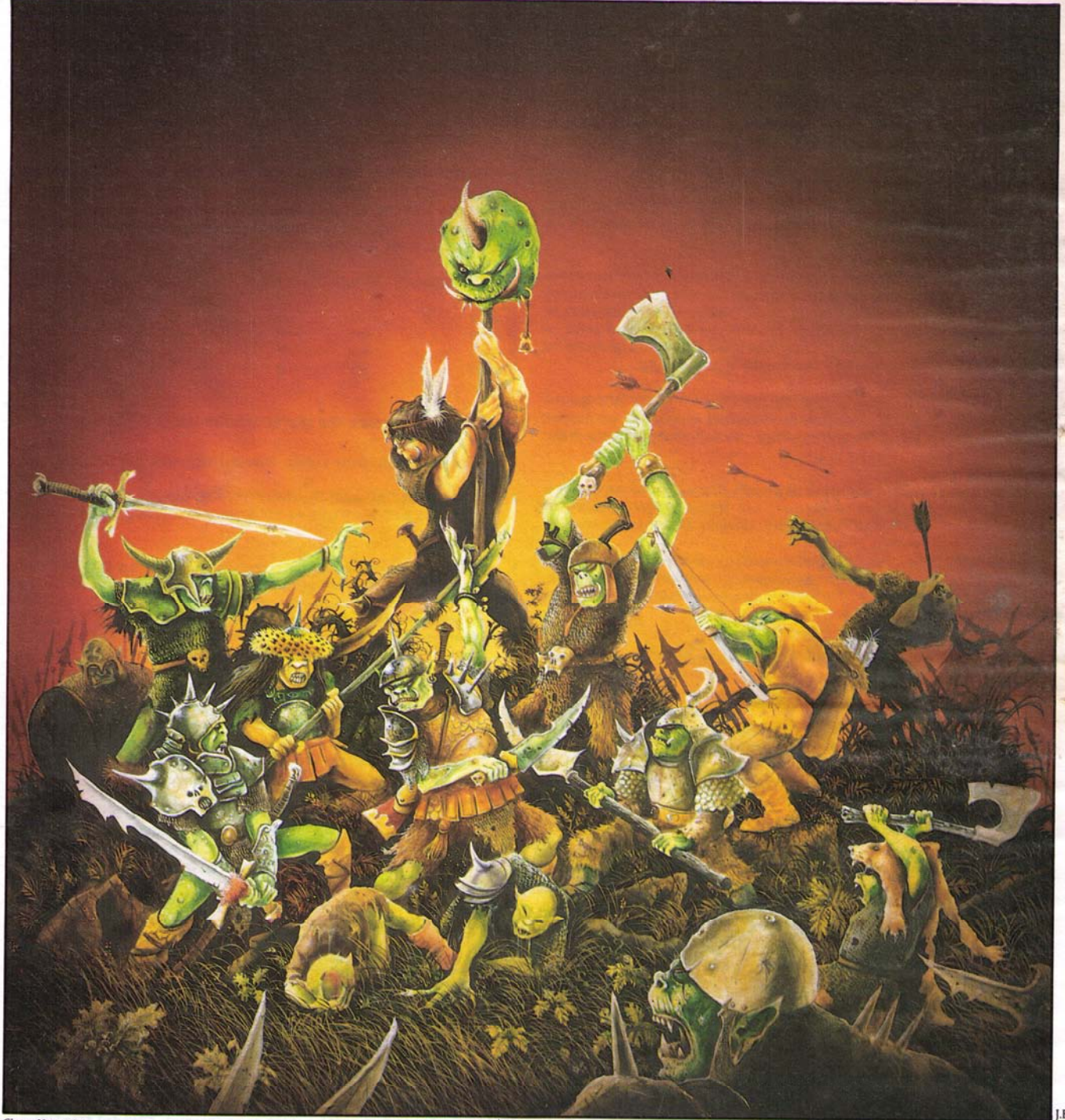
A 3-man stone thrower can be moved or dragged by its crew a distance of 1" per crewman up to a maximum of 3". A stone thrower may only be moved in the *movement phase*, it may not be moved in the *reserves phase*. A bolt thrower may not be moved over an *obstacle* or through *difficult terrain*.

Larger stone throwers must be wholly or partially dismantled before they can be moved. This is not practical under battlefield conditions.

Firing

A stone thrower may not move and fire during the same turn. If the engine needs to be turned to fire on its target, this counts as movement and the weapon may not fire that turn.

Because stone throwers work by lobbing their ammunition into the



Chaos Marauders

air they have a *minimum* as well as a *maximum* range. The weapon's target point may not lie within this minimum range.

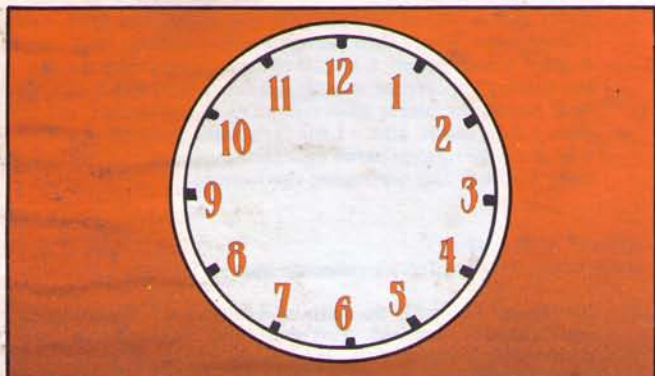
Stone throwers are fired using a different method to other missile weapons. An *area template* is used to determine the effects of any hit from a stone thrower. An *area template* is simply a card circle with a radius as indicated on the chart below. Suitable *area templates* can be found in the back of the book.

The procedure for firing a stone thrower is as follows:

1. The player selects the target point and places the template directly over it. The centre of the template must lie within the *maximum* range of the weapon and within its fire arc of 90°. If the target is a unit of troops, the template may be placed over a second, third or subsequent rank - it does not have to be placed on the first rank. Otherwise normal targeting rules apply.

Stone Thrower	Min Range	Max Range	Template	Strength	Save Mod.	Wounds per Hit	Points
3 crew	12"	48"	1" radius	5	-2	D4	15
4 crew	14"	64"	1" radius	6	-3	D4+1	20
5 crew	16"	80"	1½" radius	7	-4	2D4	25
6 crew	18"	96"	1½" radius	8	-5	2D4+1	30
7 crew	20"	112"	2" radius	9	-6	3D6	35
8 crew	22"	128"	2" radius	10	-7	4D6	40
9 crew	24"	144"	2" radius	10	-8	4D6	45
10 crew	24"	144"	2" radius	10	-9	4D6	50

- Once a target point has been selected and the template positioned, the player must roll to see if the missile has landed on target. Roll a D20 if the score is 13-20 the shot has landed bang on target. If the score is 1-12 the shot has gone astray or deviated from the target point. The direction of deviation is indicated on the 'clock-face' chart given below:



12 o'clock is a straight overshoot, 6 o'clock an undershoot, 3 o'clock indicates the shot goes off to the right, 9 o'clock that it goes to the left, other scores indicate a direction as appropriate.

- If the shot lands on target, work out damage as described below. If the shot deviates, roll 2D6. This is the distance the shot deviates in inches, measuring from the original target point. Deviation may take a shot beyond or below maximum range and beyond normal fire arcs. However, no shot may deviate by more than half the measured range of that shot. Once the template has been repositioned, work out damage on any models lying within it.
- All models whose bases are wholly or partially within the area covered by the template are automatically hit once. Work out the results using the *strength* indicated for the weapon. If damage is indicated make any *saving throws* immediately, remembering to take the *saving throw* modifiers into account. Any model failing to save sustains the number of *wounds* indicated on the chart.

Speculative fire

When using a stone thrower on the battlefield, targets will usually be visible to the firers, hence normal targeting rules apply. However, because the stone thrower can lob a shot over a wall or hill it is possible for it to hit a target its crew cannot actually see. This is called speculative fire.

Speculative fire is far less accurate than normal fire because the crew have no idea whether their shots are striking an enemy, or even whether there is any enemy to hit! A speculative target point does not need to be visible to the crew. It could be the centre of a wood, the middle of a town or the other side of a hill, for example. Place the *area template* as normal and roll for double deviation - 2D12 instead of a 2D6. Double deviation may cause a shot to fall within the weapon's minimum range - but no closer than 4" to the engine. Work out damage as normal for any models hit.

Crew

Only stone thrower or bolt thrower crew may use a stone thrower.

CANNON

Gunpowder technology is a relatively recent innovation in the Old World. The development of cannon has progressed to the stage where large siege pieces are making a valuable contribution towards the reduction of fortifications. On the battlefield, however, cannon are still too unwieldy to be truly effective, although the Dwarf Engineers Guild has perfected several smaller cannon which can be mounted on wagons.

The smallest cannon requires a crew of three, and larger devices require correspondingly larger crews. The '3-man' cannon is the type most commonly carried onto the battlefield.

An even smaller 2-man cannon, known as a Jezail, may be used by certain troops as described in *Warhammer Armies*.

Movement

A 3-man cannon can be moved by its crew a distance of 1" per crewman up to a maximum of 3" assuming it has wheels. If it does not have wheels it may not be moved as it is too heavy, it may still be turned to face a target.



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A cannon may only be moved in the *movement phase*, it may not be moved in the *reserves phase*. A cannon not be moved over an *obstacle* or through *difficult terrain*.

Larger cannons are considered to be too heavy to move without the use of horse or oxen teams. This is not practical under battlefield conditions.

Firing

To fire a cannon, take a tape measure expanded to the weapon's range. Place one end of the tape measure at the cannon's mouth and position the other end as required, but within the cannon's 90° fire arc. The tape represents the path followed by the cannon's shot. The cannon ball travels for this maximum distance before coming to a halt, although if it hits models or units, it may well stop before it reaches its maximum range!

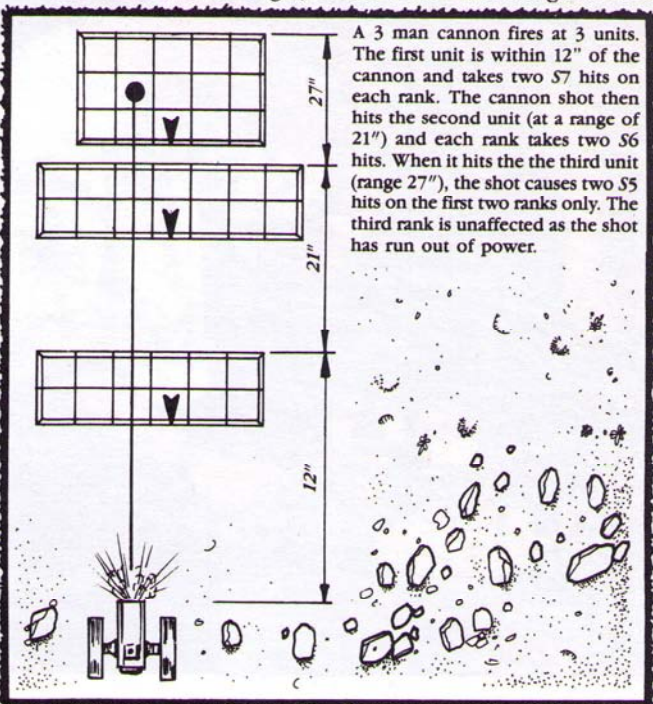
Rather than use a tape measure you may wish to make your own firing stick. A firing stick is simply a length of wooden dowel or beading, marked off in one foot sections. The stick should be as long as the weapon's range.

Cannon	Range	Strength up to 12"	Save Mod.	Wounds per hit
Jezail	36"	6	-2	1
3 man	48"	7	-3	D4
4 man	60"	8	-4	D4+1
5 man	72"	9	-5	2D4
6 man	84"	10	-6	2D4+1

* For each additional 12" of range, the cannon's *strength* is reduced by -1.

Any unit or terrain feature which lies under the cannon shot is hit. Work out damage as follows:

1. Consider the first unit in the cannon's path. Does the shot lie across one or more ranks? If it lies across more than one rank the shot will cause more damage. The unit automatically takes 2 hits for each rank. A target in two ranks will therefore take 4 hits if shot at from the front. If shot at from the side, more ranks will be crossed and more damage caused. The GM must give a ruling in cases of doubt.
2. A cannon shot will penetrate and cause damage against no more than six full ranks of troops. After this point, the shot is considered to have run out of energy and can cause no further damage.
3. Taking each unit in turn and starting with the closest, roll to damage using the weapon's *strength*. As a cannon's blast is most effective at shorter ranges, deduct -1 from the *strength* of a hit



for each full 12" range. For example, if the range is 30" deduct 2 from the *strength* given. If you use a firing stick as described above, it can be easily marked off into 12" sections. Make any *saving throws* as appropriate, remembering to modify by the amount indicated. Each model damaged receives the number of *wounds* indicated.

4. Every time a cannon fires after the first shot of the game it gains 1 *beat point*. Every turn during which a cannon does not fire it loses 1 *beat point*. A record of *beat points* must be kept by the player. If a cannon attempts to fire whilst it has 1 or more *beat points* the player must roll a D6. If the cannon has more than 1 *beat point*, add +1 for each extra point. If the score is 6 or more the cannon blows up, causing an automatic hit on each crew member and destroying the cannon.

Effects of Terrain

Interposing terrain affects a cannon's shot as follows:

1. If a hedge lies with the path of a shot, a 2" wide section is automatically removed. This counts as two ranks of troops penetrated. If the shot has insufficient energy left to penetrate the hedge, it remains in place and the shot is halted.
2. If a low wall lies within the path of a shot, a 2" wide section is penetrated and destroyed on the D6 score of a 4, 5 or 6. This counts as four ranks of troops penetrated. If the shot has insufficient energy left to penetrate the wall, it is undamaged and the shot is halted.
3. A shot may be directed against any troops on a hillside at a higher level than the cannon, but not beyond the hill's crest. The hill effectively brings the shot to a halt. Each rank penetrated at a higher level than the cannon counts as two ranks. Any energy remaining, but which is insufficient to damage a further rank, is ignored. The energy needed to penetrate hedges, walls and other obstructions on hills is also doubled. For example, a hedge on a hill counts as four ranks of troops penetrated.
4. If a cannon is positioned on a hill it may fire downwards or it may fire against troops on another facing hill. If firing from hill to hill troops in between, but at a lower level, cannot be harmed. If firing down and over hedges, walls etc., the energy expended to penetrate them is halved, but this does not apply to ranks of troops.
5. Each inch of woods counts as two ranks penetrated. If a shot has insufficient energy left to penetrate a wood, it comes to a halt.
6. Buildings, high walls and fortifications are not penetrated, but can be shot at causing damage as described in the *Buildings* section.

Spiking Cannons

If attacked by enemy troops, a cannon crew always has the option of spiking its cannon when charged, but may not then shoot at the chargers or *run away*. A D6 roll of 2 or more indicates that a cannon has been successfully spiked, thus making it useless. Spikes may not be removed during the course of a battle.

Crew

Only gunners - cannon, mortar or organ gun crew - may use a cannon.

MORTAR

A mortar is designed to fire upwards at an angle, lobbing its shot into the air and down upon its target rather than straight at it. In this respect, a mortar is a gunpowder version of the stone thrower, and the rules used are a mixture of those used for stone throwers and those for cannon. Mortars are constructed by Dwarf Engineers and by humans, but they are by no means fully perfected.

Unlike cannons, mortars fire a hollow metal shot filled with explosives. As the mortar fires, the shot is ignited by the blast so that it (hopefully) explodes more or less as it strikes the ground. If you think this sounds dangerous... you're right, it is!

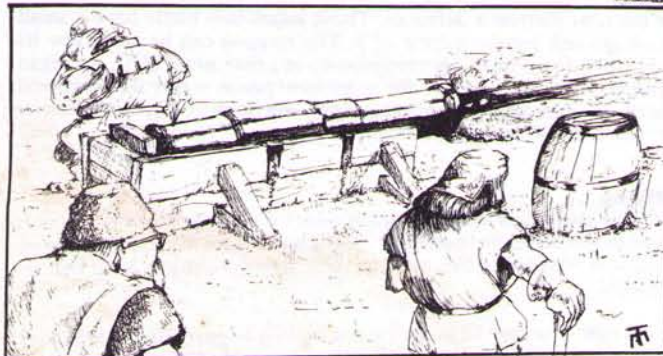
Movement

A 2- or 3-man mortar can be moved only if it is mounted on a carriage of some kind. Larger mortars are too large to move, but may be turned

to face a different direction if provided with wheels. A 2- or 3-man mortar with carriage can be moved by its crew a distance of 1" per crewman up to a maximum of 3". Mortars may only be moved in the *movement phase*, not in the *reserve phase*. A mortar may not be moved over an *obstacle* or through *difficult terrain*.

Firing

A mortar may not move and fire during the same turn. If the device needs to be turned to fire on its target, this counts as movement and the weapon may not fire that turn. Because mortars lob their shot, they use the same system to fire as stone throwers. They have a minimum as well as a maximum range, and the target point may not lie within this minimum range. An *area template* will be needed as indicated on the chart below:



Mortar	Min. Range	Max. Range	Template	Strength	Save Mod.	Wounds per Hit	Points
2 crew	16"	36"	1" radius	6	-2	D4	10
3 crew	16"	36"	1" radius	7	-2	D4	15
4 crew	16"	48"	1½" radius	8	-3	D4+1	20
5 crew	20"	60"	2" radius	9	-4	2D4	25
6 crew	24"	72"	2" radius	10	-5	2D4+1	30

The procedure for firing is as follows:

- The player selects the target point and places the *area template* directly over it. The centre of the *area template* must lie within the maximum range of the weapon and within its fire arc of 90°. If the target is a unit of troops, the *area template* may be placed over a second, third or subsequent rank - it does not have to be placed on the first rank. Otherwise normal targeting rules apply.
- Once a target point has been selected and the *area template* positioned, the player must roll to see if the missile has landed on target. Roll a D20 - if the score is 13-19 the shot has landed bang on target. If the score is 1-12 the shot has gone astray or deviated from the target point. The score indicates the direction of deviation on the clock face, with 6 o'clock pointing back to the firer. If the D20 roll is 20 the shot has exploded either too late, too early or not at all as explained under 5 below.
- If the shot lands on target, work out damage as described below. If the shot deviates roll 2D6. This is the distance the shot deviates in inches, measuring from the original target point. Deviation may take a shot beyond maximum range and normal fire arcs and within the weapon's minimum range. However, no shot may deviate by more than half the measured range of that shot. Once the *area template* has been repositioned, work out damage on any models lying within it.
- All models whose bases are wholly or partially within the area covered by the *area template* are automatically hit once. Work out the results using the *strength* indicated for the weapon. If damage is indicated make any *saving throws* immediately, remembering to take the *saving throw modifiers* into account. Any model failing to save sustains the number of *wounds* indicated on the chart.
- If the D20 rolled to hit scores a 20, something has gone wrong. Roll a D6:

- The shot fails to explode. Ignore the *area template*. The falling shot causes 1 automatic hit at a *strength* of 3.
- The shot fails to explode and lands in the middle of the target causing no damage. However, the shell continues to fizz worryingly, and will explode causing normal damage on the D6 roll of a 6 made at the beginning of each side's turn.
- The shot explodes high above the target scattering broken casing below. Place the *area template* as normal, but because the explosion is far above, reduce the *strength* of the hits by -3.
- The shot explodes in mid-air causing no damage.
- The mortar misfires, the shell is ignited but fails to leave the weapon's muzzle. The shell will explode on the D6 roll of a 6 made at the beginning of each side's turn. This automatically destroys the mortar and hits all models within its *area template* area as normal.

6. The mortar explodes, destroying itself. Place a normal *area template* over the mortar and work out casualties on models within it.

- Every time a mortar fires after the first shot of the game, it gains 1 *beat point*. Every turn during which a mortar does not fire it loses 1 *beat point*. A record of *beat points* must be kept by the player. If a mortar attempts to fire while it has 1 or more *beat points*, the player must roll a D6. If the cannon has more than 1 *beat point* add +1 for each extra point. If the score is 6 or more the mortar blows up as if a shell had exploded inside (see above).

Speculative fire

When using a mortar on the battlefield, targets will usually be visible to the firers, hence normal targeting rules apply. However, because the mortar can lob a shot over a wall or hill it is possible for it to hit a target its crew cannot actually see. This is called *speculative fire*.

Speculative fire is far less accurate than normal fire, because the crew have no idea whether their shots are striking an enemy, or even whether there is any enemy to hit! A *speculative target point* does not need to be visible to the crew. It could be the centre of a wood, the middle of a town or the other side of a hill, for example.

Place the *area template* as normal and roll for double deviation - 2D12 instead of 2D6. Double deviation may cause a shot to fall within the weapon's minimum range - but no closer to the mortar than 4". Work out damage as normal for any models hit. If a double is thrown for deviation, something has gone amiss in the same way as a normal D20 roll of 20.

Hand-to-hand combat

A mortar crew always has the option of spiking its mortar when charged, but may not then run away from the charge. A mortar may not be fired at chargers, even if they lie outside the weapon's minimum range when the charge begins. A D6 roll of 2 or more indicates that a mortar has been successfully spiked, thus making it useless.

Crew

Captured mortars may only be used by trained cannon, mortar or organ gun crews.

ORGAN GUN

The organ gun is a particularly devilish invention of the Dwarfs. It comprises several small calibre cannons lined up in a row (rather like the pipes of an organ). All of the barrels are fired together, causing immense amounts of damage to anything unfortunate enough to be in the way. The weapon's main drawback is that it takes a long time to reload, and because each cannon is small, only a low-power charge can be used.

Movement

Organ guns are fairly small and are usually mounted on a wheeled carriage, although they can be mounted in a fixed position as part of



a town or fortress's defences. Those taken into battle have a small carriage and require a crew of 3. The weapon can be moved by its crew a distance of 1" per crewman up to a maximum of 3". An organ gun may only be moved in the *movement phase*, it may not be moved in the *reserves phase*. An organ gun may not be moved over an *obstacle* or through *difficult terrain*.

Firing

All loaded barrels must be fired at once - it is not possible to fire only one of several loaded barrels. It takes 1 whole turn to reload one barrel, but it is possible to fire just one or two barrels, if this is all that are loaded.

An organ gun may be moved while loaded or partially loaded, but if the gun is moved it cannot be loaded that turn. Firing is the same as for normal cannon. Take a tape measure expanded to the weapon's range or use a firing stick. Place the end of the measure at the gun's mouth and position the other end as required. The length of the tape represents the path of the shot. Any unit which lies under the cannon shot is hit.

The basic organ gun has three barrels, but more may be added at an additional cost of 20 points per extra barrel.

Organ gun	Range	Strength up to Save Mod. 12"*	Wounds per Hit	Points
3 man	36"	5 -3	D3	60 + 20 per extra barrel

* For each additional 12" of range, the organ gun's *strength* is reduced by -1.

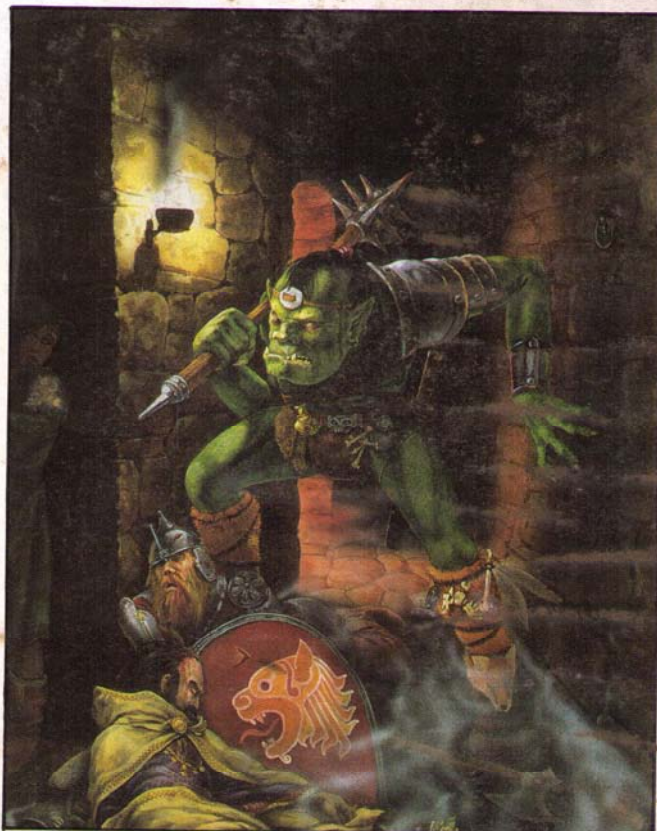
Work out damage as follows:

1. Consider the first unit in the shot's path. Does the shot lie across one or more ranks? If it lies across more than one rank the shot will cause more damage. The unit automatically takes 1 hit for each barrel for each rank. A target in two ranks will therefore take 6 hits if shot at from the front by a 3 barrelled gun.
2. An organ gun's shot will penetrate and cause damage against six full ranks of troops. After this point the shot is considered to have run out of energy and can cause no further damage.
3. Taking each unit in turn and starting with the closest, roll to damage using the organ gun's *strength* of 5. As a gun's blast is most effective at shorter ranges, deduct -1 from the *strength* of a hit for each full 12" range. For example, if the range is 30", deduct 2 from the *strength* given. Make any *saving throws* as appropriate remembering to modify by the amount indicated. Each model damaged receives the number of *wounds* indicated.
4. Organ guns take so long to load that there is no need to worry about the barrels overheating.

Effects of Terrain

Interposing terrain affects an organ gun's shot as follows:

1. If a hedge lies with the path of a shot, a 2" wide section is automatically removed. This counts as two ranks of troops penetrated. If the shot has insufficient energy to remove the hedge it remains in place and the shot is halted.
2. If a low wall lies within the path of a shot, a 2" wide section is penetrated and destroyed on a D6 score of a 4, 5 or 6. This counts as four ranks of troops penetrated. If the shot has insufficient energy to penetrate the wall it is undamaged and the shot is halted.
3. A shot may be directed against any troops on a hillside at a higher level than the organ gun, but not beyond the hill's crest. The hill effectively brings the shot to a halt. Each rank penetrated at a higher level than the organ gun, counts as two. Any energy remaining which is insufficient to damage a further rank is ignored. The energy needed to penetrate hedges, walls and other obstructions on hills is also doubled.
4. If a gun is positioned on a hill, it may fire downwards or it may fire against troops on another facing hill. If firing from hill to hill, troops in between, but at a lower level, cannot be harmed. If firing down and over hedges, walls, etc. the energy expended to penetrate them is halved, but this does not apply to ranks of troops.



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5. Each inch of woods counts as two ranks penetrated. If a shot has insufficient energy left to penetrate a wood it is halted.
6. Buildings, high walls and fortifications are not penetrated but can be shot at causing damage as described in the *Buildings* section.

Hand-to-hand combat

A gun crew always has the option of spiking its gun when charged, but may not then shoot at the chargers or run away. A D6 roll of 2 or more indicates that all or some of a gun's barrels have been successfully spiked. The number of barrels spiked is equal to the dice roll minus 1, so if a 3 is rolled, 2 barrels are spiked.

Crew

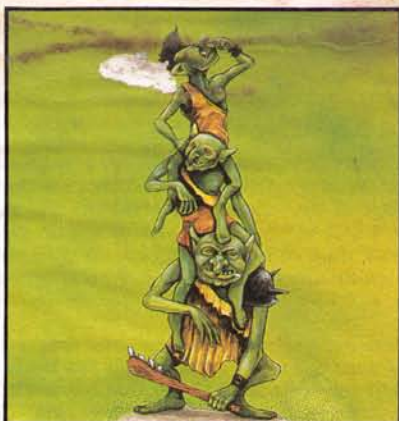
Captured weapons may only be used by trained gunners - cannon, mortar or organ gun crew.

FLAME CANNON

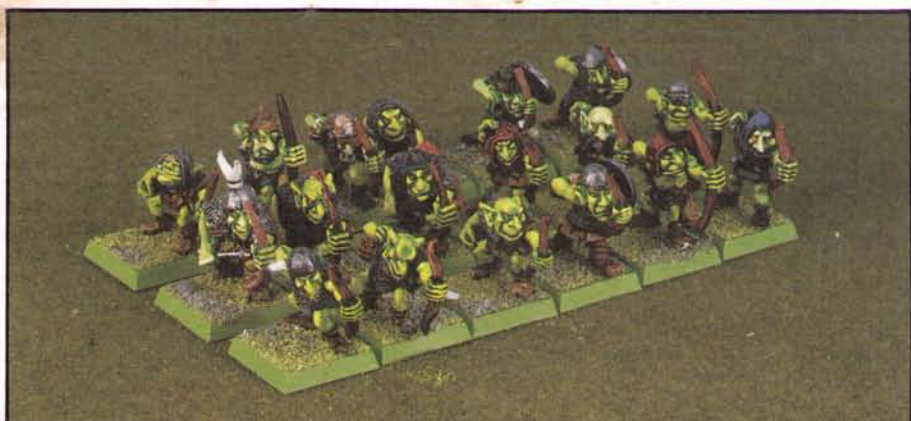
The flame cannon is the latest addition to the armoury of the Dwarf Engineers Guild. It is possibly the most devastating, and certainly the least reliable weapon so far developed. The flame cannon uses the same technology as the smaller 2-man fire thrower (see portable weapons).



Orcs Advance In Column



Spying Out The Land



Goblin Archers

It projects balls of burning chemical - a mixture of sulphurous compounds and oil. The exact constituents are naturally a closely guarded secret. This volatile mixture is retained within a tightly bound barrel lined with copper. To build up pressure within the barrel, a highly reactive chemical is added which causes the mixture to bubble in a rather alarming manner. Once enough of this explosive gas has been generated and pressure is sufficiently high, the cannon is ignited, and a huge flaming ball is shot high into the air before descending upon its luckless target.

Unfortunately, the weapon has proved less than reliable, several crews having been lost to exploding cannons. To overcome this problem, many crews prefer to retire to a safe distance from their weapon before firing it by means of a long piece of rope attached to the trigger mechanism.

Movement

A flame cannon may be wheeled on its carriage once the barrel has been emptied. Emptying a barrel takes 1 full turn. Filling a barrel from a chemical supply provided by a wagon takes 3 full turns. Filling a

barrel is itself dangerous, as the mixture will explode on a D6 roll of a 6 made at the end of the third turn. This has the effect of a normal hit. Because the procedure is rather hazardous, and chemical wagons prefer to avoid the battle zone, flame cannons cannot normally be moved on the battlefield. A cannon can be turned to face a new target, but may not fire in a turn in which it is turned, as it has to be turned very gently. When attempting to turn a cannon in position, it will explode on a D6 roll of 6 causing normal damage.

Firing

A flame cannon must build up pressure before it fires. This takes 1 full turn. Once pressure is sufficiently high, the weapon may be fired in any following turn, but may fire anyway whether the player wishes it to or not. If the player wishes to hold fire once the weapon is ready, a D6 must be rolled at the beginning of the *shooting phase*. If the score is a 6, the cannon fires straight ahead at a target point 6D6 inches away.

Flame cannon cannot normally fire at a target within its minimum range, although mishaps or deviation may cause its shot to land within the minimum range.

Flame Cannon	Min. Range	Max. Range	Template	Strength	Save mod.	Wounds per Hit	Points
3 crew	12"	36"	1½" radius	8	-4	D6	80

The firing procedure is as follows:

1. The player selects the target point and places a 1½" radius *area template* over it. The centre of the *area template* must lie between the 12" minimum and 36" maximum range of the weapon and within its 90° fire arc. If the target is a unit of troops, the target point may lie over a second, third or other 'hidden' rank - it does not have to be on the front rank. Otherwise normal targeting rules apply.
2. Once the target point has been selected, the player must roll to see if the flaming missile has landed on target. Roll a D20. If the score is 13-18, the shot has landed on target. If the score is 1-12, the shot has deviated in the direction indicated by the dice roll relative to a clock-face. For example, a roll of 6 takes the target point back towards the shooter at 6 o'clock. If the score is 19 or 20 something has gone wrong as described under 6 below.
3. If the shot lands on target, work out damage as described below. If the shot deviates, it is judged to have gone astray by 2D6 inches. Deviation may take a shot beyond maximum range or normal fire arcs, or within minimum range. However, a shot cannot deviate by more than half its measured range. Reposition the *area template* and work out damage as described under 4 below.
4. All models whose bases lie wholly or partially within the area of the *area template* are automatically hit once. The flame cannon has a *strength* of 8 (9 against flammable targets). If damage is indicated make any *saving throws* with a dice modifier of -4. Any model failing to save takes D6 wounds.
5. Flame cannon project a particularly sticky and inflammable mixture; any flammable target is automatically set on fire (see the rules on *Fire*).
6. Every time the flame cannon shoots there is a chance it will explode. If the D20 dice roll made to hit is 19 or 20 the weapon explodes destroying itself and causing normal damage over a 1½" radius area. As this is rather risky, sensible crew members may retire a normal move before activating the weapon in the following (or subsequent) turn. The crew must then return to the model before they can begin to re-pressurize. It therefore takes an additional turn to prepare for firing.

Hand-to-hand Combat

If charged, a cannon's crew may elect to run away after setting a fuse on their weapon. This explodes when the chargers are D4-1" away (see 6. above). A crew may also stand and defend their cannon, but may not *stand and fire*, even if the chargers are beyond the weapon's minimum range.

If a flame cannon's crew are preparing to fire it from a distance, the cannon may be fired as it or its crew are charged, but may not be deliberately exploded.

Although crew members may be pushed-back in close combat, the cannon cannot. Any attempt by untrained hands to move, use or destroy a flame cannon, automatically causes it to explode (see 6. above).

If attackers have flaming brands or any other fire weapons, the cannon automatically explodes as close combat begins.

Flaming Missiles

Any flame cannon lying within the effect template of a weapon firing flaming missiles explodes automatically.

Crew loss

Crew for flame cannon are highly trained specialists (and also mad). Crew cannot be replaced other than by other flame cannon crew. As crew are lost the weapon takes longer to pressurize:

Crew lost Time to pressurize

- | | |
|---|---------|
| 1 | 2 turns |
| 2 | 3 turns |

PORTABLE WEAPONS

Unlike the large war engines, portable weapons are small enough to be carried around the battlefield, often strapped to the back of one of the crew!

Portable weapon crew models are available at the same points cost as an ordinary member of their race plus 5 points. This 5 point bonus is added on top of points for equipment, and does not affect the equipment modifier in any way. Kamikaze rocketeers are not considered to be crew; they cost 25 points. This is in addition to the cost of the rocket.

ROCKET LAUNCHER BAZUKA

This is a simple tube designed to fire a rocket with a powerful explosive tip. The rocket launcher is relatively light and fairly simple to use, but like most of these advanced gunpowder weapons, rather risky. Although known to the Dwarf Engineers Guild, the weapon is more closely associated with Chaos Dwarfs, many of whom retain the metal working and manufacturing skills of their cousins. Balancing the charge in the rocket is the tricky part, and losses amongst crews are considerable. The normal crew is two: one to carry and fire the launcher whilst the other carries the rockets and loads them. The Dwarvish name for the weapon is bazuka which may mean 'not recommended for active service'.

Movement

The two models comprising a bazuka team must remain in base-to-base contact at all times. Both crew are required to carry the weapon and its ammunition. If either crew member is lost the weapon is useless; the remaining crewman is moved in the same way as an independent character.

Firing

Because a bazuka needs to be loaded, the team may not move and fire. If the weapon fires the team may not make a *reserve move*. The bazuka may fire within a 90° arc drawn from the firing model. If the firer needs to be turned to fire on its target this does not count as movement, as long as the model is not moved further. Bazukas employ an *area template* in the same way as stone throwers and fire throwers. This is represented by a card circle with a radius of 1".

Bazuka	Range	Template	Strength	Save Mod.	Wounds per Hit	Points
2 crew	36"	1" radius	5	-3	D3	40

The procedure for firing is as follows:

1. The player selects the target point and places the *area template* directly over it. The centre of the *area template* must lie within the 36" maximum range of the weapon and within its fire arc of 90°. If the target is a unit of troops, the *area template* may be placed over a second, third or subsequent rank - it does not have to be placed on the first rank. Otherwise normal targeting rules apply.
2. Once a target point has been selected and the *area template* positioned, the player must roll to see if the missile has landed on target. Roll a D20. If the score is 13-17 the shot has landed bang on target. If the score is 1-12 the shot has gone astray or deviated from the target point. The direction of deviation is indicated relative to a clock-face in the same way as stone throwers, with 6 o'clock pointing straight back to the shooter. If the score is 18, 19 or 20 something has gone amiss as described under 5. below.
3. If the shot lands on target work out damage as described below. If the shot deviates roll a D6. This is the distance the shot deviates in inches, measuring from the original target point. Deviation may take a shot beyond maximum range and normal fire arcs. However, no shot may deviate by more than half the measured range of that shot. A shot at a target 6" away may not therefore deviate by more than 3". Once the *area template* has been repositioned work out damage on any models inside.
4. All models whose bases are wholly or partially within the area covered by the *area template* are automatically hit once. Work out the results with the weapon's *strength* of 5. If damage is indicated, make any *saving throws* immediately, remembering to take the *saving throw modifier* of -3 into account. Any model failing to save takes D3 wounds.
5. Every time the fire thrower shoots there is a chance it will malfunction and explode. If the standard D20 rolls made to establish deviation is a 18, 19 or 20 something has gone wrong:

18 - The rocket is a dud and fails to ignite. The weapon must be reloaded and fired.

19 - The rocket fires normally but fails to explode. The target unit suffers 1 automatic *strength* 3 hit with no *save* modifier. If damage is taken, 1 *wound* is caused.

20 - The rocket explodes destroying the launcher. Place a standard *area template* over the crew and work out damage as if hit by their own weapon. In addition, some or all rockets carried by the second crewman may be ignited. See below.

Hand-to-hand combat

If charged, the bazuka team may stand and fire, or may halt. The team may not run away unless it deliberately abandons its weapon and ammunition.

If engaged in hand-to-hand combat the crew may fight normally. However, if pushed-back during the engagement their bazuka and ammunition are assumed to be dropped. Once the engagement is over, the crew may recover any dropped weapons. A bazuka crew does not have to follow-up an enemy it pushes-back, but may do so if the player wishes. If hit by fire weapons, any rockets carried by the second crewman may ignite as explained below.

Missile fire

Missiles may not be directed against the weapon, but only against its crew. If hit by flaming missiles, any rockets carried by the second crewman may explode as described below.

Accidental ignition

The ammunition carried by the second crewman is highly unstable. If the team is hit by fire-based weapons, there is a chance its supply of rockets will be ignited. Roll a D6 and, if testing because the weapon has exploded, add +1. If the score is 6 or more, D6 rockets are ignited. The direction taken by each rocket is determined randomly by the GM, causing normal rocket damage on the first target in its path. Once its ammunition has been ignited, a bazuka team has none left and is useless.

Crew loss

Rocket launcher crew are highly motivated individuals with little regard for their own safety. They cannot be replaced by other troops, although a spare crew member may join another team and act as a reserve crewman. A single crewman may not operate the weapon.

FIRE THROWER

The fire thrower was originally developed by members of the Dwarf Engineers Guild. It was designed to be used against Goblins in the underground lairs beneath the Worlds Edge Mountains. The weapon proved reasonably effective, if somewhat unpredictable and dangerous. Since then it has been developed and even adopted by other races, although it is still an experimental device requiring more than a modicum of bravery on the part of its user.

The basis of the weapon is a bound, airtight barrel lined with copper. This contains an inflammable mixture of sulphurous compounds and oil. To fire the weapon, one crewman pressurizes the barrel either by pumping air into it, or by adding a small amount of volatile chemical to the mixture. The other crewman holds the flexible pipe with its trigger and ignition mechanism. Once fired, a sheet of sticky, burning chemical hurls towards the target... or the fire thrower blows up!

Casualties amongst fire thrower crews are high, their careers frequently curtailed by unfortunate accidents. Fire thrower operatives are regarded as slightly crazed. It is rumoured that they become addicted to the fumes from the chemicals used in preparing the weapon's fuel. Fire thrower teams always occupy the edge of an army's encampment, where the teams park their supply wagons, and construct huge vats in which to prepare fuel for their weapons. Other troops dislike being stationed near to the fire throwers because of the constant nocturnal explosions, intoxicated cackling, and occasional devastating chemical fires. Crews are immediately recognisable by their slightly singed appearance and the strong odour of inflammable spirits.

The fire thrower is represented by two models called a team. One model is required to carry and prime the barrel of chemicals, while the other aims and fires the weapon. The two models must remain in base-to-base contact at all times. Both crew are required to carry and operate the weapon. If either crew member is lost the weapon cannot be moved or fired. The remaining crewman is moved in the same way as an independent character.

Movement

A fire thrower imposes a 1" movement penalty on its crew. Dwarfs are not subject to this penalty, as the extra weight does not bother them. A fire thrower crew may move in both the *movement phase* and the *reserves phase*. As fire throwers are carried by their crew, they may be moved over *obstacles* and through *difficult terrain* at the normal penalty for these terrain types.

Firing

Because a fire thrower needs to be primed, the team may not move and fire. If the weapon fires the team may not make a *reserve move*. The weapon may fire within a 90° arc drawn from the firing model. If the firer needs to be turned to bear on its target this does not count as movement as long as the model is not moved further. Fire throwers employ an *area template* in the same way as stone-throwers. This is represented by a card circle with a radius of 1".

Fire thrower	Range	Template	Strength	Save Mod.	Wounds per Hit	Points
2 crew	12"	1" radius	4	-3	D3	30

The procedure for firing is as follows:

1. The player selects the target point and places the *area template* directly over it. The centre of the *area template* must lie within the 12" maximum range of the weapon and within its fire arc of 90°. If the target is a unit of troops, the *area template* may be placed over a second, third or subsequent rank - it does not have to be placed on the first rank. Otherwise normal targeting rules apply.
2. Once a target point has been selected and the *area template* positioned, the player must roll to see if the missile has landed on target. Roll a D20. If the score is 13-19 the shot has landed bang on target. If the score is 1-12 the shot has gone astray or deviated from the target point. The direction of deviation is indicated relative to a clock-face in the same way as stone throwers, with 6 o'clock pointing straight back to the shooter. If the score is 20 something has gone wrong, as explained under 6. below.
3. If the shot lands on target work out damage as described under 4. below. If the shot deviates roll a D6. This is the distance the shot deviates in inches, measuring from the original target point. Deviation may take a shot beyond maximum range and normal fire arcs. However, no shot may deviate by more than half the measured range of that shot. A shot at a target 6" away may not therefore deviate by more than 3". Once the *area template* has been repositioned work out damage on any models inside.
4. All models whose bases are wholly or partially within the area covered by the *area template* are automatically hit once. Work out the results using the weapon's *strength* of 4. If damage is indicated, make any *saving throws* immediately, remembering to take the *saving throw modifiers* into account. Any model failing to save takes D3 *wounds*.
5. Fire throwers are fire weapons and receive a +1 *strength* bonus against flammable creatures. In addition, any flammable target hit by the weapon is automatically set on fire - no test is necessary. See the rules on *Fire*.
6. Every time the fire thrower shoots, there is a chance it will malfunction and explode. If the standard D20 roll made to establish deviation is a 20, the barrel full of warpfame mixture has exploded, instantly killing the crew and placing anyone nearby in danger. Place an *area template* over the exploding crew and work out any casualties as normal.
7. Any unit suffering damage from a fire thrower must make an immediate *panic* test.

Hand-to-hand combat

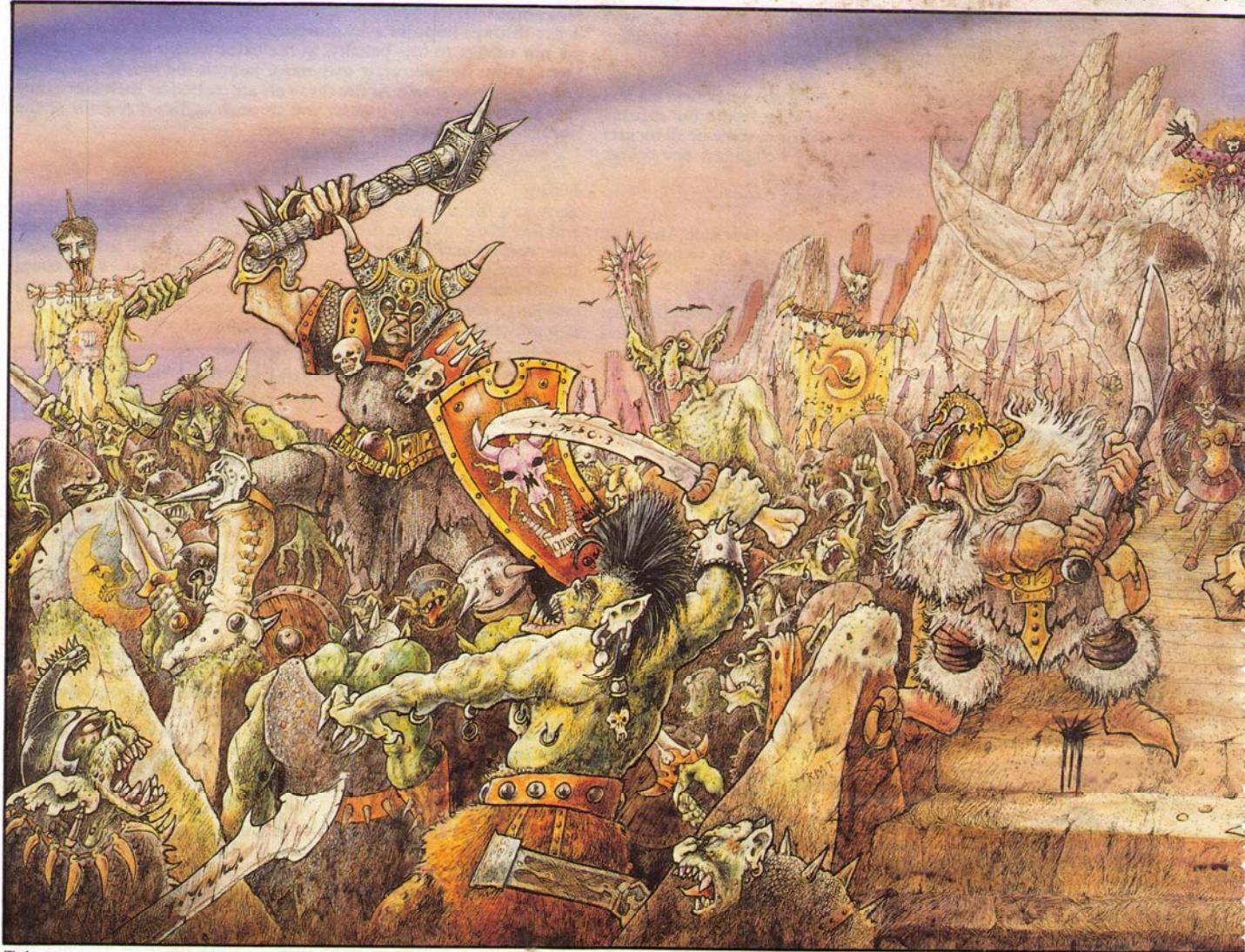
If engaged in hand-to-hand combat the crew may fight, but because they are encumbered by their weapon they are considered to be using improvised weapons. The team may stand and fire, but their heavy equipment prevents them running away.

The team does not have to follow-up an enemy it pushes-back, but may do so if the player wishes. If either member of the team is hit by fire weapons the volatile chemical mixture will explode on a D6 score of 6.

Missile fire

Missiles may not be directed against the weapon but only against its





J.B. Warhammer

crew. If the team is hit by flaming missiles, the chemical mixture will explode on a D6 score of 6.

Crew loss

Fire thrower crew are highly trained specialists. They cannot be replaced by other troops, although a spare crew member may join another team and act as a reserve crewman. A single crewman may not operate the weapon.

WARP-FIRE THROWER

This device is used by the children of corruption, known to the world as Chaos Ratmen, and amongst those who are familiar with their noisome ways as Skaven. It is identical in every way to the normal fire thrower, except that it projects a magical mixture of inflammable materials and the dreaded warpstone - the raw stuff of Chaos. This potent brew is even more dangerous than the normal combustible concoction, and no sane creature would go anywhere near the stuff. Indeed, no creature could go near the material without suffering the warping effects of Chaos. The Skaven, as the arch-servants of Chaos, are indifferent and largely immune to its dangers.

Firing

The same rules and procedure apply to warp-fire throwers as to ordinary fire throwers:

Warp-fire Thrower 2 crew	Range 12"	Template 1" radius	Strength 5	Save Mod. .4	Wounds D3	Points (6)
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Because the weapon fires warpflame, an incredibly volatile and dangerous mixture, the following additional rules apply:

1. A warp-fire thrower explodes on a D20 roll of a 19 or 20 rather than on a 20. It is therefore twice as likely to blow up as an ordinary fire thrower.
2. Warpflame attacks with a *strength* of 5, with the usual +1 bonus against flammable targets.
3. If a model sustains damage from warpflame but is not killed, the warping effects of the mixture start to affect it. This is horrible to watch and none too pleasant to endure. The target's body begins to warp and change, distorting and melting as its bones crack and bend into new and unimaginable shapes. At the same time writhing snakes, scorpion tails and other monstrosities start to sprout from the victim's flesh, horns grow from its head and acidic vomit dribbles from its drooling lips.

The victim, understandably upset about this sudden dissolution of its good looks, is driven insane by physical agony and mental trauma. This is all very pleasing to the Gods of Chaos of course. Within seconds the target is reduced to a pile of mobile caustic slime. At the start of the side's next turn it is moved 2D6" in a random direction, in the same way as a Goblin Fanatic. Any unit the slime moves over suffers D6 automatic *strength* 4 hits, with no *saving throw* for armour, although any applicable *magical auras* apply.

Once the slime has moved, it decomposes to a harmless but repulsive puddle of tissue and plasma. This also occurs if a double is rolled when determining how far the slime moves.

Hand-to-hand combat

If engaged in hand-to-hand combat the crew may fight, but because they are encumbered by their weapon they are considered to be using improvised weapons. The team may stand and fire, but their heavy equipment prevents them running away. The team does not have to



Elven Animal Keepers



Dwarf Flame Cannon



Venomous Creeps

J.B.

follow-up an enemy it pushes-back, but may do so if the player wishes. If either member of the team is hit by fire weapons, the volatile chemical mixture will explode on the D6 score of a 5 or 6.

Missile fire

Missiles may not be directed against the weapon, but only against its crew. If the team is hit by flaming missiles, the chemical mixture will explode on the D6 score of a 5 or 6.

Crew loss

Warp-fire thrower crew are highly trained specialists. They cannot be replaced by other troops, although a spare crew member may join another team and act as a reserve crewman. A single crewman may not operate the weapon.

SKYROCKET

Simple tubular rockets have been used for centuries in Cathay and the east to provide colourful, nocturnal, public entertainment. The military version of the rocket is larger and more dangerous, but the design is basically the same. Rockets are launched from specially constructed frames. A typical rocket crew is two, and the frame is light enough to carry. From the humans of the east, the weapon has passed into the hands of the Hobgoblins.

Movement

A rocket launching frame, rockets and its crew have a 1" movement penalty. A rocket and its crew may only move in the *movement phase*, never in the *reserves phase*. It may not move over an *obstacle* or through *difficult terrain*.

Firing

Each crew, launcher and rocket model represents a team and a supply of rockets. So long as the launcher remains intact, the crew may continue to fire rockets, even though there is only one rocket model. A rocket may be fired within a 90° arc. The team may not move and fire in the same turn. Turning a rocket to face a target counts as movement and precludes firing.

A rocket's maximum range is variable, depending on the number of ranging dice thrown. The maximum number of dice allowed is 7, so the maximum range is theoretically 42".

Rocket	Range	Type of Hits	Strength	Save Mod.	Wounds per Hit	Pts
	Up to 7D6"	Direct hit	Unit 2D6 S5	-2	D4	50
		Dispersed hit	Models in 6" S3	normal	1	
		Aerial	Unit D6 S3	normal	1	

The following rules are used when firing rockets:

1. The player nominates his target in the normal way. The firers must be able to see the target, and normal targeting restrictions apply.
2. The player rolls between 1 and 7 D6 and adds the scores; he has a free choice over the number of dice thrown. The total is the distance the rocket travels towards its target.
3. The rocket comes to land exactly as indicated by the dice roll and explodes. If the rocket comes to land within the formation of a unit, it causes 2D6 automatic *strength* 5 hits on the unit. No model may be hit more than once, but any model wounded takes D4 *wounds* with a *save modifier* of -2.
4. If the rocket does not land within the formation of a unit, the explosion is dispersed, caused 1 automatic *strength* 3 hit on every

model within 6". Any model wounded takes a single *wound* with a normal *saving throw*.

- If any of the ranging dice show a 1, the rocket explodes prematurely in the air. This causes no damage on troops on the ground, but if the rocket's path crosses the position of aerial troops (irrespective of the height level), D6 automatic *strength* 3 hits are sustained. No model may be hit more than once, and any model wounded takes 1 *wound* and receives a normal *saving throw*.

Speculative fire

Because a rocket can be fired at a high trajectory, it can be fired over a hill or building at an enemy beyond. As the crew cannot see the target they do not know it is there (although they might have reason to believe it is... they can hear its battle cries, for example). Any firing at a target which the shooters cannot see is deemed speculative.

Speculative shooting is relatively inaccurate. The firer nominates a target point within 42". This can be any point on the table, even the centre of a wood or village, or the other side of a hill. The player then rolls 7D6 - he cannot choose to roll fewer dice as with normal fire. Casualty results are worked out as normal.

Hand-to-hand combat

If engaged in hand-to-hand combat, the crew may fight as normal. The rocket frame confers no bonus of cover as it is considered to be too flimsy. Crew must take any charge at the halt or *run away*; they do not have to follow-up if they win the combat round. If pushed-back, or if they run away, the rockets and launcher are destroyed.

If any crew member is hit by fire weapons, rockets will explode on a D6 roll of 6. Hits are distributed throughout the units engaged.

Missile fire

Missiles may not be directed against the rockets, but only against the crew. If the crew are hit by flaming missiles, the rockets will explode on a D6 score of 6.

Crew loss

Rocket crew are highly specialised and cannot be replaced by non-rocketeers. Odd rocketeers within the same unit may be drawn together to make up full crews. Extra crew members may be included to off-set casualties, but these do not make firing any faster and are assumed to be inactive until required. A rocket team reduced to a single crew member may only fire every other turn.

ROCKET KAMIKAZES

At some time in the distant past, some erudite Nipponese theoretician made the astounding mental leap of combining the Nipponese Kamikaze and the skyrocket. Brave volunteers allowed huge skyrockets to be tied to their backs, enabling them to soar through the sky towards their targets. Guided by the Kamikaze flapping his arms about, these rockets proved far more accurate than normal skyrockets. Because a Kamikaze has a privileged view of the battlefield, he is able to direct his missile against *speculative targets* far more accurately than normal.

A Kamikaze model represents one volunteer and one rocket. The Kamikaze can be fired instead of any normal rocket, but once fired the model is removed and cannot be used again.

Firing

Firing is the same as for a normal skyrocket, except that once the landing point has been established, the player may use his Kamikaze to guide the missile during its last moments of flight. The player rolls 2D6 and may move the target point to anywhere within this number of inches. For example, if the dice score is 3+5 the player may reposition the landing point to anywhere within 8". The Kamikaze takes D4 *strength* 4 hits when the rocket explodes.

Hand-to-hand Combat

If Kamikazes become involved in hand-to-hand fighting all damage against them must be worked out separately.

If hit by fire weapons, the Kamikaze explodes on a D6 score of 6.

Missile fire

If a team sustains missile casualties, Kamikazes may be hit randomly.

Anti-Kamikaze fire

Just as a missile unit may fire at a charging enemy, units equipped with missile weapons with a long range of more than 20 inches may fire at oncoming Kamikaze rockets. The unit must not be engaged in hand-to-hand combat. The unit suffers a total -3 'to hit' modifier and must pass a *Ld* test before it is allowed to fire. If killed, the Kamikaze may not guide the missile which then lands just like a normal rocket. If flaming missiles are used and the Kamikaze is killed, the rocket explodes harmlessly above the unit.

CHARIOTS

Chariots are fearsome weapons, the more so when pulled by aggressive creatures such as giant wolves or boars. Chariot models do not come supplied with their own base, so you must be prepared to make your own. Suitable basing materials are mounting card and plywood. Bases should be wide enough and long enough to accommodate the model. As a rough guide allow between 20 and 25mm width for each draft animal.

ORGANISATION

Chariots are organised into units just like ordinary models. A unit consists of one to six chariot models. Unlike a normal unit, chariot models do not have to remain within base-to-base contact, although they must remain within 4" of at least one other chariot in the unit. One chariot must be nominated as the unit leader, functioning exactly like any other unit leader. If the unit has musicians or a standard these are placed in the same chariot as the leader, and may be carried by other crew members (if present), strapped to the chariot, or utilised by the leader himself.

DRAFT CREATURES

The most common draft creatures are horses, warhorses, giant wolves and giant boars. *Warhammer Armies* contains examples of each of these types. Players are welcome to innovate by using different creatures to pull chariots, but your own inventions are not eligible for competition play. A span of draft creatures may comprise one, two, three or four creatures. The chariot moves at the same rate as the creatures pulling it, with a suitable modifier as shown below:

Number in span	Move rate
1	As creature minus 3"
2	As creature minus 2"
3	As creature minus 1"
4	As creature

TYPES OF CHARIOT

Chariots are divided into three categories:

Heavy Chariot: Any chariot with 3 or more draft creatures and/or 3 or more crew is a *heavy chariot*.

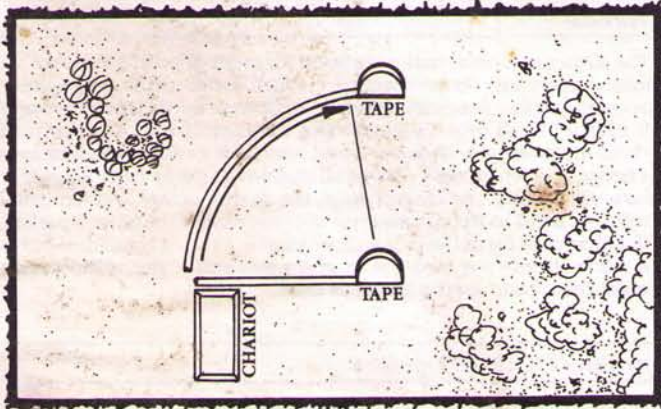
Light Chariot: Any chariot with 1 or 2 draft creatures and 1 or 2 crew (including the driver) is a *light chariot*.

Wagon: Any wheeled vehicle with 4, rather than 2 wheels is a *wagon*, irrespective of the number of draft animals or crew.

Moving

Light chariots may make a *reserve move* in the same way as normal troops. Heavy chariots are far too cumbersome to have a *reserve move*.

Chariots may move straight forward, like any other models, or they may turn. To turn a chariot, decide how far the chariot is moving that phase. Take a tape measure or rule and place it at right angles to the chariot. Hold the measure so that its length is equivalent to the chariot's move - see the diagram.



To turn the chariot, move the measure so that it describes an arc. The chariot moves along this arc up to its total movement distance. The distance moved can be estimated and checked by measuring later. A spare tape measure will help. A chariot does not need to turn for all of its move, but may turn a little and move in a straight line. The radius of the arc remains the total distance moved, whether the distance is moved as a straight line or curve.

Chariots may not move backwards and they may not turn or wheel as can other models. This means that they are far less manoeuvrable than most normal troops. However, by moving very slowly they can turn round in a very tight circle.

Light chariots. Light chariots are turned in the same way as heavy chariots, but the turning radius is equal to *only half* the model's move.

Wagons. Carts, wagons, coaches etc. are different to chariots in having four rather than two wheels. They move 2" slower than equivalent chariots and have a turning radius of twice their speed. A wagon can carry twice as many crew as a normal chariot. Wagons never take a *reserve move* no matter how many draught animals they have - they are too slow and cumbersome. It is possible (although not necessarily advisable) to use a wagon for fighting in the same way as a proper chariot.

Crew

The size of the chariot's crew depends on how big the chariot is... and how small the crew are. A dozen Snotlings could easily squeeze into a space which would only accommodate three or four Elves. Assuming the crew are normal human-sized creatures, up to four models may ride a heavy chariot. Up to two models may ride a light chariot, and up to eight models may ride a wagon. Two Halflings or three Snotlings may occupy the space of a single normal model. An Ogre occupies the same space as two humans.

Unless a chariot crew includes a *character model*, all crew must be identically armoured. A driver model need not have a shield, but always counts as shielded if the rest of the crew are shielded, and will then pay points as if he were shielded. This takes into account the protection offered by the beasts, chariot body and other crew members. Chariot crews fighting from their chariots always count as equipped with hand weapons, no matter what weapons they actually carry. It is not possible to use special formations for spears, pikes etc. from a chariot. No special weapon modifiers apply.

Driver. One model must be appointed the driver. The driver's characteristics are used as the basis for all *psychology* and *rout* tests.

Shooting. Any crew equipped with missile weapons, including the driver, may fire all round. There is a -1 'to hit' penalty for firing from a moving platform.

Hand-to-hand combat. All crew members, including the driver, may fight to the chariot's front. If the draft beasts have their own attack these may be struck to the chariot's front.

Charge!

When a chariot charges into combat it gains additional attacks because of its own mass. If the chariot is equipped with scythes, it can cause even more damage as it charges home! During the first round of close combat a charging chariot causes D3 automatic hits with an equivalent *strength* of 4. If the chariot has scythes, each scythe causes an additional automatic hit when charging.

Missile Fire

Missile fire may be directed against a unit of chariots and the results of damage computed against a single random chariot. Alternatively, if the shooting player wishes, hits may be divided between all possible target chariots, allocating each hit randomly. Unless one chariot contains a *character model* there is little point in doing this, however, and it is best to concentrate on a single random chariot model. If the chariot unit contains a *character model*, and there are six chariots, including the character's chariot, the character's chariot may not be targeted specifically - although it may still be hit randomly. If the chariot unit contains less than six models, the character's chariot may be specifically targeted in accordance with the normal rules regarding missile fire and character models.

All shooting hits strike chariots as a whole - missiles may not be directed against specific parts of the chariot, its crew or draught animals. Chariots are large targets (+1 to hit). Note down the number of hits scored during the shooting phase. At the end of the shooting phase consult the chariot damage chart as explained later.

Hand-To-Hand Combat

In hand-to-hand combat, chariots may be struck by opposing models - the number of hits taken by each chariot is recorded separately. Hand-to-hand blows are directed against the chariot, crew and draft animals as a whole. It is not possible to direct a blow specifically against either the crew or the draft creatures. For purposes of attacking a chariot, chariots have a WS equivalent to that of the fighting crew. If the fighting crew have different WS (if one is a *character model* for example) the highest WS is used.

Damage from chariots/scythes is resolved before any other normal blows are struck. Enemy models, chariot crews and fighting draught animals strike in normal initiative order, using their own WS, S etc.

Chariot Damage Chart

Hits against chariots are recorded and damage determined at the end of the combat round (or at the end of the *shooting phase* in the case of shooting damage). Roll 2D6 and add +1 for each hit sustained. It is the number of hits which is considered and no reference is made to the usual *Damage Chart* at this stage. For this reason, chariots have no *toughness*.

- 3-7. No effect.
- 8. One of the chariot wheels is badly damaged, spokes are splintered and the metal tyre is hanging off. This presents no problem whilst the chariot is travelling in a straight line. However, if the chariot attempts to turn roll a D6. If the score is 4, 5 or 6 the wheel drops off completely and the axle breaks (see 13. below).
- 9. The reins are severed, badly twisted or become detached from the draft team. All future *run amok* tests (see later) are failed on the score of a 5 or 6.
- 10. A draft animal is slain and pitches to the ground - the chariot's driver rushes to cut the beast free so that the chariot may continue. The creature is allowed to make any saving throw to which it is normally entitled. Reduce the chariot's move as described above under *Draft Creatures*. The driver may not fight in hand-to-hand combat that turn unless he has already done so.
- 11. One of the chariot's crew is struck! If the chariot's crew have identical characteristics there is no need to determine which model is hit - if the driver is slain a warrior takes over. If the crew have different characteristics, or where it is important to differentiate (leader, *character model* etc.) randomly determine which model is hit. The model receives one automatic hit with a *strength* equivalent to the creature's *toughness*. This gives a *wound* on the D6 roll of a 4 or more. Normal *saving throws* are allowed.
- 12. The chariot is badly shaken, the crew are pitched about and nearly thrown overboard. The crew may not fight for the remainder of the present or following turn.
- 13. The axle snaps and the chariot is brought to an ignominious halt. In the *reserves phase* the chariot skids forwards D6" and may skid into other troops (even though troops may not normally approach in the *reserves phase*). A skidding chariot causes D4 automatic hits at *strength* 4 against any unit struck. Scythes no longer count, as they are assumed to be destroyed. Crew may disgorge in their following turn and fight as a single unit on foot.
- 14. The yoke pole snaps, separating the draft animals from the chariot. If in combat, the draft animals continue to fight and if victorious



CHARIOTS

will pursue their enemy. The chariot itself is now useless. Crew may continue to fight on foot, and may be formed into a single unit once the combat engagement is over.

- 15. The chariot is overturned and its crew pitched to one side. All must make their basic *saving throw* or be killed. Survivors may form into a single unit and continue to fight on foot. All draft animals are slain and the chariot is useless.
- 16. A massive jolt throws the crew overboard. The over-exerted draft animals are now beyond control and *run amok*. The crew must make their basic *saving throw*. Survivors may be formed into a single unit.

Drivers, Crew Casualties And Control

A chariot's driver may fight in hand-to-hand combat. Unless the crew contains a special model of some kind, the driver is not differentiated from the other crew - if the driver should be slain it is assumed that a fellow crew member takes over and the overall result is the same. Every time a crew member model is removed, there is a chance that the chariot will go out of control, reflecting the fact that the driver may be slain or distracted. The player controls the chariot rolls a D6. If the score is 1-5 all is well and good, the crew member takes the reins and the chariot continues normally. If the score is 6 the beasts go out of control and *run amok*.

Run Amok!

A chariot running amok will automatically charge the nearest target to its front and within reach. The crew cannot fight, but must hold on as tightly as possible to prevent themselves being pitched overboard. If no suitable target presents itself, the chariot will move its normal maximum move, either (D6) 1-2 to the left, 3-4 straight on, 5-6 to the right.

Skirmish in The Rocks

Terrain

The suspension on a chariot is somewhat more primitive than that on most modern cars. As a consequence, rough terrain can be as dangerous as enemy action! If a chariot crosses *difficult* or *very difficult ground* it adds +1 to all rolls on the **chariot damage chart** made that turn - both in *shooting* and *hand-to-hand* combat. If a chariot is driven over a hedge or ditch, it adds +D6 to all **chariot damage rolls** made that turn. If no other hits are sustained, the chariot makes one automatic roll after hand-to-hand combat (or as convenient if the players prefer). If a chariot is driven over a wall or similar extremely solid object it is automatically wrecked, the draft animals killed, and all crew must make their basic *saving throw* or die horribly.

Results Of Close Combat

Because chariots do not take *wounds* in the same way as normal troops, the results of close combat must be worked out slightly differently. The damage caused by the chariot and its crew is considered exactly as normal. Damage against the chariot unit is worked out as follows:

- + 1 For each chariot that is hit during the round.
- + 1 For each chariot destroyed, running amok, without draught animals or without crew.

If a chariot unit is pushed-back the chariot models are not moved, although the enemy has still won the round and still receives the 'following-up' bonus in the next round. If a chariot unit is compelled to rout, models are turned around immediately and moved away just like ordinary ruters. This contravenes the normal movement rules.

If chariot crews are fighting on foot as separate units, their close combat results are treated separately from that of the chariots. They are considered to be a new and different unit.

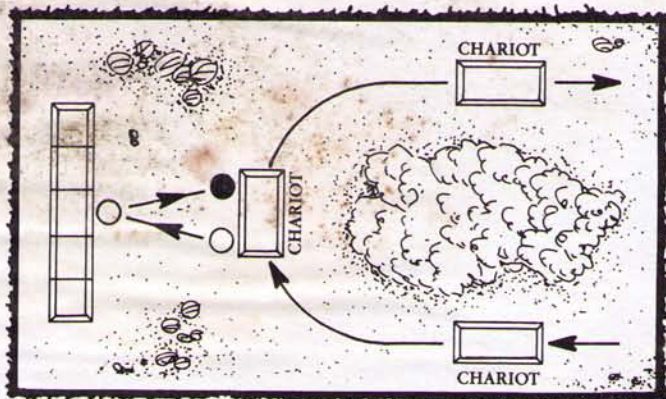


Wagons As Cover

Wagons may be formed into laagers or barricades to provide 'soft' cover and a 'defended obstacle'. It is not necessary to push a wagon over to provide cover, but it is a good idea to unhitch the team, taking 1 stationary turn to do so. A wagon with a team can still be used as cover/an obstacle, but the team will bolt on a D6 roll of a 4 or more at the end of the combat round - *running amok* as for chariots. Models may fight from a wagon and still count it as cover/a defended obstacle. Wagons may be moved over like other obstacles. If troops are pushed-back from a wagon they are defending, the combat moves away from the wagon, and all advantages of cover are lost.

Special Mounting/Dismounting Rules

Chariot crewmen, other than the driver, may get off the chariot in the *movement phase*. A crewman may get off a chariot at any point during or after its movement and still make a full move. The crewman is then free to fire missiles or to charge into close combat as normal. A chariot crewman may remount his chariot during the *reserves phase*. He may do this even if not otherwise allowed a *reserve move*, although he must not be engaged in hand-to-hand combat. A chariot crewman always has the option of not following-up a retreating enemy if he intends to remount his chariot in the following *reserves phase*. The crewman may remount the chariot at any point during its move.



In this example the charioteer leaps from his light chariot after it has moved and charges in front of it. During hand-to-hand fighting he pushes-back the enemy formation and declines to follow-up. Meanwhile, during the *reserve phase* the chariot rumbles forward and starts to turn. The charioteer leaps back to the chariot as it approaches and rejoins the rest of his crew.

Character Models And Chariots

Character models may be placed in chariots as part of their crew. Character models do not cost more points because they are mounted in a chariot, but the chariot and *character model* must be costed separately. A *character model* may mount or dismount a chariot as described above. In hand-to-hand combat, any crew hit taken by the chariot is randomised and so may strike the *character model*. If the *character model* becomes involved in a challenge he must dismount from the chariot and fight on foot. This happens automatically, and the normal mount/dismount rules are suspended. Once the challenge is over the *character model* may remount the chariot immediately.

Points Values Of Chariots

The points value of a chariot equals the combined value of its crew and draught animals doubled. For example, a two horse chariot with two men, each armed with shield and light armour, costs:

$$3+3 \text{ (horses)} + 8+8 \text{ (men)} = 22 \text{ points} \times 2 = 44 \text{ points}$$

The points value of a Goblin chariot pulled by two giant wolves and with the crew equipped as for the humans in the example above would be:

$$8+8 \text{ (Wolves)} + 4+4 \text{ (Goblins)} = 24 \text{ points} \times 2 = 48 \text{ points}$$

If a chariot is being used by a *character model* the value of the chariot will be slightly less because it has one less crewman. For example, a

chariot pulled by giant wolves and including a single Goblin driver would be:

$$7+7 \text{ (wolves)} + 4 \text{ (goblin)} = 18 \text{ points} \times 2 = 36 \text{ points}$$

The value of a *character model* mounted in this chariot would be 36 points plus the value of the *character model*. This makes chariots relatively cheap, especially for higher level characters. We justify this by maintaining that an important person would be more likely to ride in a chariot: indeed, the idea of making your general walk whilst ordinary warriors ride around in chariots is plainly silly! However, players should bear in mind the added danger of 'chariot accidents' which could slay your *character model* fairly. As chariot units are invariably small, it is also more likely that your *character model* will find himself the target of enemy missile attacks.

Scythes Adding scythes to a chariot costs an additional 20 points per chariot.



AERIAL MOVEMENT AND COMBAT

Many of the creatures of the Warhammer world have the ability to fly through the air. Some can even carry a rider while doing so.

Movement In The Air

Flyers are moved during the *movement phase*. They may not move during the *reserve phase*. It is assumed that aerial movement takes place continuously throughout the side's turn and the opposing side's turn. However, for game purposes this is represented by a single move.

Unit Coherence in the Air

Airborne models do not have to remain in base-to-base contact with other members of their unit. However, no model may be positioned more than 2" and one height level (see below) from at least one other member of the unit. Should models become isolated as a result of casualties or compulsory movement, their position must be made coherent in the side's following turn, or as soon as possible.

Movement Rates

Aerial movement is limited by the **maximum flight speed** of the creature/equipment. This is given in inches on the appropriate profile.

Flyers are also limited by a **minimum flight speed**. Models attempting to fly below this rate will fall from the sky and crash.

Aerial movement is controlled by two factors, which are: the **acceleration/deceleration rate**, and the **turning radius ratio**.

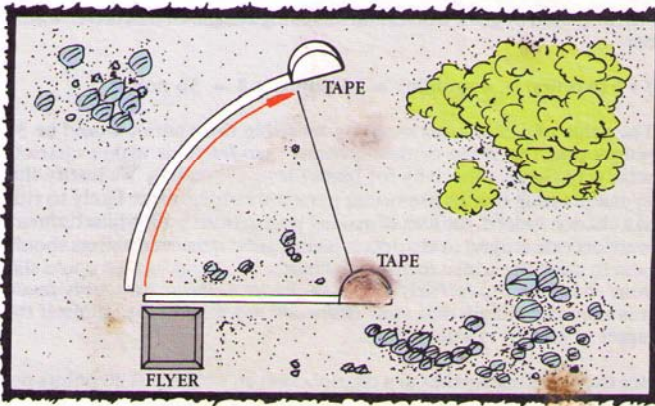
Acc/Dec

The **acceleration/deceleration rate** or **acc/dec rate** of a creature is represented by a number. This is the number of inches by which the flyer can increase speed from turn to turn. A flyer can decrease speed at twice its acc/dec rate.

Turning

All aerial turns are made in the following way. First, decide how fast the model is moving and adjust the tape measure to this length. Place the tape measure at right angles to the model so that its tip touches the model. Sweep the tape round so that its tip prescribes an arc with the same radius as the flyer's movement. The arc represents the path taken by the flying model. A model may stop turning at any point along the arc and fly straight or even turn in the opposite direction.

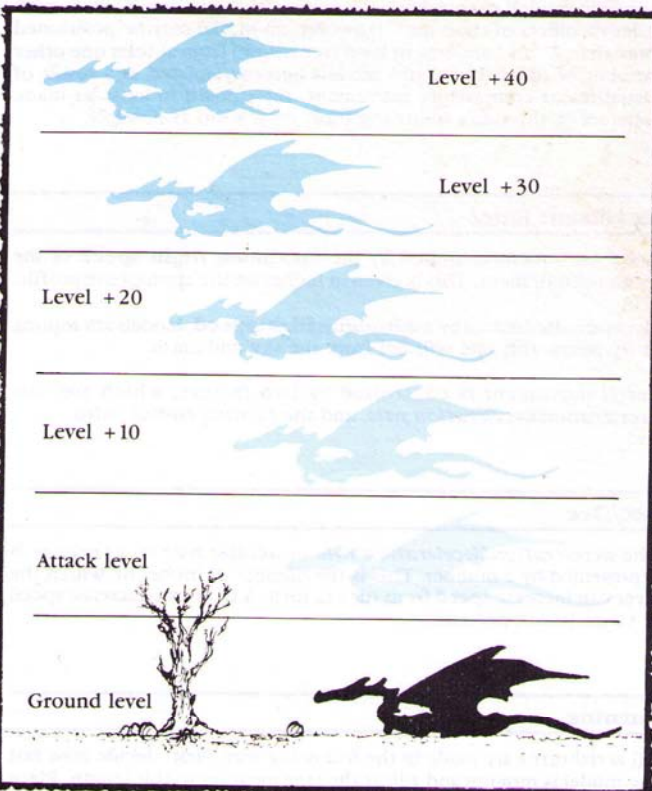
The diagram illustrates how an aerial turn is made. A ruler is placed at a right-angle to the flyer, and a tape measure or ruler is then used to measure the distance moved.



Height Levels

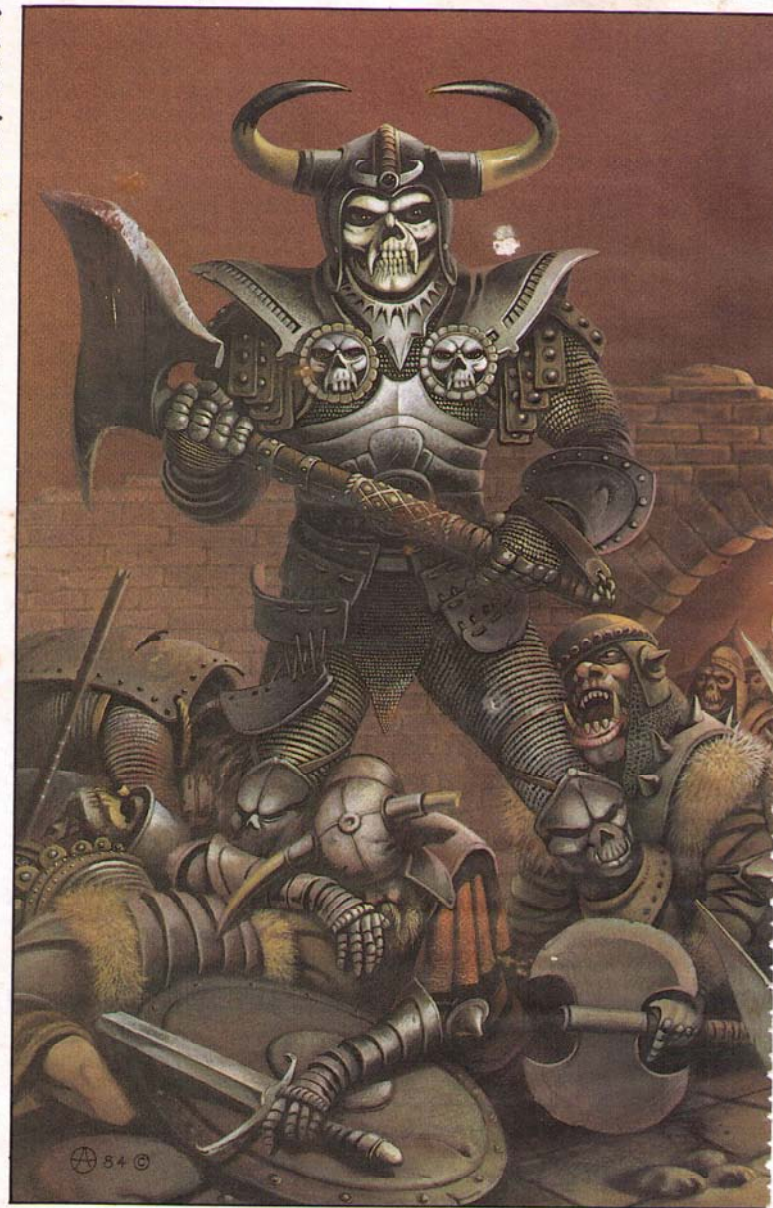
The air is divided into abstract height levels. These are *attack level* (corresponding to the first few yards of vertical distance normally occupied by non-aerial troops), *level +10* (corresponding to the first twenty yards) and *levels +20, +30, +40 etc.* (corresponding to successively greater vertical distances in 20 yards bands). In theory you can add as many bands as you wish (+50, +60, etc) but +40 is the highest altitude normally required.

Although, as described, the bands correspond to fixed heights, in fact they serve only as range modifiers - adding +10" at +10, +20" at +20 etc. to the range from the ground. Anyone with a rudimentary knowledge of geometry will immediately realise that this doesn't reflect the literal distances between the firer and flying target at various ranges. For example, a flyer at level +10 would be exactly 10" away from a firer immediately underneath, but only 15" (rounding up to nearest inch) away from a firer 10" away, not 20" as the rules would indicate. Think of this discrepancy as an additional penalty imposed due to the difficulty of targeting distant flying models. The further away the target the proportionately more difficult it is to hit.



During their movement, flyers may choose to *climb, dive or fly level*.

Flyers can move up one level for each 20" of forward movement (or part thereof). Flyers can dive by one level for each 10" of forward movement (or part thereof). Flyers attempting to dive at faster rates will crash. Flyers capable of hovering may move up or down by a single level per turn, with no need to move horizontally.



Aerial Levels And Building Levels

The height levels used for aerial movement and the building levels correspond as follows:

Aerial level	Building level
Attack	1
+10	5
+20	10
+30	15
+40	20

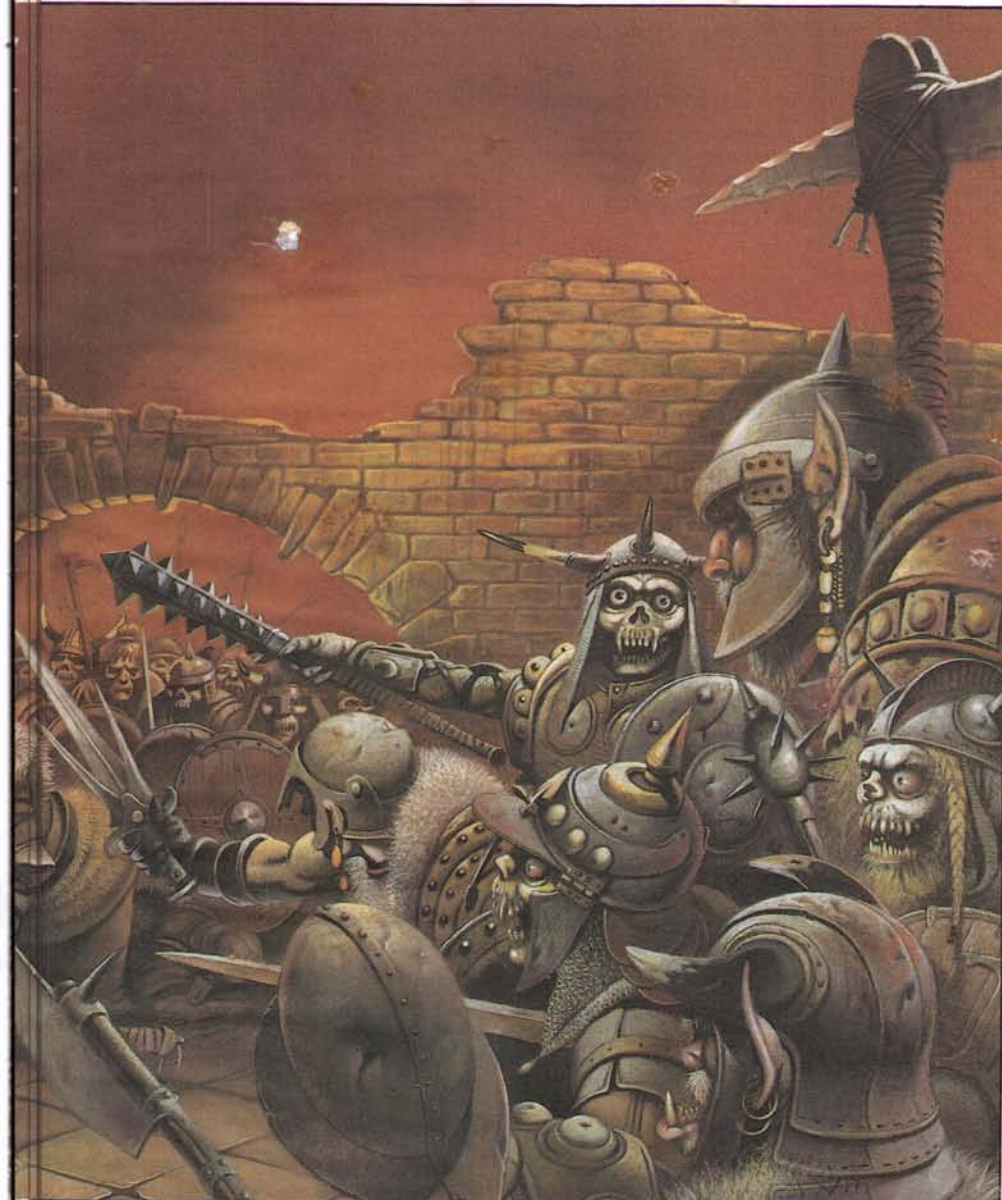
As most buildings will have no more than five levels, most correspond to either the *attack level* or +10 aerial height bands.

Height Level Markers

At the back of the book you will find a number of *height level markers*. The markers are labelled *attack level, +10, +20* etc. and can be used to keep track of the height level currently occupied by a flying model. Simply place the relevant counter next to the model to show its current height. When a model alters height, replace the counter with one showing its new height. Because flying models at ground level are at the same level as all other ground based models, no markers have been provided. A flying model without a marker is considered to be at ground level.

Take Off

Models capable of flight can *take-off* instead of making a ground move. They may never move on the ground and in the air during the take-off turn. During the take-off turn they will fly no faster than their acc/dec rate.



"Who Dies First?"



Warhammer Adventurers

B.N.



Warhammer Monsters

B.N.



Landing

Flyers can land safely only if travelling within their normal deceleration rate (acc/dec x2). To land, a model must end its aerial movement at *attack level*, the player declares that the model is 'landed and on the ground' and the height marker is removed. Once landed the model is treated like any other for purposes of ground movement, and may make a *reserve move* that turn as appropriate.

Flyers As Targets

Flyers at *attack level* are always shot at as if they were normal ground targets. There is no modifier applied.

Flyers at *level +10* can be shot at from the ground and count as being 10" further away than the horizontal distance.

Flyers at *level +20* can be shot at from the ground and count as being 20" further away than the horizontal distance.

Flyers at *level +30* can be shot at from the ground and count as being 30" further away than the horizontal distance.

Flyers at *level +40* can be shot at from the ground and count as being 40" further away than the horizontal distance.

Flyers As Shooters

Flying creatures can throw or fire weapons at the ground from any height. If at *attack level*, *level +10* or *level +20* they count the range as the horizontal distance between the shooter and target. If at *level*

+30 they count the horizontal distance **plus** 10". If at higher levels they count the horizontal distance plus an additional 10" per level. If the modified distance out-ranges their weapon there is no chance of hitting.

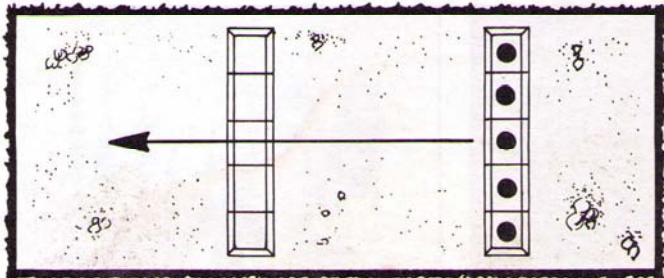
Aerial Shooting

Flying shooters can fire at other aerial targets. When firing at aerial targets up to two levels lower, measure the horizontal range only (e.g. *level +30* to *level +10*). When firing at higher levels add 10" to the horizontal distance for each height level difference (e.g. *level +10* to *level +30* = +20"). When firing at lower levels more than two levels distant (e.g. *level +40* to *level +10*) add 10" for each level difference in excess of two (+40 to +10 = +10"). Targets and firers at *attack level* are considered as if they were normal ground targets (eg *attack level* to *level +20* is 2 levels difference).

Combat Against Ground Targets

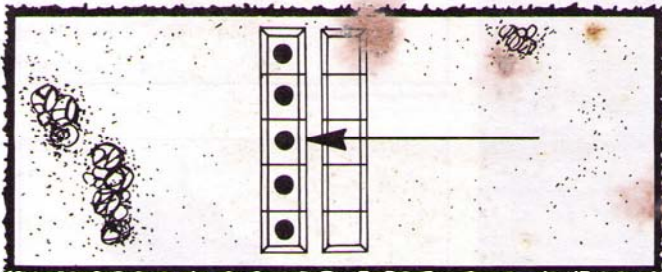
Most flyers cannot hover over an enemy to strike a blow, but instead will simply sweep over their target, delivering a blow as they pass. To simulate this, a flying model is allowed to fight in combat against any enemy that it overflies at *attack level* during its turn. Ground models attacked by an overflying enemy may strike back just as in normal combat.

A flyer overflies all models touched by the flying model's base as it passes and may attack any model including leaders, *character models*, standards etc. A flying model with several attacks may either concentrate them on one model or spread them amongst different targets.



Flyers overflying ground opponents.

Flying models, other than those capable of hovering, cannot sustain a combat for more than one turn. If flying models just happen to be positioned on top of enemies at the end of their movement, it is best to move the flyers to just behind - so it is clear that they may not fight in the following (other player's) turn.



Flyers with a minimum move of 0 may hover above their enemy, prolonging an engagement over several turns if they wish.

Defending Against Aerial Attack

A unit attacked by aerial troops has the usual options, including *stand and fire* and *run away*. Sometimes a unit will be attacked from the air, while already engaged against ground troops. When this happens, models may fight against either the flyers or their ground opponents.

Procedure For Ground/Air Combat

The procedure for working out combat is the same as for normal combat with the following exceptions and special rules:

Roll to hit: Modifiers apply as normal except that flying troops receive no associated bonuses for charging or following-up.

Combat results: If aerial troops lose a combat, the unit is pushed-back (or up!) by one height level. This will automatically end the combat. Ground troops cannot follow-up, even if they can fly themselves, as they have insufficient time in which to get airborne.

If ground troops lose a combat they must make an immediate *roust* test irrespective of the normal provisions. They are not physically pushed-back but remain in position unless routed. If routed, the unit will move away from the enemy, in a direction decided by the GM where this is not obvious. Aerial troops will pursue rousters as normal if physically possible. Often, however, this is not the case, and the flyers may simply continue. They do not have to *reform*.

AERIAL COMBAT

Flyers at the same level and in base-to-base contact during combat will fight in the same way as normal ground troops. Flyers cannot 'overfly' other flyers and strike blows, they must be in base-to-base contact to fight.

Work out combat as normal. Take strikes in order of *initiative*, as you would during ground combat. The charge modifier does not apply. Work out combat results as normal, except that flying models are not pushed-back if they lose the combat. Make any *roust* tests as normal, and work out subsequent rousts and pursuits in the same way as against ground opponents.

Unless opponents can hover it is unlikely that an aerial combat will continue for more than one round. Any model, apart from a hoverer, that attempts to stay stationary, plummets to the ground in a mass of swirling feathers or ripped membranes. Flying models continue to move in their *movement phase*, ignoring enemy models for the purposes of movement. The models are assumed to fly past each other in combat, ripping and biting as they do so.

Hovering models may maintain their position if desired, allowing combats to continue from round to round.

Breaking Off From Combat

During their *movement phase*, aerial troops can break off from combat against ground or other aerial troops. They do not suffer 'blows as they turn' or other penalties. Aerial troops are often obliged to break off a combat to comply with their minimum move distance.

Flying Models Used As Mounts

Large flying creatures such as wyverns and dragons may be used as mounts. Like war beasts and their crews, missile combat and hand-to-hand combat blows are struck either against the rider or the mount. Damage is recorded separately for each.

Missile fire is targeted against the mount and the rider and each hit is randomly allocated by rolling a D6:

- 1-4 the mount is hit
- 5-6 the rider is hit

When fighting on the ground the rules for *war beasts* should be used. However, flying mounts do not run amok. Instead, any mount that would otherwise run amok must immediately take to the air. This applies even if the mount must break off from hand-to-hand combat to do so. A normal, full aerial move is made. This happens out of the normal turn sequence and may temporarily disrupt the usual 2" coherence rule. The mount may move and fight normally from the beginning of the side's following turn. When fighting in the air, it is up to the player concerned whether the attack is carried out against the rider or the mount. Similarly a rider of a flying mount may attack either an opposing rider or mount.

DROPPING THINGS

If a flyer moves over a unit, suitable missiles may be dropped. This can be done from *attack level*, *level +10* or *level +20* but not if the flyers are in hand-to-hand combat.

Dropping an object takes place during the *shooting phase* instead of normal weapons fire. A flyer cannot shoot a weapon and drop an object during the same turn. Dropped objects typically include, stones, bricks and other improvised items.

A unit of flying troops may land to collect suitable items to drop. This may mean going to some theoretical off-table position, landing, collecting and returning with a full load. A unit leaving the table to do this must wait for one full turn. At the beginning of each subsequent turn roll a D6. A score of 6 indicates that the unit returns with replenished supplies of rocks, bricks etc. Place the unit at any point along their own table edge and move as normal. A unit may give up looking for missiles and return to its own player's table edge at the beginning of their next turn.

Hits From Dropped Items

Follow this procedure for each attacker:

1. Nominate a target point for each attacker
2. Roll a D6
3. Deduct

- 1 at level +20
- 2 at level +10
- 3 at attack level

The result is the distance in inches the object lands away from its target. A score of zero or less is a direct hit. Damage from rocks, bricks etc. is resolved by taking the *strength* of the creature dropping the missile, plus 1 for every level above attack (eg 1 at +10, 2 at +20 etc).

Dropped objects which do not land directly on target land in a random position. The distance from their target is indicated by the initial dice throw. If a dropped object strikes a target accidentally, work out damage as before.

Missiles dropped from higher altitudes (+30 upwards) are unlikely to hit their target. Proceed as before, but instead of a D6 roll a D20 and deduct 1 - this indicates the distance in inches from the target.

AERIAL MOVEMENT

CRASHING

A flyer or any aerial debris crashing to the ground causes D4 wounds/damage points to itself and anything it lands on for each height band of original altitude. The chart below summarises the damage caused from various heights.

Attack level	D4
+10	2D4
+20	3D4
+30	4D4
+40	5D4

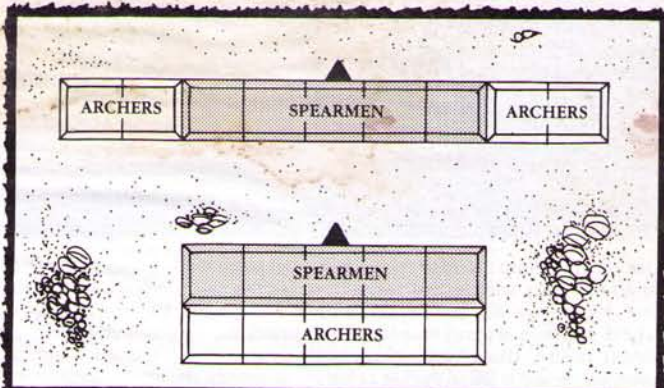
To determine where a plummeting object falls, move it D12" in a random direction. If it should land on another model, building etc. modify the wounds/damage points caused on the ground target (but not the falling object). The wounds/damage points equals D4 per height band plus the falling object's toughness minus the target's toughness. So, a falling human would be unlikely to harm an elephant - whereas a falling elephant would make a rather unpleasant mess of any human it might land on!

SPECIAL FORMATIONS

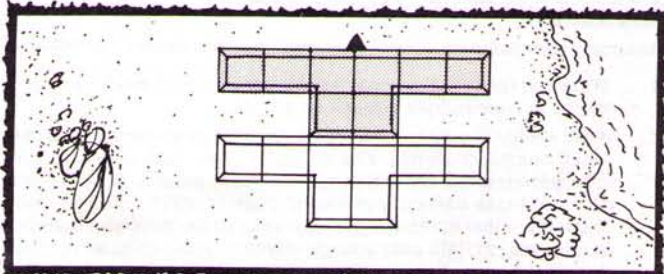
We have already described how units must maintain strict formations of ranks and files. This section introduces some new formations which allow greater flexibility to units.

MIXED RANKS

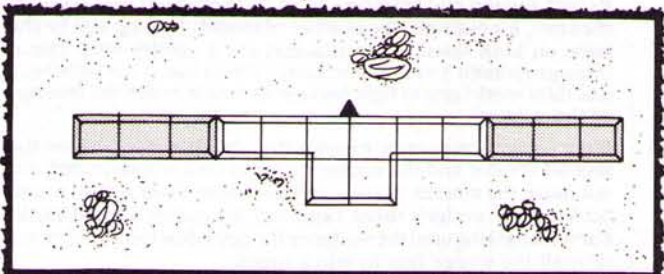
Normally, all the troops in a unit have identical arms and armour, or are assumed to have identical arms and armour. Mixed rank formations are units which contain two totally differently equipped troop types. For example, unarmoured archers and armoured spearmen. Mixed rank units must be deployed either with one type in front of the other, or with one type evenly deployed upon the flanks of the other.



When ranks of one troop type are positioned in front of ranks of a different troop type, any incomplete rank of the leading troop type is positioned between the two. Any incomplete rank of the rearward troop type is positioned as normal.



When a troop type is deployed upon the flanks of another, it is divided between the two flanks equally as shown below:



All models in a mixed rank unit must remain in normal base-to-base contact like any other unit. When the unit takes casualties these must be removed from amongst the troop type fighting in hand-to-hand combat, or in the case of missile casualties, randomised by the GM.

Mixed rank units are allowed two special manoeuvres: these are change ranks and deploy flanks.

Change ranks

The unit simply swaps its leading troop type for its rear one. The units front rank position remains unchanged.

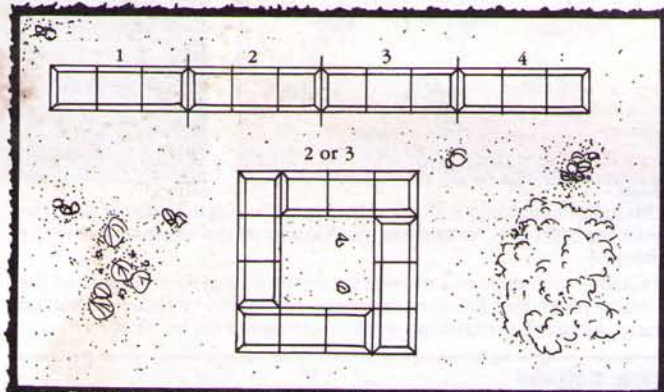
Deploy flanks

The unit divides and deploys either front or rear troop type upon its flanks. The remaining troop type remains stationary. The same manoeuvre may be used to reverse the situation.

These manoeuvres may be achieved in the same way as any other simple manoeuvre. In addition, either manoeuvre may be attempted if the unit is charged. So, for example, a unit which is charged may have a rank of archers in front of a rank of spearmen. The archers may attempt to shoot (testing on Ld) and then retire behind the spearmen. A further Ld test must be made to establish success. If this is failed the manoeuvre does not occur, and the unit must fight the ensuing hand-to-hand combat in its current formation with an additional -1 'to hit' modifier.

SQUARE

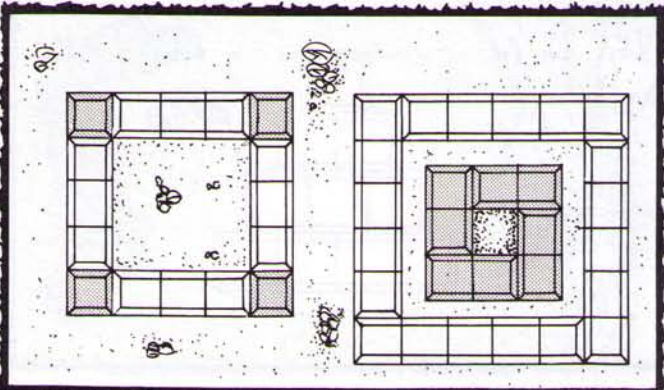
In this formation troops are arranged in a hollow square, one or more ranks deep, facing the outside. Such a formation has no sides or rear. Forming a square is a complex manoeuvre. No other manoeuvre may be attempted during the same phase, and a Ld test is required for success. If successful, the manoeuvre is completed as follows. Divide the frontage equally, or as equally as possible into four. Either of the two central divisions forms the static edge of the formation, whilst the remaining divisions are arranged around it into a box shape. If the test is failed, the unit stays in place.



The manoeuvre may not be attempted if the unit's initial position or its final position places any models on difficult or very difficult ground or over obstacles. Once in position the square cannot be moved.

One of the square's greatest assets is that it cannot be pushed-back, and so attackers never receive a bonus for following-up. A square counts as a prepared position, and its constituent troops never follow-up an enemy they push-back.

If a square contains mixed ranks of troops, one type may be positioned at the corners, or in the centre forming a smaller square within the larger.





Eternal Champion



Amazon

Warlock



P.J.

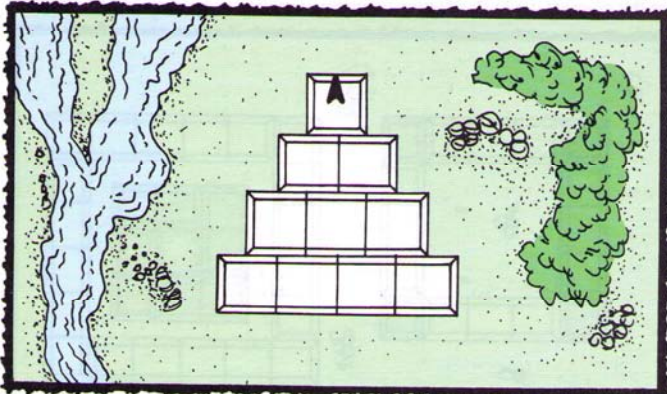
This happens automatically and as part of the original manoeuvre, but once the square is formed the positioning of the troops may not be changed.

A square may revert to a normal linear formation by a reversal of the forming procedure. Either of the square's faces may be chosen to remain static, whilst the remaining sides are arranged on its flanks.

THE WEDGE

The wedge formation is designed to enable fast-moving, hard-hitting assault units to drive into, divide and scatter enemy units. It is a formation which any troops can adopt, but which is most commonly used by cavalry.

This formation is unlike others in that it is intended purely for attack. A unit is only allowed to form into a wedge when it charges, counting as one *simple manoeuvre*. It must do this as soon as the charge is declared, before either moving or manoeuvring. The central front model (normally its leader) remains in place and the rest of the unit is rearranged as follows:



Once formed into a wedge the unit charges as normal - it may not make or attempt any subsequent turns. It may attempt to wheel, in which case wheels are worked out from the rear rank (i.e. the widest). As a wheel will be a second *manoeuvre* a successful *Ld* test is required. If this is failed, the charge continues (as it normally does when a *manoeuvre* test is failed during a charge). However, the wedge formation is lost, and the charge reverts to a normal formation with a width equivalent to the widest rank of the wedge. Because a *manoeuvre* test has been failed, the chargers are considered to be *unformed* for the first round of combat and all charge bonuses are lost, including those associated with specific weapons. See *Hand-to-hand Combat - Manoeuvres*.

Assuming the wedge successfully reaches its target, proceed as follows:

1. Work out the initial combat between the leading model and any troops in base-to-base contact as normal.
2. If the wedge causes more *wounds* than the defenders it wins the initial combat (1 above). The defender's first rank is considered to be **penetrated**. There is no need to move models, the GM must note that 1 rank has been *penetrated*. Fight a further round of hand-to-hand combat immediately. This is out of the normal sequence, as it is usual to fight only a single round of hand-to-hand combat during the turn. Because the fracas is now confused, with the attackers moving amongst the enemy formation, the wedge's **second rank** fights. The enemy may fight back with models in its own second rank covering an equal frontage. If base sizes are the same, for example, the number of models fighting will be the same on both sides. If the attackers are 2 cavalry on a 25mm frontage (50mm) 3 ordinary infantry (20mm bases) can fight back (the third model gets to fight because its base is within the frontage of the cavalry).
3. If the wedge causes more *wounds* than the defenders, it wins the second combat and the enemy's second rank is *penetrated*. Do not move the models, make a note as before. Fight a third round between the wedge's **third rank** and the enemy's **third rank**. Carry on fighting until the wedge or the defenders run out of ranks, or until the wedge fails to win a round.



The Mighty Ugezod's Death Commandos



Old World City

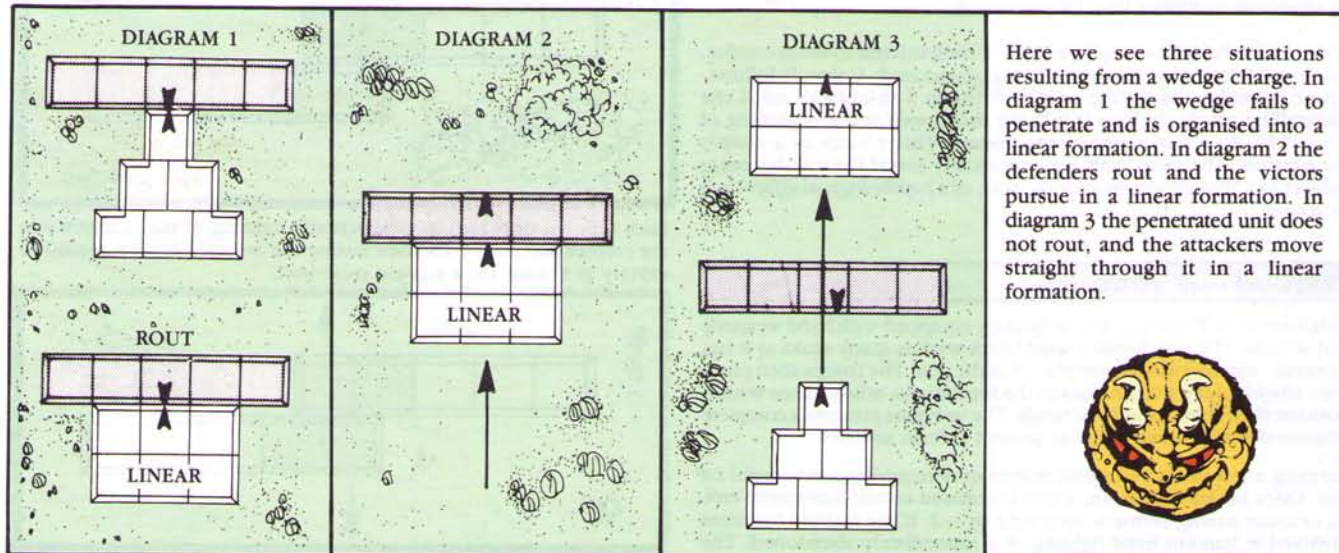


Knight Panther

4. If the wedge fails to win a combat round it is immediately reorganised into a standard formation with a frontage equivalent to that of the widest rank. The situation should now resemble a normal hand-to-hand combat, with two lines of troops facing each other. This represents the wedge partially *penetrating* the enemy formation and being contained.
5. If a wedge is pushed-back, it is considered to be the loser and may have to take a *rout* test. If the final round is a draw, both sides hold.
6. If the wedge succeeds in penetrating through all of the defender's ranks, the defending unit must take an immediate *rout* test. It does not matter how many casualties have been caused.
7. If the wedge has no more ranks remaining to strike, and the enemy's formation has not been penetrated, the wedge is reorganised into a standard formation. Unless the wedge lost the final round, the result of the whole round is a draw.
8. If the defending unit routs, the wedge is instantly reformed into a standard formation with a frontage equivalent to its rear rank.

Subsequent pursuit is as normal.

9. If a defending unit does not rout when it is penetrated, the wedge moves through it. This represents the wedge battling its way through the defenders and emerging on the other side. The defending unit is not moved, but it remains stationary and may do nothing until the end of its following *movement phase*. The wedge is immediately reorganised into a standard formation with a frontage equivalent to its widest rank. The unit is then moved up to its normal movement distance, measuring from the back rank of the penetrated formation. The unit may not *manoeuvre* during this break-through move. If enemy models lie within the unit's path they are automatically engaged in combat in the same way as enemy units moved through by routers and contacted by pursuers. (See *Routs and Rallying - Close Combat Against Pursuers*). If no enemy models lie within the break-through distance, the attackers become *unformed*, as if they were pursuers who had lost contact with routers. All normal *unformed* rules apply. The unit must remain halted until the end of its next *movement phase*, during which time it is *reforming*.



Here we see three situations resulting from a wedge charge. In diagram 1 the wedge fails to penetrate and is organised into a linear formation. In diagram 2 the defenders rout and the victors pursue in a linear formation. In diagram 3 the penetrated unit does not rout, and the attackers move straight through it in a linear formation.

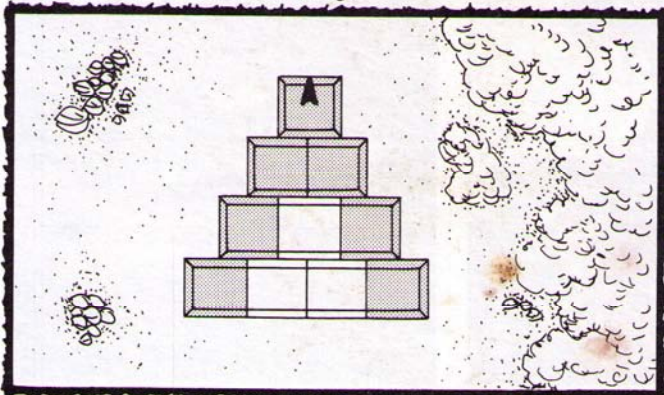


10. Where a defender's rank includes *character models*, these are automatically assumed to be amongst those eligible to fight.
11. *Character models* in wedge formations may not issue challenges and may not be challenged. If the wedge fails to *penetrate*, and hand-to-hand combat continues next turn, challenges may be issued and accepted as normal.

THE ARCHER WEDGE

Any unit of bow or crossbow armed troops may form itself into a stationary wedge. This counts as a *simple manoeuvre*. The front rank may be a single model, as in a fighting wedge, but may equally well be two or more.

Once in this formation troops may not turn, but may wheel around the centre of the rear rank so as to change their direction of facing. The advantage of this formation is that it enables more models to fire while occupying only a very narrow space. The diagram illustrates which models may fire in an archer wedge.



Other than by wheeling from the centre of its rear rank, the archer wedge must remain stationary. It may reform into a normal linear formation as a single *simple manoeuvre*, and will then have a frontage equivalent to that of its rear rank.

The archer wedge is not a fighting formation, it is purely designed to allow the maximum concentration of missile fire. If threatened by enemy troops, the standard tactic is to move friendly units in between the wedges to intercept any attacker. If the wedge is charged it will immediately assume a linear formation, with the same frontage as its rear rank; this does not count as a manoeuvre and happens automatically.

SHIELDWALL

This formation is only possible to infantry equipped with shields. The unit draws into a very tight huddle, overlapping its shields to form a defensive barrier. At the start of his turn, before moving, a player may declare any appropriate units to be forming a shieldwall. The unit may not move whilst in a shieldwall and may not use any missile weapons. Whilst in a shieldwall, a unit may add +1 to all *armour saving throws* to represent its higher level of protection.

If the shieldwall follows-up or is pushed-back in hand-to-hand combat, the special formation is automatically abandoned. Unless it follows-up or is pushed-back, the unit remains in a shieldwall until the controlling player declares it is being abandoned at the beginning of one of his following *movement phases*. This counts as a *simple manoeuvre*. The shieldwall is automatically lost if the unit becomes subject to a compulsory movement rule, or a *psychological effect* such as *frenzy*.

TESTUDO - OR TORTOISE

This formation is only possible to infantry equipped with hand weapons and shields. The unit forms a solid block with as many ranks as it has frontage - any odd models are placed in the rear. The troops then place their shields along the outsides of the formations, whilst those within position their shield over their heads. The unit thus presents a complete armoured shell, which helps to protect it from missiles.

Forming a testudo is a *complex manoeuvre* requiring a successful *Ld* test. Once in this formation, a unit is reduced to half movement rate. Its *armour saving throw* is increased by +2. If the testudo becomes involved in hand-to-hand fighting, it is immediately abandoned. The

unit remains in the same formation of ranks and files, but its *saving throw* returns to normal.

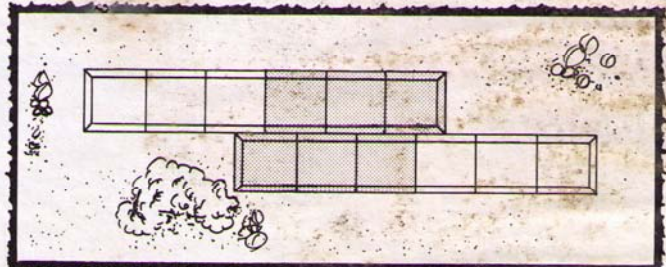
The testudo enables troops to move through heavy missile fire without taking too many casualties. Except in hand-to-hand combat, when it is abandoned automatically, the testudo may be abandoned at any time by means of a *simple manoeuvre*. This does not alter the unit's formation of ranks and files.

ADVANCED RULES FOR COMBAT

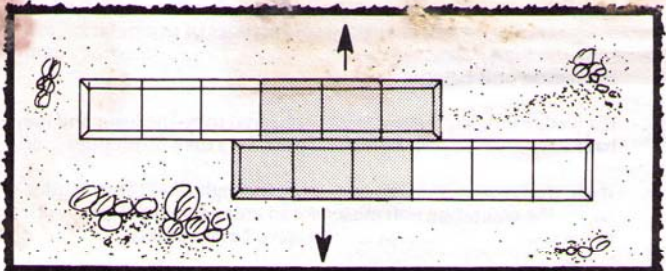
This section introduces further rules for Warhammer combat. These additional rules have been collated here, rather than incorporated into the main system, because they are not necessary for the *Basic Game*. Some of them (such as 'pivoting push-backs') will require a certain amount of judgement by the GM, and are best approached once players are familiar with the normal course of play.

PIVOTING PUSH-BACKS

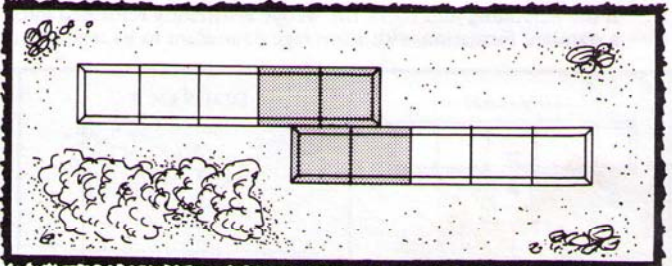
When a unit charges another it may be that some of the front rank are left out of combat as in the situation below.



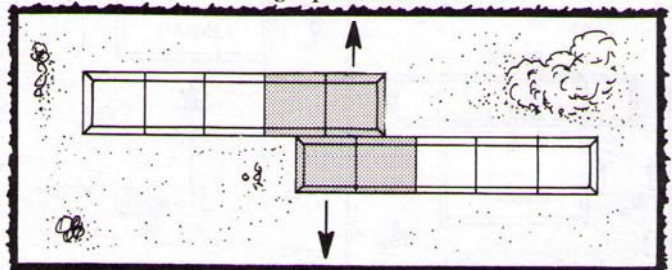
In the ensuing engagement the push-back takes the combatants either straight forward or straight backwards as indicated below.



Generally speaking, this is perfectly acceptable - the unit winning the combat can always expand its front rank during the push-back. However, in extreme cases, only one or two models might actually be fighting.

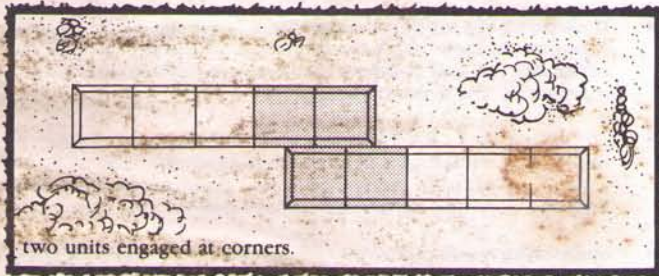


Each unit has only two models actually fighting. If the chargers win the combat and push-back their enemy the normal situation would be exactly as before, i.e. a straight push-back.

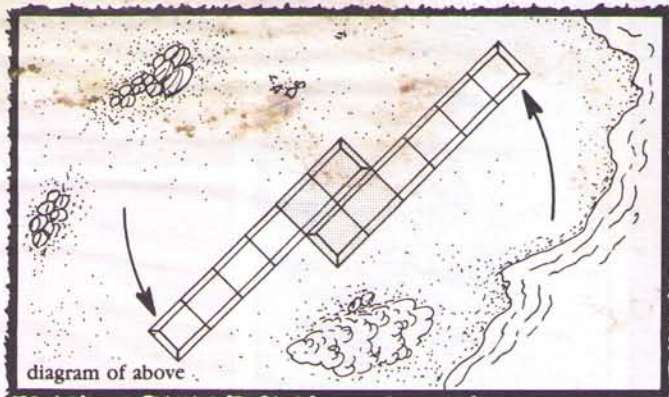


This looks unconvincing, especially if there are a lot of front rank troops not involved in the fighting. This situation also encourages a rather unfair tactic by which the attacker deliberately makes sure only a small number of models, generally 4, are engaged, but arranges his own unit in deep ranks. Any casualties caused in the fighting will thus be outweighed by additional ranks because, although a combat round is won by the side that causes the most damage, there is a +1 bonus for each additional rank involved. The victorious player will naturally wish to retain his advantage in subsequent combat rounds, and will not take the opportunity to expand his front rank. Note that a unit must have at least 4 models fighting to claim the rank bonus.

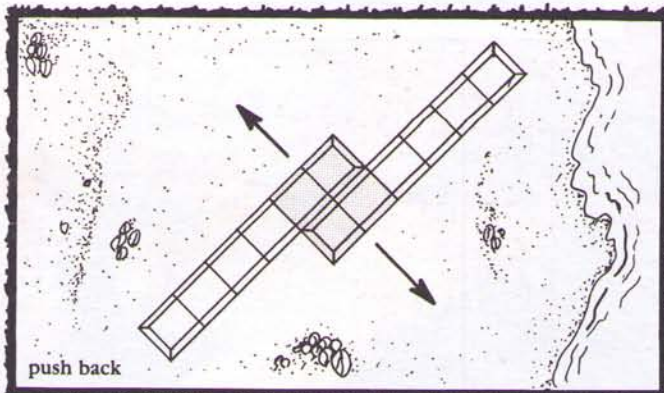
To get round this situation we invented the *pivoting push-back*. A pivoting push-back happens instead of a normal push-back whenever both units involved have more unengaged front rank models than fighting models. The diagram below illustrates a typical situation.



The push-back is conducted as follows. Firstly the units are pivoted around the mid-point of the engagement by 45°. If the area is cluttered with other units and scenery this can get messy. The GM must be prepared to use his common sense when aligning units, and shouldn't worry too much about producing a straight line. Similarly, the players should accept that the GM has to make a difficult judgement, and should be prepared to accept his decision.



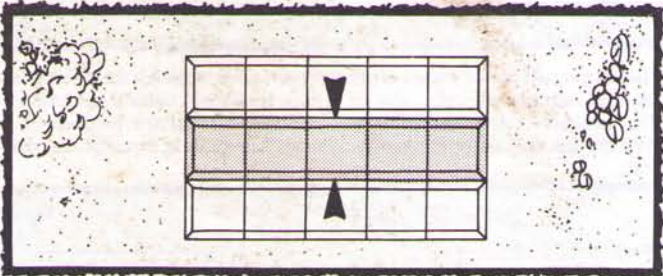
Once the pivot is complete, the units are moved 2" as for a normal push-back. Rout tests, where appropriate, can be taken after the pivot but before the 2" push-back.



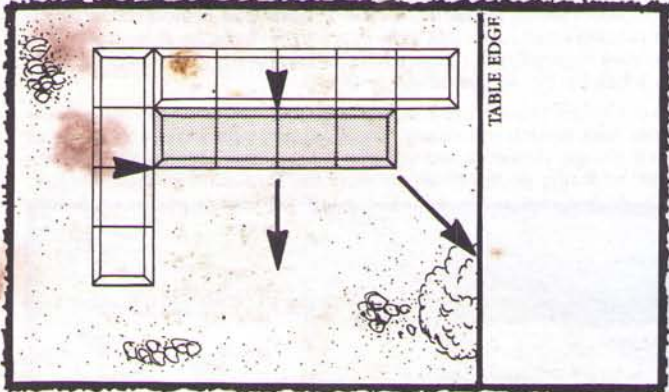
To complete the push-back, the victorious side must move two models from the unengaged side of the line to the other end. Rear ranks are re-arranged behind, so that the formation remains the same. This is not a manoeuvre as such, but simply represents additional warriors piling into the side as the combat becomes increasingly involved and messy. The victorious player may still expand the unit's front rank during the push-back.

MULTIPLE COMBAT

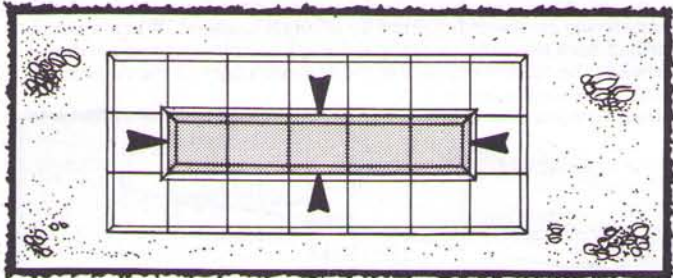
When a combat engagement involves more than one unit per side it is often difficult to determine the direction of push-backs, follow-ups and routs. If a unit is fighting two opponents, one in the side and another in the back, what happens if it is pushed-back? Situations like this happen all the time, and it is up to the GM to use his common sense and reach a fair decision. Rather than try and provide strict rules, we can see this principle at work by a few examples.



In this game a unit is being attacked from the front and back and, hardly surprisingly, finds itself pushed-back by the combined forces. The GM decides that all of the units involved will remain stationary, but the winning side is assumed to have pushed-back its enemy and the losers are assumed to have been pushed-back. A rout test is taken if the unit has lost 25% of its original numbers. The victorious unit will receive the normal +1 'to hit' next turn.



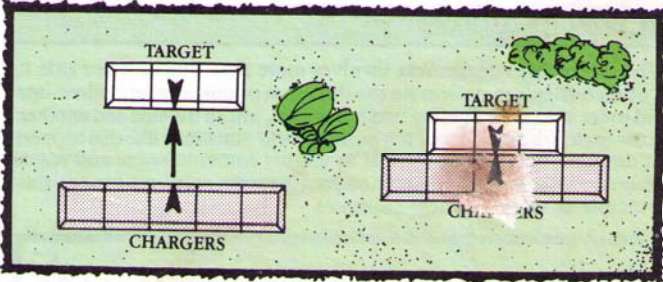
In this game a unit attacked from the side and the front is pushed-back. The GM decides that the push-back should really be at an angle, but the presence of the table edge makes this inconvenient. So the GM decides to push the unit straight back instead. This is an example of the GM using his common sense to make the game more playable. Another GM might have decided to have a push-back at an angle, but to stop at the table edge - so the push-back might be less than 2". Both GMs are right, because both solutions resolve the situation in an acceptable manner.



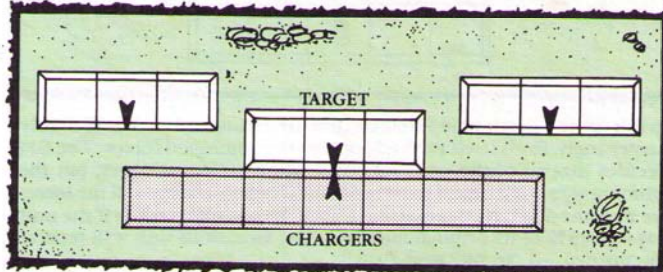
Here we have a situation where a totally surrounded unit is pushed-back and routs. In which direction does it rout? Normally, a unit routs directly away from its combat opponents, but which direction is away? In this case the GM decides that the routers will move directly towards the closest table edge, reasoning that they would naturally seek safety away from the battle. Another GM might decide to randomise the rout direction. Again, both options are perfectly good, because both resolve the problem.

CONTINUING THE CHARGE

When a unit charges its whole formation comes to an immediate halt as soon as contact is made, even though some models may not actually be in contact.

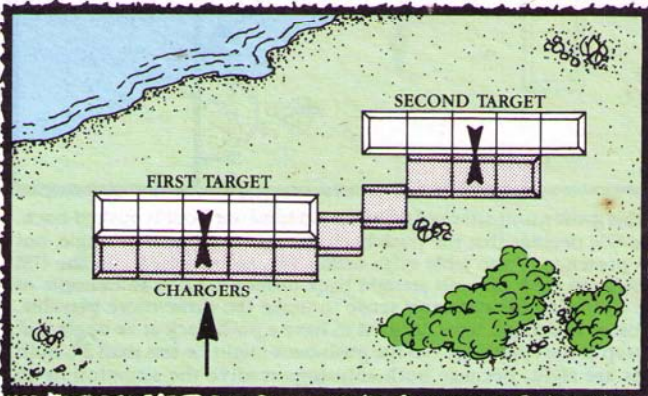


This can result in the rather strange situation in which a unit charges towards two enemy units, one of which is slightly behind the other. The attackers come to a grinding halt as soon as the first unit is contacted, even though they are only a matter of an inch or so away from the second unit.

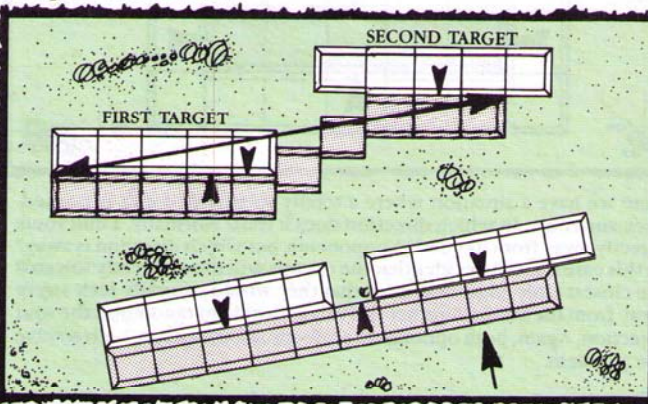


This is obviously nonsense. Worse, a player can exploit the situation by placing small single-file formations in between his main units. This makes it impossible to charge the main units, as any attackers are brought to a halt by the advanced single file.

To overcome this problem, a charging unit is allowed to advance any front rank models not already engaged, up to the maximum range of their charge. However, models may not become separated from the unit, so it may be necessary to 'step' the formation as shown below.



Work out which side has won the combat round exactly as normal, considering all wounds caused by all units engaged. When a side is pushed-back the units are realigned along the plane of contact drawn between the models engaged at the extreme edges of the combat. An example is shown below:



As with pivoting push-backs, it is sometimes difficult to arrange the fighting units exactly as required. The GM should be prepared to use his common sense, and the players should be prepared to abide by his decision.

INTERPENETRATION FRIENDLY UNITS

Normally units of troops may not move through each other. There are some exceptions, such as Goblin ball-and-chain fanatics or Skaven censer bearers, who burst through enemy units. However, for normal purposes, friendly units of troops may not move through each other.

These rules allow some troops to move through others. This is rather a tricky manoeuvre because the potential for confusion is colossal.

1. Skirmishing troops and non-associated *character models* may move through friendly units, so long as the friendly unit remains stationary throughout the turn. This counts as a *simple manoeuvre* and an appropriate test may be required by the interpenetrating unit. If this is failed, the two units are brought to an immediate halt at the point of contact.
2. If skirmishing models or non-associated *character models* complete the turn within the formation of a penetrated unit, the penetrated unit may not move in its following turn either. A further *manoeuvre* test is not necessary.
3. Should a unit be forced to move while being moved through (perhaps as a result of a *psychological* reaction), both units are reduced to half pace and will be routed automatically if pushed-back and followed-up in hand-to-hand combat that turn.
4. Skirmishing troops and non-associated *character models* may move through other skirmishing troops or over non-associated *character models*. A *manoeuvre* test is not needed. Both parties may move normally and neither is unformed by the process.



C.A.



5. Skirmishing troops and non-routed *character models* may move over stationary friendly war engines, single creatures of any size or chariots. A *manoeuvre* test is not needed.
6. It is not possible to move through formations of routers or charging troops under any circumstances.
7. If interpenetrating units suffer mutual *animosity* or *saga animosity* (explained later) an immediate test must be made, regardless of the proximity of any enemy.

VOLUNTARY WITHDRAWAL FROM HAND-TO-HAND COMBAT

A unit may withdraw from hand-to-hand combat during its *movement phase*, even though the enemy is still in base-to-base contact. This is a rather dangerous course of action. The unit wishing to withdraw is turned around to face away from its foe and moved directly away at twice the normal move distance. This counts as a single *manoeuvre* and no additional *manoeuvres* may be attempted that turn. No test is made to initiate the *manoeuvre*, but a normal *leadership* test is made once the move is complete. If this test is failed, the unit is routed; it is not moved further that turn. If the test is successful, the unit may make a *reserve move* that turn (assuming it otherwise could do so) and may then move and fight as normal.

If a unit's hand-to-hand opponents withdraw from combat as described above, the unit will normally pursue just as if it had routed its opponents. The unit may test against its *leadership* if it does not wish to pursue.

No *free back* is struck as the enemy withdraws. If the pursuers catch the withdrawing troops, a single *free back* is struck and the withdrawing troops are automatically routed regardless of their *leadership* test.

Voluntary withdrawal is a risky tactic best employed by small units of fast-moving, well led troops. It is not a very practical way of avoiding an unpleasant combat - especially if your enemy is quicker than you are!

POISONOUS ATTACKS

Many of the creatures described in the *Bestiary* have *poisonous*, or envenomed attacks. This means that their fangs, claws or whatever carry a deadly poison making their attacks more effective. The general rule on poisons is that any poisonous attack is calculated as having a +1 bonus to the creature's *strength*. So, for example, if a creature has a *strength* of 4 and a venomous bite, its *strength* is considered to be 5.

Where creatures have poisonous attacks, or a poisonous breath, this is specifically mentioned in the *Bestiary* together with a note of the *strength* bonus that applies.

Poisons affect all living creatures, but are useless against undead, ethereal, demonic or elemental creatures - although attacks will still have their normal *strength* value in most cases. Gases and breath weapons will be completely ineffective of course.

Troops may be equipped with poisoned weapons at a cost of 3 points per model.

Scenes From The World Of Warhammer



R.H.

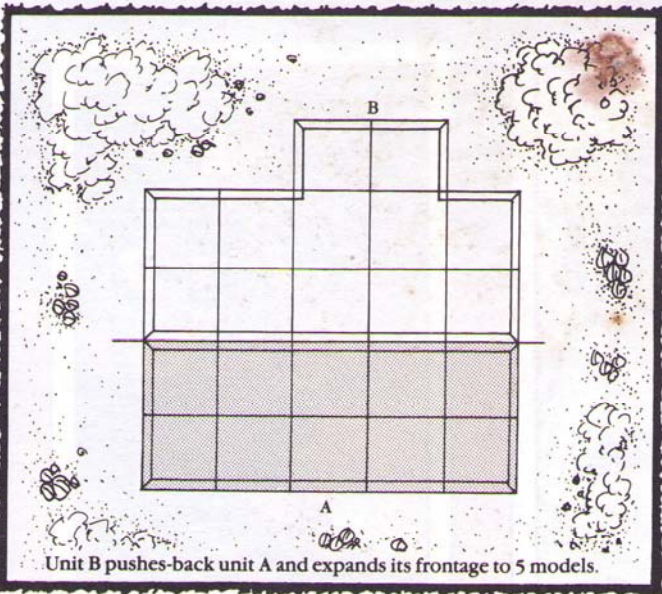
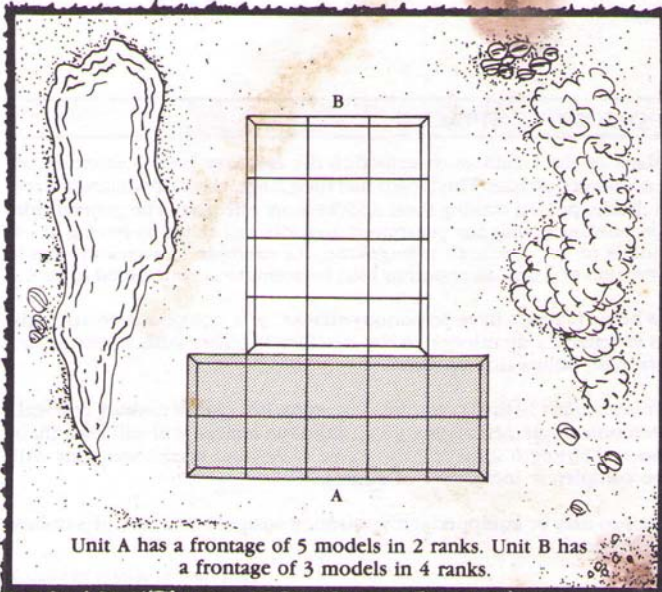


J.B.

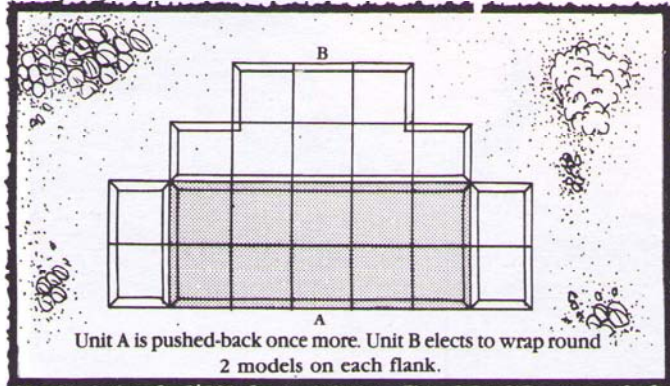


WRAPPING ROUND

This rule is designed to represent the fact that as a larger formation pushes-back a smaller one, it will be able to infiltrate round the flanks and gradually surround its enemy. The combat rules already allow a unit to expand its frontage by two models on either flank as it follows-up in hand-to-hand combat.

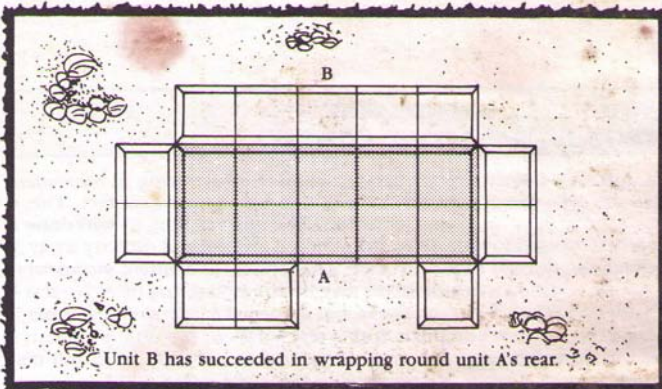


Imagine the following round of combat: if unit B once more pushes-back unit A it could, theoretically, expand its frontage again - but now there are no enemy to fight! The new wrapping rule allows two models from either flank to wrap round and attack the enemy's side. This is an automatic *manoeuvre* just like a normal expansion during a follow-up. If the unit has a leader, the player may choose to wrap round or



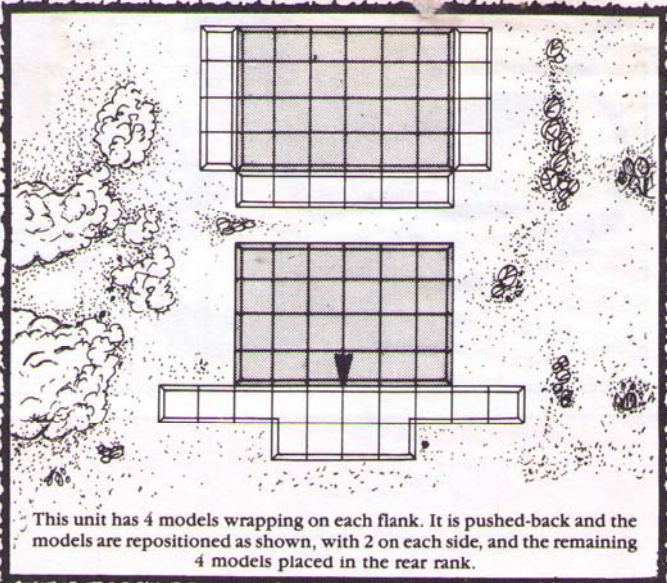
not, and may wrap round by one or two models on either or both flanks. If the unit's does not have a leader, two models must wrap round on any flank that they are able to do so. This represents the troops' eagerness to enter battle. Wrapping troops must continue the unit's formation, forming a continuous line.

During subsequent rounds of combat, more models may be wrapped round to extend the initial wrap if the player wishes. In this way models may eventually surround their enemy. If the unit has no leader it will always wrap round to its maximum ability.



When a unit is wrapped round in this way, individual models from a second or subsequent rank may be turned through 90° or 180° to face their enemy. This happens automatically. So long as a unit is able to turn models to face wrapping troops, they are all right. They do not count as being attacked in the side or rear and do not have to take a *panic* test. If there are no unengaged models available to turn and meet their attackers, the unit must take an immediate *panic* test just as if it had been attacked in the rear. Any attacker striking against the rear of a model which is unable to strike back hits automatically.

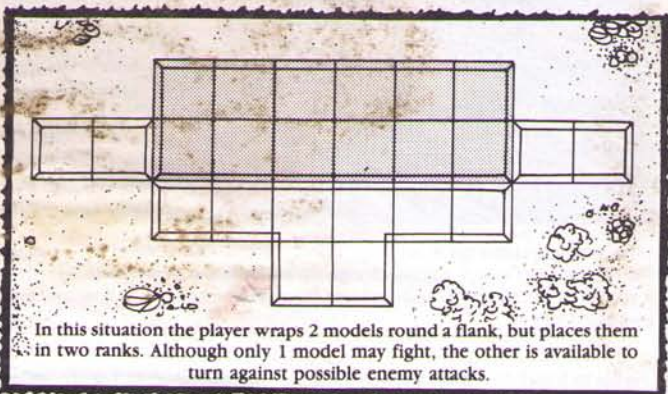
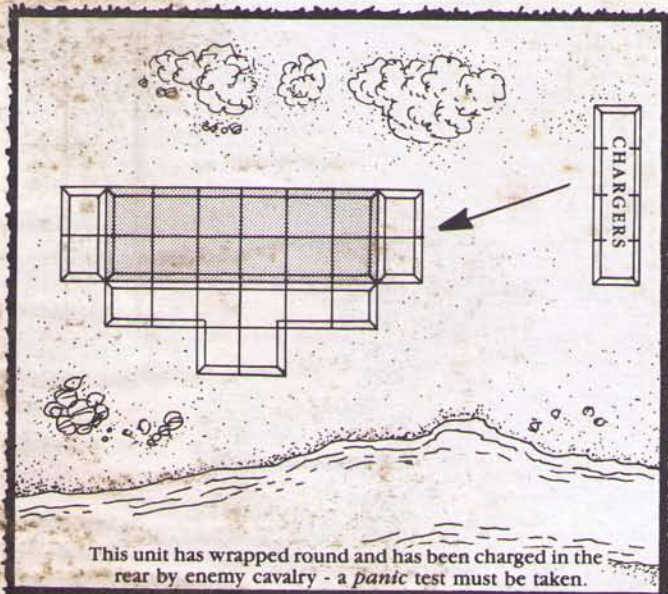
A wrapping unit relies upon its continuing combat success to surround its foe. If a wrapping unit is itself pushed-back, all wrapping troops are immediately repositioned in the main formation. Two models from each side are added to the formation's flank, remaining wrapping models are repositioned in rear ranks in the normal way. Once pushed-back a unit may find itself wrapped round!



A unit wrapping round its foe is itself vulnerable to attack from other enemy units. Wrapping round is therefore something which must be done with care. If troops engaged in wrapping round are charged in either the side or rear, a *panic* test must be taken by the whole unit. Assuming their foes do not then rout, any attackers fighting against the back of models already engaged cause automatic hits - there is no need to roll to hit.

Players are generally advised against wrapping round if their unit is vulnerable to attentions of marauding enemy cavalry or other fast moving troops. However, this risk can be reduced by wrapping in several ranks. This is simply a case of using the wrapping models two or more deep as shown below:

If a double rank wrap is attacked in the side or rear, models may be automatically turned to face their foes. A *panic* test is still taken for being charged in the side/rear. If the wrapping unit is subsequently



pushed-back it is arranged into a normal line formation and the new attacking unit is positioned frontally - but may wrap round of course.

Wrap around situations can get complicated, especially if a careless player has overstretched his unit and several enemy forces have become involved on the flanks. The GM must be prepared to intervene when positioning or repositioning units in complex situations - if left to the players alone they are bound to interpret the results differently! The players are bound by the GM's decision, and the GM must endeavour to be as fair as possible.

RETIRE AND REFORM

Units are obliged to *reform* following a pursuit or as a result of a charge that fails to contact the enemy. This represents the unit reordering its ranks before continuing to fight, each warrior returning to his appointed place in the formation. Reforming units may not move until the end of their following *movement phase*. This can sometimes prove exceptionally inconvenient! Very often a unit finds itself reforming right in front of enemy missile troops.

This is not necessarily realistic. In the days when battles were fought between formal blocks of infantry and cavalry, disordered units would often retire back to *reform* a safe distance from their foe. To represent this we shall also allow our troops to *retire* instead of *reforming*, and then *reform* in their following turn. The rule is as follows:

If a unit is obliged to *reform* it may instead *retire*. The unit turns round and *retires* a normal move. Once it has moved back, the unit may be automatically turned round to face any direction the player wishes; this happens automatically and no test is necessary. The unit is still *unformed*, and will remain *unformed*, and stationary, until it can *reform* during its following *movement phase*. By the end of its following *movement phase* the unit may behave as normal.

Once a unit has begun to *retire* it may continue to *retire* over successive turns if the player wishes. The unit may still be turned after each *retire* move, and simply turns again and retreats another move. No movement penalty is imposed for this turn. *Retiring* units remain *unformed*. *Retiring* a unit lengthens the time it is out of the game, but gives a player the opportunity to avoid the attentions of carefully positioned enemy units!

BUILDINGS

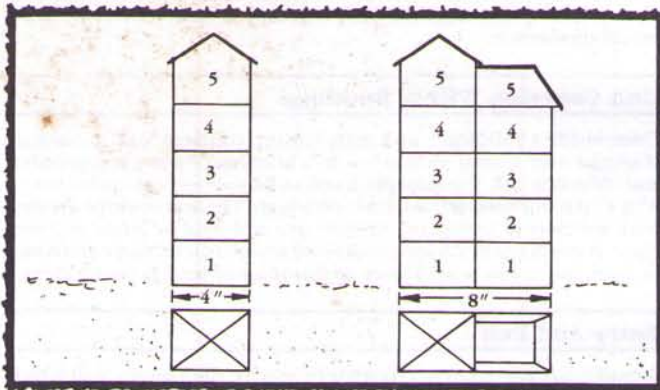
Buildings are pivotal locations on the wargames table, points which must be possessed if the battle is to be won. A building with upper stories affords an excellent position from which archers can rain arrows upon their enemy below. A tall building also provides a view over surrounding scenic features such as woods and hills. Because buildings are such a common, as well as important part of the game, the rules which regulate their use must work as unobtrusively as possible. The system used in *Warhammer Battle* is to divide buildings into sections and levels, and to permit models limited movement from section to section and level to level.

SECTIONS AND LEVELS

A typical model house might have a base area of 2" x 3" and probably has an upper and lower floor. We will rule that any square building area up to 4" x 4" is considered to be 1 section. Our typical house model is therefore 1 section. In addition, we must remember that buildings may have more than 1 storey, and we will call each storey a level. The typical house model therefore has 1 section and 2 levels. A larger building may have more sections and more levels.

The number of levels should be obvious from the model, and the number of sections can easily be determined by measurement. Remember, sections are not delineated by area but by the length of a single wall. A house 5" x 2" is two sections, for example, because it has a wall longer than 4". A house 9" x 2" is three sections. When a house is divided into more than one section, the divisions should fall evenly if an obvious division does not suggest itself. Often, however, divisions suggest themselves from the model. If a house 3" x 4" has an attached tower 2" x 4" the main house is obviously 1 section and the tower is obviously another.

When we wish to refer to a specific level of a specific section we use the term section/level. For example, a tower 4" x 4" with five levels has five section/levels one above the other. A tower 8" x 4" has two sections and five levels and therefore has ten section/levels.



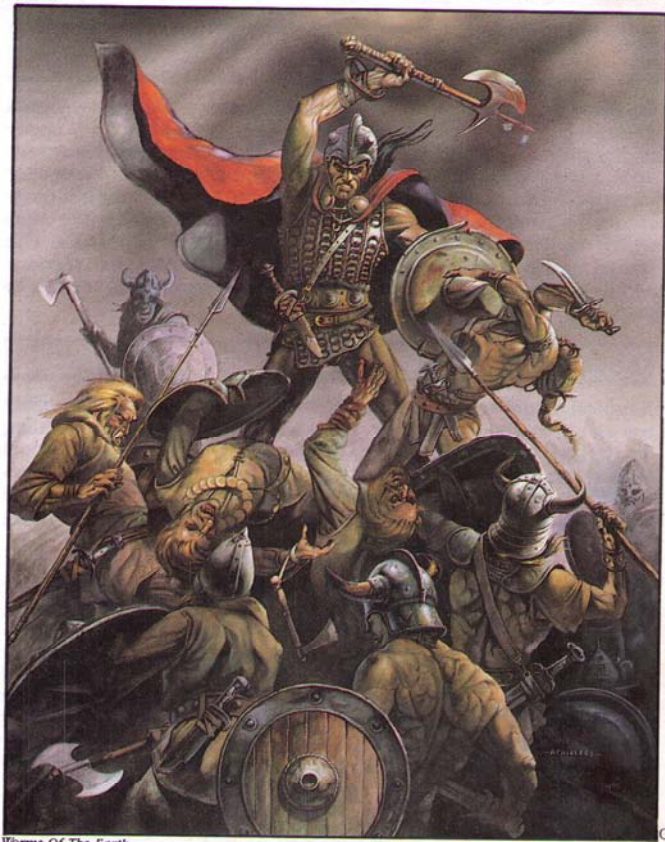
Models And Buildings

Each section/level may contain no more than 12 models of human-size from each side. In the event of a fight breaking out inside a house, both sides may pile into a single section/level and the usual limit is, in effect, doubled. Creatures over 10 feet tall may only enter a building with the GM's consent (they may be too tall to get inside), each model counting as two human-sized models, or more if the GM thinks it appropriate. The GM must use his discretion in allowing large creatures inside buildings, if in doubt ...keep 'em out!

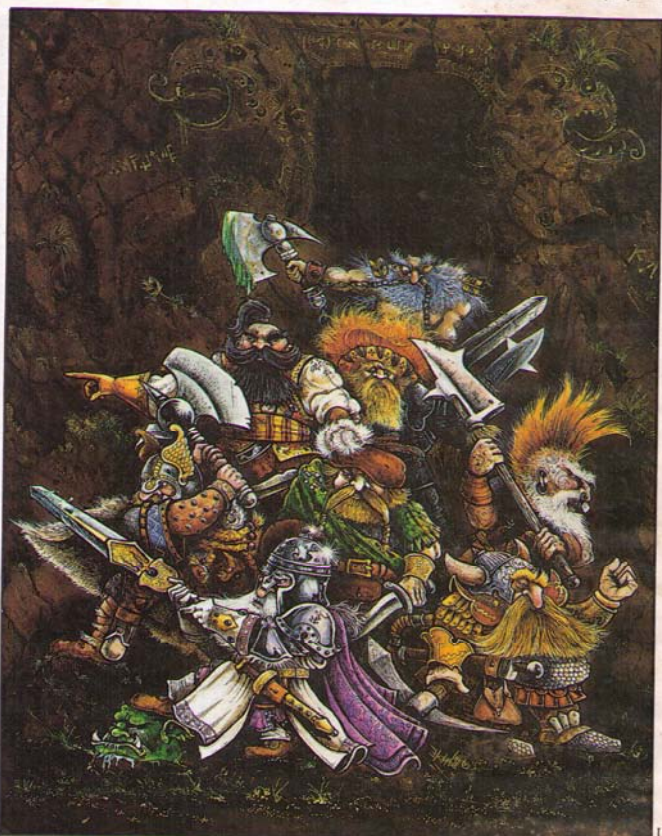
Moving Models

Models may move across 1 section or up/down by 1 level during their *movement phase*. They may not move through diagonally placed sections, only those directly adjacent, above or below. Models within buildings never move during the *reserve phase*. Models are unhindered by interior walls, doors and other obstructions within the building, and may move up or down stairs with equal ease. They may not, however, move into or through a single section/level that already contains its full quota of models. A group of models may move out of a section/level in order to make way for others, but only if they themselves are free to move within or out of the building.

As it is impossible to get twelve fully based figures inside a model house, even if you should want to risk damaging their paintwork in this way, the movement and positioning of troops within a building must be



Worms Of The Earth



Dwarf Lords Of Legend

recorded by the player under the supervision of the GM. A scrap of paper will suffice to record all details of where troops are, and how many occupy each section/level. This method has the advantage that enemy will be unaware a building is occupied until the troops inside reveal themselves.

Unit Cohesion Within Buildings

Once inside a building, a unit must remain 'coherent' just as normal. If spread over several section/levels, a unit must form a recognisable and unbroken link. For example, a unit of 24 warriors occupies a tower 4" x 4" (i.e. one section) and three levels high. The unit could be divided with warriors in each level, in level one and two, or levels two and three. It could not be divided with some troops in level three and some in level one as this would place an unoccupied level between them.

Entry And Exit

A model may gain entry to a building by moving through any wall which has a door. The model is then removed from the table and the fact that it is 'inside' the building is recorded. No movement penalty is applied for entering a building, entry is gained into the ground level of that section.

Because the entrance to a building is fairly narrow, a maximum of 4 models may pass through in a turn. Double doors allow entry at twice the rate (8 models). Barn doors allow entry at three times the rate (12 models). Twelve is the maximum number of models that can gain entry into a section during the turn. Leaving a building is a reverse of entering, and is accomplished at the same rate. Models leaving a building may only do so from a section that has a door and make a normal move from the position of the door.

COMBAT WITHIN BUILDINGS

As already stated, the maximum number of models that may occupy a single section/level is 12, although both sides may have up to 12 models in a section/level. Models may not enter a section/level already occupied by enemy troops except by 'charging' against them and initiating hand-to-hand combat. Attacking troops must move into the section/level from an adjoining section/level, or from outside the building in the normal way.

For example, a single section tower 4" x 4" has three levels. In the bottom level is a unit of 10 Orcs, the second level is empty, at the top there is a unit of 12 human archers. The Orcs move up 1 level during their

turn, placing them on level two. The human archers, rather than wait for the Orcs to attack them, charge down into level two in their turn. A round of combat is fought in level two between the charging archers and the Orcs.

Fights in buildings differ slightly from the normal hand-to-hand combat rules:

1. Troops occupying, or charging from, a higher level receive the +1 'to hit' bonus for being on higher ground during the first round of combat.
2. Charging troops do not receive the usual charge bonus, it is assumed the defenders gain an advantage from the furniture, fittings and internal walls of the building, thus cancelling out the normal charge bonus.
3. The *movement rules* for push-backs and follow-ups are suspended, although it is important to keep a track of which side is winning as the normal 'following up' bonus for winning the previous round still applies.
4. Combat within a section/level continues from round to round. Additional troops may enter the combat from adjoining section/levels, as long as the total number of troops on each side does not rise above 12. If an engaged unit is spread over several sections, troops not engaged continue to move, but the unit must remain coherent within the building as normal.
5. If members of the same unit enter close combat in an adjacent section/level, it is considered to be part of the same engagement and the overall combat results are used to determine winners and losers.

Routs Within Buildings

Although the *movement rules* for push-backs and follow-ups are not strictly applied, units losing a round of close combat within a building, who have lost 25% of their original force, must make a *rout* test in the normal way. If a unit is routed within a building, all members of the unit are considered routed, not just those from the section/level where the combat occurred. At this point trying to keep track of where models are within the building could get potentially complex. Rather than attempt to move the units involved, we shall resort to a simple system that allows us to simulate the situation with the minimum of inconvenience.

The GM first considers the routing unit. The GM examines the position of the unit within the building and determines which section/level



White Dwarf



Skeleton Horde

occupied by the unit is furthest from the exit. If several possible exits present themselves the GM should consider the closest exit. The GM then counts the number of section/levels between the distant section/level and the outside, counting the 'outside' as a section/level.

For example, imagine a tower 4" x 4" (one section) and three levels high. A battle has been raging between a unit of Orcs and a unit of humans, with the fighting spread over all three levels. The humans are routed. The most distant section/level occupied by the routing unit is level three. To escape, the routers must move through level two, level one, and outside - so they must pass through the equivalent of three section/levels.

Having arrived at a number, the GM allows the victors this many *free backs* with all models engaged in close combat against the routing unit during the turn. This represents the routers turning to flee, and the victors chasing them through rooms and corridors, hacking them down as they fall over themselves and the troops in front.

To continue our example, the humans must move through three section/levels to escape, if 16 Orcs are engaged in combat they have 3 x 16 or 48 *free backs*. Casualties from *free backs* are removed from the unit as a whole, not just those members previously engaged in hand-to-hand combat. These *free backs* are taken all at once, they represent the massive casualties inflicted on panicking troops trapped with a building. A unit caught and trapped in this way will usually be destroyed.

Once *free backs* have been taken survivors are placed in a single block outside the building at the point of exit. They will continue to rout from their next turn. The victors may be repositioned throughout the building as the player wishes subject to the normal rules about coherency and occupied section/levels. A victorious player does not have to pursue out of a building if he does not wish to. If they do not pursue the victors, must *reform*, remaining stationary until the end of their following *movement phase*.

If a player wishes to pursue out of a building, the entire pursuing unit is positioned on the bottom level, in the last section occupied by the router's. If more than 12 troops are involved, the remainder are strung out behind. As the routers move off in their own *movement phase*, the pursuers move behind them as normal. This means a large pursuing unit may move through several building sections and make a pursuit move during the same *movement phase*. As soon as the routers/pursuers move away from the building, normal rout and pursuit rules apply. Troops routing or pursuing out of a building ignore the normal entry and exit rules. All troops may leave via the exit in one turn.

SHOOTING FROM BUILDINGS

Although model buildings may be blessed with windows, arrow slits and other openings, it is best to assume that buildings have sufficient

windows to allow 1 model to fire/observe per full inch of wall. So, a full 4" x 4" section has sufficient window space on each level to allow 4 models to shoot out from each side. This rule may be waived in non-competitive games in favour of a literal system based on the building model itself, in which case 1 window allows 1 model to fire. The '1 firer per inch' rule is a good guideline, however, and has been found a practical and fair means of representing fire from buildings.

Missile troops may shoot from buildings over lower terrain features. All missile ranges are measured from the base of the building to the target. When firing from a higher position to a lower, all missile weapons have their range extended by 10% rounding up to the nearest whole inch.

1. Hedges, walls, fences and similar may be overshoot from any level other than the ground level.
2. Lower buildings may be overshoot at half the weapon's range or less if they are one or more levels lower. Lower buildings may be overshoot at more than half the weapon's range if they are two or more levels lower.
3. Woods and hills may be overshoot from the third level up.
4. In all cases buildings positioned on hills will overlook scenic features on lower ground.

Features which can be shot at can also be observed by any suitably placed model. The GM should use a degree of common sense in cases where a complex battlefield places buildings on several height levels. The GM's decision overrides other priorities.

SHOOTING INTO BUILDINGS

Missile armed troops may shoot at models firing from a building in their previous turn, observing from a building in their previous turn, or exposed on an open roof or balcony. Troops inside buildings may not otherwise be targeted, although they may take casualties if the building is damaged by a large siege engine or comparable device.

The range of all missile weapons is reduced by 10% when firing from a lower position to a higher one. Round the remaining range up to the nearest whole inch. For example, a bow with a normal range of 24" has a range of 21.6" which rounds up to 22".

Targets within buildings are considered to be behind 'hard cover' and the 'to hit' roll is subject to the standard -2 modifier.



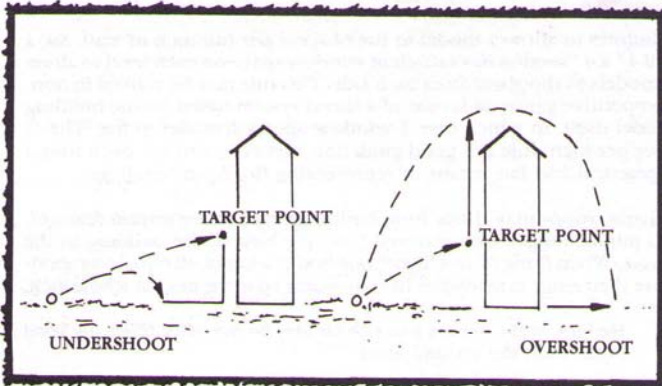
SHOOTING AT BUILDINGS

Any missile troops within range may direct their fire against the fabric of a building. In most cases this is pointless, as the stone, brick or wood of the building will resist damage from arrows, bolts, darts and most ordinary missile weapons. Only missile weapons with a sufficiently high *strength* such as *war engines* are able to damage a building. The table below gives the *toughness* of stone, wood, and wattle buildings and the *strengths* necessary to damage them.

Fabric type	Toughness	Minimum Strength required to damage
Stone/brick	10	7
Wood	9	6
Wattle	8	5

These three classes are general and can be thought of as representing three grades of building, not just those composed of the materials given above. Stone buildings are extremely difficult to damage and make ideal fortifications. Timber is also extremely hard to damage and can be used to build temporary fortifications. Wattle is commonly used for domestic buildings, comprising woven twigs and mud-plaster held within a wooden frame. Light timber buildings and most domestic houses, sheds and workshops are equivalent to wattle.

Buildings have no *saving throw*. Damage upon each section/level must be recorded by the GM. When placing *area templates*, position the template vertically against the section of wall under attack. If the shot deviates from this position, a 12 o'clock roll may take it up to a higher level, a 6 o'clock roll may take it down to a lower one. A shot which falls short by more than the wall height is moved down the wall and then back towards the firer in the normal way. A shot which overshoots the building is measured up the wall to the high point of the building, and then from the wall on the opposite side. The shot will therefore land on the blind side of the building.



CLOSE COMBAT AGAINST BUILDINGS

Any creature with a *strength* sufficient to damage a building may strike against it during the *hand-to-hand combat phase*. It is not necessary to charge a building, any model in contact may strike. Hits are automatic. Creatures under 10 feet tall may strike only against the first level. Creatures over 10 feet tall may strike against the first or second level. Striking from the ground against higher levels is not normally permitted, but can be left to the GM's discretion and common sense. Any model within a section/level may strike against it if the player wishes (the so-called Samson attack).

DAMAGE TO BUILDINGS

When buildings are attacked the number of *damage points* taken by each section/level is recorded. Once this total rises to 6 the section/level is liable to collapse. At the start of every subsequent turn (regardless of whose turn it is) the GM rolls a D6. For every point of damage the building has received over and above the 6 points necessary to test, the GM adds +1 to the roll:

1. Section/level shaky and unsafe. Only 6 models from each side may occupy it at a time. Counts as 'soft cover' to missile fire from outside due to the number of holes in it.
2. Section/level extremely unstable. If it is occupied by more than 6 models in total it will collapse immediately (see 4. below). Counts as 'soft cover' to missile fire from outside.
3. Section/level now structurally unsound. If there is more than 1 level above, it will collapse (see 4. below). If it has more than 6

models within it, it will collapse (see 4. below). Counts as 'soft cover' to missile fire from outside. Counts as 'moving surface' to missile troops firing from it.

4. The section/level collapses. All section/levels directly above also collapse. All models within collapsed section/levels must make their basic *saving throw* or be killed. Models with a *toughness* of 5 or more, or with 3 or more *wounds* are judged to have a minimum saving throw of 4, 5 of 6 and take D3 *wounds* if damaged.

Survivors are placed in any adjoining section/level the player wishes or outside the building if by a door. If this is not possible the models are removed as dead.

5. The section/level collapses as 4. above. In addition the section/level immediately below also collapses.
6. The section/level collapses as 4. above, bringing down all those sections/levels above it and a corresponding number below (minimum 1). For example, if level 3 of a five level building collapses, levels 4 and 5 also collapse as they are above, and levels 1 and 2 collapse because of the weight falling upon them.
7. The section/level collapses bringing down all those above and a corresponding number below in the same way as 6. above. In addition all adjacent section/levels at the same level as the original collapsing section/level also collapse, bringing down any section/levels above them.
8. The section/level collapses. All levels above and below collapse. All adjacent sections collapse entirely (secondary collapse).
9. The section/level collapses. All levels above and below collapse. All adjacent sections collapse entirely (secondary collapse). Any section/level adjacent to a secondary collapse also collapses, if it has taken damage (tertiary collapse). All section/levels above a tertiary collapse automatically collapse as well.
- 10 + The section/level collapses. All levels above and below collapse. All adjacent sections collapse entirely (secondary collapse). Any section/level adjacent to a secondary collapse will also collapse if it has taken damage (tertiary collapse). Any section/level adjacent to a secondary collapse, but so far undamaged, receives D6 *damage points*. All section/levels above a tertiary collapse automatically collapse.

Multi-Composite Buildings

If a building incorporates section/levels made of different material, this may affect the rules given above for collapse. For example, it is fairly common, for a tower to have an upper-level built of wood, although the tower itself is stone. If the wooden upper-level were destroyed this wouldn't necessarily cause the underlying structure to collapse. Therefore a wooden collapse cannot affect section/levels of stone, and that a wattle collapse cannot affect a section/level of stone or wood.

Free Standing Walls

A 4" stretch of wall is considered to be a single section/level and can be attacked and destroyed in the same way as any other section. Because a wall is free standing and not structurally part of a building, a collapsing wall section will not affect adjoining walls or building section/levels. Separate section/levels built on to a wall as a construction, such as a wooden tower erected in times of siege, will collapse if their supporting wall section collapses.

Fortifications

Fortifications are not permitted during competition games, but can be introduced in non-competitive games to provide an interesting variant. A future *Warhammer* supplement will cover fortifications, siegecraft and assault in more depth.

FIRE ON THE BATTLEFIELD

Fire based weaponry has two distinct applications on the fantasy battlefield: to set fire to buildings, and to destroy those creatures described in the *Bestiary* as flammable. There are also some creatures which dislike fire and have psychological reactions associated with it, such as wolves which must take a *panic* test if attacked by fire weapons.

TYPES OF FIRE WEAPONS

Flaming Brands

Any unit which is not itself subject to *fear of fire*, may carry flaming brands. It is assumed that several unlit torches are carried by each trooper

and that this supply is sufficient to last throughout the battle. A brand may be carried in the place of a hand-to-hand combat weapon, and may not be carried by troops who require both hands to fight or draw a missile weapon such as a bow. In combat a flaming brand counts as an improvised weapon.

It costs 1 point per model to equip models with flaming brands.

Flaming Missiles

All missile weapons may shoot flaming versions of their normal ammunition - fire arrows for example. Fire missiles may only be prepared by a unit equipped with a brazier or a similar source of fire. They must also have suitably modified missiles, such as arrows entwined with oily rags or something similar. A brazier must be carried and attended by two non-combatant models. A unit preparing to shoot fire weapons must spend the entire turn stationary. Range is reduced by half.

It costs 1 point per model to equip models with fire arrows, plus 2 points for a brazier.

Magical Fire Weapons

Some enchanted weapons may burn with a magical flame. Some spells enable a wizard to cast or create fire (see the *Magic Section*).

Flame Projectors

Some Dwarven devices, and some devices used to a lesser extent by other races, are designed to project flaming oil, tar or other flammable substances. These are fully described in the *War Engines* section.

EFFECTS OF FIRE WEAPONS

Brands and missiles cause normal damage for their type against non-flammable targets. Against *flammable* targets their *strength* is increased by +1. The same holds true for magically flaming swords and so on.

Magic *fire balls* and other magic spells cause damage as described for the relevant spell, and at +1 *strength* against flammable targets.

Flame projectors cause damage as described in the *War Engines* section with +1 *strength* against flammable targets.

BUILDINGS AND FIRE

Most buildings can be set on fire depending on the materials used in their construction:

Wooden Structures

Wooden and wattle buildings are flammable.

Levels/sections composed of wood or wattle are flammable.

Top levels/sections with wooden or thatched roofs are also flammable.

Stone Structures

Stone sections/levels are not flammable from outside, but may be considered flammable from within due to the presence of furniture, supporting timbers etc. It is therefore possible to set fire to a stone building from inside, but not from outside.

It is not possible to set fire to a stone-built wall.

Setting Fire To Buildings

If a fire weapon causes damage, a check must be made to see if the structure has caught fire. The GM rolls a D6 and if the result is equal to or less than the *damage points* caused that turn by fire weapons, the section/level is on fire.

Models carrying flaming brands or braziers into a building section/level with the deliberate intention of starting a fire may automatically set fire to that section/level during the *combat phase* of their turn.

Models equipped with brands, coals or other flaming substances will accidentally set fire to any section/level they pass through on a D6 roll of a 6.

Burning Buildings

Once on fire, a section level takes D3 points of damage at the beginning of each turn (regardless of which side's turn it is).

As soon as the number of *damage points* suffered exceeds 6, the normal chances of a building collapsing apply (see the *Building* section). As the number of points will rapidly exceed 6, it is likely the fire will 'spread' causing adjacent sections/levels to collapse as indicated in the *Building* rules.

Once burning, a target cannot be set on fire again until the existing conflagration has gone out, but fire based weapons will continue to cause damage as normal (with +1 *strength*). Once a section has collapsed it is no longer on fire.

Damage From Burning Buildings

All troops within a burning building section/level at the start of their side's turn take an automatic *strength* 3 hit, with no armour save for damage received. Flammable targets take an automatic *Strength* 4 hit and may be set on fire as usual if they take damage.

Extinguishing Fires

It is not normally possible to put fires out under battlefield conditions. However, the following points should be borne in mind by the players and GM:

A *wind blast* spell directed into a burning building section/level can have two effects - it may put the fire out or it may fan it further. Roll a D6:

- 1-2 the fire burns more fiercely causing and additional D3 *damage points*.
- 3-4 the fire is blown out completely.
- 5-6 the player may chose either to fan the flames or extinguish the fire.

A *cause rain* spell will negate any fire damage for one turn, and will prevent fires starting that turn, but will not put out fires. All brands, braziers and other exposed flames are extinguished.

An *extinguish fire* spell immediately extinguishes all fires on the tabletop.

A *dust storm* spell will extinguish any fire the storm passes over.

Water animated by an *animate water* spell may be used to put out a fire. For every 4 *attacks*, a single burning section/level may be extinguished.

The presence of a *water elemental* in a section/level makes that section/level non-flammable regardless of the materials used in its construction. A water elemental entering a burning section/level automatically extinguishes any fires there.

A *fire elemental* automatically sets a flammable section/level on fire causing D3 points of damage.

CREATURES AND FIRE

The *Bestiary* describes which creatures are flammable. Flammable creatures are set on fire in the same way as buildings. If fire weapons cause damage, a check must be made to see if the creature has caught fire. The GM rolls a D6 and if the result is equal to or less than the *wound* points caused by a fire weapon that turn, the creature is on fire.

Burning Creatures

Burning creatures must leave the unit they are with and head towards the nearest water source at charge speed. If no water is available they move in a random direction.

Any burning creature approaching within charge range of an enemy has the option of charging and entering combat. All burning creatures which elect to enter combat may roll for *frenzy*. Burning creatures do damage against flammable targets as if they were equipped with flaming weapons (*strength* +1).

A burning creature receives an automatic D3 *wounds* at the beginning of each of its own turns until the fire is extinguished.

Extinguishing Burning Creatures

A creature may extinguish a fire by immersing itself in water, such as a river, stream or bog.

Psychological Effects Of Fire

Creatures affected psychologically by fire must take a *panic* test if attacked by fire weapons or if they are within 4" of a burning building. If this is failed they rout away from the source of fire as directed by the GM.

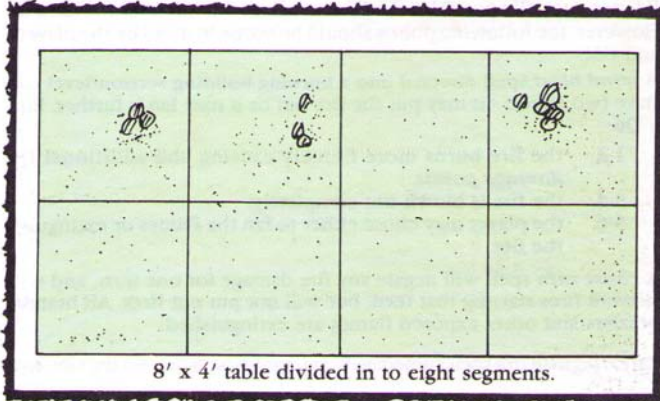
SCENERY FOR COMPETITION GAMES

When fighting an informal battle amongst friends, scenery can be placed in any mutually agreed way. A particularly good method is for one player

(usually the player hosting the game) to set out the scenery before the battle. The other player then has the option of placing his troops on either table edge. The host player will try to set the scenery as fairly as possible, because he knows his opponent will be more than happy to exploit a favourable situation. Similarly, before the game begins troops are positioned along the table edge within a previously agreed distance (depending on how wide the table is). For competition battles a more formal approach is necessary. This is discussed in this section.

SCENERY

Scenery should be placed using the following system. Divide the tabletop, board or playing area straight down the middle so that each player has a distinctive 'half'. Now divide each half into four equal quarters: left flank, centre left, centre right and right flank.



8' x 4' table divided in to eight segments.

Each of the players (each side if more than one player is involved on each side) should now make a rough diagram representing the table divided into eight segments. The player's own table half should be towards the bottom of the piece of paper. Each player then secretly notes down a number of from 0 to 4 in each of the eight segments. The more scenery a player wants in a segment the higher the number he should select. Once diagrams are complete, they are handed to the GM. The GM compares the two diagrams and averages the score for each segment by adding and dividing by two - this may result in 'odd' halves.

The GM now has a single number for each segment, such as 3 or 3½. Before converting this into scenery, a random factor is applied. For each segment the GM rolls a D6:

- 1-2 Deduct ½ and round down to the nearest whole number.
- 3-4 Round down to the nearest whole number
- 5-6 Add ½ and round down to nearest whole number

This modified number is the number of scenic items within the segment. The GM now takes a D100 and some scrap paper and generates each item of scenery in turn, using the chart below. As each roll is made, the GM tears a small piece of paper and notes down the item generated. The piece of paper, or 'chit' bearing the description of the scenery is then placed within its segment face up so that it can plainly be seen. The GM continues generating each item in this way until all scenery is generated.

Scenery is generated from this table using a D100:

Score	Result
01-17	A hill with an area roughly equivalent to a 6" x 6" square, no more than 12" long.
18-22	A steep-sided hill with an area roughly equivalent to a 6" x 6" square. No more than 12" long.
23-25	12" of ditch in three 4" sections.
26-37	12" of hedge in three 4" section.
38-44	12" of wall in three 4" sections.
45-64	A wood or orchard with an area roughly equivalent to 6" x 6" square, no more than 12" long.
65-67	An area of debris (<i>difficult ground</i>) with an area roughly equivalent to 6" x 6" square, no more than 12" long.
68-70	An area of ruins (<i>difficult ground</i> including <i>hard cover/a defended obstacle</i>) with an area roughly equivalent to a 6" x 6" square, no more than 12" long.
71-72	One small building with a garden enclosed by a hedge. Total area no more than the equivalent of a 6" x 6" square and no more than 8" long.
73-74	One small building with a garden enclosed by a wall. Total

Elven Elites Protect Their General





- 75-77 Three small buildings arranged within a 12" x 12" area.
- 78-79 A small farmyard comprising a farm house and one or two outhouses/sheds bounded within a wall. The farmyard must be arranged within a 12" x 12" area.
- 80-81 An inn and stable within a walled courtyard. The inn must be arranged within a 12" x 12" area.
- 82-84 An uncrossable, approximately circular pond with a diameter no more than 6".
- 85-89 A section of river (see below).
- 90-93 An approximately circular bog with a diameter of no more than 6". This counts as *difficult ground*.
- 94-96 An area enclosed by ancient or agricultural earthworks. These are represented by 24" of earthen rampart in 4" sections. They are as high as and equivalent in all respects to walls. These earthworks may be positioned in any manner, within an area not greater than 8" x 8".
- 97-00 A graveyard or other form of burial ground. The area should be no more than the equivalent of a 6" x 6" square and no more than 8" long.

PLACING SCENERY

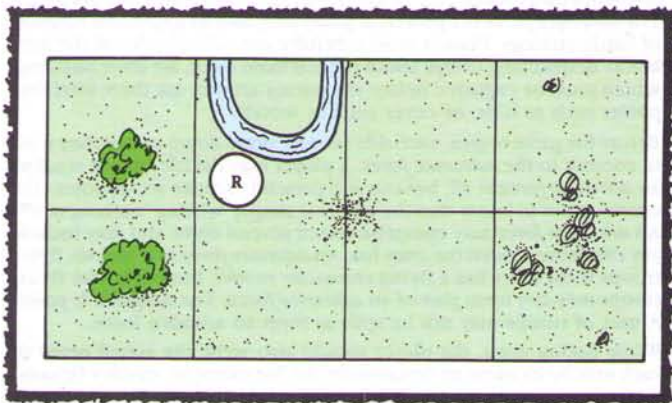
To place scenery, each player rolls a D6, the player with the highest score placing first. The player removes a 'scenery chit' from anywhere on the table, and replaces it with the appropriate model scenery. This can be positioned anywhere within the segment. River chits may not be chosen until all other scenery has been placed.

Positioning Rivers

Rivers and streams are initially represented by a 'river chit' in the same way as other scenery. The chit is placed in the segment but the course of the river is not specified. Once all other scenery has been positioned, the river can be placed. The player due to position the next item of scenery removes any river chit and lays out the course of the river. Rivers may be represented in several ways, the most convenient of which is to mark the banks with lichen, flock or loose pebbles. The water itself can then be filled in later with an appropriately coloured flock or other scenic material. It is not important what method is used at this stage, as we are only interested in the river's course.

A river section must be placed so that it flows from either a table edge or to an adjoining segment containing a river chit. A river may not be placed against an adjoining segment if there is no river marker in it. If an adjacent segment does contain a river marker, the river's course **must** take it onto the edge of that segment. The player has no option, although the course of the river within the segment is still up to him. A river section may only enter and leave on the same table edge of the same segment, if there is no other option.

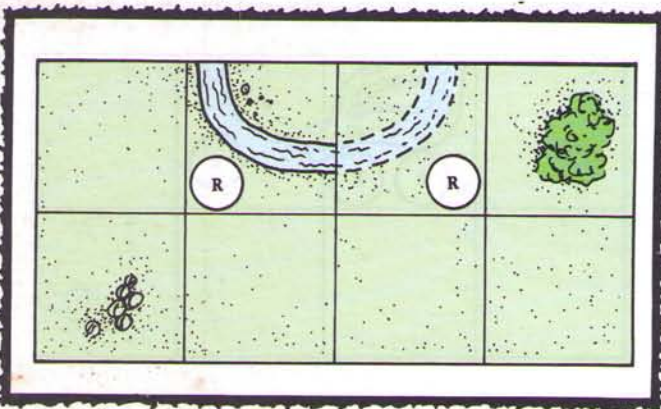
For example. In the situation below there is only a single section of river; this must be placed so that its edges run off the table.



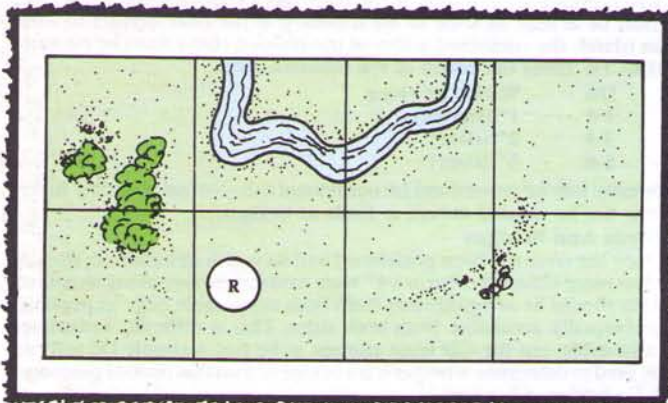
When placing rivers the players must obey a few simple rules - mostly common sense. A river may not flow up a hill or through a house. It may flow through a bog or through a pool, creating muddy banks or a natural backwater. A river may include twists or meanders, but these should not be too extreme. Although precise calculation shouldn't be necessary, no curve should have a radius of less than 3" or continue through more than 90°. When placing second or subsequent lengths

of river, a player must continue the course from the point chosen by the first player where possible.

In this situation there are two river sections in adjacent segments. Here the edge of the first section must be placed so that the second section may follow on.



In cases where a river has a choice of courses, the positioning player may choose either. This will tend to leave a river section marker outside of the main system as shown below:



The river is completed, but there is still a marker remaining. When a marker is left 'stranded' in this way there are several options. If the river section could not possibly have joined the main river, it should be placed just like any other single section of river. Players may imagine it to be a separate watercourse, or perhaps part of the same river which joins somewhere off the table.

If the section could have joined the main system, but was not chosen by the positioning player at the time, there are two options. The player due to place the section may, if he wishes, simply remove the marker. Alternatively, the player may place a river section within the segment, aiming towards an adjoining segment containing the river. This becomes a tributary. The gap between the edge of the segment and the river itself is then made up by the other player - in effect creating a small extra

Elven Attack Chariot

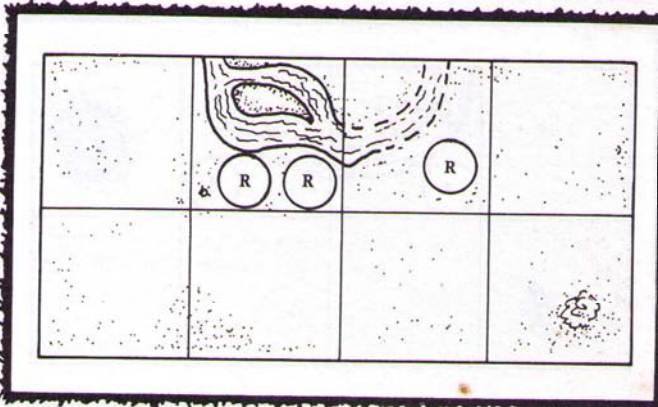


COMPETITION SCENERY



length of river.

If a segment is to have two rivers these are placed as one item, by the same player starting from the same point, dividing to form an island. Unless the segment has more than one possible non-table edge exit, the two courses converge within the final 6" of the segment exit point.



The Width Of Rivers

The width of a river may be determined by your scenic accessories, but, where possible, should be determined randomly once all watercourses are in place. If the river has a tributary, the main river must be at least as wide as the tributary. If the river divides to form an island, the combined width of the divided rivers must be no more than 1½ times the width of the reunited river.

D6	Width of river
1-2	1" (stream)
3-4	2" (river)
5-6	3" (river)

Streams may be crossed and are considered to be normal obstacles. Rivers may not be crossed except at fords or bridges.

Fords And Bridges

Once the river has been positioned and its width determined, the GM must place either a bridge or a 4" wide ford somewhere along its course. This should be as equidistant from both sides' table edge as possible, and equally accessible from both sides. This is difficult, sometimes impossible, but the GM must attempt to be fair. A simple D6 roll can be used to determine whether it is a bridge or ford that the GM positions: 1-3 a bridge, 4-6 a ford.

In addition either or both players may attempt to position a ford. If both wish to do so, a D6 is rolled and the player rolling the highest dice attempts to place first. A player may only position a ford within his own half of the table and must roll 4, 5 or 6 on a D6 to do so. Once both players have rolled for and positioned any fords, the scenery is complete.

Buildings On The Battlefield

Buildings can form pivotal points on the battlefield, their possession seriously affecting the outcome of the game. On the other hand, if you prefer a more open sort of game, buildings can prove a nuisance! Cavalry based armies, for example, cannot take advantage of buildings, and may find their formations hindered by built-up areas. Players should remember this when laying out scenery. In competition games a player may find himself obliged to position buildings (or other obstructive terrain). If you think a wide open battlefield would best suit your army and tactics, try to place buildings away from the main areas of conflict. If you think your plans would best be served by crowding the table, and hindering you opponent's movement, form buildings into villages or spread them across the battle front.

Missile troops can always be *advance marched* (see *Deployment*) to occupy buildings before the battle begins. This gives you an immense advantage, because your opponent is faced with a choice of diverting troops to take the building, or of suffering consistent casualties as a result of your fire. However, beware of occupying a building simply because it is there - if your opponent avoids the occupied building, you have wasted your troops!

Odd Sized Tables And Restricted Scenery

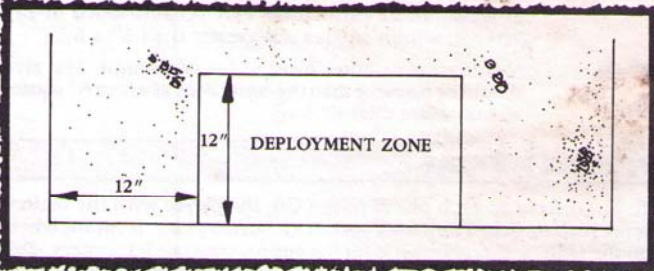
If your table is very small, or very large, the system described earlier will generate too little or too much scenery. However, for a table between 3' and 6' wide and 5' to 8' long, the basic charts are fine. If your playing area is different from these parameters, you may wish to modify the amount of scenery used by allowing the players to nominate one less, or one more, item at the initial generation stage. If your table is really huge, you might allow even more scenery, but this is left to the GM's

discretion - after all if you're fighting over a table the size of a football pitch you're fighting some really weird battle anyway! In strict competition games organised by a third party, the amount of scenery may be varied according to the specific rules of that competition - but any deviation from the normal rules must be made clear to the players before the game, and preferably as soon as possible.

GMs and players should try to ensure that they have any scenery required, and should be prepared to improvise where necessary. However, there is no reason why gamers shouldn't adapt or redraw the generation charts to provide a different scenic balance for non-competition games.

DEPLOYMENT

When armies are first placed on the games table, they must be positioned in the army's *deployment zone*. This area is defined as anywhere within 12" of the friendly table edge, but no closer than 12" to either of the table sides.



Units must be deployed within their *deployment zone*. Units are placed one at a time in order of their *move rate* - the slowest are placed first and the fastest last. To make this easy, players should draw up a list of their units together with each unit's *move rate*. If a GM is available, he should ensure units are deployed in the correct order. If both sides have units with the same *move rate* they are placed alternately - a dice can be rolled to determine who places first.

This system gives a realistic advantage to mounted troops. A unit of elite horsemen will be placed late on, and can be positioned ready to make a heroic attack. Infantry, on the other hand, are placed early on and must try to occupy the best positions available.

SPECIAL DEPLOYMENT

These rules allow players to simulate the pre-battle manoeuvring that gives an advantage to one side or the other. Faster forces are given an advantage in that they may move into position before the main forces arrive. Cunning generals may wish to take a chance by sending troops around their enemy's flank, or by deliberately delaying their arrival for several turns.

Advance Forces

As two mighty armies approach each other, it may be that a general will decide to send troops ahead to secure a vital position such as a village or wood. A detachment of this kind is called an *advance force* and is normally made up of a unit or units of the army's fastest troops. The *advance force* is a powerful game play and an important element of battle strategy. Players must carefully consider the lie of the land before despatching troops ahead of their main force; are there buildings which must be captured before the enemy arrives, are there vital fire-points such as hills, or cover such as woods?

Before the game begins, each side secretly notes down troops they wish to commit to the *advance force*. A player may decide against sending an *advance force* at all, but can still pretend to make secret notes - the enemy is not to know that the player is simply writing 'nothing at all'. An *advance force* may comprise one or several units, and may include any *character models* the army has. An *advance force* may include flying troops if the army has a flying *character model*, but otherwise flying troops may not form part of an *advance force*. The decision is yours! A unit of troops may not be split to form an *advance force*.

While noting units, the player should also write the actual *move* of each unit by its name or description. So, for example, 'cavalry lancers' might be '8"', 'foot guards' might be '4"'. Don't forget the movement deductions for armour.

Deploying Advance Forces

Once each side has finished assembling its *advance force*, each player calls out the speed of its slowest unit or *character model*. The side which calls the slowest speed must deploy the entire *advance force* within the army's *deployment zone*; the opposing player then deploys his whole *advance force* within his *deployment zone*.

Assuming both sides employ an *advance force*, both sides now take a pre-battle *scouting turn* using only their *advance forces*, the faster player deciding whether to take the first or second turn.

Deploying Armies

After both players have taken their scouting turn, the remainder of the armies are deployed. The player employing the slower *advance force* must now place his army along its table edge. The side employing the faster *advance force* must then place its army on its table edge. Rather than place the whole unit, only the first rank of each unit is placed on the table edge. This is merely to show their position - the rest of the unit is placed as soon as the unit moves. The initial move of a unit is always measured from the table edge, not from the edge of a model's base. While placing their units, players must declare the total number of models in each unit.

Both armies are now deployed and it is time to begin the first proper game turn. The side which went first during the *scouting turn* now takes the first game turn. This establishes the turn order for the rest of the battle, and play proceeds from there.

Only One Advance Force

If only one side employs an *advance force*, the player deploys the *advance force* in his *deployment zone* as normal and takes an initial *scouting turn*. Following the completion of the *scouting turn*, the opposing army must be deployed within its *deployment zone*. The side employing the *advance force* now deploys the rest of its army in its *deployment zone*. The side employing the *advance force* now decides to take the first turn, or to defer to the other player. The side nominated to take the turn does so, and the game proceeds from there.

Trailing Forces

Wily generals may leave some of their army uncommitted, postponing arrival until the battle is in progress and the enemy's strategy is beginning to unravel. A force of this kind is called a *trailing force*.

A *trailing force* must always include at least one *character model* to lead it, otherwise it will become lost (possibly the attractions of the nearest alehouse prove too strong). A player wishing to use a *trailing force* must always write down the units and the *character models* it contains, the table segment in which it is to arrive, and the turn on which it is due to arrive. A *trailing force* may only arrive on a friendly table edge, and may be ordered to arrive on any turn after the first. Players may have as many *trailing forces* as they wish, providing each one is led by a *character model*.

When the appointed turn arrives the player makes a 2D6 test against the highest *leadership* of the *character model/s* in the force. If the score is equal to or less than the *character model's leadership*, the force arrives. If not, the force has been delayed and a further test must be made each turn until it does arrive.

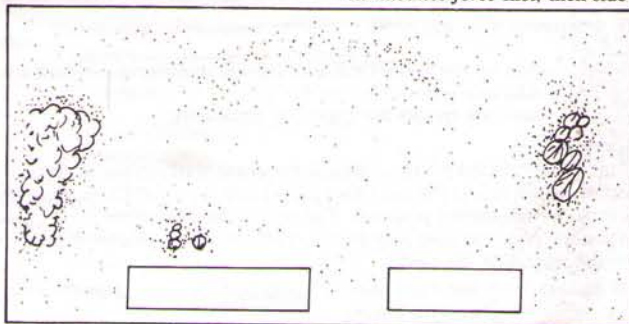
Trailing forces are deployed in the nominated segment upon the table edge and at the beginning of the turn. They make a normal move, fire and enter hand-to-hand combat that turn.

Arriving a few turns into the battle, *trailing forces* may prove a decisive counter to an enemy thrust. A *trailing force* may be deployed onto an initially weakened wing, tempting the enemy to attack a weak force and then hitting him hard with the reserve *trailing force* once he is committed.

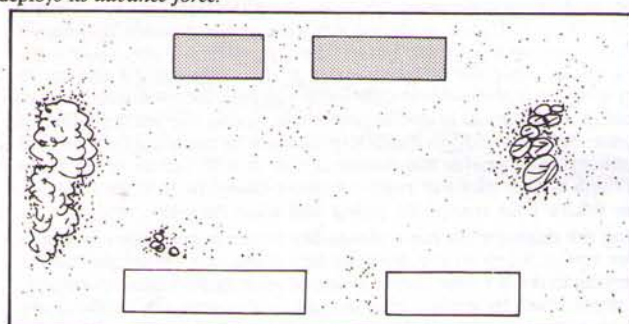
Outflanking Forces

An *outflanking force* is a *trailing force* which has been ordered to skirt the area of the battlefield and enter play along either of the side edges or along the enemy's base edge. A side may only deploy an *outflanking force* if it employs a faster *advance force* than its enemy, or if it employs an *advance force* and the other side does not. Once this has been determined, any *trailing force* may be nominated as an *outflanking force*.

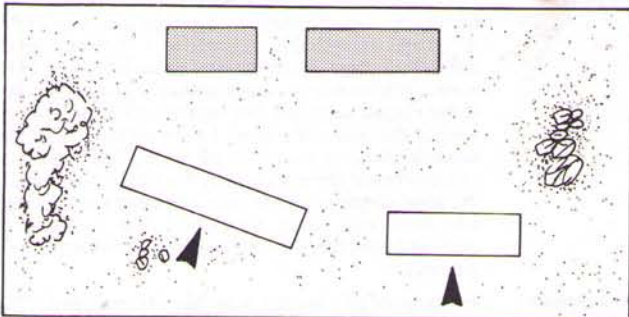
Side A and B deploy an *advance force* - side A is faster. Side B deploys its *advance force* first, then side A deploys its *advance force*.



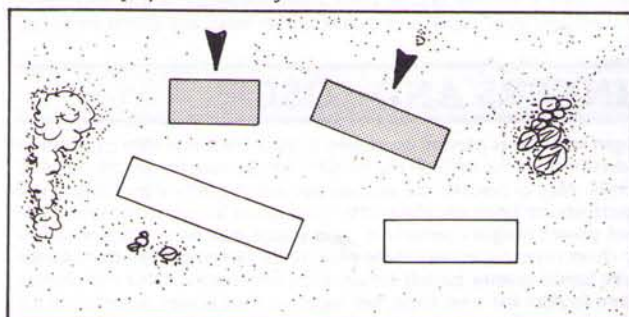
1 - Side B deploys its *advance force*.



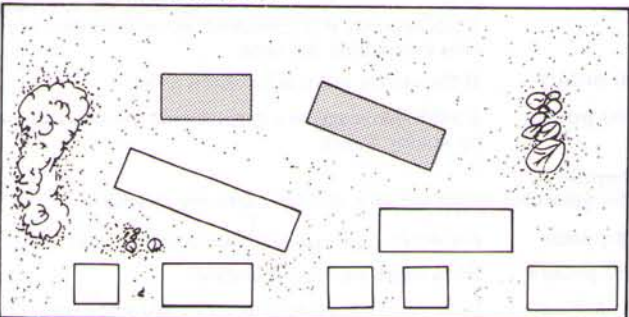
2 - Side A deploys its *advance force*.



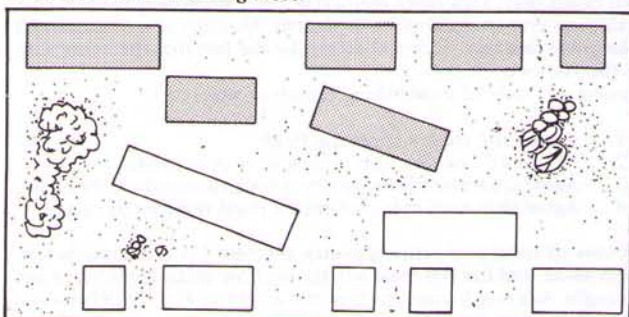
3 - Side B makes a *scouting move*.



4 - Side A makes a *scouting move*.



5 - Side B deploys his army.



6 - Side A now deploys his army.

Use the ordinary deployment map to indicate the segment where the force is to enter the battle. If a force is ordered to enter from the enemy's base edge, the player must specify the route taken, whether the right or left flank. It is best to draw arrows on your map to indicate the route taken by an outflanking force.

An *outflanking force* may be ordered to appear no earlier than the third turn (if entering from the side) or fourth turn (if entering from the enemy's edge). Determine whether and when the force arrives in the same way as for other *trailing forces*.

The *advance force* is an interesting way of representing the fact that an army has been 'outscored'. The faster *advance force* reconnoitres ahead, discovering hidden passes, forest trails, and other secret routes around its enemy's flanks. This allows the army to despatch an *outflanking force* and come upon its foes unseen!

Aerial Troops As Advance And Trailing Forces

Aerial troops can be used as an *advance* or *trailing force* just like any others. In fact, if your army has access to them, aerial troops make the best *advance forces* of all, as they are extremely fast. However, they must be led by a *character model* capable of flight.

Creatures As Advance And Trailing Forces

Creatures with an *intelligence* of 5 or more may be used to form an *advance* or *trailing force* as normal. Creatures with lower *intelligence* cannot be used as part of an *advance force*, but may be used in a *trailing force* as long as the force leader has an *intelligence* of 5 or more.

DEPLOYMENT TACTICS

Advanced forces are usually worth the gamble. Once troops are in a defensible position it is difficult to shift them. Skirmishers sent ahead of the rest of the army can inflict quite substantial casualties as they pull back to their own lines. Used correctly they will be able to slow down and break up an enemy advance.

Before deploying your army, try to evolve an overall strategy. Merely lining up your units across the table is a recipe for disaster. Relying on the fact that your troops are 'better' than the enemy is also sheer folly. Think about what the different parts of the army can do and try to develop a plan that uses their abilities. If you have lots of missile troops, use them as skirmishers and deploy them across the enemy's line of advance. Powerful mounted shock troops will be wasted if they are sent off unsupported against the enemy centre. It is far better to use them on a flank where they can expect weaker opposition. Make sure you know where your troops are going and what they have to do.

During the deployment itself remember your enemy is also trying to evolve a plan. Keep an eye on what he's doing and try to guess what he's trying to do. If a clear threat to one of your flanks begins to emerge, you must react by either reinforcing to counter, or deliberately weakening it. A weakened flank may be able to hold up the enemy for several turns while the rest of your army advances. A few regiments placed behind your centre can be turned to meet any threat from the flanks.

WINNERS AND LOSERS

To begin with most players are happy to play until one side capitulates or is driven from the table. If the battle is a large one, it may take several evenings' play to resolve the action, but this is rarely a problem if the competitors are keen and the battle is fought at home. However, in the case of games fought competitively, a result may be needed within a fairly short time, especially if the players are fighting away from home and the battle cannot be left set up. One alternative is for the players to agree to play for a set time, say three or four hours. Another is for the players to each agree to take a set number of turns - five or six provides several hours play. This latter method is fairer because it ensures that both sides receive an equal number of turns. Also, any advantage gained by taking the first turn is cancelled out by the fact that the other side takes the last one.

Suggested methods of establishing length of play:

1. Sweep the enemy from the field!
2. Play until one side capitulates or is destroyed.
3. Agree to a set number of hours in which to conclude the battle.
4. Agree that each side will take a fixed number of turns.

In the case of strict competition games, method 4 (a fixed number of turns) is usual, and the GM must tell players how many game turns are to be fought. As a rough guide, each turn will take an average of between 15 and 20 minutes per side - depending on the armies involved and how familiar the players are with the rules. If the game is to be fought within five turns it will probably last for about 3 hours. This does not

include time setting up scenery, generating any necessary details or deploying troops - all of which could well take up to an hour. In an organised competition, where several games must be fought during the day, it may be necessary to reduce the number of turns to as few as three. This may seem rather drastic, but does encourage players to attack right from the word go! Within the time allotted, a side may choose to capitulate at the beginning of any of its turns.

ESTABLISHING THE RESULTS

Once the game is over it is necessary to establish who has won. In many cases this will be obvious: the losing side is strewn about the tabletop, most of the troops are dead and those remaining are fleeing in rout. In other cases, matters may not be so clear cut. In competition games the result is decided by adding up the points value of troops left on each side. To this is added any bonus the GM has arranged before the game for the possession of trophies, territory or scenic features. Routing models are not counted. Models rallying during the final game turn (either side) count at half value.

Draw. If the higher score is no more than 10% more than the value of the lower, the result is a draw. In knock-out competition games, the higher scoring player goes through to the next round - this is considered to be a 'winning draw'.

Win. If the higher score is more than 10% higher than the value of the lower, the result is a win for the higher scoring player. The other player has, needless to say, lost.

The distinction between a win and a winning draw is only important if some sort of league is in operation, or if the 'overall best scoring player' is sought in a knock-out competition. Players receive 1 point for a losing draw, 2 for a winning draw and 3 for a win. Many gamers like to run a local 'league' using this or a similar points system, in which case league positions can be worked out as an average, dividing the total number of points held by the number of games played. To encourage players to compete, it is a good idea to award a ½ point to a losing side - which means it is better to have fought and lost than not have fought at all!

To determine who has won:

1. Add up the points value of troops remaining on each side.
2. Add any points allotted for control of scenery.
3. Add any points for captured standards.

Scenery

The GM should list points available for control of terrain or territory. These should reflect the fact that a player occupying a hill, for example, is in an advantageous position. The following guidelines can be used in general play, but GMs may wish to include other features depending on the layout of the table.

50 points For each hill occupied by 5 or more friendly troops and no enemy.

50 points For control of a zone. Zones are established when setting up scenery, there being eight zones on a table. A zone is controlled if occupied by 1 or more friendly units, and there are no enemy units within it. If the zone contains enemy units, it may still be controlled if the enemy units are outnumbered by three to one within the zone. If enemy forces include *character models*, the zone may only be controlled if these are outnumbered three to one by friendly *characters*. If the zone contains enemy creatures more than 10' high, the zone may only be controlled if these are outnumbered three to one by friendly creatures over 10' high.

100 points For control of a bridge. A bridge is controlled if 1 or more friendly models occupies the bridge and no enemy models are within charge distance. If a bridge is unoccupied, it is considered to be controlled by the side controlling the zone.

50 points If the enemy general has been slain.

100 points If a side's baggage area remains intact and unoccupied by enemy forces.

Trophies

The following points are awarded for capturing trophies:

50 points For every captured unit standard you hold.

100 points For a captured army standard.

50 points If the enemy baggage is being looted at the end of the game.

100 points If the enemy baggage is captured at the end of the game.



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MAGIC

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MAGIC

Wizards and magic are important elements of fantasy books and films, and are no less important in a fantasy battle game. Wizards have the ability to cast spells - terrible destructive spells, cunning spells, and spells which weave confusion or terror within their enemies' breasts. Wizards can offer protection to a hero or to a unit of troops, or may seek to overthrow heroes by means of conjuration. Some wizards are able to control the forces of nature herself, others are allied to the masters of death, some have unholy pacts with demons, and there are those who are masters of illusion and deceit.



The vast majority of magic is rare and difficult, involving endless ritual, complex symbolism and inordinate amounts of time. Magic of this kind does not belong on the battlefield, where time and conditions are not conducive to effective conjuration. On the battlefield a wizard may only employ spells of a relatively simple kind, or spells which may be prepared beforehand. These are called battle spells, and these rules deal only with this kind of magic. We shall not worry too much about exactly how individual spells are prepared before the battle, but shall simply assume that a wizard has the necessary skills and equipment needed. Once the battle starts, a spell can be put into effect by a simple gesture or keyword. For more information about how spells are prepared, what ingredients are necessary, and how long the process takes see *Warhammer Fantasy Roleplay*.

Magic Level

Some wizards are more powerful, more experienced or more talented than others. To reflect this disparity, wizards are placed within one of four magic levels. The lowest level is 1 and the highest is 4. These levels do not correspond to any title as such, although wizards may assume a title, or may be awarded a title of some kind, such as Mage or Magus.

Power Level

A wizard's power level represents how much magical energy he has, and will vary according to how vigorous, how experienced and how talented the individual is. Power levels are related to magic levels to some extent, and the chart below illustrates the typical power levels for each magic level. Players may either assume that their wizard has this typical level, or they may elect to opt for the random roll indicated. Once a wizard's power level has been established it is fixed and cannot be changed within the normal course of a game.

Magic level	Power level	Random power level
1	10	3D6
2	20	6D6
3	30	9D6
4	40	12D6

Magic Points

Magic points are units of magical energy. A wizard with a power level of 10, for example, has 10 magic points at the start of the game, a wizard with a power level of 20 has 20 magic points, and so on. Magic points are expended as spells are cast, each spell costing 1 or more points depending on how difficult or powerful it is as given in the spell descriptions. A wizard's total of magic points will therefore drop during the game, although his power level never changes - the power level is simply the maximum number of magic points the wizard may have.

CREATING WIZARD CHARACTERS

Wizards are *character models* which use magic. Like other *character models*, wizards have characteristic bonuses on their profile. However, wizards gain their abilities and power by study, by experimentation and by means of dark pacts, factors which enable them to increase characteristics such as *intelligence* and *will power* but not others such as *attacks*.

As with *character models*, there are five different levels of wizard - 5, 10, 15, 20 and 25. Of these the first two levels correspond to wizards with a magic level of 1, and the others correspond to magic levels of 2, 3 and 4.

In competition games the following standard categories must be used. No modifier may take the creature's *Ld*, *Int*, *Cl* or *WP* above 10. Any bonus that would otherwise increase a creature's characteristic above 10 is ignored.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Magic Level
Level 5	0	+1	0	+1	0	0	0	0	0	+1	+1	+1	1
Level 10	0	+1	0	+1	0	+1	+1	0	+1	+2	+1	+2	1
Level 15	0	+2	0	+1	+1	+2	+1	0	+2	+2	+2	+2	2
Level 20	0	+2	+1	+1	+1	+3	+2	0	+2	+3	+2	+3	3
Level 25	0	+3	+2	+1	+1	+3	+3	0	+3	+3	+3	+3	4

For non-competition games the players may agree to use the standard *character model* generation system. A *character model* with magical abilities is permitted to move any characteristic bonus from *WS*, *BS*, *S*, *T*, *W*, *I* or *A* onto any of *Ld*, *Int*, *Cl* or *WP*, thereby being able to increase them up to a maximum of 10 if desired.

Points Values For Wizards

Warhammer Armies gives points values for all the troop types in the army, including wizards of each level. In competition games the lists restrict the number of wizards an army can have. In non-competition games, the players may come to any mutually acceptable arrangement regarding the number of wizards and their magic levels.

The points value of a wizard is worked out in exactly the same way as for any other character as explained in the *character models* section. In addition, the wizard must pay for his magical powers. The following points are added.

Wizard level	Magic level	Points modifier
5	1	+30
10	1	+30
15	2	+75
20	3	+135
25	4	+210

These modifiers reflect the value of the spells the wizard is permitted to have.

For example, human wizards without additional weapons or armour work out as follows:

Wizard level	Magic level	Points value
5	1	60
10	1	85
15	2	155
20	3	240
25	4	340



Spells

Just as wizards are divided into magic levels, spells are divided into four levels of difficulty. Level 1 spells are the easiest to learn and use, and level 4 spells are the hardest. A wizard of magic level 1 may use only level 1 spells, a wizard with a magic level of 2 may use level 1 or 2 spells. With a magic level of 3, a wizard may use spells of levels 1, 2 or 3, and a wizard with a magic level of 4 can use spells of any level. Casting a spell uses up magical energy in the form of magic points, depleting the number of magic points held by a wizard.

Types Of Magic

There are five broad categories of battle spells: battle magic, illusionist, demonic, elemental and necromantic. Any wizard may employ battle magic spells. Some wizards may substitute one or more of their battle magic spells with other types of magic.

Some races may hold more of one spell type than others, and some are obliged to have a minimum number of special spells. Any restrictions that apply are explained in the *Bestiary*. For example, humans may substitute equivalent level illusionist or elemental spells for any or all of their battle spells. A human wizard may also substitute a necromantic spell for a single battle magic spell, and may substitute a demonic spell for any one battle magic spell. A human wizard with a magic level of 4 could therefore hold 2 x level 1 battle magic, 1 x level 1 illusionist, 1 x level 2 battle magic, 1 x level 2 elemental, 1 x level 2 illusionist, 2 x level 3 elemental, 1 x level 3 necromantic, 2 x level 4 illusionist and 1 x level 4 demonic.

Selection Of Spells For Games

Prior to each battle, players may select for each of their wizard characters three spells from each level. However, as a wizard may only employ spells from a level equivalent to his

magic level or lower, this will restrict the total number of spells held as shown below.

Magic Level	Level of spells available	Number of spells of level			
		1	2	3	4
1	1	3	0	0	0
2	1 or 2	3	3	0	0
3	1, 2 or 3	3	3	3	0
4	1, 2, 3 or 4	3	3	3	3

This chart illustrates the number of spells of each level that may be carried into battle. This doesn't mean a wizard knows only these spells, but that under the strain of battlefield conditions only the number of spells indicated can be properly prepared.

A list of spells must be made and presented to the GM before the game begins and before players reveal their forces. For non-

The Golden Demon



B.N.

Skaven Victory



Revenge of the Lichemaster



competition games without a GM, players may simply list their spells before the battle. This spell list is not then revealed during the battle, but is given to the other player for his inspection after the game is over. Alternatively, players in non-competition games may mutually agree to any spell selection procedure, including random generation if they wish. The spell charts are divided up to facilitate random selection where appropriate.

Casting A Spell

A wizard may cast one spell during the *magic phase* of the turn. The player first selects the spell he wishes to use and checks the number of magic points the wizard has remaining. If the wizard has 12 or more points the spell is automatically cast - there is no need to test for success. If the wizard has less than 12 magic points, the player must test to see if the spell is cast successfully. This is done by rolling 2D6 and checking the score against

the number of magic points the wizard has. If the dice score is equal to or less than the remaining magic points, the test is successful and the spell is cast. If the dice score is more than the wizard's remaining magic points, the caster is unable to control the raw magical forces and the spell is not cast.

Whether a spell is cast successfully or not, the number of magic points required for the spell must be deducted from the wizard's own magic points. A wizard may only attempt to cast one spell during the turn, but a single spell may be cast more than once during a battle if desired. A wizard with a fire ball spell, for example, may use it several times during the battle by paying the required magic points each time.

The Role Of Intelligence

Although a wizard is obliged to test (as described above) if he has less than 12 magic points remaining, the minimum number the player need test against is that of the wizard's intelligence characteristic. So, for example, if a wizard has only 6 magic points left and an

intelligence of 8, the player has to roll 8 or less for a spell to work. The wizard must still have enough magic points to cast the spell - he may not cast a spell which utilises more magic points than he has available, irrespective of his intelligence.

Spell Targets

Some spells affect whole units, others affect only a single model. The spell lists specify which spells affect only a single model. In cases where a target may be an entire unit or a single model, the spell description employs the term 'unit'. This is just to save space and make the spell description easier to read, it doesn't mean a spell cannot be used against an individual creature if the caster wishes. In the case of magical missile attacks (fire balls, lightning bolts etc.) normal targeting rules for missile fire apply. Individual targets may only be attacked by magic missiles if they could be attacked by normal missile weapons.



Casting Restrictions

A wizard may normally cast any spell during his side's *magic phase*. The only notable exceptions are that a routing wizard may not cast magic, and a wizard engaged in hand-to-hand combat may not cast magic if he suffers one or more *wounds* during that turn's hand-to-hand combat phase.

Wizards are also restricted if they are associated with units. Like other *character models*, wizards may associate with units in order to gain protection. They are bound by all the normal rules regarding *character models* and association. For example, the wizard may not leave the unit if it is subject to any psychological reaction, routing, pursuit etc. If a wizard is placed within a unit, he may be restricted in what he can or cannot see, and this will affect his ability to use some magic.

If the wizard's unit becomes engaged in close combat, and the wizard is placed in a non-fighting rank, he may still employ magic missiles against the enemy unit. However, hits will have an equal chance of striking friends, just as if he were firing into the combat from outside. If fighting in the front rank, magic missiles may be cast normally, but enemy *character models* may only be targeted if they are in base-to-base contact with the wizard.

Hand-to-hand casualties inflicted by magic count towards damage sustained in close combat, and will affect the result of the combat round. Combat magic may therefore be worked out of sequence if the players are agreeable - otherwise the result of a

combat must be delayed until the *magic phase*. A unit with 25% casualties which is pushed-back and takes magical damage during a combat round only needs to take one *route* test.

The Magic Save

Magic affects different creatures in different ways, enabling some to shrug off a magical spell that would take effect against others. This magical resistance is represented by the *magic save*. This save is taken once by a unit under magical attack. The result applies to all ordinary members of a unit but not to any *champion* or associated *character models*. *Champions* and associated *character models* must test separately, as it is their individual mental strength that is relevant; it is not a mass reaction like a *psychology* test.

The *magic saving throw* is made by rolling 2D6 against the unit's *WP* characteristic, if the dice score is equal to or less than the target's *WP*, the test is passed and the magic has no effect. If the test is failed, the magic takes full effect as explained in the spell descriptions.

Magic saves apply only to spells that directly affect their target, not to spells that have an indirect effect. For example, a *fire ball* spell enables the wizard to throw a ball of fire: the creation of the fire ball is magical, but the fire is real and so a target does not receive a *magic saving throw*. Spells which have a *magical saving throws* are indicated in the spell descriptions.

Augmented Saves

A wizard under magical attack may increase his own *magic saving throw* by using magic points. This can only be done if the spell normally allows a *saving throw*. Before making the *saving throw*, the player must declare to the GM how many magic points are being used to augment the save. Each point raises the *saving throw* by one. Magic points used in this way are expended and must be deducted from the wizard's magic points total.

Enhanced Attacks

A wizard making an attack may decrease a target's *magic saving throw* by using magic points. Before the *saving throw* is made, the wizard must declare to the GM how many magic points are being used to enhance the attack. Each point reduces the *magical saving throw* by one. This applies to all targets affected by the spell. Magic points used in this way are expended and must be deducted from the wizard's magic points total. When an enhanced attack and augmented save are made at the same time, both sides secretly write down the number of magic points they are committing.

Magically Vulnerable Targets

Magically vulnerable creatures are: undead, ethereal creatures, demons and elementals. Because they are inherently magical, they cannot avoid the effects of magic and so have no *magical saving throw*. If a magically vulnerable creature is a wizard, and has its own magic points, it may use its own magic points to give it a *saving throw*. Its basic save is 0, and magic points augment this in the normal way. For example, 7 magic points will give a save of 7.

Resting To Recover Magic Points

A wizard may recover magic points by resting. A resting wizard may not move, must not shoot or fight in hand-to-hand combat, and may not use any magic that turn. A resting wizard lapses into a trance-like state in which he is completely impervious to events around him. After a complete turn spent in this way the wizard may recover 1 magic point, which is added to the wizard's total. The maximum number of magic points that a wizard may have is equivalent to his power level, and resting may not be used to increase magic points above this.

WIZARDS AND ARMOUR

A wizard spends much of his life studying magic; his powers are gained only slowly and as a result of constant mental awareness of the magical world. Symbolism is an important element of all magic, which is why wizards dress in particular robes, wear certain colours and bear mystic signs. All of these factors coalesce to create a favourable field for magic, enabling the wizard to channel raw energy through his body. Although a powerfully minded wizard may do without such practical aids, no wizard can cope with the magical disharmonies set up by certain metals, signs and conditions.

A wizard who wears armour or carries a shield will suffer from the effects of magical



disharmony, finding it far more difficult to cast magic. A wizard model which has an *armour saving throw* may not regain magic points by resting. In addition, spells will cost more magic points to cast. For each armour saving 'pip' add +1 to the magic points of each spell. For example, a wizard with a saving roll of 4, 5 or 6 has 3 'pips', and so all his spells cost an extra 3 points to cast. If the wizard is mounted, the *armour saving throw* from his *riding animal* is not counted towards the total, although any barding carried by the animal is.

INNATE MAGICAL ABILITIES

All wizards are sensitive to magic and enchantment, as a result of which they have several special abilities. A wizard's magic level does not affect these abilities - they are common to all wizards and magic using creatures.

Magic sense

If a wizard touches an object which is magical or which is affected in any way by magic, he will be able to sense this. The function and purpose of the magic cannot be detected, only its presence. A wizard can tell if another creature is in any way magical by engaging in hand-to-hand combat.

Magic awareness

A wizard may enter a trance of awareness for an entire turn, similar to a resting trance used to recover magic points. The wizard remains in this trance for a whole turn, at the end of which the wizard will be aware of the direction and magic level of any other wizards within 48".

SPELL CASTING PRIOR TO THE BATTLE

Wizards are allowed to begin the battle with any spell or spells already cast. This is especially useful as regards *aura* spells, but applies to any spell, including those which summon undead or demonic forces. The player must inform the GM that he is casting before the battle. The results are worked out as normal and magic points are deducted. The wizard therefore enters the battle with a depleted number of magic points. Wizards are not allowed to rest before the battle to regain these lost points.



Binding An Ethereal Host

Any wizard character, including Liches, etc. may bind an ethereal host before a battle. The ethereal host will then fight for the army during the battle. Depending on the number

of magic points expended, binding is more or less effective. The rules regarding bound ethereal hosts are explained in the *Bestiary*. Ethereal hosts must be paid for from the army's points value allocation.

Binding A Monstrous Host

Any wizard character may bind a monstrous host - a host of monsters and other independently minded creatures. The monstrous host will then fight for the army during the battle. Depending on the magic points expended, binding is more or less effective. The rules regarding bound monstrous hosts are explained in the *Bestiary*. Monstrous hosts must be paid for from the army's points value allocation.

CONTROL OF SUMMONED DEMONS

Demonic magic allows wizards to summon entities from the hidden existences of the gods. Summoned creatures have a mind of their own, and will not necessarily wish to cooperate with their summoner. In order to obtain proper control of his summonations, a wizard who casts a successful summonation spell must make an additional roll against his *will power*. This is done by the player using 2D6. If the score is equal to or less than the wizard's *WP*, the summoned creatures are successfully controlled. If the score is greater than the wizard's *WP*, the demons are not controlled and their subsequent actions are determined by the GM. In competition games such troops may be moved 2D6 inches in a random direction, charging any troops that lie within their path. Familiars and steeds which are not controlled may be removed from play immediately.

CONTROL OF UNDEAD

Most undead creatures do not need to be controlled. Zombies and Skeletons, however, are magically animated and need to be controlled by another will if they are to behave in a useful manner. Individuals capable of controlling Zombies and Skeletons are known simply as controllers. A wizard with one or more necromancy spells may act as a controller over all friendly undead units within 12". A controller has no power over enemy undead, only those of his own side. An Undead Hero may act as a controller over a unit the model is leading, but no others. Undead Heroes do not need to be controlled themselves. A Liche or Vampire may also act as a controller in the same way as friendly necromantic wizards. Uncontrolled units of Zombies and Skeletons may still continue to fight, but are subject to *stupidity* (see *Psychology*) and if they become *unstable* (see the *Bestiary*) they are destroyed.

CONTROL OF ILLUSIONS

Illusions are created by means of illusionist spells. Illusions need to be maintained by their creator, and only a single illusion spell may be maintained at one time. A wizard is not restricted in any way when maintaining an illusion, and may cast other non-illusionist magic while doing so. However, if a further illusion spell is cast, it will also need to be maintained, so the original illusion is dispelled.



Illusions may be dispelled by their creator/maintainer at any time during play. This is automatic. An illusion is also dispelled automatically if it is attacked in hand-to-hand combat. If a unit charges an illusion it will need to *reform* in the same way as any unit which fails to contact its charge target. Chargers failing to contact an illusion are always *unformed*, even if they meet other enemy troops during the charge.

Illusions are not dispelled by missile fire, as they can imitate casualties and all aspects of normal troop behaviour. They can react to psychological threats, magical attacks etc. in the same way as real troops if the creator/maintainer wishes. By this means, it should not be possible to tell whether a unit is real or simply an illusion.

Illusions cause psychological effects as if they were real.

Practical Applications Of Illusions

Players are sometimes hard-pressed to think of how to use illusions. In fact, illusions can be very useful. If cast before the battle, illusions can be deployed on the table just like any other troops. The most effective illusion will not be a huge fire-breathing monster (which your opponent probably knows you are unable to employ), but an ordinary unit of troops. This is also more convenient from the point of view of providing models, as you will probably have spare units of troops which you would otherwise not use. If using illusions in this way, players must indicate to the GM which units are illusions and which are real - there must be no room for confusion. The GM should then treat your illusion exactly like a real unit, making appropriate tests and removing casualties from missile fire and magic. In games without a GM, you should write down any units which are illusory and show it to your opponent at the end of the game or when and if the unit is attacked in hand-to-hand combat.

The Golden Demon



SPELL INDEX

Battle Magic Spells

Level 1

1	1	Aura of Resistance
2	2	Cause Animosity
3	3	Cure Light Injury
4	4	Dispirit
5	5	Enthuse
6	6	Fire Ball
7	7	Flight
8	8	Hammerhand
9	9	Ignite Missiles
10	10	Immunity from Poison
11	11	Leg Breaking
12	12	Part Water
13	13	Steal Mind
14	14	Strength of Combat
15	15	Wind Blast

Level 2

16	1	Aura of Protection
17	2	Cause Frenzy
18	3	Cause Hatred
19	4	Cause Panic
20	5	Mental Duel
21	6	Rally
22	7	Raze
23	8	Lightning Bolt
24	9	Mystic Mist
25	10	Smash
26	11	Stampede
27	12	Steadfast
28	13	Steal Magical Power
29	14	Vortex of Chaos
30	15	Zone of Sanctuary

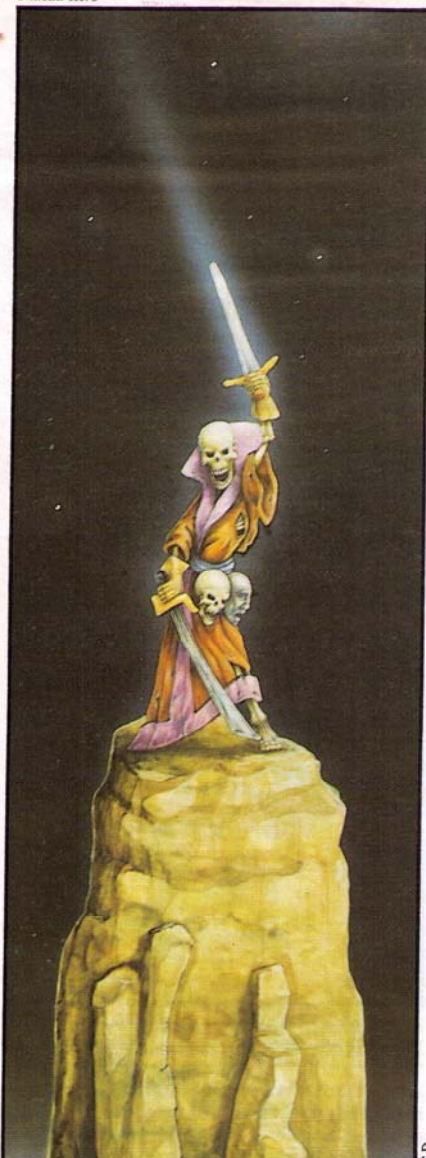
Level 3

31	1	Animate Sword
32	2	Arrow Invulnerability
33	3	Cause Cowardly Flight

Chaos Beastman



Undead Hero



Warriors of Chaos



Norse Warrior



J.B. Greater Fire Demon



SPELL INDEX

34	4	Cause Fear
35	5	Cause Stupidity
36	6	Cloak of Darkness
37	7	Corrode
38	8	Create Magical Bog
39	9	Curse of Arrow Attraction
40	10	Dispel Aura
41	11	Dispel Magic
42	12	Enfeeble
43	13	Magic Bridge
44	14	Transfer Aura
45	15	Vorpal Hurricane of Chaos

Level 4

46	1	Accelerate Time
47	2	Aura of Invulnerability
48	3	Blast
49	4	Change Allegiance
50	5	Confound Mechanism
51	6	Cure Severe Wound
52	7	Drain Magic
53	8	Enchant Weapon
54	9	Entanglement
55	10	Fetid Cloud
56	11	Hurricane
57	12	Ravine
58	13	Stand Still
59	14	Strength of Mind
60	15	Zone of Magical Immunity

Demonic Spells**Level 1**

1	1	Bind Demon
2	2	Dispel Lesser Demon
3	3	Summon Familiar
4	4	Summon Steed
5	5	Zone of Demonic Protection

Level 2

6	1	Stop Demonic Instability
7	2	Summon Energy
8	3	Summon Lesser Demons
9	4	Summon Magical Aid
10	5	Zone of Demon Nullification

Level 3

11	1	Dispel Demon Horde
12	2	Spread Insanity
13	3	Summon Demon Horde
14	4	Summon Great Power

Level 4

15	1	Dispel Greater Demon
16	2	Summon Greater Demon
17	3	Summon Total Power
18	4	Demonic Portal

12	3	Clap of Thunder
13	4	Extinguish Fire
14	5	Move Object
15	6	Part Water
16	7	Resist Fire
17	8	Wind of Magic
18	9	Wither Vegetation

Level 3

19	1	Banish Elemental
20	2	Become Ethereal
21	3	Breathe Fire
22	4	Create Quicksand
23	5	Crumble Stone
24	6	Dust Storm
25	7	Flame Sheet
26	8	Foul Air
27	9	Storm of Magic

Level 4

28	1	Animate Water
29	2	Dispel Elemental
30	3	Hedge of Thorns
31	4	Summon Elemental
32	5	Summon Elemental Horde
33	6	Summon Swarm
34	7	Tempest of Magic
35	8	Tunnel Through Stone
36	9	Wall Shaker

Elemental Spells**Level 1**

1	1	Assault of Stone
2	2	Blinding Flash
3	3	Breathe Under Water
4	4	Cloud of Smoke
5	5	Hand of Fire
6	6	Hide
7	7	Magic Light
8	8	Walk on Water
9	9	Ward of Arrows

Level 2

10	1	Cause Fire
11	2	Cause Rain

Illusionist Spells**Level 1**

1	1	Assume Illusionary Appearance
2	2	Bewilder Foe
3	3	Camouflage
4	4	Clone Image
5	5	Create Illusionary Hero

Level 2

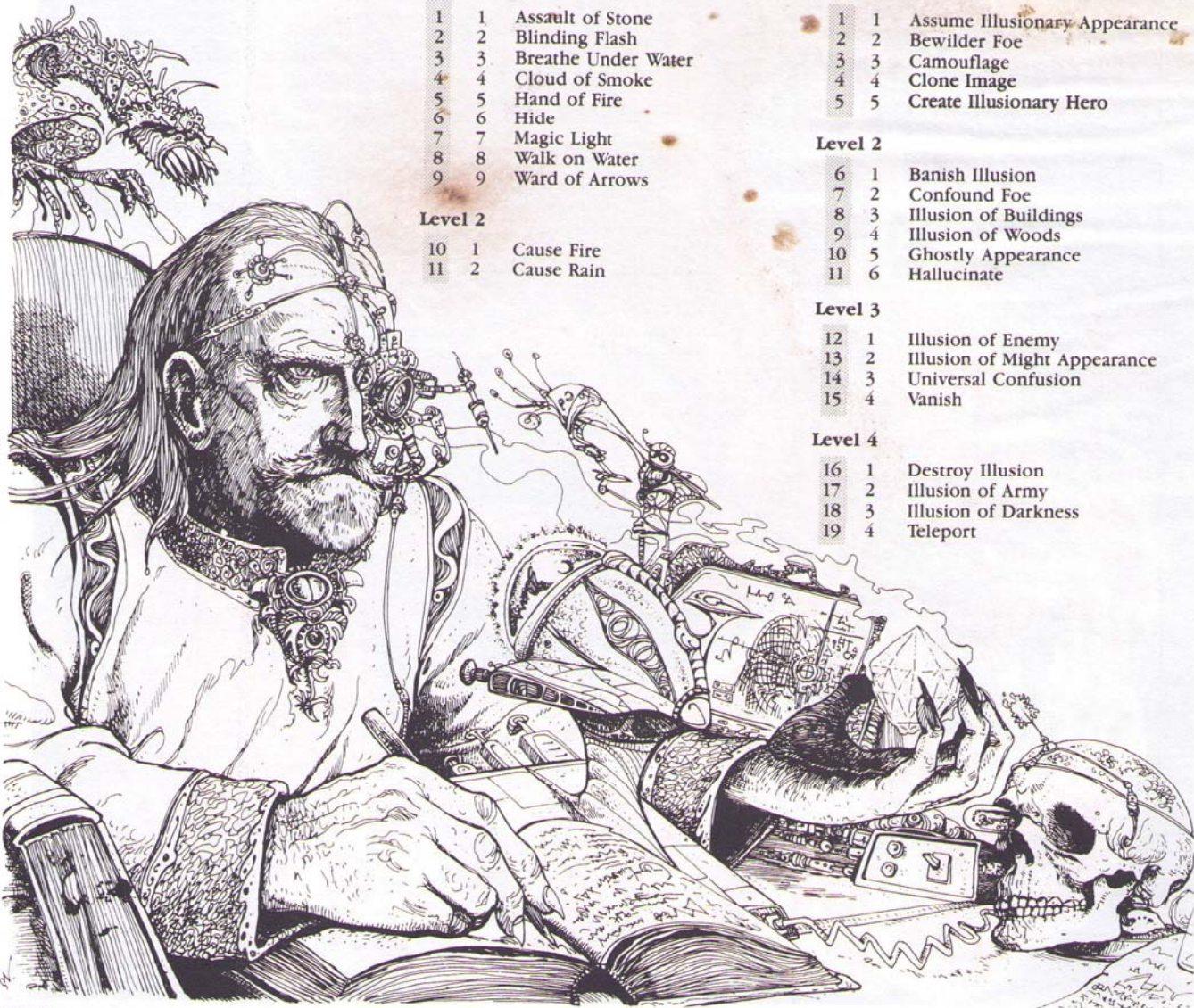
6	1	Banish Illusion
7	2	Confound Foe
8	3	Illusion of Buildings
9	4	Illusion of Woods
10	5	Ghostly Appearance
11	6	Hallucinate

Level 3

12	1	Illusion of Enemy
13	2	Illusion of Might Appearance
14	3	Universal Confusion
15	4	Vanish

Level 4

16	1	Destroy Illusion
17	2	Illusion of Army
18	3	Illusion of Darkness
19	4	Teleport



Necromantic Spells

Level 1

1	1	Destroy Undead
2	2	Hand of Death
3	3	Summon Undead Champion
4	4	Summon Skeletons
5	5	Zone of Life

Level 2

6	1	Control Undead
7	2	Extend Control
8	3	Hand of Dust
9	4	Stop Instability
10	5	Summon Undead Hero

Level 3

11	1	Annihilate Undead
12	2	Life in Death
13	3	Raise Dead
14	4	Summon Skeleton Horde

Level 4

15	1	Curse of Undeath
16	2	Summon Skeleton Major Hero
17	3	Total Control
18	4	Wind of Death



BATTLE MAGIC SPELLS

LEVEL ONE

B1.1 AURA OF RESISTANCE

Spell Level	1
Magic Points	1
Range	Personal

Description

Aura spells offer protection against harm by placing an aura around the caster. The effect of this aura is to increase its bearer's *armour saving throw* roll by +1 if he already has armour. In the case of unarmoured characters the increase is more, giving the model a *saving throw* of 5 or 6. Auras may be dispelled by some magic or magical weapons, and so are not a complete guarantee of invulnerability. A model may only bear one aura at a time, and can dispel its own aura whenever the player wishes.

B1.2 CAUSE ANIMOSITY

Spell Level	1
Magic Points	2
Range	24"

Description

This spell can be cast upon any enemy unit, making it subject to *animosity* (see the *Bestiary*) against any one friendly unit nominated by the casting player. The target unit must be within 24" of the caster.

The target unit receives an initial *magic saving throw* to see whether the spell takes hold or not. In competition games, the caster may secretly nominate the target and the unit against which it suffers *animosity*. The GM should then make the *magic save* in secret. The opposing player should not know which spell has been cast or at which unit; the caster should not know whether the spell has taken effect.

B1.3 CURE LIGHT INJURY

Spell Level	1
Magic Points	1
Range	Personal/by touch

Description

This spell may be used to heal either the caster or any other single model by means of touching. The spell takes effect immediately it is cast and 1 *wound* is instantly restored to the model being cured. This spell will not work on any individual who is suffering from more than 1 *wound* or on dead models.

A wizard who uses this spell and fails to make a successful cast will cause 1 *wound*. There is no *magical saving throw* against damage caused by a miscast. This spell may not be cast while the target is engaged in close combat.

B1.4 DISPIRIT

Spell Level	1
Magic Points	2
Range	24"

Description

This spell may be cast upon any enemy unit within 24". The target receives a normal *magic saving throw*. Affected units suffer a -1 *leadership* penalty for the remainder of the battle. This spell will not affect *character models* associated with units. The target receives a normal *magic saving throw*. This spell can only be cast upon a unit once.

B1.5 ENTHUSE

Spell Level	1
Magic Points	2
Range	24"

Description

This spell may be cast upon any friendly unit within 24". The target receives a +1 *leadership* bonus for the remainder of the battle. This spell will not affect *character models* associated with units, but will affect champions. This spell can only be cast once upon a unit. *Leadership* cannot be increased to more than 10.

B1.6 FIRE BALL

Spell Level	1
Magic Points	1 per fire ball
Range	24"

Description

This spell allows the caster to throw a fire ball against an enemy unit up to a range of 24". Creatures which dislike fire will be obliged to make a *panic* test. The fire ball causes damage in the same way as bows, crossbows and other missile weapons. Damage from fire balls is adjudicated immediately.

The caster may throw up to one fire ball per magic level. This takes place during the *magic phase*. All fire balls cast during the same phase must be directed against the same target unit. A fire ball emanates from the caster's hand or staff and heads directly towards its target in a low arc and at considerable velocity. As such, normal targeting rules for missile fire apply, so the caster must be able to see the target, may not fire through other models over level ground etc.

Fire balls automatically hit their target causing D3 *strength* 3 hits. The fireball's *strength* against *flammable* targets is increased to 4. Make the normal roll on the damage chart. There is no *saving throw* allowed for armour, but models mounted on *riding animals* receive a *saving throw* of 6.

The target does not receive a *magic saving throw* from fire ball spells.

B1.7 FLIGHT

Spell Level	1
Magic Points	1
Range	Personal/24"

Description

The caster may immediately fly to a position within 24". He cannot fly through solid objects, such as walls. He may carry up to half his own body weight, but no more (the GM must give a ruling where this applies). As a general rule this means casters cannot carry creatures of the same size as them, but a human, for example, could carry a Halfling.

B1.8 HAMMERHAND

Spell Level 1
 Magic Points 2
 Range Personal

Description

This spell endows the caster with increased fighting potential. The caster may fight in hand-to-hand combat with **twice** as many attacks as normal and any hits are resolved at *strength* 5. The spell takes effect immediately and lasts until the caster suffers a *wound*, at which point it is instantly dispelled.

B1.9 IGNITE MISSILES

Spell Level 1
 Magic Points 1
 Range 12"

Description

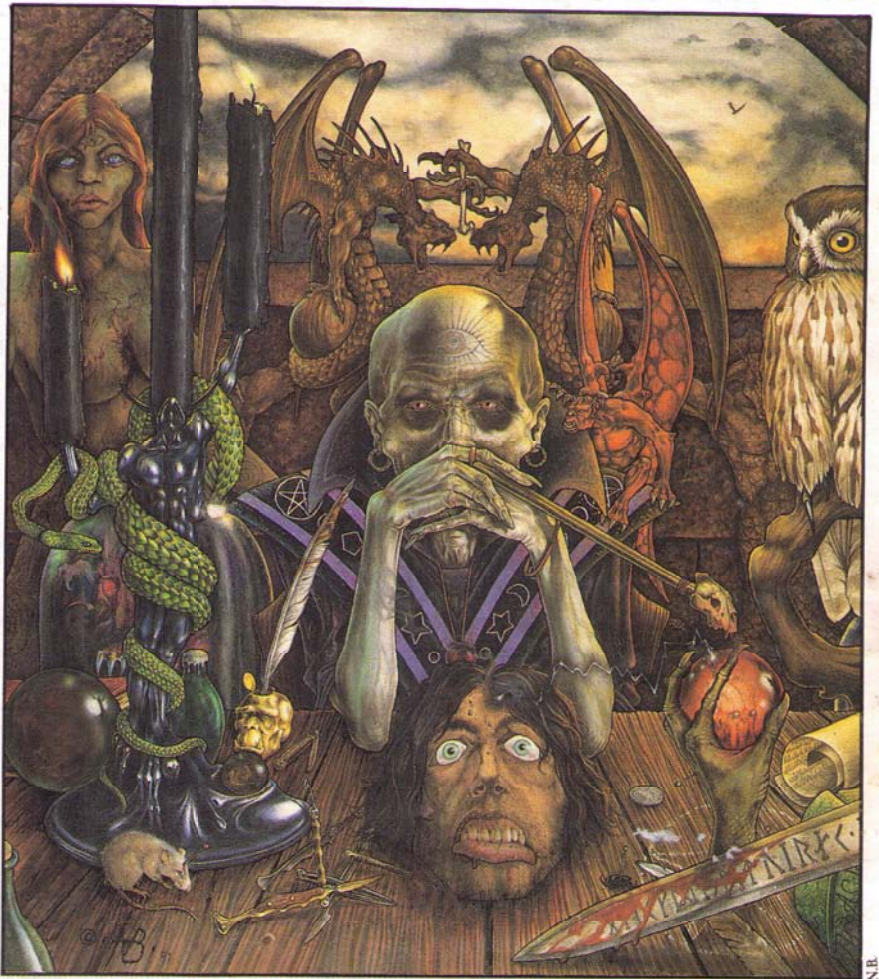
This spell may be cast against any friendly unit of missile troops within 12", or against a war engine. The next time this unit/engine shoots, its arrows (etc.) burst into flames in the air, causing damage as for flaming missiles. Flaming missiles are not magical weapons and have no ability to dispel auras etc.

B1.10 IMMUNITY FROM POISON

Spell Level 1
 Magic Points 1
 Range Personal/by touch

Description

This spell may be cast either upon the caster or any other single model within 3". It takes effect immediately and gives the bearer complete immunity from the effects of poisons and poisonous gases for the remainder of the game.



The Sorcerer

Baalrukh Attack





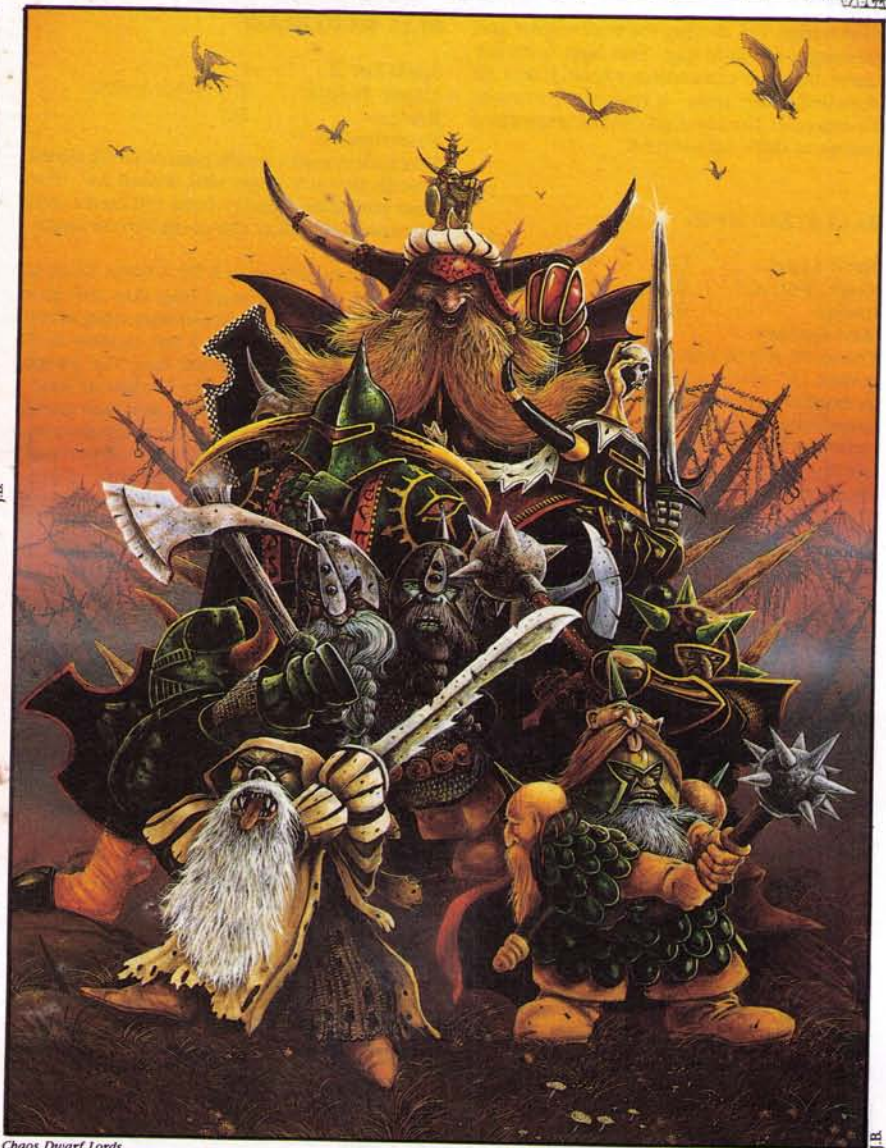
Undead Dragon

J.R.



Amazonia Gotbique

J.R.



Chaos Dwarf Lords

Orc Marauders

J.R.

B1.11 LEG BREAKING

Spell Level 1
 Magic Points 1
 Range 24"

Description

This is a particularly mean little spell which can be used against any individual model within 24" with a toughness of 4 or less. It is not subject to the normal rules for target restrictions (as are *fire ball* spells for example), and so may be used against enemy characters, large creatures etc. The target may make a standard *magic saving throw*. If this is failed, the target falls to the ground with a sickening crunch, its leg broken. This reduces the movement of *character models* by half. A *character model* hit twice by this spell is rendered immobile. Four legged creatures need to be hit three times to be rendered immobile. Ordinary troopers will faint or be abandoned by their mates, and so are removed as casualties.

B1.12 PART WATER

Spell Level 1
 Magic Points 2
 Range 12"

Description

This spell may be cast against any stream or



J.R.



river within 12", driving the waters apart and creating a 4" wide gap. This lasts until the caster moves or casts another spell. It may be dispelled at any time - if enemy try to cross for example! The exposed river or stream bed counts as *difficult ground*.

B1.13 STEAL MIND

Spell Level 1
Magic Points 2
Range 12"

Description

This spell may be cast against any one model within 12" of the caster. The target receives its usual *magic saving throw*. If affected the target becomes utterly mindless, unable to do anything but sit upon the ground, gibber, dribble and eat grass. The effect is only temporary, lasting for D6 of the target's turns. The die should be rolled by the GM in secret and the result only revealed once the spell has worn off.

A mindless creature cannot defend itself and, if attacked, it suffers from *free backs* like a routed unit. The creature may not voluntarily move, but may be dragged by its fellows at half pace. If riding a horse or other *riding animal*, the creature may be moved by his fellows at normal rate.

B1.14 STRENGTH OF COMBAT

Spell Level 1
Magic Points 1
Range Personal

Description

This spell allows casters to increase any one of their following characteristics by +1: *WS*, *BS*, *S*, *T*, *W*, *I* and *A*. The effect lasts for the remainder of the battle. If cast a second or subsequent time the older spell is dispelled instantly.

B1.15 WIND BLAST

Spell Level 1
Magic Points 2 + 1 per round
Range 24"

Description

This spell causes a terrific blast of wind, aimed specifically at a single unit within 24". The blast emanates directly from the caster, and there must be a clear line of sight to the target.

A unit or model struck by a wind blast is knocked to the ground and may not fire missiles. The unit or model may only move if it succeeds in making a test against its *S* characteristic. To make the test, the player must roll the unit or model's *S* or less on 1d10. Models may test each round, and may move at half rate if successful. A unit or model may also elect to retreat from the force of the wind blast. No test is required: the unit moves directly backwards from the wind blast at its normal movement allowance.

The wind blast continues as long as the caster remains stationary and spends 1 magic point per round to maintain it. If the caster is engaged in hand-to-hand combat or casts new magic the spell ends. This means the wind blast may last through several turns if the player wishes.

If another unit or model moves in between the caster and target it will also be affected, and will block off the wind blast if it is presenting a frontage of 5 or more models towards the caster. If presenting a smaller frontage it is still affected, but does not block off the wind blast.

If this spell is directed into hand-to-hand combat both sides will be affected and all *wound* damage caused is halved and rounded down. Units attacked by a wind blast do not receive a *magic saving throw*.

LEVEL TWO

B2.1 AURA OF PROTECTION

Spell Level 2
Magic Points 1
Range Personal

Description

This is a more powerful version of the *Aura of Resistance*. The effect of this level 2 aura is to increase an armoured model's *armour saving throw* roll by +2. An unarmoured model gains a *saving throw* of 4, 5 or 6. Auras may be dispelled by some magic or magical weapons, and so are not a complete guarantee of invulnerability. A model may only bear one aura at a time, and can dispel its own aura whenever the player wishes.

B2.2 CAUSE FRENZY

Spell Level 2
Magic Points 2
Range 24"

Description

This spell instils the psychological condition of *frenzy* in any unit within 24". The unit takes a *magic saving throw* to determine whether the spell takes effect. If the save is failed the spell lasts for the remainder of the battle. Note that units not normally subject to psychological reactions (such as undead) cannot be affected by this spell.

B2.3 CAUSE HATRED

Spell Level 2
Magic Points 2
Range 24"

Description

This spell instils the psychological condition of *hatred* in any unit within 24". The unit becomes subject to *hatred* against any single enemy unit nominated by the caster. The unit takes a *magic saving throw* to determine whether the spell takes effect. If the save is failed, the spell lasts for the remainder of the battle. Note that units not normally subject to psychological reactions (such as undead) cannot be affected by this spell.

B2.4 CAUSE PANIC

Spell Level 2
Magic Points 2
Range 24"

Description

This spell instils the psychological condition of *panic* in any unit within 24". The unit must take an immediate *panic* test and will be routed if this is failed. The unit takes a *magic saving throw* to determine whether the spell takes effect. Note that units not normally subject to psychological reactions (such as undead) cannot be affected by this spell.

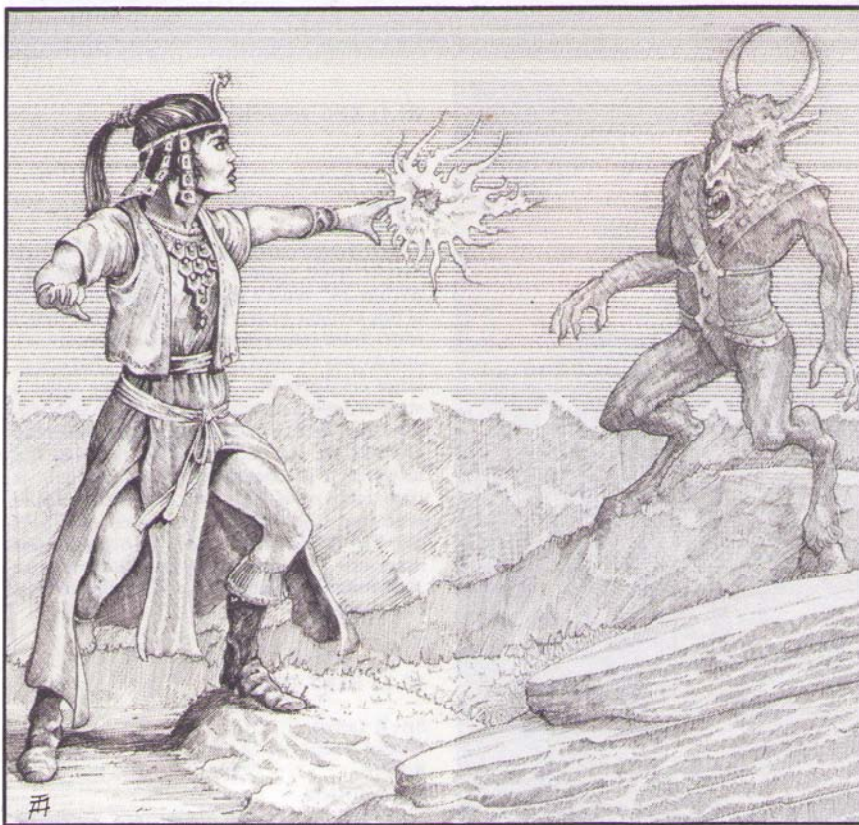
B2.5 LIGHTNING BOLT

Spell Level 2
Magic Points 1 per lightning bolt
Range 24"

Description

This spell is a powerful version of the level one *fire ball* spell, allowing the caster to throw bolts of lightning, rather than fire balls, up to a range of 24". Creatures which dislike fire will be obliged to make a *panic* test.

The lightning causes damage in the same way as bows, crossbows and other missile



weapons. Damage from lightning bolts is adjudicated immediately. The caster may throw up to one bolt per magic level during a single *magic phase*. All lightning bolts cast during the same phase must be directed against the same target unit.

A lightning bolt emanates from the caster's hand or staff and strikes its target instantly. Normal targeting rules for missile fire apply, so the caster must be able to see the target, may not fire through other models over level ground etc.

Lightning bolts automatically hit their target causing D3 *strength* 4 hits. If the target is *flammable*, *strength* is increased to 5. Make the normal roll on the damage chart. There is no *saving throw* allowed for armour, but models mounted on *riding animals* receive a *saving throw* of 6. The target does not receive a *magic saving throw* for a lightning bolt spell.

B2.6 MENTAL DUEL

Spell Level 2
Magic Points 3
Range Battlefield

Description

This spell allows the caster to project his mind against that of any other magician on the battlefield. The two are immediately locked in a mental duel, becoming physically inert. All currently maintained *zones*, *auras* and *illusions* are dispersed.

Both wizards roll a D6 and add their magic level to their score. If the two totals are the same, the outcome of the duel is a draw. The caster loses the 3 magic points used to cast the spell and the target is unaffected.

If the spell caster has the highest score he recovers the 3 magic points used in casting the spell and takes an additional 3 magic points from the target wizard. If the target has the highest score, he gains three magic points from the caster.

If a wizard is reduced to zero magic points as a result of losing a duel, his defences are destroyed. The victor is able to scramble his brain, causing blood vessels to rupture, and (in extreme cases) his head to explode - such a character is dead.

B2.7 MYSTIC MIST

Spell Level 2
Magic Points 5
Range Battlefield

Description

This spell creates an area of mist 6" in diameter anywhere on the tabletop. Troops caught in the mist cannot see out of it or through it, troops outside cannot see in or past it. Troops inside move at half rate. The mist will last for 1D3 turns (counted from the casting player's turns) and disperses at the end of the last turn. The GM may secretly determine how long the mist will last if he wishes, and should always do so for competition games.

B2.8 RALLY

Spell Level 2
Magic Points 2
Range 24"

Description

This spell may be cast upon any routing unit within 24". The unit is automatically rallied in its next rally phase without recourse to a *Ld* test.

B2.9 RAZE

Spell Level 2
Magic Points 2
Range 24"

Description

This spell allows the caster to cause any single section/level of a building to collapse. Consult the *Damage to Buildings chart*, and roll a D10 + D6 to establish the state of the building. If the section/level is already damaged, add this damage to the dice result.

B2.10 SMASH

Spell Level 2
Magic Points 1
Range By touch

Description

This spell may be cast against a door, wall or other inanimate object. It will not work on a creature - living or undead. The caster must touch the intended target, causing an automatic *strength* 10 hit, and D3 *damage points* on successfully damaged targets.

B2.11 STAMPEDE

Spell Level 2
Magic Points 4
Range 24"

Description

This spell may be cast against any unit of mounted enemy with 24", including large creatures as well as normal *riding animals*. The unit must make a normal *magic save* or be immediately routed. Note that mounts not normally susceptible to psychological effects cannot be affected by this spell (such as undead mounts).

B2.12 STEADFAST

Spell Level 2
Magic Points 4
Range Personal/unit

Description

This spell affects the caster and the entirety of a unit he is associated with, endowing the unit with awesome mental and physical powers. The spell lasts for D3 full turns.

The unit, including associated *character models* and the caster, becomes immune to all psychological reactions, including those magically induced. All models fight with **twice** as many *attacks* as normal and receive an *armour saving throw* bonus of +1, giving an unarmoured model a *saving throw* of 6. The GM should secretly determine how many turns this spell will last, not informing either player of the result. Similarly, the GM shouldn't inform the player when the spell has worn off - let him find out when he has to take a *psychology* test or when he comes to fight! This spell can be dispelled by a *dispel magic* spell; the caster receives a personal *magic save*, but this saves the caster and no others.

B2.13 STEAL MAGICAL POWER

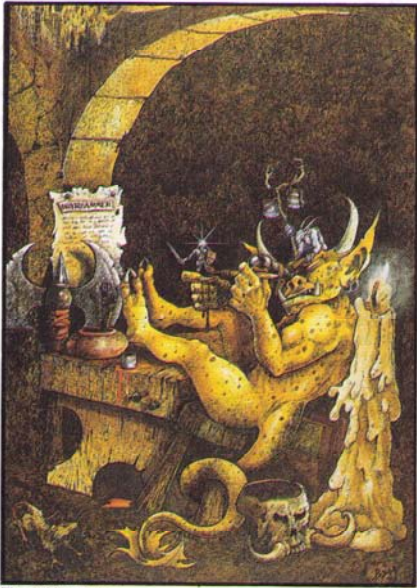
Spell Level 2
Magic Points 3
Range 24"

Description

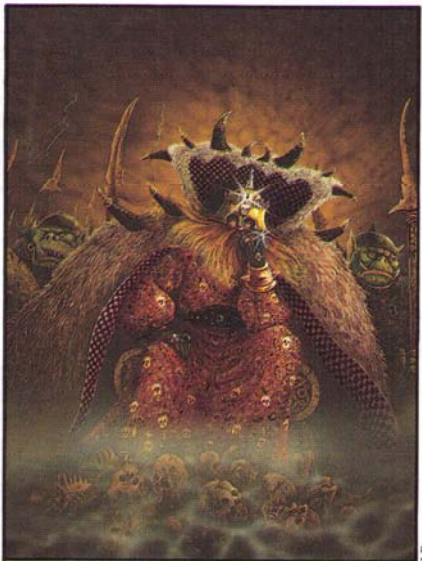
This spell may be cast against an enemy magician. The target may make a standard *magic saving throw* to escape the effects. If this save is unsuccessful the target magician is 'robbed' of 2D6 magic points, which immediately pass into the casting magician. Stolen points cannot reduce a target's magic



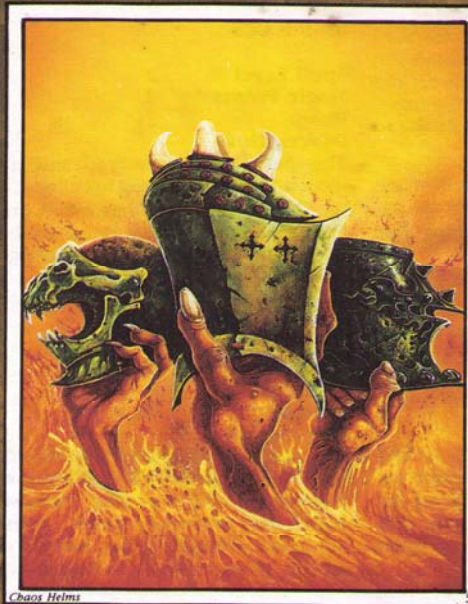
points to below 0 or increase the caster's magic points to more than the normal power level.



The Golden Demon



McDeath



Chaos Helms

Spellcaster



B2.14 VORTEX OF CHAOS

Spell Level 2
Magic Points 4
Range Personal/2D6"
Description

This spell opens up a tiny, but very dangerous, hole between the material universe and the magical continuum of warp-space - the raw stuff of Chaos. During the brief fraction of a second that this hole exists, a small amount of Chaos material leaks into the world, creating a vortex of writhing power. This is represented by a 2" diameter circle of black card.

The vortex begins its existence immediately in front of the caster, and is moved 2D6 inches in a direction nominated by the caster. Everything within the area moved over by the vortex is destroyed, including creatures, buildings, scenic items etc. The only exception is a *zone of magical immunity*, in which case both the zone and the vortex are destroyed.



Skeleton Horde



During each succeeding *magic phase* the vortex is moved 2D6 inches randomly by the GM, and disappears at the end of the *magic phase* on any roll of a double or a 7.

B2.15 ZONE OF SANCTUARY

Spell Level 2
Magic Points 2
Range Personal/unit

Description

This spell affects the caster and the entirety of a unit he is associated with, enshrouding the area in a protective zone. The spell lasts for the rest of the game, until it is destroyed or until troops in the zone move, including if they are obliged to follow-up or are pushed-back in close combat.

Models protected by the zone become immune to all psychological reactions, including those magically induced. The zone may not be entered by any undead, ethereal, demonic or elemental creature; nor may any such creature fire missiles or deploy magic into the zone. Any unit of undead, ethereal, demonic or elemental troops subject to



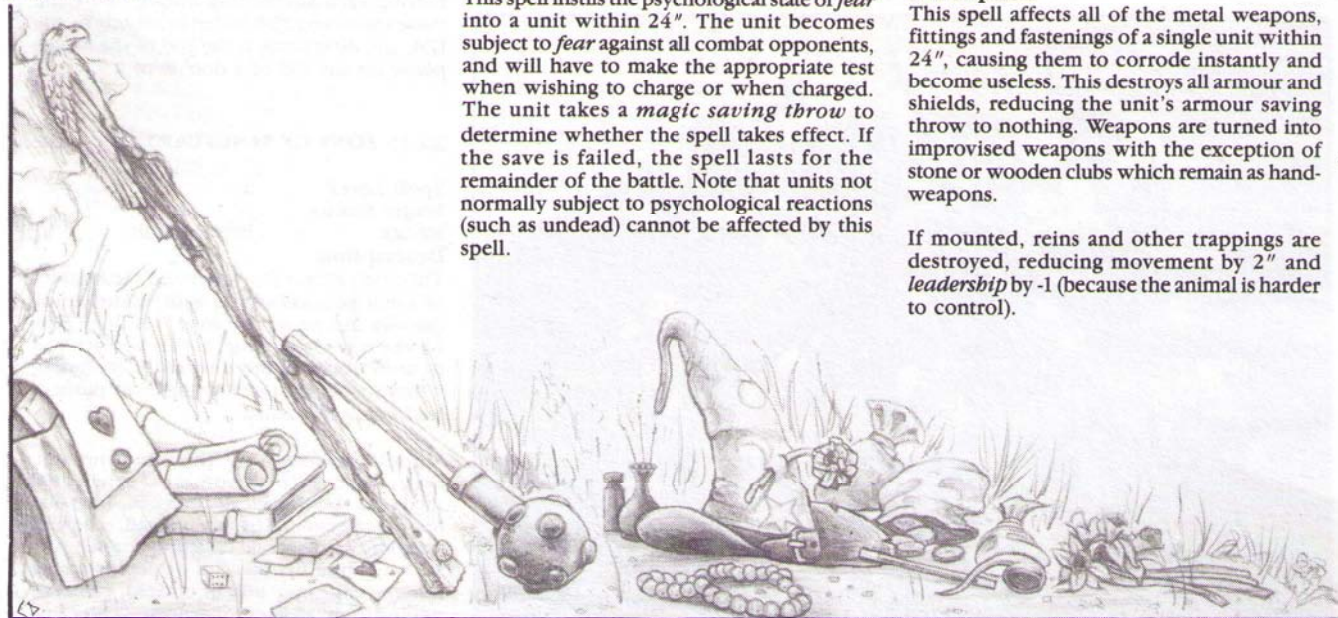
instability must make an *instability* test if they approach within 12" of the caster.

Once the zone is cast, the caster may not cast any new magic or rest without instantly dispelling it. Two or more zones may not be cast onto the same troops.

LEVEL THREE

B3.1 ANIMATE SWORD

Spell Level 3
Magic Points 1+1 per turn to maintain
Range By touch
Description
 The caster takes any normal, non-magic sword and imbues it with a temporary life of its own. The sword may now act independently, flying through the air and attacking any foes the player wishes.



The weapon has a profile of M6, WS6, BS0, S4, T4, I6, A2. Once cast the spell lasts until the caster's following *magic phase*. If the caster wishes the spell to continue until the next *magic phase*, another 2 magic points must be expended. The magician may cast further magic while maintaining the sword, but may not rest. An animated sword counts as a magical weapon and has full effect against demons and ethereal creatures, and it will dispel any aura it comes into contact with.

B3.2 ARROW INVULNERABILITY

Spell Level 3
Magic Points 2
Range 12"

Description
 This spell may be cast on any unit within 12", or upon the caster himself. The spell will make the target completely invulnerable to any kind of normal missile fire, including arrows, crossbow bolts, thrown weapons and large siege engines. The spell will not offer protection from magic missiles such as fire balls.

The spell lasts for 1D6 of the casting player's turns. The GM should make this roll in secret and note down the result, not revealing when the spell wears off until the unit/caster is hit by missiles.

B3.3 CAUSE COWARDLY FLIGHT

Spell Level 3
Magic Points 6
Range 24"

Description
 This spell can be cast at any unit within 24". The unit will rout automatically as if it had just failed a *panic* test. The target unit receives a *magic saving throw* to determine whether the spell takes effect. If the save is failed the spell lasts for the remainder of the battle. Note that units not normally subject to psychological reactions (such as undead) cannot be affected by this spell.

B3.4 CAUSE FEAR

Spell Level 3
Magic Points 5
Range 24"

Description
 This spell instills the psychological state of *fear* into a unit within 24". The unit becomes subject to *fear* against all combat opponents, and will have to make the appropriate test when wishing to charge or when charged. The unit takes a *magic saving throw* to determine whether the spell takes effect. If the save is failed, the spell lasts for the remainder of the battle. Note that units not normally subject to psychological reactions (such as undead) cannot be affected by this spell.

B3.5 CAUSE STUPIDITY

Spell Level 3
Magic Points 2
Range 24"

Description
 This spell instills the psychological condition of *stupidity* in a unit within 24". The unit takes a *magic saving throw* to determine whether the spell takes effect. If this is failed, the unit becomes subject to *stupidity* for the remainder of the battle and will have to make the appropriate psychological test at the beginning of each following turn. Note that units not normally subject to psychological reactions (such as undead) cannot be affected by this spell.

B3.6 CLOAK OF DARKNESS

Spell Level 4
Magic Points 6
Range Personal/unit

Description
 This spell affects the caster and the entirety of a unit he is associated with, enshrouding the area in a protective zone of darkness. The spell lasts for D3+1 full turns but is dispelled immediately if the unit or any member of it moves, including the caster.

The zone of darkness cloaks the entire unit in a magic darkness that allows the unit to see out normally, but it is impossible to see into it. Troops protected in this way may employ missiles as normal.

Troops outside the zone are allowed to shoot into the darkness, but all missile fire is subject to a -2 'to hit' modifier. Specific models cannot be targeted.

As troops in the zone cannot be seen they do not cause psychological effects. However, a zone of darkness is itself pretty weird, so troops will have to take a *fear* test when they wish to charge into it. Once in combat all troops, including enemies, are enveloped by the spell, and hand-to-hand combat proceeds as normal. The cloak is dispelled as soon as one side pushes-back another.

B3.7 CORRODE

Spell Level 3
Magic Points 5
Range 24"

Description
 This spell affects all of the metal weapons, fittings and fastenings of a single unit within 24", causing them to corrode instantly and become useless. This destroys all armour and shields, reducing the unit's armour saving throw to nothing. Weapons are turned into improvised weapons with the exception of stone or wooden clubs which remain as hand-weapons.

If mounted, reins and other trappings are destroyed, reducing movement by 2" and *leadership* by -1 (because the animal is harder to control).

A single chariot model or engine may be hit with this spell, and is destroyed immediately. See the main rules for details of engine and chariot destruction. There is no *magic saving throw*. Magic weapons and armour are not affected.

B3.8 CREATE MAGICAL BOG

Spell Level 3
Magic Points 10
Range 24"

Description

This spell creates an area of magical bog D6" in diameter, centred at a point within 24" of the caster. Magical bogs can be represented on the table using a scattering of flock, sawdust or some other scenic material.

Any unit which has models in a magical bog or enters a magical bog, is removed from the table and considered to be lost in the bog. Lost units may do nothing, nor may they be attacked in any way. During each *magic phase* the GM rolls a D6 for each lost unit.

- 1-4. Wandering around hopelessly lost - roll again next *magic phase*.
5. The unit may leave the bog, but must leave at a point nominated by the opposing player.
6. The troops may leave the bog at any convenient edge.

If a bog is created right on top of a unit, the unit becomes lost immediately. Magical bogs last for the remainder of the battle.

B3.9 CURSE OF ARROW ATTRACTION

Spell Level 3
Magic Points 6
Range 24"

Description

This spell may be cast at a unit within 24". The target receives a normal *magic save* to determine whether the spell takes hold. If affected, the unit is cursed for the rest of the battle.

Any non-magic missiles fired at a target within 24" of the cursed unit are magically redirected to fall upon the cursed unit. Missiles will avoid intervening units altogether, and may travel well over their normal maximum range in order to reach their target. A missile will twist and turn round any walls, through passages etc. and so cannot be avoided, although walls still count as cover. A normal hit and damage roll is made.

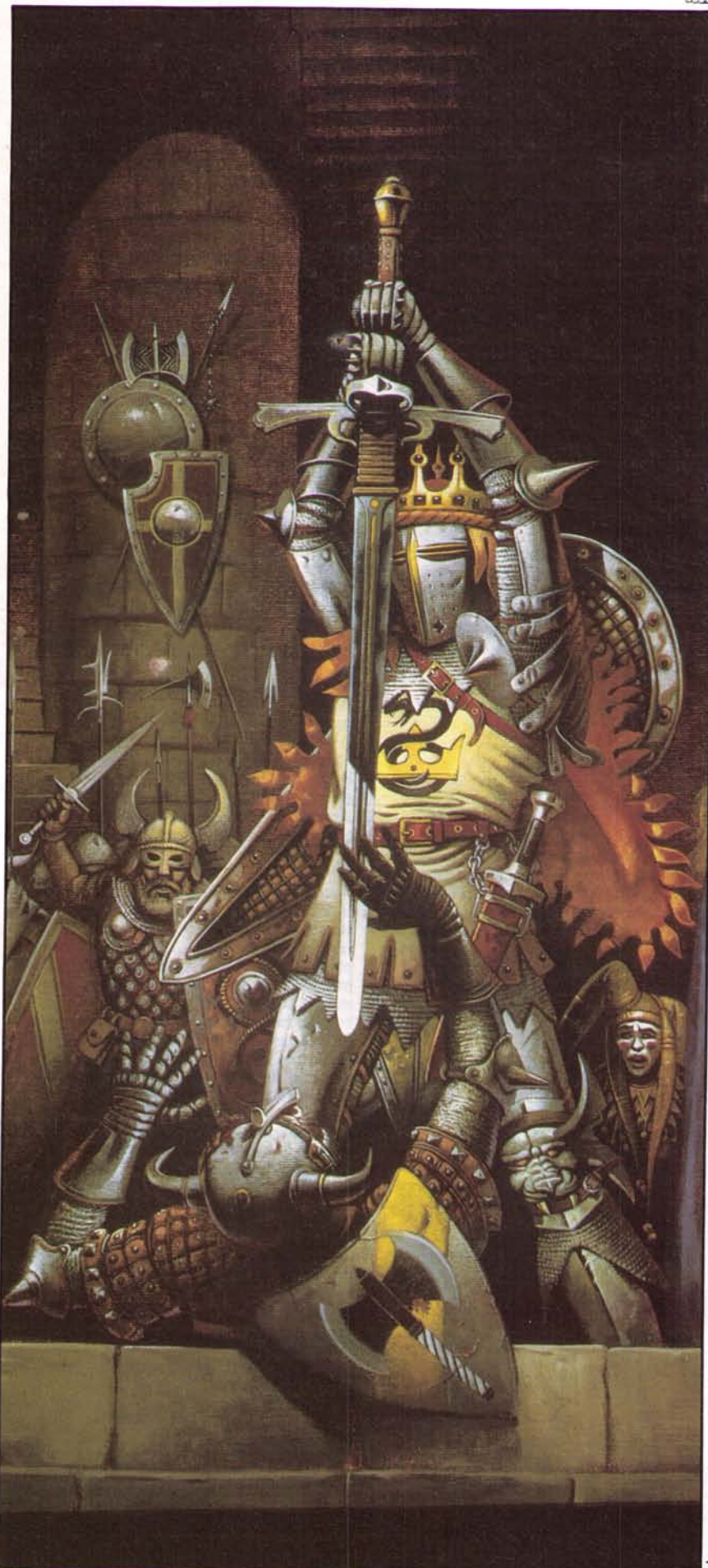
Missiles fired from the cursed unit will twist around in mid-air and strike their firers. A player may cast this spell secretly by notifying the GM - its results are not then revealed until a missile salvo is redirected.

B3.10 DISPEL AURA

Spell Level 3
Magic Points 1
Range 24"

Description

This spell may be cast against any magician using an aura of level 1 or 2. It has a range of 24". The target does not receive a *magic save* and the aura is instantly dispelled. This spell does not affect a level 4 *aura*.



B3.11 DISPEL MAGIC

Spell Level 3
Magic Points 3
Range 24"

Description

This spell may be cast against a wizard or an enemy unit within 24"; in either case the caster must be able to see his target. The effect against enemy units is to cause any demonic, elemental or ethereal creatures subject to *instability* to take an immediate *instability* test. Other creatures are not affected, but any magical weapons or armour carried by the unit may not be employed that turn. *Character models*, but not ordinary troops, are permitted a *magic save* against this effect.

If a wizard is struck by this spell, any magic currently maintained is dispelled if the wizard fails a *magic save*. This will affect *zone* spells, *auras*, *illusions* etc. The spell can also be used to remove a *curse of arrow attraction* spell and a *steal mind* spell. The spell may be used to dispel *entanglement*, *enfeeble*, *mystic mist*, *fetid cloud*, *hurricane* or *wind of dust* spells.

A dispel magic may also be cast against any magical creation, such as a magical bog, bridge, ravine or mystic mist. Unless the wizard who created the bridge/mist/etc. is within 6" of the creation it is removed automatically. If the creator is within 6" of the creation he may attempt a *magic save*.

B3.12 ENFEEBLE

Spell Level 3
Magic Points 5
Range 24"

Description

This spell casts an enchantment of enfeeblement upon a target unit within 24". Enfeebled units suffer double the normal encumbrance penalty for any armour they wear - double all movement penalties for *difficult ground* and *obstacles*, and reduce their *strength* and *toughness* by -1 for the remainder of the game. The target unit receives a normal *magic saving throw*.



B3.13 MAGIC BRIDGE

Spell Level 3
Magic Points 4
Range Personal

Description

This spell is used to create a solid bridge over any obstacle, such as a river or bog. The spell may also be used to form a bridge between the ground and the top of a fortress wall.

The bridge begins at the caster's feet and extends forwards up to a maximum of 6" for each magic level of the caster. A magic bridge is 4" wide and can be crossed without penalty. Once placed a bridge can be dispelled at any time by its creator, otherwise it lasts for the duration of the game.

B3.14 TRANSFER AURA

Spell Level 3
Magic Points 1
Range 2"

Description

Auras may only be cast around the caster, not another model. However, this spell allows a magician bearing an aura to transfer it to any creature within 2". This happens automatically once the spell is cast.

B3.15 VORPAL HURRICANE OF CHAOS

Spell Level 3
Magic Points 18
Range Personal/2D6"

Description

This spell is a powerful version of the *vortex of chaos* spell. It works in the same way, opening up tiny, but very dangerous, holes between the material universe and the magical continuum of warp-space - the raw stuff of Chaos.

During the brief fraction of a second that these holes exists, Chaos material leaks into the world, creating D6 vortices. Each is represented by a 2" diameter circle of card painted black. Each vortex begins its existence immediately in front of the caster, and is moved 2D6 inches in the direction nominated by the caster. Everything within an area moved over by a vortex is destroyed, including creatures, buildings, scenic items etc. If a vortex strikes a *zone of magical immunity* both are instantly destroyed.

During each succeeding *magic phase* each vortex is moved 2D6 inches in a random direction by the GM. A vortex disappears if a double or a 7 is rolled for its movement.

LEVEL FOUR

B4.1 ACCELERATE TIME

Spell Level 4
Magic Points 8
Range Personal/unit

Description

This spell affects the caster and any unit he is associated with. The spell distorts time, allowing those affected to move and act far more quickly than normal. The GM rolls a D3 to determine the duration of the spell. This result is kept secret from the player, only being revealed when the spell ends.

While the spell remains in effect, the *movement allowance*, *initiative* and number of *attacks* of the caster and any associated unit are doubled.

Until the spell ends, the wizard may not perform any other magic.

B4.2 AURA OF INVULNERABILITY

Spell Level 4
Magic Points 8
Range Personal

Description

This is the most powerful of the aura spells. The effect of this level 4 aura is to nullify the next 4 *wounds* the model would otherwise suffer. Auras may be dispelled by some magic or magical weapons, and so are not a complete guarantee of invulnerability. A model may only bear one aura at a time, and can dispel its own aura whenever the player wishes.

B4.3 BLAST

Spell Level 4
Magic Points 4
Range 24"

Description

This spell is a powerful version of the level 1 *fire ball* and level 2 *lightning bolt*, allowing the caster to throw a blast of plasmic energy up to a range of 24". Creatures which dislike fire will be obliged to make a *panic* test. A blast causes damage in the same way as bows, crossbows and other missile weapons. Damage from a blast is adjudicated immediately.

The caster may throw one blast during a single *magic phase*. A blast emanates from the caster's hand or staff and strikes its target instantly. Normal targeting rules for missile fire apply, so the caster must be able to see the target, may not fire through other models over level ground etc.

A blast automatically hits its target causing D6 *strength* 8 hits. There is no *saving throw* allowed for armour, but models mounted on *riding animals* receive a *saving throw* of 6. If the target is *flammable* the *strength* of the blast is increased to 9, and targets may be set on fire. A blast is a magic missile and the target does not receive a *magic saving throw*.

B4.4 CHANGE ALLEGIANCE

Spell Level 4
Magic Points 8
Range 24"

Description

This spell can be cast against any unit within 24". The target has a normal *magic save* to determine whether the spell takes hold. If affected, the target immediately changes sides, and is controlled by the casting player from that moment on. The spell lasts for the remainder of the battle.

B4.5 CONFOUND MECHANISM

Spell Level 4
Magic Points 8
Range Battlefield

Description

This spell may be cast in secret against any engine of war or chariot on the tabletop. From that moment on, the casting player may redirect the fire of that engine, or the movement of the chariot.

Chariot movement must conform to the normal rules for movement and may be used to charge. Missile fire can take any direction or range up to the maximum - irrespective of the normal arc of fire or minimum range of the weapon. For example, a stone thrower might project its stone straight up in the air and then directly down on top of itself!

Once the player has redirected a war engine's fire or a chariot's movement, he may continue to do so until the end of the battle. This spell continues to have effect even if the wizard is killed - it does not need to be maintained in any way. The chariot becomes uncontrollable by normal means and all the crew can do is leap out of it. However, if the draft animals are slain, the chariot comes to a halt. An engine continues to load and fire magically, whatever the reaction of its crew.

Spell Level 4
Magic Points 1 per wound
Range Personal/by touch

Description

This spell may be used to heal either the caster or any other single model by touch. The spell takes effect immediately and 1 wound is restored for every 10 magic points used. This spell will work only on a single model, it will not work on a dead creature, and it cannot increase a model's wounds characteristic beyond its original level.

B4.7 DRAIN MAGIC

Spell Level 4
Magic Points 12
Range Battlefield

Description

This spell redirects the natural flow of magic into the caster - a dangerous ploy indeed as few creatures can control such awesome power. The redirection of magical power allows the caster to drain magic from a single enemy character model, creature or unit. The target is allowed a normal magic save, and if this is failed the target is subject to the following effects:

Wizard. A wizard's magic points are reduced to zero.

Undead/ethereal units. A single unit is destroyed in its entirety including champions, but not other associated character models.

Undead/ethereal characters. A single character model is destroyed.

Demons/elementals. A single greater demon or elemental is banished. A whole unit of lesser demons is banished. A single servant or familiar is banished.

As long as the wizard does nothing else, this spell may be prolonged over several turns without additional conjuration. One enemy character model, creature or unit is affected during each of the caster's magic phases.

At the completion of each magic phase the casting player must roll a D6. If the score is a 6, the wizard is unable to handle the raw energy, and is consumed in a writhing fire of magic. The wizard is killed, the model is removed from play and the spell ended.

B4.8 ENCHANT WEAPON

Spell Level 4
Magic Points 2
Range By touch

Description

This spell allows the caster to enchant a



weapon that he is touching. An enchanted weapon counts as a magic weapon for the remainder of the game and may, as such, affect certain undead or ethereal creatures, and dispel auras.

Any 'to hit' roll is increased by +1, and the strength of the attack is also increased by +1. All armour saving rolls made against damage inflicted by the weapon are reduced by -1.

An enchanted weapon may be handed over to another character model either before or during the game. A wizard may enchant two or more weapons at the same time, paying 2 points per weapon.

B4.9 ENTANGLEMENT

Spell Level 4
Magic Points 6
Range Battlefield

Description

This spell may be cast upon any point on the table, and affects all units within 12" of that point. Clinging tendrils of vegetation sprout from the ground, quickly forming a dense mass. A unit with any of its members within the area is affected and may not move in the following turn. On subsequent turns the unit may only move at half rate until either all their members are clear of the area or until the spell ceases.

Fresh units may not move into the area without suffering the effects of entanglement. Entangled troops suffer a -1 modifier on all 'to hit' rolls for missile fire and hand-to-hand combat. The spell lasts for D6+1 turns determined in secret by the GM.

B4.10 FETID CLOUD

Spell Level 4
Magic Points 8
Range Battlefield

Description

The wizard creates a fetid cloud D6 inches in diameter anywhere on the table. This cloud is extremely deadly - not only is it poisonous, but it is also acidic, and so can eat its way

through living flesh. Any model wholly or partially within the cloud suffers a single automatic strength 5 hit at the end of each magic phase.

At the beginning of each magic phase, the caster may move the cloud up to 6" in any direction. Fetid clouds can be dispelled by their creator, or a dispel magic spell, but otherwise last for the rest of the battle.

B4.11 HURRICANE

Spell Level 4
Magic Points 12
Range Battlefield

Description

As soon as this spell is cast, terrible winds, storms and lightning break out over the battle area. The hurricane lasts for D6 turns, secretly determined by the GM.

While the hurricane lasts all movement is halved and aerial movement is impossible - aerial troops must make a WP test or be driven from the table area and removed from play. Units or models which make the test are forced to the ground taking a randomly determined D6 strength hit as they land.

In addition, all fires are extinguished immediately, and it is not possible to kindle any more. Missile fire becomes impossible, including magic missiles such as fireballs. All building sections/levels over ground floor height receive a single strength 5 hit per turn.

B4.12 RAVINE

Spell Level 4
Magic Points 12
Range Battlefield

Description

This spell allows the casting magician to open up a fissure 1" wide and 3D6" long anywhere on the table. Fissures are impassable and bottomless. The fissure swallows all models it is placed under unless they make a D6 saving throw of 4, 5 or 6. Models with a normal armour saving throw of 5 or less suffer reduced mobility, and so may only leap aside from the fissure on the roll of a 6. All models swallowed by a fissure are killed. Any building section and all levels above the fissure collapse.

If desired, the caster may extend the fissure in any subsequent turn by casting this spell again but at the reduced cost of 4 points. This extends the length of the existing fissure by an additional D6". The fissure can be extended from either end, but this need not be in a straight line.

B4.13 STAND STILL

Spell Level 4
Magic Points 6
Range 24"

Description

This spell can be cast against any unit within 24". The target receives a *magic save* and, if affected, will not be able to move, fire missiles or do anything else for the remainder of the game. The creatures have become trapped in time and are rendered totally immobile. The effect on the unit lasts until the battle is over (by which time all of their boot laces will have been stolen). A dispel magic spell will reanimate the victims.



Orc War Wyvern

Henrich Kemmler

B4.14 STRENGTH OF MIND

Spell Level 4
Magic Points 1
Range Personal

Description

This spell enables casters to increase one of their following *profile* characteristics by +1: *Ld*, *Int*, *Cl* and *WP*. This may take a value to above the normal maximum of 10, but not to more than 11. The effect lasts for the remainder of the battle. If this spell is cast a second or subsequent time the original bonus is automatically lost.

B4.15 ZONE OF MAGICAL IMMUNITY

Spell level 4
Magic Points 2
Range Personal/unit

Description

This spell affects the caster and any associated unit, enshrouding them in a protective zone of magic. The spell lasts for the rest of the battle, until it is destroyed, or until any model in the zone moves, including being pushed-back or followed-up in hand-to-hand combat.

All models within the zone become immune to all psychological reactions. The zone may not be entered by any undead, ethereal, demonic or elemental creatures; nor may any such creatures employ missiles into the zone. Any undead, ethereal, demonic or elemental

Orc's Drift



C.C.



C.C.



Blood Bath

"They Shall Not Pass"



unit within 12" of the caster must take an *instability* test. The zone is impervious to all magic except for a dispel magic spell.

Once the zone is cast the caster may not cast any new magic or rest without instantly dispelling it. Two or more zones may not be cast onto the same unit of troops.

DEMONIC SPELLS

LEVEL ONE

D1.1 BIND DEMON

Spell Level 1
Magic Points 3
Range 24"

Description

This spell can be used against a unit of up to D6 lesser demons, or 1 greater demon, within 24". The demon receives a *magic save* and if affected will not be able to move, shoot missiles, strike in combat or use magic during its following turn. If in combat the demon is struck automatically (free hack).

D1.2 DISPEL LESSER DEMON

Spell Level 1
Magic Points 1
Range 12"

Description

This spell allows the wizard to dispel a single lesser demon or demonic familiar within 12". The demon receives a *magic save*; if this is failed the creature vanishes.

D1.3 SUMMON FAMILIAR

Spell Level 1
Magic Points 2
Range 3"

Description

This spell allows the caster to summon a demonic familiar. The familiar will aid the wizard for the rest of the battle, giving 5 extra magic points to the wizard as described in the *Bestiary*. Only one familiar may be summoned in a game. Familiars must be controlled in the same way as other summoned demons. If unsuccessful, the familiar vanishes instantly and no other familiars may be summoned.

D1.4 SUMMON STEED

Spell Level 1
Magic Points 1
Range 3"

Description

This spell allows the caster to summon a demonic steed to bear him. A demonic steed can take many forms, but usually appears in the form of a warhorse with flaming eyes and mouth. The steed has the same *profile* and capabilities as a normal warhorse, and in addition causes *fear* in all living creatures.

Once summoned the steed will appear within 3" of the wizard, and a *demonic control* test must be made (2D6 against the caster's *WP*). If this is successful, the steed will serve the caster for the remainder of the battle. If unsuccessful, the steed passes under the control of the GM, who may wish to have the demon simply leave the table in a random direction. If its summoner is slain, the demonic steed is dispelled.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	4	3	1	3	1	3	3	3	3



D1.5 ZONE OF DEMONIC PROTECTION

Spell Level 1
Magic Points 2
Range Personal/unit

Description

This spell affects the wizard and the entirety of any unit he is associated with. This zone will last indefinitely, unless it is destroyed or until a model within it moves, including being pushed-back or following-up in hand-to-hand combat.

The caster may forbid any demonic creatures from attacking troops within the zone, or firing missiles into the zone, or employing magic into or against it. Any demonic unit within 12" of the caster must test for *instability*. While a wizard is employing a zone he may not cast new magic or claim to be resting. Two or more zones may not be cast onto the same unit.

This spell is a useful addition to the spell-list of any magician permitted to carry it, not just to a magician who employs demons.

LEVEL TWO

D2.1 STOP DEMONIC INSTABILITY

Spell Level 2
Magic Points 3
Range 24"

Description

This spell may be cast on any demonic unit within 24". The unit ignores its next occurrence of *instability*, even if magically induced. A unit may carry only one of these spells at a time.

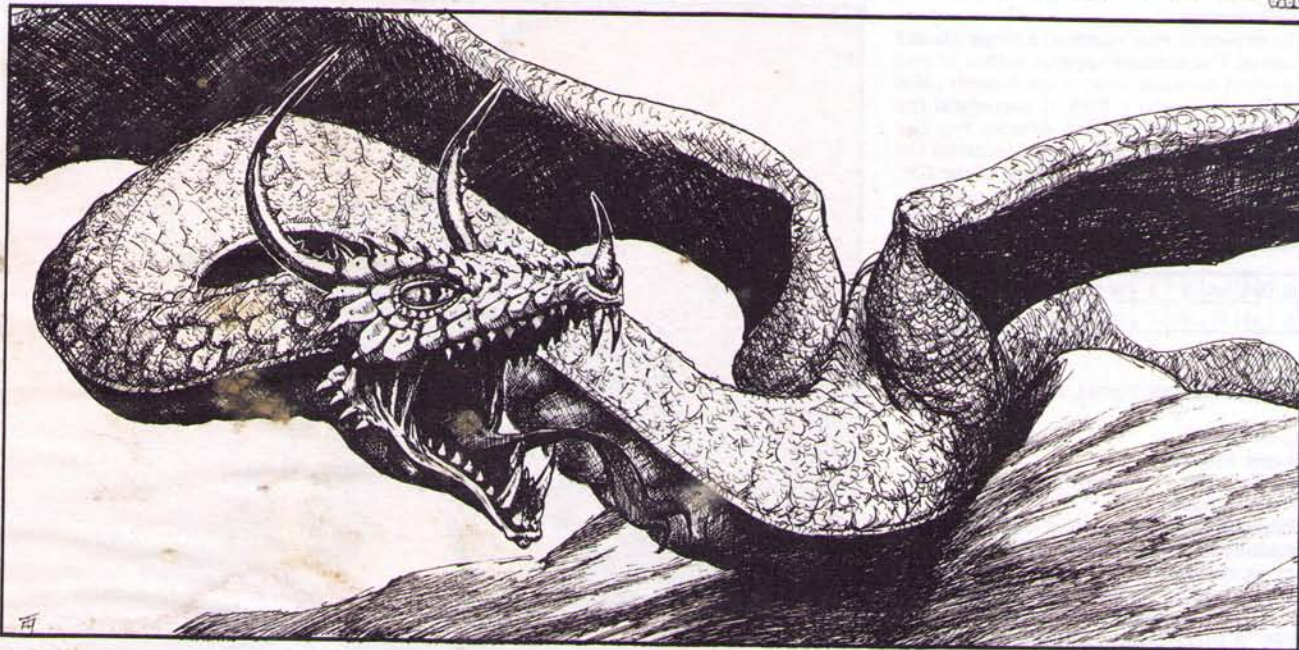
D2.2 SUMMON ENERGY

Spell Level 2
Magic Points 3
Range Personal

Description

The wizard may use this spell to summon pure unadulterated power of demonic origin. The energy appears as a writhing mist which must be controlled in the same way as a summoned demon (2D6 *WP* test). If successfully controlled, the energy enters into the caster, increasing the number of magic points held by 2D6 points. This spell cannot take the caster's magic points above his normal maximum power level.





D2.3 SUMMON LESSER DEMONS

Spell Level 2
Magic Points 15
Range 3"

Description

The caster summons a unit of 3D6 lesser demons. The unit appears within 3" and a normal demonic control test is made (2D6 against the caster's *WP*). If successful the caster controls the unit for the remainder of the battle. If unsuccessful the demons pass under the control of the GM who may use them in any desired manner. The demons are unarmoured and equipped with hand weapons.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	6	2	10	10	10	10

D2.4 SUMMON MAGICAL AID

Spell Level 2
Magic Points 4
Range Personal

Description

A wizard may use this spell to summon magical aid in the form of a spell not otherwise known. The aid appears as a writhing mist and must be controlled in the same way as other demonic summonations (2D6 test against *WP*). If the summoner successfully controls the writhing mists, any battle spell or demonic spell of the caster's own level or lower may be selected by the player. This spell may then be cast once by the wizard in the normal way.

D2.5 ZONE OF DEMON NULLIFICATION

Spell Level 2
Magic Points 5
Range Personal/unit

Description

This spell affects the wizard and the entirety of any unit he is associated with. This zone will last indefinitely, unless it is destroyed or until any model within it moves, including being pushed-back or following-up in hand-to-hand combat.

Any demon charging or firing missiles, or employing magic against the zone, is automatically destroyed; the unit is unharmed. Any demonic unit within 12" of the caster must test for *instability*.

Whilst a wizard is employing a zone he may not cast new magic or claim to be resting. Two or more zones may not be cast onto the same unit.

LEVEL THREE

D3.1 DISPEL DEMON HORDE

Spell Level 3
Magic Points 10
Range 24"

Description

This spell allows the caster to dispel any single unit of demons within 24". The target unit receives a *magic save*, and if failed, it immediately vanishes.

D3.2 SPREAD INSANITY

Spell Level 3
Magic Points 8
Range 12"

Description

This spell causes an awesome awareness of diabolic power in all living creatures within 12" of the caster. Every unit within this distance must make an immediate *panic* test. Any unit failing the test is routed and will move directly away from the wizard.

D3.3 SUMMON DEMON HORDE

Spell Level 3
Magic Points 25
Range 3"

Description

The caster summons a unit of 6D6 lesser demons. The unit appears within 3" and a normal demonic control test is made (2D6 against the caster's *WP*). If successful the demonist controls the unit for the remainder

of the battle. If unsuccessful, the demons pass under the control of the GM who may use them in any desired manner. The demons are unarmoured and equipped with hand weapons.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	6	2	10	10	10	10

D3.4 SUMMON GREAT POWER

Spell Level 3
Magic Points 6
Range Personal

Description

This spell enables the wizard to summon pure unadulterated power of demonic origin. The energy appears as a writhing mist which must be controlled in the same way as other demonic summonations (2D6 test against *WP*). If successfully controlled, the power passes into the wizard, increasing all of his characteristics by +1. This may take a characteristic to above normal level. The effect lasts for the remainder of the battle.

LEVEL FOUR

D4.1 DISPEL GREATER DEMON

Spell Level 4
Magic Points 10
Range 24"

Description

This spell allows the wizard to dispel a single greater demon within 24". The demon receives a normal *magic save*, and if dispelled, immediately vanishes.

D4.2 SUMMON GREATER DEMON

Spell Level 4
Magic Points 25
Range 3"



Description

The demonist may summon a single greater demon. The creature appears within 3" and a normal demonic control test is made (2D6 against the caster's *WP*). If successful the demonist controls the demon for the remainder of the battle. If unsuccessful the demon passes under the control of the GM, who may use it in any desired manner. The demon is unarmoured and is equipped with a hand weapon.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	10	10	7	7	10	10	10	10	10	10	10

D4.3 SUMMON TOTAL POWER

Spell Level 4
Magic Points 40
Range Personal

Description

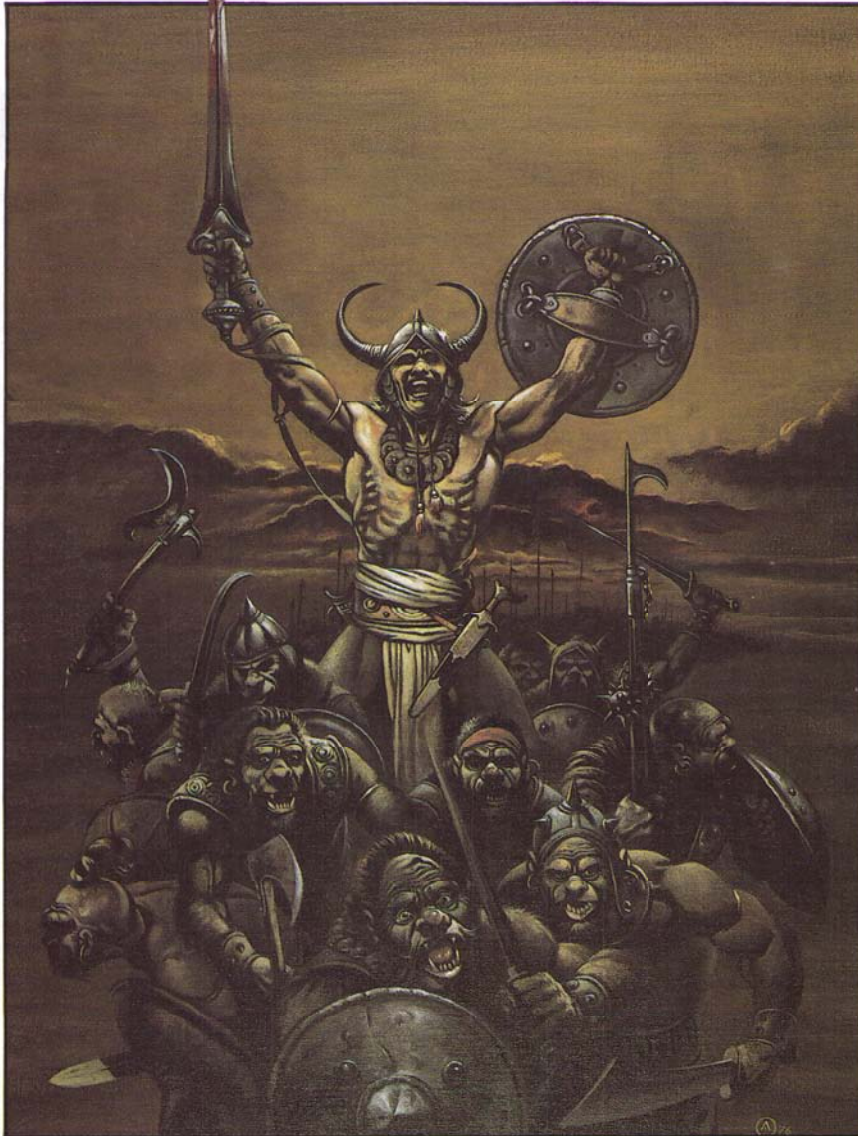
This spell enables the wizard to summon pure unadulterated power of demonic origin. The energy appears as a writhing mist which must be controlled in the same way as other demonic summonations (2D6 test against *WP*). If successfully controlled the power passes into the wizard, increasing all of his characteristics by +2. This may take a characteristic to above normal level.



Heroic Fighters

J.C.

Barbarian Warlord



Knight of the Empire



J.B.

Dragon Slayers



J.B.



Air Galleys

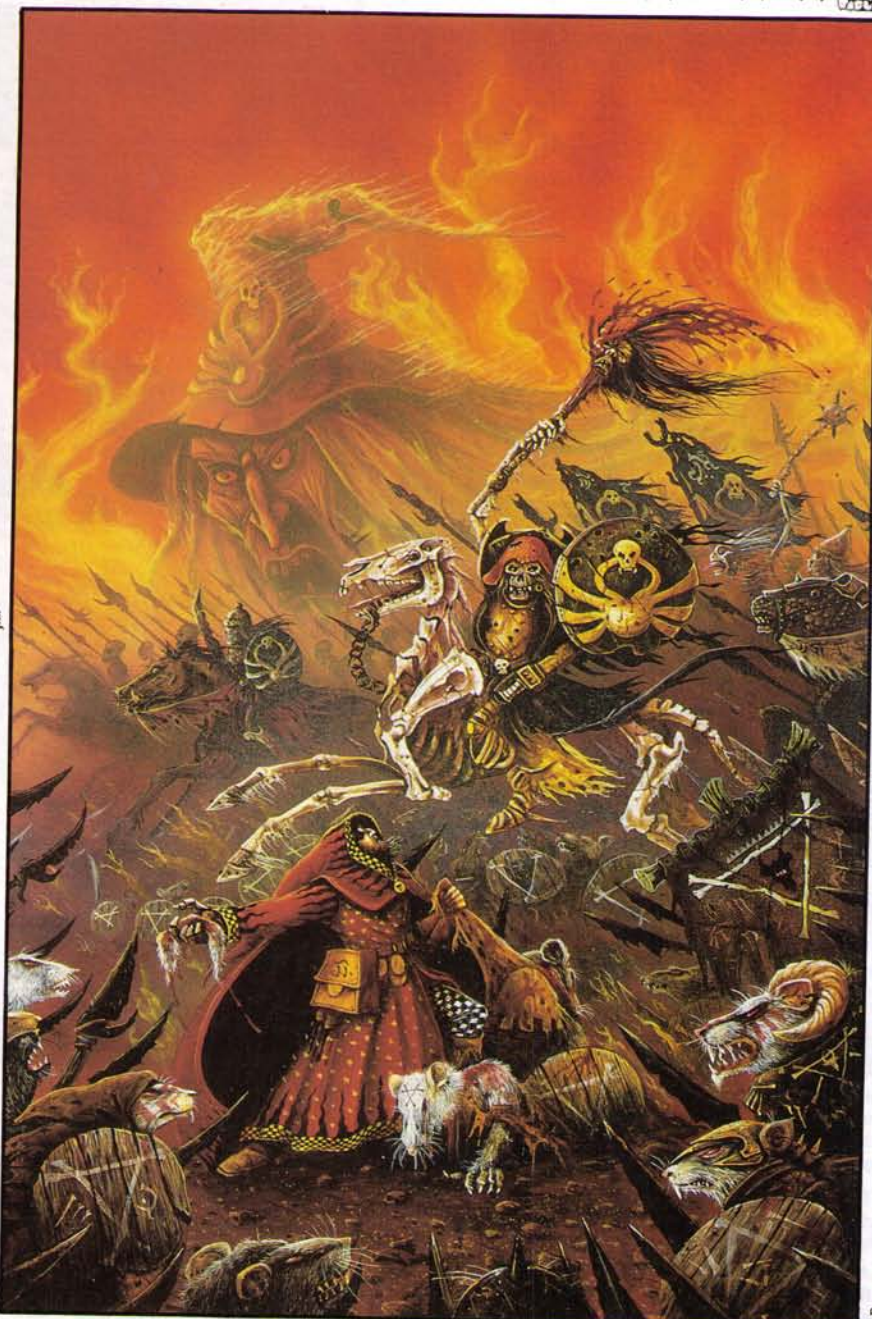
J.R.

Dwarf Champion



Man-Mangler

B.N.



Bagrian's Last Stand

J.R.

The effect lasts for the remainder of the game. In addition the caster may increase his magic points (probably at a very low ebb after casting this spell!) by 10D6. This can take the number of points held above the normal maximum power level. This spell cannot be used if the wizard's magic points are already above his normal maximum power level - energy of such a magnitude would destroy its bearer.

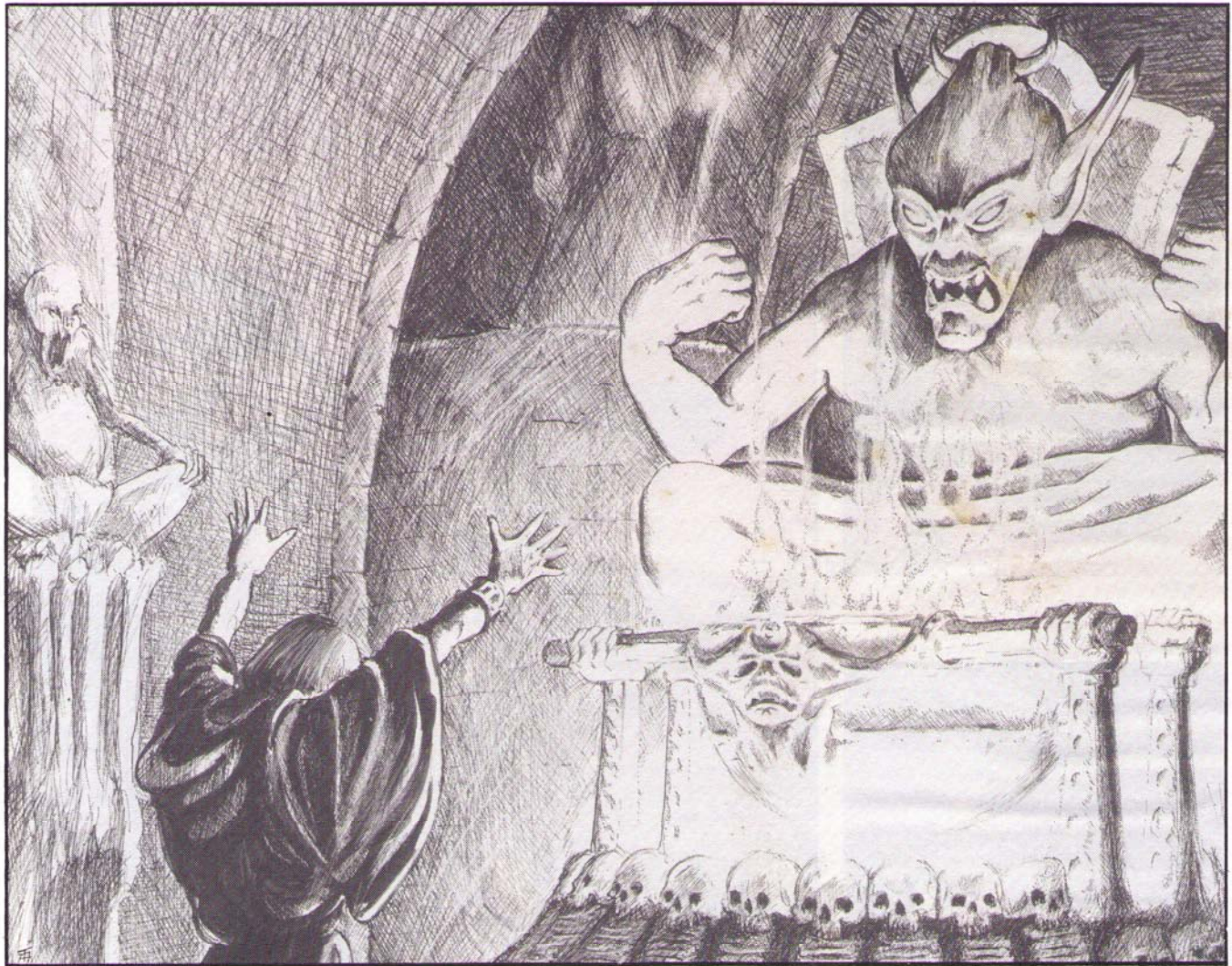
D4.4 DEMONIC PORTAL

Spell Level	4
Magic Points	20
Range	24"

Description

The summoner opens up a portal between the world and the domain of demons, allowing uncontrolled demon hordes to pass unhindered. The portal appears within 24" of the wizard. The summoner cannot control the demons that appear, they will move randomly, attacking any models in their path. Alternatively, they may be moved according





to the GM's whim. Demons summoned in this way will always charge the nearest non-demonic troops of either side as soon as they get the opportunity.

The portal remains open for 10D6 turns; as the portal closes any remaining demons will become unstable and disappear.

At the beginning of each of the summoner's following turns, 6D6 lesser demons and 1 greater demon are unleashed. They are moved during the summoner's turns, but are not allied to him and will not spare him from the slaughter.

ELEMENTAL SPELLS

LEVEL ONE

E1.1 ASSAULT OF STONE

Spell Level 1
Magic Points 3
Range 24"

Description

This spell allows the caster to 'throw' a hail of stones upon any enemy unit within 24". This is a magic missile attack, causing damage like missile weapons. Target restrictions apply in the same way as for normal missile fire. An assault of stone hits automatically, causing D3 *strength* 4 hits. There is a normal *armour saving throw*, but no *magic save*.

E1.2 BLINDING FLASH

Spell Level 1

Magic Points 2
Range 6"

Description

This spell causes temporary blindness in all models within 6" of the caster. The spell takes effect immediately, and lasts throughout the following (i.e. the other side's) turn. Blinded models may either stay stationary or move randomly at ¼ rate. Blinded models may not shoot, strike in close combat or use magic. Blows struck against blinded models count as 'free hacks'.

Recovery is automatic. There is no *magic save*. The spell does not affect the caster himself.

E1.3 BREATHE UNDER WATER

Spell Level 1
Magic Points 1
Range Personal/by touch

Description

A wizard may cast this spell onto himself or any individual by touch. It allows the individual to breathe in any atmosphere as well as under water, or even in a complete vacuum. Airborne poisons and other noxious gases have no effect, including the fumes given off by Troglodytes. The spell lasts for the remainder of the battle.

E1.4 CLOUD OF SMOKE

Spell Level 1
Magic Points 2
Range Personal/3" radius

Description

The wizard creates a cloud of smoke 3" in radius and centred upon himself. The cloud does not move with the caster, but remains

stationary, allowing the wizard to move out of it once created. The cloud lasts for D6 of the caster's turns, disappearing at the end of the final turn. The GM should secretly determine how long the cloud lasts.

Troops inside the cloud cannot see out and their movement is reduced to half rate. Troops outside the cloud cannot see inside or through it.

E1.5 HAND OF FIRE

Spell Level 1
Magic Points 1
Range Personal

Description

This spell turns the caster's weapons into burning flame. In hand-to-hand combat all hits count as magical and with +1 *strength*. *Flammable* targets are affected as by other fire attacks, giving a further +1 *strength*. The spell takes effect immediately and lasts for the remainder of the battle unless the caster dispels it of its own accord.

E1.6 HIDE

Spell Level 1
Magic Points 3
Range Personal/unit

Description

The caster creates a magical cloak around himself and any unit he is associated with. Models cloaked in this way assume a chameleon-like identity with their surroundings. So long as they remain stationary they are impossible to see at distances of above 6", and at below this range

any missile shots targeted against them suffer a -2 'to hit' penalty. If attacked in hand-to-hand combat, enemies suffer a -1 'to hit' penalty.

The effect lasts until the unit moves, including if it is pushed-back or follows-up in hand-to-hand combat. The spell can also be dispelled by a *dispel magic* spell.

E1.7 MAGIC LIGHT

Spell Level 1
Magic Points 1
Range 6" radius

Description

The wizard produces a magic light upon his hand, illuminating an area of darkness 6" in radius as normal daylight. This lasts for the remainder of the game, unless the caster deliberately dispels the flame or chooses to throw it. A magic light may be thrown 6", from which point it will illuminate an area 6" in radius for one turn and is then extinguished. If thrown at an enemy it will automatically blind a single model for the following turn (see *blinding flash*).

E1.8 WALK ON WATER

Spell Level 1
Magic Points 2
Range Personal

Description

The caster may walk on water. The spell takes effect as soon as the wizard next steps onto water, and is dispelled as soon as the wizard steps off the water and onto dry land. It is not dispelled by boarding a boat or any other floating structure. The spell allows the wizard to traverse any body of water, as well as marshes, bogs and streams, without any movement penalty.

E1.9 WARD OF ARROWS

Spell Level 1
Magic Points 2
Range Personal/unit

Description

This spell conjures a strong wind which blows around the caster and a unit he is associated with. The caster and unit are not affected by the spell, and may fire missile weapons as normal, the winds dying briefly as they do so. However, any missiles directed against them will suffer a -1 'to hit' penalty.

Magic missiles directed against the unit cause 1 less *wound* or *damage point* than normal. This spell lasts until the unit enters hand-to-hand combat, or until the caster leaves a unit he is associated with, when it is immediately broken. A ward of arrows spell may also be dispelled by a *dispel magic* spell.

LEVEL TWO

E2.1 CAUSE FIRE

Spell Level 2
Magic Points 4
Range Battlefield

Description

The wizard may cause any single *flammable* target on the table to burst into flames, causing 2D6 *wounds/damage points* immediately. This spell may be directed against any single *flammable* creature (such as a mummy), or against a building or other inanimate object. If directed against a creature normally entitled to a *magic save*, the *magic save* does not apply.

E2.2 CAUSE RAIN

Spell Level 2
Magic Points 4
Range Battlefield

Description

The wizard causes a sudden downpour across the entire battlefield. This takes effect immediately and lasts until the end of the next turn (i.e. the other side's turn). Fires are extinguished immediately. Long range missile fire becomes impossible, short range fire suffers a -1 'to hit' penalty. Fire based magic is instantly dispelled; flaming effects of magic



weapons are nullified for the duration. Gunpowder weapons cannot fire during the rain, and will be unable to fire for the rest of the battle on the D6 roll of a 4, 5 or 6 made for each unit or individual cannon etc.

E2.3 CLAP OF THUNDER

Spell Level 2
Magic Points 5
Range Battlefield

Description

A sudden, incredibly loud and frightening clap of thunder roars across the battlefield. All troops subject to *stupidity*, and all creatures with an *intelligence* of 3 or less must make an immediate *panic* test. Animals with handlers or riders must test if their *Int* is 3 or less, but make the test against the rider/handler's *Ld* score.

Creatures subject to *stupidity* which pass the test will be distracted by the noise, and automatically fail their *stupidity* test for the following turn.

E2.4 EXTINGUISH FIRE

Spell Level 2
Magic Points 4
Range Battlefield

Description

This spell is used to extinguish a single fire, such as a burning building or character. The fire is instantly extinguished.

E2.5 MOVE OBJECT

Spell Level 2
Magic Points 3
Range 12"

Description

This spell causes aerial draughts sufficient to slam doors or move light objects such as parchments. The wizard may open or close any unsecured door within 12", or move any unsecured light-weight item within 12" a distance of 6".

E2.6 PART WATER

Spell Level 2
Magic Points 4
Range 24"

Description

This spell may be cast against a river up to 4" wide and within 24". The waters instantly





Skarloac Wood Elf Archers

part, producing a gap of 4" width which can be moved across on foot. The water will remain parted until the wizard dispels it, which he may do at any time - even during his opponent's turn.

E2.7 RESIST FIRE

Spell Level 2
Magic Points 3
Range Personal

Description

A wizard can cast this spell on himself in order to protect himself from damage caused by fire or flaming weapons. Any fire based attack, including *fire balls* and magic weapons with a flame attack, have no effect on the caster. The spell is effective for the remainder of the game.

E2.8 WINDS OF MAGIC

Spell Level 2
Magic Points 4
Range Battlefield

Description

This spell allows the caster to create a powerful wind which he may direct as he wishes. The wind is localised in its effects, and can be directed by the caster as soon as it is created and at the start of any of his subsequent *magic phases*. The wind may be

directed against any enemy unit on the tabletop, reducing all movement by half during the enemy's following turn. The unit may not fire missiles, and any missile directed against it will be at -1 'to hit'.

The winds of magic may be maintained as long as the wizard does not cast any new spells. It is dispelled if the casting wizard is slain.

E2.9 WITHER VEGETATION

Spell Level 2
Magic Points 4
Range 24"

Description

The wizard can use this spell against any section of wood or hedge within 24". The section of vegetation instantly withers away to nothing and is removed from play.

LEVEL THREE

E3.1 BANISH ELEMENTAL

Spell Level 3
Magic Points 10
Range 12"

Description

This spell allows the caster to dispel a single elemental within 12".

E3.2 BECOME ETHEREAL

Spell Level 3
Magic Points 7
Range Personal

Description

This spell causes the caster to enter an ethereal state. While ethereal the wizard may not use magic or rest to regain magic points, may not attack in close combat, and may not use missile weapons.

An ethereal wizard cannot be affected by non-magical weapons, and may move normally through solid walls and over *difficult ground* without penalty. The caster may also become visible or invisible at will.

The caster may remain ethereal for as long as he wishes; all of his clothing and other possessions also become ethereal, although living creatures that may be secreted about his person do not.

E3.3 BREATHE FIRE

Spell Level 3
Magic Points 10
Range 12"

Description

The wizard gains the ability to breathe fire three times during the battle. Fire breathing is achieved as part of normal missile fire, with



Frenzied Dwarf



Bugmans Dwarf Rangers

Death On The Reik - Castle Wittgenstein



I.M.



ELEMENTAL SPELLS

a range of 12", causing 2D6 automatic hits at *strength* 4. There is no *saving throw* for armour, but models mounted on *riding animals* receive a *saving throw* of 6.

E3.4 CREATE QUICKSAND

Spell Level 3
Magic Points 9
Range 24"

Description

This spell creates an area of quicksand 3" in radius, centred anywhere within 24" of the caster. Quicksand may be created underneath enemy units if the caster wishes.

The area of quicksand counts as *very difficult ground*, reducing movement to $\frac{1}{4}$ rate. In addition there is a chance that models within the area may be sucked down and killed. Roll a D10 for each model wholly or partially within the 3" radius area. If the score is equal to or less than the creature's *toughness* it has been sucked down and suffocated. Troops who do not require air to breathe are trapped below ground and take no further part in the game. Vehicles and war engines attempting to cross the quicksand sink on a roll of 7 or less.

Quicksand remains in position for the remainder of the game.

E3.5 CRUMBLE STONE

Spell Level 3
Magic Points 9
Range By touch

Description

The caster is able to crush stone using his bare hands, each of his normal attacks causing D6 automatic *strength* 8 hits against any stone or brick built structure. The caster may instead cause a *single strength* 10 hit. The spell remains in effect for the remainder of the battle, or until the wizard dispels it or uses new magic.

E3.6 DUST STORM

Spell Level 3
Magic Points 5
Range 24"

Description

This spell creates a dust storm 3" in radius with its centre anywhere within 24" of the wizard. The dust storm enters play like any other piece, can be moved by the wizard player, and causes combat damage during the hand-to-hand combat part of the turn.

The storm may move over troops and *difficult terrain* without penalty. The storm causes no damage during the turn in which it is created. It may be moved by the casting player 6" in any direction; any models passed over or within its area at the end of the move receive an automatic *strength* 2 hit. Models within the storm may not use missiles.

The storm lasts for the remainder of the battle or until the casting wizard dispels it or is slain.

E3.7 FLAME SHEET

Spell Level 3
Magic Points 4
Range Personal

Description

A wizard on foot may use this spell to lay a wall of flame behind him as he moves. The sheet of flame is 1" wide and follows the course of the caster, springing behind his footsteps during his next turn's movement. The flame sheet lasts for D6 turns, which may be established by the GM in secret if he wishes. Any creature attempting to cross the fire receives an automatic *strength* 3 hit. The flames are high enough to affect any flying creatures at *attack height*.

E3.8 FOUL AIR

Spell Level 3
Magic Points 8
Range 24"

Description

The wizard creates a pocket of foul air up to 6" in radius centred any where within 24" of him. Any model within the air pocket at the beginning of its turn suffers a *strength* 3 hit as a result of poisonous vapours. Creatures which have no need to breathe, or who are of demonic origin, are not affected. The air pocket remains for the rest of the battle, until the wizard dispels it, or until the caster is slain.

E3.9 STORM OF MAGIC

Spell Level 3
Magic Points 8
Range Battlefield

Description

This spell is a powerful version of the *wind of magic* spell and operates in the same way. However, the magical potency of the storms are greater than the ordinary magic wind.

Just as natural breezes dry and desiccate, so the magical storm drains magic and energy from those it touches. The storm may be directed in the same way as the wind, the magician choosing a new target at the beginning of each *magic phase* if he wishes. A unit attacked by a storm of magic may not move in its following turn. The unit may not fire missiles, and any missile directed against it will be at -1 'to hit'.

If the target unit is subject to *instability* it must test immediately. If the target unit contains any wizard characters, the winds drain D3 magic points from the wizard's current total - the character may attempt a *magic save* against this effect.

Until the storm is redirected, no flying troops may attack the unit, and any flying troops currently above, or fighting, the unit are blown 2D6" in a random direction. If they are subject to *instability*, flying troops blown about in this way become *unstable*. If a unit affected by a storm of magic becomes engaged in hand-to-hand fighting, all units engaged

suffer a -1 'to hit' penalty, and no units may follow-up.

The storm of magic is dispelled if the casting wizard casts a new spell or is slain.



LEVEL FOUR

E4.1 ANIMATE WATER

Spell Level 4
Magic Points 16
Range 24"

Description

This spell allows the caster to animate a 3" radius area of water within 24". This may be a small part of a much larger body of water, such as a river or lake, the bulk of which is not affected by the spell.

The animated water can manifest pseudopods with which to attack up to a distance of 12" away. Twelve attacks may be made per turn with a *strength* of 6 and *WS* of 8. There is no *saving throw* for armour, but creatures able to breathe under water have a *saving throw* of 4, 5, or 6.

Water cannot be avoided by running away. Once engaged, water may change opponents from turn to turn, and is under no compulsion to remain in combat against a particular foe. Troops cannot fight back against water. The spell lasts for the rest of the game or until the casting wizard dispels it or is slain.



E4.2 DISPEL ELEMENTALS

Spell Level 4
 Magic Points 24
 Range 24"

Description

This spells dispels all elementals within 24".

E4.3 HEDGE OF THORNS

Spell Level 4
 Magic Points 14
 Range 24"

Description

A hedge of thorns sprouts instantly from the ground anywhere within 24" of the caster. The hedge may take the form of a 1" x 12" strip or a 3" radius circle. The hedge may be made to grow up in front of, around, or even on top of a unit if the caster so desires.

A hedge of thorns is made of magical thorns which grow so quickly they can easily trap and kill anyone they entangle. Each model within the area receives D4 *strength* 5 hits and has its movement reduced to a maximum of 1". Once created a hedge of thorns cannot be dispelled. A hedge of thorns is *flammable* and counts as a single building section with a *toughness* of 8 and 8 *damage points*.

E4.4 SUMMON ELEMENTAL

Spell Level 4
 Magic Points 18
 Range 3"

Description

This spell summons a single elemental of earth, air, fire or water. The creature appears within 3" of the caster.

E4.5 SUMMON ELEMENTAL HORDE

Spell Level 4
 Magic Points 30
 Range 3"

Description

This spell summons a group of elementals of earth, air, fire or water - all will be of the same type. D3+1 elementals of the desired type



appear within 3" of the caster.

E4.6 SUMMON SWARM

Spell Level 4
 Magic Points 12
 Range 3"

Description

The spell summons natural creatures to do the caster's bidding. A swarm of beetles, snakes, lizards, spiders, rats, gerbils, frogs/toads, ants, ticks, scorpions or bats may be summoned (see the *Bestiary* for details of swarms). The swarm appears within 3" of its summoner.

E4.7 TEMPEST OF MAGIC

Spell Level 4
 Magic Points 35
 Range Battlefield

Description

This spell is the most powerful version of the *windstorm of magic* spells. Unlike the lesser spells it affects everything on the tabletop including units from both sides and the casting magician. Just as the storms of magic drain magic and deplete physical vigour, so the tempest of magic weakens the living and breaks the magical energies of creatures such as demons.

A magical tempest rages for only a single turn. During the caster's following *magic phase* it immediately subsides into a *storm of magic* - the caster may then use it just as if he had cast a normal storm of magic spell. When a tempest of magic is cast, all models come to an immediate halt, lasting until the caster's following *magic phase*. All missile fire and hand-to-hand fighting stops during this time. All aerial troops are blown off the table edges and dispersed; they may not return. All wizards must make a successful *magical saving throw*, or lose D6 magic points (this includes the casting wizard). Otherwise, magicians may do nothing until the tempest subsides.

All spells operating at the time the tempest begins are dispelled. All creatures summoned during the battle so far are destroyed or

dispersed and removed from play. All ethereal hosts are destroyed. All monstrous hosts and hosts of chaotic creatures revert to the GM's control for the remainder of the game. Any unit subject to *instability*, and which still remains on the table, must take an *instability* test deducting 2 from the result.

A tempest of magic may not be dispelled, but the following *storm of magic* may be dispelled if the casting wizard is slain. A *dispel magic* spell will only work if the storm is placed upon an enemy wizard, or a unit he is associated with.

The tempest of magic is an extremely potent spell; it is also rather dangerous. Used against an undead or chaotic army it can wreak considerable damage, and is perhaps the most useful spell to employ if facing armies of these creatures. Although the tempest may appear to slow the game down by introducing a turn of no moving or firing, this can be skipped over in a matter of moments, merely recording the passing of time for the benefit of trailing forces, burning, and the like.



E4.8 TUNNEL THROUGH STONE

Spell Level 4
 Magic Points 18
 Range Personal

Description

The caster may tunnel through the ground or walls using his bare hands. The tunnel thus created is magically stable and will not collapse, and therefore causes no damage against buildings. Even soft sand or mud may be tunnelled through using this spell.

The wizard may advance through the ground or walls at normal pace, creating a tunnel wide enough for a single model to follow. The spell remains effective for the remainder of the battle, but individual tunnels may be dispelled at any time the wizard wishes, instantly killing anyone inside.

E4.9 WALL SHAKER

Spell Level 4
 Magic Points 16
 Range 12"

Description

This spell causes all building sections and

constructions, including chariots and engines of war, within 12" to collapse. Troops inside or on top of a collapsing building must make their normal *armour saving throw* or be slain.

ILLUSIONIST SPELLS

LEVEL ONE

II.1 ASSUME ILLUSIONARY APPEARANCE

Spell Level 1
Magic Points 1
Range Personal

Description

The caster assumes the appearance of any other living, bipedal creature under 10' in height. The caster may assume the appearance of a specific individual if desired.

II.2 BEWILDER FOE

Spell Level 1
Magic Points 4
Range 12"

Description

This spell may be cast against any single model within 12". It is not an illusion as such, and so does not need to be maintained and does not interfere with the maintenance of other illusions. The target receives the usual *magic save*. If affected, the model becomes bewildered during its next turn and it will move at half-rate in a random direction. If in hand-to-hand combat the model will not attack and is hit automatically (free hack). If the target is a wizard he will not be able to use magic and any magic currently employed is dispelled including *zones*, *auras* and *illusions*.

II.3 CAMOUFLAGE ILLUSION

Spell Level 1
Magic Points 2
Range Personal

Description

This illusion alters the appearance of the wizard so that he seems to be slightly removed from his actual position. This makes him very difficult to hit during close combat or missile fire. Accordingly all attackers must deduct -1 from their 'to hit' rolls.

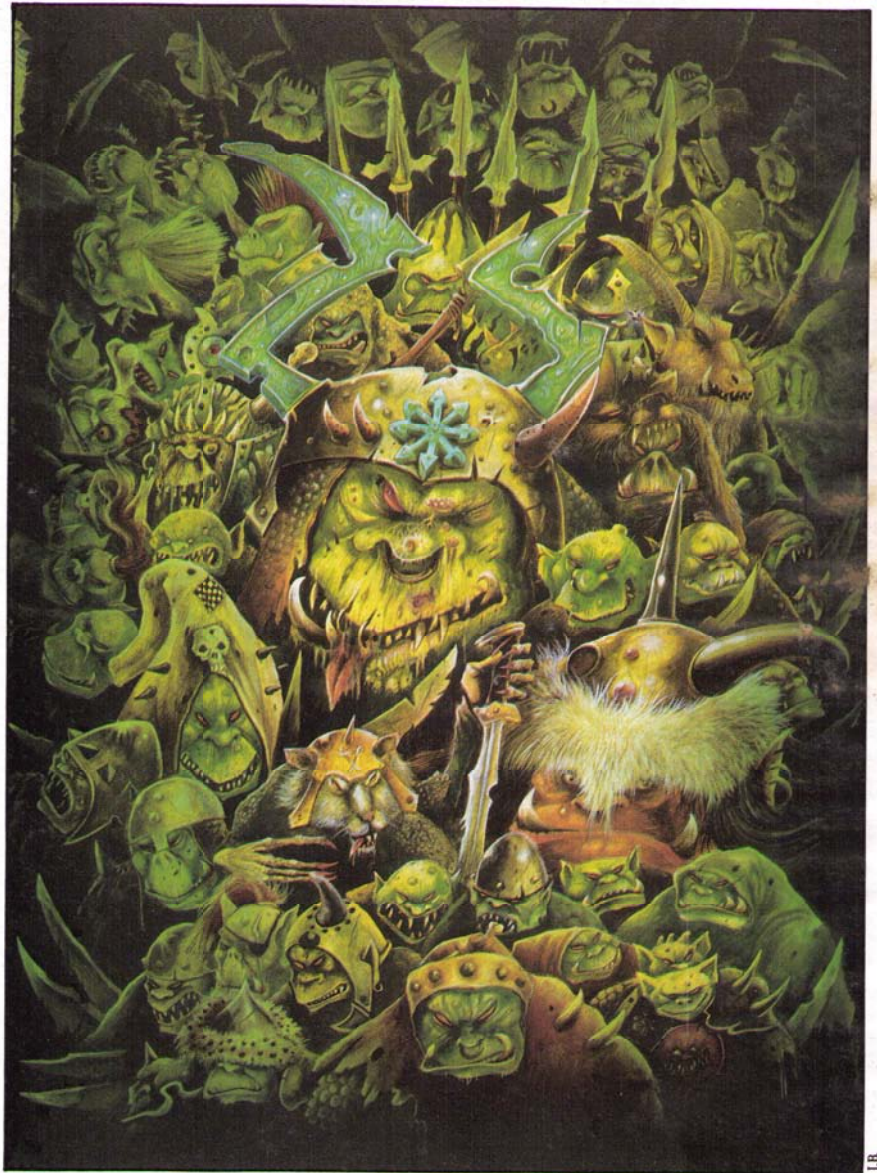
II.4 CLONE IMAGE

Spell Level 1
Magic Points 2 per image
Range Personal

Description

This illusion allows the caster to create one or more clone images of himself, up to a maximum of 1 per power level. The caster will appear to split into 2, 3, or 4 identical images, only one of which is the real character.

Each image may be moved individually, leaving the enemy unsure as to which is the true one. The caster may maintain the whole group of images as a single illusion. Players will have to provide a group of models to allow this spell to work. The easiest policy is to remove the model and replace it with a whole selection of other models, one of which can be marked under its base as real.



Chaos Marauders

Lead Belcher





Tower of Screaming Death

11.5 CREATE ILLUSIONARY HERO

Spell Level 1
Magic Points 2
Range Battlefield
Description

This spell creates an illusion of a single character model under 10' high, of a race appropriate to the army or caster. The illusionary character may be represented by any appropriate model. If this spell is cast during the battle, the player may wish to bring the illusionary character on from the table edge under the guise of a trailing force. Alternatively, the illusion may be held off the table to await the arrival of a real trailing force.

LEVEL TWO

12.1 BANISH ILLUSION

Spell Level 2
Magic Points 3

Range 24"

Description
 The caster may use this spell against any unit within 24" which he suspects to be an illusion. If correct the illusion is banished.

12.2 CONFOUND FOE

Spell Level 2
Magic Points 8
Range Battlefield
Description

This reality-warping illusion may be cast by the wizard only if he has suffered damage. This spell may be cast as soon as the wizard suffers damage (or is killed) and so is an exception to the normal spell casting and *magic phase* procedure. If the wizard is killed, the spell must be cast immediately if it is to be effective. The spell may even be cast during the enemy's turn. Its effects are to negate all damage caused during that turn so far, just as if it didn't really happen... because it didn't. This spell does not alter the results of close combat, routs, push-backs etc.

12.3 ILLUSION OF BUILDINGS

Spell Level 2
Magic Points 2 per building section
Range Battlefield
Description

This illusion allows the caster to create an illusionary building or group of buildings anywhere on the tabletop. Each 4" x 4" building section costs the caster 2 magic points. Illusions of buildings will present the appearance of villages, towns, or whatever the wizard chooses. Model buildings should be placed to represent the illusion.

Troops covered by the illusion will be hidden from view when 'under a building' but will be visible when they occupy 'streets', 'gardens' and other spaces.

This spell is most appropriately cast before the battle, in which case the player adds the appropriate scenic items to those generated and secretly indicates to the GM where he would like them positioned.

12.4 ILLUSION OF WOODS

Spell Level 2
Magic Points 5 per wood area of approximately 6" x 6" Battlefield

Range**Description**

This illusion allows the caster to create an illusion of woods anywhere on the table. Each area created costs the wizard 5 magic points. Troops covered by the 'wood' can see out of and through the 'wood' as if it wasn't there, but to troops outside the 'wood', it appears to be real and the rules for normal woods apply. Illusionary woods hide troops at their edge in the same way as normal woods, and so troops inside count as within soft cover to shooters without.

This spell is most appropriately cast before the battle, in which case the player adds the appropriate scenic items to those generated and secretly indicates to the GM where he would like them positioned.

12.5 GHOSTLY APPEARANCE

Spell Level 2
Magic Points 3
Range Personal

Description

The caster may assume the appearance of any undead or ethereal creature causing any relevant psychological effects. The wizard may appear in the guise of a specific individual if he wishes. The wizard's appearance does not affect his actual powers, saving throws, armament etc.

12.6 HALLUCINATE

Spell Level 2
Magic Points 4
Range 24"

Description

This spell may be cast against any unit within 24". If affected the unit must test immediately for *psychology* as if being charged by any creature of the wizard's choosing. If the unit passes any resulting tests, the illusion is dispelled. If not it can continue to affect other units.

LEVEL THREE**13.1 ILLUSION OF ENEMY**

Spell Level 3
Magic Points 6
Range 24"

Description

This spell creates an illusion of a unit of up to 20 humanoid creatures under 10' tall, or 10 undead or ethereal creatures, or a single creature or lesser demon. The illusion appears within 24" of the wizard and is represented by appropriate models.

The illusionary unit may be moved by the player and has a move equivalent to the creatures it represents.

13.2 ILLUSION OF MIGHTY APPEARANCE

Spell Level 3
Magic Points 6
Range Personal

Description

The caster may assume the appearance of any creature he chooses.

13.3 UNIVERSAL CONFUSION

Spell Level 3
Magic Points 8
Range Battlefield

Description

This illusion affects all troops on the table during the opposing side's following turn. During the turn, movement distances are halved as troops begin to meander about and wonder where they are.

Missile fire suffers a -1 'to hit' modifier as the shooters' concentration wanders and their aim goes off. In hand-to-hand combat all troops become slack and distracted and suffer a -1 'to hit' modifier. This illusion lasts for only a single turn (that of the opposing side) and cannot be maintained for longer.

13.4 VANISH

Spell Level 3
Magic Points 6
Range Personal

Description

The wizard appears to vanish into thin air. At the beginning of any of that side's subsequent turns, the wizard may reappear anywhere within 24" of the point where he vanished. Until he rematerialises the caster is 'out of the game' and can neither affect or be affected by events on the table.

LEVEL FOUR**14.1 DESTROY ILLUSIONS**

Spell Level 4
Magic Points 8
Range Battlefield

Description

All illusions currently in play are immediately dispelled.

14.2 ILLUSION OF ARMY

Spell Level 4
Magic Points 12
Range Battlefield

Description

The caster creates an illusion of 2D6 units each of 20 humanoid or undead troops as appropriate to the army. If cast during the game these units may be positioned at the table edge in the guise of a trailing or outflanking force.

14.3 ILLUSION OF DARKNESS

Spell Level 4
Magic Points 15
Range 48"

Description

The caster creates an illusion of complete darkness 6" in radius with its centre within 48" of the wizard. This darkness is magical and cannot be penetrated by ordinary light. Within this area troops may only move in a random direction at a quarter rate. Missile fire and hand-to-hand combat are impossible. Troops within the area are totally blind. A unit partially within the area suffers the movement restrictions but models not actually within the area may fight and shoot normally.

14.4 TELEPORT

Spell Level 4
Magic Points 20
Range 100 miles

Description

The caster vanishes into thin air in the same way as a vanish spell. The wizard may return to the battlefield at the beginning of any of his subsequent turns, and may appear anywhere the player wishes. The caster does not have to return. In a campaign the wizard may reappear at any point within 100 miles, but this spell may not be used more than 3 times in a day.



NECROMANTIC SPELLS

LEVEL ONE

N1.1 DESTROY UNDEAD

Spell Level 1
Magic Points 2
Range 12"

Description

This spell can be cast against any unit of skeletons, zombies or ethereal creatures within 12". D6 models are immediately removed, creatures are dispelled, crumble to dust or simply vanish.

N1.2 HAND OF DEATH

Spell Level 1
Magic Points 1
Range Personal

Description

This spell endows the caster with increased fighting potential. Any combat hit automatically causes a *wound* on its target - there is no need to roll on the damage chart. The effect lasts until the caster takes a *wound*, when it is dispelled, or until the battle is over. There is no *magic save*.

N1.3 SUMMON UNDEAD CHAMPION

Spell Level 1
Magic Points 3
Range 3"

Description

The caster may summon a single undead champion to act as the leader/controller of an undead unit. The champion will have standard characteristic values for a *level 5 undead character model*. He carries a hand arm and wears armour sufficient to give a *saving throw* of 5 & 6. The champion appears within 3" of the summoner and must move towards and join the undead unit nominated by the player.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	3	1	3	2	7	7	7	7

Weapons: Hand arms
Armour: 5 & 6 *armour saving throw*

N1.4 SUMMON SKELETONS

Spell Level 1
Magic Points 3
Range 3"

Description

This spell summons D6 skeletons, or D3 undead horsemen for every 3 magic points used. The skeletons appear in a single unit within 3" of the caster.

N1.5 ZONE OF LIFE

Spell Level 1
Magic Points 2
Range Personal

Description

This spell affects the casters and any associated unit, creating a protective 'zone' around them. The zone lasts indefinitely, unless it is destroyed or until any models in the zone move, including if they are pushed-back or follow-up in hand-to-hand combat.

The caster may forbid any undead or ethereal creatures from attacking troops within the zone, from firing missiles into the zone, or from employing magic that affects the zone or anything within it.

While employing a zone a wizard may not cast new magic or claim to be resting. Two or more zones may not be cast onto the same unit.

Although this is classed as a necromantic spell, it is a useful spell generally. Many wizards have access to a limited amount of necromantic magic, irrespective of their alignment or racial type.

LEVEL TWO

N2.1 CONTROL UNDEAD

Spell Level 2
Magic Points 3
Range 24"

Description

The wizard may cast this spell upon any enemy skeleton or zombie unit within 24". The unit is taken over and controlled by the player representing the wizard. The effect lasts for the remainder of the battle. The usual control restrictions for undead apply.

N2.2 EXTEND CONTROL

Spell Level 2
Magic Points 3
Range Personal/24"

Description

This spell enables the wizard to extend his normal undead control range from 12" to 24". The effect lasts for the remainder of the game.

N2.3 HAND OF DUST

Spell Level 2
Magic Points 3
Range Personal

Description

This spell endows the caster with increased fighting potential. Any combat hit automatically causes D6 *wounds* on its target - there is no need to roll on the damage chart. There is no *magic save*. The effect lasts until the battle is over or until the caster takes a *wound*.

N2.4 STOP INSTABILITY

Spell Level 2
Magic Points 2
Range 24"

Description

This spell may be cast on any unit of undead or ethereal creatures within 24". The unit will ignore its next occurrence of *instability*, even if magically induced. A unit may carry only one of these spells at one time.

N2.5 SUMMON UNDEAD HERO

Spell Level 2
Magic Points 8
Range 3"

Description

The wizard can use this spell to summon a single undead hero. The hero will be a standard *level 15 character model* with hand weapon and an *armour saving throw* of 5 & 6. The hero may act as a controller of an undead unit if the player wishes. The hero appears within 3" of the summoner.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	4	3	4	3	9+2	7	8+1	8+1

Weapon: Hand arms
Armour: 5 & 6 *saving throw*

LEVEL THREE

N3.1 ANNIHILATE UNDEAD

Spell Level 3
Magic Points 10
Range 12" radius

Description

This spell affects all undead and ethereal creatures within 12" of the caster. All undead/ethereal creatures within range are destroyed.

N3.2 LIFE IN DEATH

Spell Level 3
Magic Points 10
Range Personal

Description

This spell may be cast by the wizard on himself. Should the wizard be slain during the game his spirit is preserved, and is free to inhabit the body of any other creature during the next 2D6 turns (counting from that side's turn following the one in which the wizard is killed).





The wizard's invisible spirit may move 6" per turn and must begin from his corpse. The spirit must touch a host before it can try to inhabit its body. The host is permitted a *magic save*. If the save is successful the spirit may not inhabit that creature either then or subsequently, but may keep trying to inhabit other bodies within the time permitted.

The disembodied spirit has no magical or physical powers at all and cannot be harmed in any way. As an incorporeal entity the spirit is unaffected by terrain and may move through solid objects, but cannot enter a *zone of sanctuary* in the same way as any other ethereal entity. If the spirit fails to find a new body within the time allowed, the wizard is destroyed and his soul blown to the cosmic winds.

If the wizard's spirit finds and succeeds in taking over a host body, the model representing the host is now considered to be the wizard re-incarnated. The host creature is, to all intents, spiritually destroyed by the

Day of the Demons



LA



legion of the Damned

process. The wizard is mentally unchanged and so his *Ld*, *Int*, *Cl* and *WP* remain as before. His body, however, is different, so his *M*, *WS*, *BS*, *T*, *S*, *W*, *I* and *A* are those of the host creature.

N3.3 RAISE DEAD

Spell Level 3
Magic Points 10
Range Boundaries of graveyard

Description

This spell may be used within a graveyard or burial ground of any kind - a tomb or crypt for example. The wizard may raise one of the following troop types:

6D6 skeletons
 6D6 zombies
 3D6 ghouls
 D6 mummies

The creatures raised join the player's forces. Skeletons are armed with hand arms and have a *saving throw* of 6. See the level 1 spell *summon skeletons* for a full profile. Skeleton and zombie units must be controlled as normal.

N3.4 SUMMON SKELETON HORDE

Spell Level 3
Magic Points 10
Range 3"

Description

The wizard may use this spell to summon a unit of 6D6 skeletons, or 3D6 undead horsemen led by an undead *champion*. The skeletons will have basic characteristics, hand arms and a *saving throw* of 5 & 6 (see level 1 *summon skeletons* spell).

The *champion* has the same weapons and *saving throw* but a *profile* as a skeleton level 5 *character model* (see the level 1 *summon undead champion* spell). The unit will appear within 3" of the caster and enters play immediately.

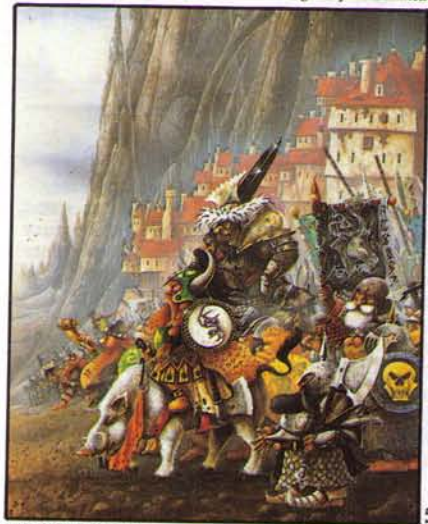
LEVEL FOUR

N4.1 CURSE OF UNDEATH

Spell Level 4
Magic Points 15
Range 24"

Description

This spell may be cast against any single model within 24". The target receives a *magic save* and if affected immediately falls under the wasting malady of undeath.



Grand Dwarf Coalition

At the beginning of each of its turns the enemy model automatically loses 1 point of *strength*. Once *strength* has fallen to zero, the model becomes one of the undead and immediately changes sides. *Strength* returns to normal but *WP* drops to 3. All magical powers are lost. The undead creature is almost will-less and must be controlled in the same way as a skeleton or zombie.



This spell can only be used against sentient creatures and will not work against large monsters (over 10' tall).

N4.2 SUMMON UNDEAD HERO

Spell Level 4
Magic Points 10
Range 3"

Description

The wizard can use this spell to summon a single undead hero. The hero will be a standard *level 25 character model* with hand weapon and an *armour saving throw* of 4,5,&6. The hero may act as a controller of an undead unit if the player wishes. The hero appears within 3" of the summoner.

M	WS	BS	S	T	W	I	A	Id	Int	Cl	WP
4	5	5	4	4	4	5	4	10+3	9+2	9+2	+2

Weapon: Hand arms
Armour: 4, 5 & 6 saving throw

N4.3 TOTAL CONTROL

Spell Level 4
Magic Points 10
Range Personal/battlefield

Description

This spell enables the wizard to extend his normal range of 'undead control' to cover the entire battlefield. The effects of the spell last for the remainder of the game.

N4.4 WIND OF DEATH

Spell Level 4
Magic Points 25
Range Battlefield

Description

This spell raises a wind of death that passes over the entire area of the game. This cold and howling wind drains life vitality from all living creatures, causing 1 *strength* 3 hit on every living creature on the battlefield. Units receive casualties as if hit by missiles; there is no *saving throw* for armour or *magic auras*. The wind affects even the wizard that casts the spell. There is no *magic save*.

MAGIC ITEMS

Enchanted weapons, armour and other magic items are an ever present theme in fantasy, and an important element in the magical armoury of our heroes and wizards. In the Warhammer world magic actually works, and enchanted weapons of extreme potency are not uncommon. Some magic blades are so powerful that their wielders can be considered to be little less than one-man armies. Wizards may make use of other special items too, either to aid their conjuration or to offer them the protection they lack from armour.

CHOOSING MAGIC ITEMS

In competition and friendly games, a side may spend some of its points on magic. Points spent on equipping character models with magic must come from the army's character points allocation. Points spent on equipping rank-and-file troops with magic must come from the army's rank-and-file points allocation. Points for a magic army standard

may come from either. The maximum number of points available for magic items in competition games is given in **Warhammer Armies**.

Items must be selected before the game and noted down so that the GM can plainly see which items the army has, their points cost, and which models are carrying them. A player is free to choose whatever magic items he wishes (with a few restrictions as discussed later). The high cost will restrict the number of items to a reasonable level.

The cost of a magic item is fixed irrespective of the model using it: the cost of a magic sword, for example, is not subject to the normal weapon cost modifiers for high value troops or the level modifiers for *character models*.

WARHAMMER FANTASY ROLEPLAY

The rules pertaining to magic items in **Warhammer Fantasy Battles** are adapted from those used in **Warhammer Fantasy Roleplay**. Many of the items detailed in the roleplaying game have not been considered appropriate for inclusion in a competitive wargame. Gamers who wish to make full use of the **Warhammer Fantasy Roleplay** material are welcome to adopt or adapt any magic items for use in their own games. However, only items described in this section are eligible for inclusion in competition games.

MAGICAL WEAPONS

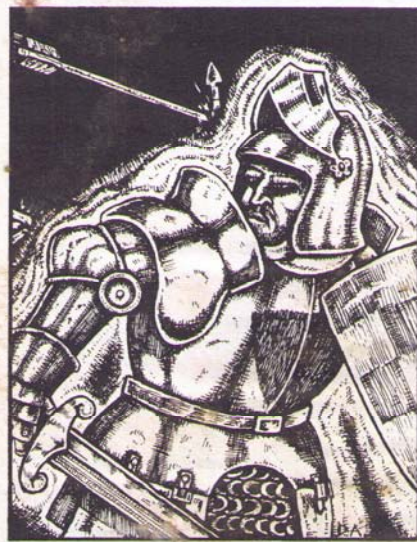
Magical weapons are usually hand weapons such as swords, axes and maces. There are also many types of magical arrow available for bows, crossbows and other shooting weapons. Any close combat weapon may have magical properties, but it is easier to imbue a sword with magic than any other item, swords having a special symbolic relevance to magic (as any wizard will tell you!).

A single magical hand weapon costs a basic 25 points without any magical abilities other than the 'common characteristics' described below. In addition, points are charged for each magical ability a weapon has. However, only a sword may have more than one ability. In practice, the high points cost of magic weapons will mean that most armies have one or possibly two, and these will inevitably be used by *character models*.

Common Characteristics

The following descriptions and rules apply to magic weapons. All magical weapons have four basic characteristics which cost no additional points.

1. Every magical weapon emits a magical aura which may be recognised by any wizard who touches it.
2. Magical weapons are not 'normal weapons'. Some creatures are not affected by normal weapons (some



undead, ethereal, demonic and elemental creatures for example) but they are affected by magic weapons.

3. Magical hand-to-hand combat weapons automatically dispel any *aura spell* of any level on contact. Magical arrows (and other shooting weapons) do not.
4. The effects of magical weapons cannot be avoided by means of a *magical saving throw* as can the effects of some spells.

Abilities

A magical sword may have any number of magical abilities, but may not have any ability more than once. Other magical weapons may have only a single ability. Some magical abilities confer a variable bonus onto a characteristic such as *WS*. In this case, the player pays the full points cost for the ability and determines the exact bonus conferred before the game by rolling a dice to determine the bonus. The dice roll must be overseen by the GM and the player must note down the result. Bonuses are determined before every game, even if the same magic weapon is being used throughout a series of games. Magic weapons, like some undead and ethereal creatures, draw their power from the dark regions of magic, changes within which can effect their potency from time to time.

Points Cost Ability

Basic value 25 plus:

- | | |
|----|---|
| 50 | Freeze. Any living target suffering damage from this weapon is automatically killed on a D6 roll of a 2 or more. There is no <i>armour</i> or other <i>saving throw</i> allowed. |
| 50 | Savagery. The weapon adds +D3 to its bearer's <i>attacks</i> . |
| 50 | Might. The weapon adds +D3 to the bearer's <i>strength</i> . |
| 50 | Immunity. The weapon adds +D3 to the bearer's <i>toughness</i> . |

- 50 **Piercing.** Targets wearing non-magical armour have no *saving throw* for any damage caused by this magically sharpened weapon.
- 50 **Double damage.** All damage caused by this weapon is automatically doubled.
- 50 **Magical parasitism.** If a hit is scored against any other magic item, including magic weapons, the magical properties of the target are stolen on the D6 roll of a 5 or 6. The properties of its target pass into the weapon itself for the remainder of the game and may be used by the model carrying it.
- 50 **Sanctity.** The weapon has great power against unnatural creatures, destroying any undead or ethereal troops within 3" at the end of the bearer's *movement phase*. Undead heroes may retreat beyond this range instead, but if they refuse or are unable to do so they are slain. Undead heroes within 12" of this weapon will be aware of its powers.
- 50 **Sleep.** The bearer of this weapon may cause any single model within 4" to 'fall asleep' for D6 turns. If the target has an intelligence of more than 5, it receives a 2D6 *saving throw* against its *will power*.
- 25 **Swiftiness.** The weapon adds +D10 to its bearer's *initiative*.
- 25 **Ferocity.** The weapon adds +1 to its bearer's *attacks*.
- 25 **Strength.** The weapon adds +1 to the bearer's *strength*.
- 25 **Resilience.** The weapon adds +1 to the bearer's *toughness*.
- 25 **Impunity.** The weapon adds +1 to the bearer's *wounds*.
- 25 **Leadership.** The weapon adds +1 to the bearer's *leadership* and *leadership bonus* up to a maximum of 10+3.
- 25 **Will.** The weapon adds +1 to the bearer's *will power* and *will power bonus* up to a maximum of 10+3.
- 25 **Cool.** The weapons adds +1 to the bearer's *cool* and *cool bonus* up to a maximum of 10+3.
- 25 **Flame.** The weapon bursts into flame when drawn. Flaming weapons cause *panic* in some creatures and have +1 *strength* against *flammable* targets.
- 25 **Degeneration.** Any target suffering damage from this weapon must roll a D6 at the start of each of its turns thereafter, losing an additional *wound* on a score of 6. The effects can be halted by means of a *cure severe wound* spell.
- 25 **Mighty strike.** The bearer of this weapon may use it to make one *strength* 10 attack during the battle. The player may decide to use this ability once a hit has been established.
- 25 **Flight.** The bearer of this sword may fly. Maximum speed 24", acc/dec 6".
- 25 **Animation.** The weapon may move and fight independently of its bearer if desired, but must remain within 6" of its bearer at all times. Fighting independently, its characteristics are M4, WS4, S4, T4, W3, I6, A3.
- 25 **Magical destruction.** If a hit is scored against any other magic item, including magic weapons, the magical properties of the target are destroyed on the D6 roll of a 5 or 6.
- 25 **Magical absorption.** Any magic spell cast directly against the bearer of this weapon is absorbed by it. The spell therefore has no effect, but may be retained by the weapon bearer and automatically cast by him in a subsequent *magic phase* of that battle. Only one spell may be retained at once, but the player has the option of ousting an old spell in favour of a new one.
- 25 **Steal.** Every time this weapon causes a *wound* the player may also select any single characteristic of the target model and reduce this by -1. At the same time the weapon bearer automatically adds +1 to his own equivalent characteristic. This bonus lasts for the remainder of the game.
- 15 **Enfeeble.** Every time this weapon causes a *wound* the target's *toughness* is reduced by 1. If reduced to zero the target is dead.
- 15 **Weaken.** Every time this weapon causes a *wound* the target's *strength* is reduced by 1. If reduced to zero the target is dead.
- 15 **Slacken.** Every time this weapon causes a *wound* the target's *initiative* is reduced by 1. If reduced to zero the target is paralysed.
- 10 **Intelligence.** The weapon adds +1 to the bearer's *intelligence* and *intelligence bonus* up to maximum of 10+3.
- 10 **Breathe.** The bearer of this sword may always breathe safely, even underwater. The bearer is immune to gas attacks.
- 10 **Non-flammability.** The bearer is immune to fire based attacks, including *fire ball* spells.
- one model with sufficient arrows, bolts etc. of the type described to last the entire game. Where units are equipped with magical arrows etc. they must all be so equipped and must all have the same type. In some cases the value given is that of a single arrow, in which case it may be used only once and would normally be given to a *character model*.
- Arrows and other missile weapons may have only a single magical ability. The following descriptions apply to arrows, but the same values and rules apply to crossbow bolts, javelins, sling stones and any missile weapon. As with magical hand-to-hand combat weapons, magic arrows and other shooting weapons have full effect against creatures not normally affected by non-magical weapons. However, note that magic arrows do not dispel *magical auras*.



MISSILE WEAPONS

Part or all of any army's magic weapon points allocation may be spent on magic ammunition for missile weapons. The value given provides



Horned Is the Hunter

SCROLLS

A magical scroll is inscribed with a spell. A wizard may read the spell upon the scroll and put it into effect, regardless of the spell level of the scroll-spell or the magic level of the reader. Using a scroll requires 1 magic point, but the spell is always cast successfully - there is no need to test for success. Once it has been read a scroll crumbles into dust, and can never be used again. A scroll may have more than one spell upon it, in which case one may be read at a time, and that portion of the manuscript fades away. Once all spells have been read the scroll crumbles into dust.

A player may equip any wizard with a single scroll containing up to 4 spells. Points spent on a scroll are considered as spent on the wizard carrying it, and must come out of the



Und Fiend Drinnen

Missile Supplies

The following missiles are supplied in sufficient quantities to last throughout a battle. The points cost is paid to equip models with a supply of these missiles.

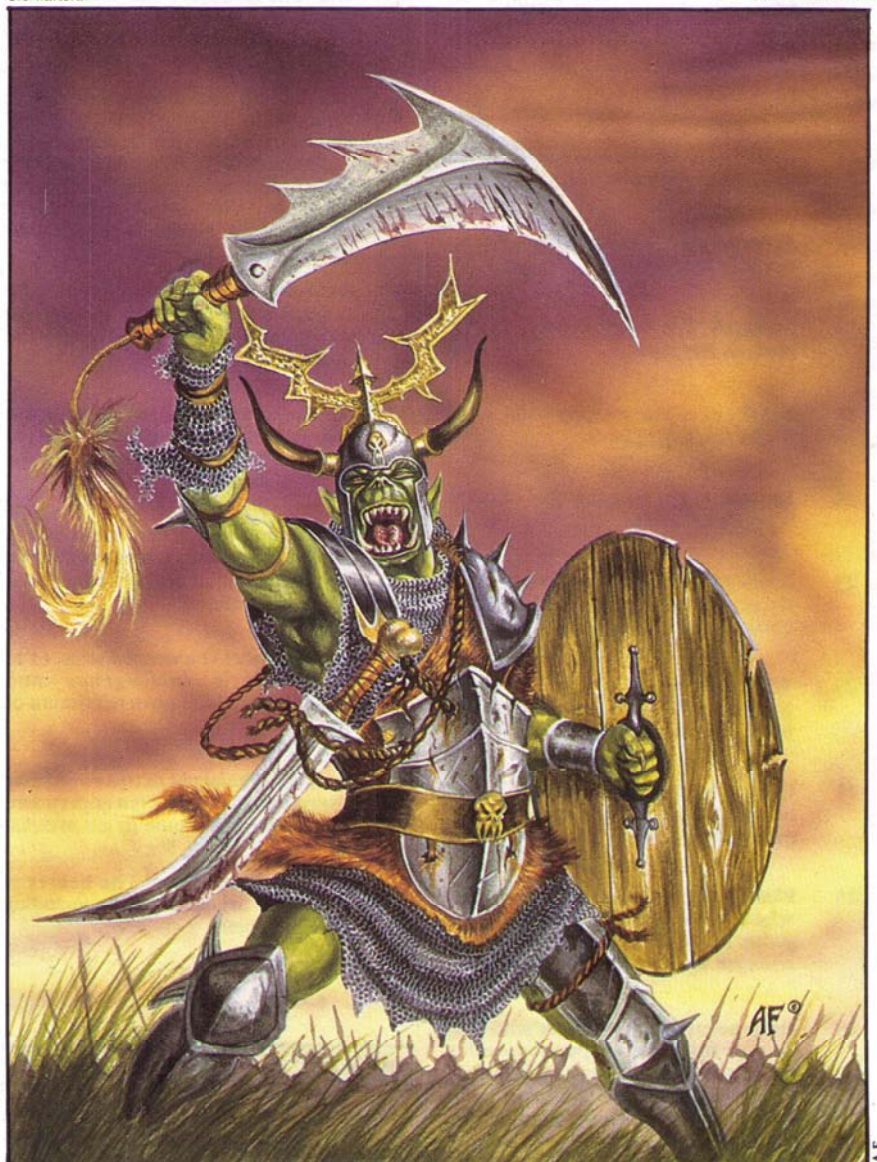
- 25 **True flight.** These arrows are enchanted so that they are completely accurate. All shots automatically hit their target.
- 5 **Sure flight.** These arrows are enchanted so that they are deadly accurate, adding +1 to the 'to hit' roll.
- 5 **Piercing.** These arrows are magically sharpened so that they automatically penetrate all non-magical armour. Targets receive no *armour saving throw*.
- 5 **Enchantment.** These arrows are specially prepared so that they automatically cause 1 *wound* against any undead or ethereal target they hit.

One Shot Missiles

The points costs for the following missiles are for each missile carried.

- 25 **Hail.** This arrow magically multiplies into 3D6 arrows in flight, striking the target unit as a whole. Normal targeting rules for firing at individuals apply, except that an individual within a unit may never be selected as a specific target under any circumstances. Individual targets standing away from units cannot be hit by more than D6 arrows.
- 20 **Potency.** This arrow hits with a *strength* of 10 and is also magically sharpened to penetrate all non-magical armour. Targets receive no *saving throw* and take D4 *wounds*.
- 20 **Far flight.** This arrow has twice the range of a normal arrow (or normal missile of its kind).

Orc Warlord



A.E.

army's character points allocation. Spells can be selected from any level, but a wizard may not read necromancy, illusionist, demonist or elemental spells unless he holds at least one spell of that type. The points value of the scroll depends on the number of spells and their level. These are given on the chart below.

Spell level	Points cost on scroll
1	25
2	50
3	100
4	200

RINGS

Magic rings are of many kinds, but the most important from our point of view are those which allow individuals to cast spells they do not otherwise know. Any character model may be given a magic ring, even a non-wizard, and is then able to cast the spell associated with the ring.

Rings have only a limited store of magic; once this is used up they are useless. To represent this any character model attempting to use a ring for a second or subsequent time must roll a D6. A score of 6 indicates that the ring has run out of power. A ring may only contain a single spell (those holding more than one spell are so rare they are not allowed in the battle game - see *Warhammer Fantasy Roleplay* for details). The points cost of a ring is dependent on the level of spell it contains as shown below. Points spent on a ring are considered to be part of the character points value and come out of the army's character points allocation.

Spell level	Point cost in ring
1	50
2	100
3	200
4	400

MAGIC ARMOUR

Magical armour and shields are extremely rare and valuable, more so than weapons for example. Magic armour gives a better *saving throw* than the equivalent normal armour, adding +1, +2 or +3 to the basic dice roll. This may result in a model having an automatic save against normal weapons, in which case only weapons or creatures with a *saving throw* modifier will be able to harm them.

The points value of magical armour is equivalent to the normal cost of armour of its type, plus the bonus given below. The normal armour element of the points value is modified by *character level* modifiers as normal. The magic element is a fixed bonus. Magic armour may not be added together to give a higher save, nor is it possible to increase the *saving throw* by more than +3.

Points value bonus	Description
+25	The model has a <i>saving throw</i> modifier of +1
+50	The model has a <i>saving throw</i> modifier of +2
+100	The model has a <i>saving throw</i> modifier of +3

Points spent on armour are considered as spent on the character wearing it and so come out of the character points allocation.

MITHRIL ARMOUR

Mithril is a fabulously hard metal mined by the Dwarfs from beneath the mountainous areas surrounding the great smith-city of Zhufbar. Although the metal is itself not magical, it is so hard that magic is required to work it. Such magic is reputedly known only by the Master Artificers of the Dwarfs. Needless to say, mithril is therefore correspondingly rare and valuable.

During its manufacture, mithril armour is imbued with magic. Mithril armour confers a +1 *saving throw* modifier as well as the basic *saving throw* for its type. Mithril costs +50 points on top of the cost of the armour type and confers 2 +1 *saving throw*. Mithril 'light armour' therefore gives a 5 or 6 save, for example. However, the metal is so light that there is no encumbrance, and consequently no movement penalty.

During the armour's manufacture, the Dwarfs entwine certain charms which make it harmful for evilly aligned or chaotic creatures to touch. Such creatures cannot therefore wear mithril.

To reflect the fact that mithril is associated more commonly with Dwarfs than other creatures, a Dwarf may wear mithril for only +25 points. Other creatures may wear mithril for +50 points. This modifier is not affected

by the model's points value or character level modifier. Unlike magical armour, mithril cannot be 'de-enchanting' by magical means (such as a 'destroy magic' sword): its protective powers are derived from its own natural properties rather than from magic.

MAGIC STANDARDS

The standard is the focus of a unit or army, and great importance is attached to it. Some standards even have magic powers. The basis of a standard's magical ability is often religious or traditional. Many of these standards incorporate a portion of a venerated hero, social leader or foe, such as the legendary 'Lugflag' banner carried by the Orc horde of Dulgrud the Deaf. This highly unusual banner was composed entirely of ears cut from slain Dwarfs, or 'stunty-lugs' to use the term then current. The ears were sewn into a single sheet and hung from a crude cross-pole. As Dulgrud won battle after battle, so the standard grew apace, until the battle of Mad Dog Pass, at which the standard is said to have required two trolls to lift it. This proved an unfortunate necessity as one of the trolls lost concentration soon after the battle began, absent-mindedly eating the greater portion of the banner and destroying its magical powers).

Unit Standards

When using *Warhammer Armies* the points costs for magical unit standards is part of the



cost of the unit and comes out of the army's rank and file points allocation. The points costs of an ordinary unit standard equals the cost of the single trooper required to carry it. The value of the standard bearer and standard will therefore be double that of a basic trooper. An ordinary standard adds +1 to the unit's close-combat resolution score (equivalent to causing 1 extra *wound*). A magical unit standard, as well as adding +1 to the hand-to-hand combat resolution score of the unit carrying it, has one additional power. The points value of the standard is the same as that of an ordinary standard plus points for its special ability. A unit standard may have only one such power.

Points Ability

- Battle Banner**
100 The standard adds a further +D6 to the unit's hand-to-hand combat resolution score. This dice roll is made at the end of the hand-to-hand combat, so the bonus varies from round to round.
- Icon of Divine Wrath**
100 The standard has the ability to cast 1 *lightning bolt strike* per *magic phase*. This has a range of 24" and causes D3 *strength* 4 hits automatically. No magic points are expended or recorded. The standard bearer model may use this ability during the *magic phase* as a close combat attack, but may not make ordinary attacks during the same turn.
- Hellfire Banner**
50 The standard has the ability to cast 1 *fire ball* spell per *magic phase*. The *fire ball* has a 24" range and causes D3 *strength* 3 hits automatically. No magic points are expended or recorded. The standard bearer model may use this ability during the *magic phase* as an attack, but may not make ordinary attacks during the same turn.
- War Banner**
25 The standard adds a further +1 to the unit's hand-to-hand combat resolution score.

Army Standards

Army standards may also be magical, in which case they have all the same powers as normal army standards plus up to three additional powers. These may be any of the powers associated with unit standards, or ones chosen from the following list. The points value of a magical army standard is equivalent to the cost of a normal non-magical army standard, plus the points indicated for each ability. Points spent on an army standard are considered as coming from the army's character model allocation.

- Arcane Standard**
100 The standard may act as a reservoir of magic points. Before the battle, any wizards may surrender any of their magic points and place them in the standard. These points may not be recovered before the battle begins. Any magic points placed in the standard in this way are doubled. If, for example, a player places 10 points in the standard, the standard has a reservoir of 20. A friendly wizard within 12" of the standard may draw magic points from the standard to cast spells.

Any spell cast using points from the standard will automatically succeed - no test is required no matter how low the wizard's own magic points are. The

wizard may only cast his normal range of spells. The points used to cast the spell are deducted from the standard's reservoir. Standards may not recover magic points.

- Bane Banner**
100 The standard is permitted to cast one *cause cowardly flight* spell per *magic phase*, as per the level three spell. The spell has a range of 24" and the target unit is automatically routed if it fails its *magic saving throw*.

- Amuletic Standard**
100 The standard enshrouds itself, its bearer, and any unit he is associated with, in protective magic. This acts like a selective *dispel magic* spell. If the unit is attacked by magic it has a *magic saving throw* of 10. Magic which has no associated *saving throw* is nullified completely, including magic missiles such as fire balls.

The standard, and any associated unit, has an automatic *magic saving throw* of 10 against any *dispel magic* directed against the standard or any magical item it carries.

Any troops subject to *instability* must test as soon as they come into contact with the unit, such as if they charge, deducting -2 from the test result.

The standard does not affect magic items carried by the unit, nor does it affect magic close-combat weapons carried by the enemy, although it does confer the special *magic saving throw* against the effects of spells cast from magic weapons. Magic missile weapons directed against the unit are rendered completely ineffective, not even causing their normal non-magical damage.

Dispel Magic

A *dispel magic* spell cast specifically against a standard will nullify one of its special powers immediately. In the case of unit standards this will turn them into ordinary non-magical standards. In the case of army standards a random ability is destroyed. If a standard includes the 'protective magic' ability a *magic saving throw* of 10 is allowed.

Capture Of Magical Standards

A magical standard may be captured like any other standard. If a standard is captured its magical abilities are immediately lost, and cannot be regained during that battle, even if the standard is recaptured. If fighting a game as part of a campaign, a standard may be recaptured and its abilities are reinstated during the following game. A standard's magic will never work for an enemy.

Death Of Standard Bearers

The normal rules apply to magical standards as to ordinary unit standards. If the bearer is slain, the standard may be picked up by another trooper if the unit wins the combat round and follows-up. If the unit is pushed-back, the enemy has the option of attempting to capture the standard.

If the bearer of an army standard is slain the same rules apply. If the standard is recaptured it should preferably be given to a *character model* of at least level 5. The general may carry the standard if the player wishes. If the only model available to carry the standard is an ordinary trooper, all of its magical properties are lost. The standard's magical properties may be recovered if a friendly *character model* can be repositioned to carry the standard in a future turn.

Points Values

Unit standards = value of bearer x 2 + points for ability

Army standard = value of bearer x 2 + 50 + points for abilities

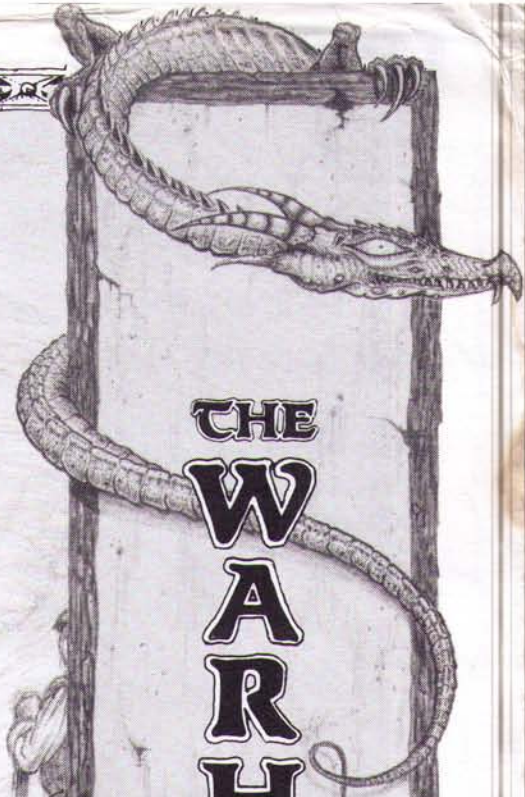
MAGICAL MUSICAL INSTRUMENTS

An ordinary musical instrument allows a unit to add +1 to its *leadership* score when testing to make a manoeuvre. Magical instruments have this same ability plus one of the special abilities described below. The points value of a magic instrument is equivalent to that of an ordinary instrument, plus points for additional abilities.

- Doomsunder**
25 The instrument sounds a terrible and frightening blast which causes a -1 reduction in any enemy unit's *leadership* when fighting, charging or being charged by the musician's unit.
- Battlecall**
25 The instrument sounds a mighty call to arms that invigorates the troops. The unit may therefore add +1 to any hand-to-hand combat resolution result, just as if it had caused an additional casualty. This is cumulative with the +1 bonus from a standard, giving an overall bonus of +2.
- Call of Valour**
25 The instrument banishes all thoughts of death and terror from the minds of the troops. The unit may therefore add +1 to its *leadership* when taking any *fear* tests.
- Battlerage**
25 The peels of the instrument drive the troops into an unstoppable death-lust. During the first round of any close combat, and on any following round providing the unit is not pushed-back, it may add +1 to its 'to hit' rolls.

Magical instruments are destroyed if their bearer is slain. They are not captured like standards. In campaign games, a magical instrument may be recovered after the battle by the winning side and used in following games. However, no points are gained for capturing instruments as they are for capturing standards.

A magical instrument does not need to be carried by a *character model*, but a *character model* may carry an instrument if the player wishes to pay the additional points. There is no further modifier applied in this case. When using *Warhammer Armies*, points for a unit's instruments come from the army's rank and file allocation. Individual non-champion *character models* pay for magic musical instrument out of the character models' allotment.



THE
WARHAMMER
WORLD



THE WARHAMMER WORLD

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THE WARHAMMER WORLD

This section of the book introduces the background behind **Warhammer Fantasy Battle**. We shall be looking at the history and geography of the Warhammer world, as well as discussing some of the ways in which we have developed the world to meet our gaming needs. Like our own planet, the Warhammer world is a fairly large place, its history and geography are equally extensive and no-less involved. It would be foolish of us to try to write a complete description of the entire planet, because there simply isn't room in this book. Instead, we shall take an overview of the whole world, concentrating on one area in particular. This is the Old World, an area very much like late medieval Europe. Suffice to say, we fully intend to expand the concept of Warhammer to include the entire world, and several supplements are already in preparation.

WHY A WARHAMMER WORLD?

Games are always more satisfying when set firmly within the context of a credible society, especially when that society is situated within a carefully detailed world, complete with its own distinctive geography, history and political intrigues. When Warhammer was first conceived, only spartan details of its geography and history were known. We knew that the Elves lived on an island in the west, that the Dwarfs inhabited underground holds, and that humans built cities and were divided into many nations.

As we fought successive games and campaigns, Gamesmasters revealed many new facts about the world. Gradually, a coherent picture began to emerge as we fought battles over the Worlds Edge Mountains; we learned of the enmity between Dwarfs and Goblins, and of the fall of the ancient Dwarf realms. The Dwarfs and Goblins struggled for possession of the mountain passes, some of which acquired names: Blackfire Pass, Mad Dog Pass and Black Crag.

Warhammer supplements, **Blood on the Streets** and **Terror of the Lichemaster**, further explored the Old World and its human kingdoms. We now had a coherent picture of the Old World, and had mapped out its largest nations. Although points of detail were often revised or subsequently abandoned, the Warhammer world had evolved to a point whereby we were able to describe its general history, geography, patterns of settlement and inhabitants for our **Warhammer Fantasy Roleplay** game.

The Warhammer world presented here is the same world described in **Warhammer Fantasy Roleplay**. This world shares our own universe, although it is not our world either in its past or future. The description given here concentrates on material of special relevance to large scale battles. It does not include much of the special detail given in **Warhammer Fantasy Roleplay**, such as the religions and cultural idiosyncrasies of the various human nations. As the two games share the same world, players will find no difficulty in fighting battles as part of their roleplaying campaigns.

THE COSMIC BACKGROUND

The story of the Warhammer world begins with the story of the cosmos itself and with the ancient race that first explored it. They were called the Slann, a race of highly intelligent, amphibian creatures that evolved millions of years ago. Of their home world nothing is known, but it must have undergone substantial changes over the ensuing eons. In all probability it has long since ceased to exist.

This unimaginably ancient race spread throughout the entire galaxy, discovering many strange secrets and harnessing the unseen powers of the multiverse. One of their greatest achievements was the creation of spatial gateways between worlds, facilitating rapid travel over vast distances of space. Spatial gateways, or warp-gates, were constructed near habitable planets, looking very much like huge black holes against the firmament.

On entering a warp-gate, Slann spacecraft were plunged into the unknown realms of another dimension, a dimension whose substance comprised matter and energy in an unformed state. This was the dimension of warp-space known now as Chaos. Through this sea of disassociated matter, the spacecraft of the Slann rode the swirling currents within its depths. So it was that the Slann conquered the vastness of space and mastered the primeval galaxy.

Having gained access to warp-space, the Slann also gained access to all points of the universe and to other undreamt of aspects of the multiverse. By drawing strange powers through warp-space, the Slann were able to colonise and transform countless planets. They learned how to shift the orbits of worlds relative to their suns, how to shape continents and create conditions suitable for life.

The Slann evolved a standard form of global hydro-static control by means of continental alignment. As a result of their efforts, many of their worlds share a basically similar overall geography, a fact which continues to disturb intelligent space-faring races to this day.

On many worlds the Slann discovered living creatures. Some of these creatures became the subjects of genetic experiments. Newly created worlds became home to the offspring of these engineered creatures. Other worlds were found to have evolved life-forms which were dangerous or displeasing, creatures which were subsequently destroyed or altered to make them more useful. By this means the Slann created many of the galaxy's habitable worlds and seeded the galaxy with the ancestors of men and other humanoid creatures.

The fall of the ancient civilisation of the Slann happened, as far as can be discovered, simultaneously throughout the galaxy. Suddenly, they abandoned almost all of their worlds, their warp-gates fell into disuse and their lofty achievements were forgotten. On many worlds, Slann settlers degenerated to barbarism, on others they retained only a vestige of their once mighty powers.

This catastrophe resulted from a problem long-appreciated by the Slann, but one which they were eventually unable to overcome. This was the existence within the dimension of Chaos of powerful malignant intelligences. By opening up gateways between the material universe and that of Chaos, the Slann had unwittingly opened portals through which dangerous and horrific forces could move into the universe. The Slann learned how to bind these entities using magic, magic being itself the manipulation of unseen energies inherent in Chaos. Some of these entities the Slann could placate by means of sacrifice or ritual. Others could be kept in check only by the aid of those already won over. Many were impossible to sway and it was just a matter of time before something went disastrously wrong!

THE CREATION OF THE WARHAMMER WORLD

The Slann arrived upon the Warhammer world three thousand years before the collapse of their galactic civilisation. They found a planet whose slowly expanding orbit was taking it further and further into space. Animal and plant life had already evolved, but the encroaching cold threatened to end all life within a very short time.

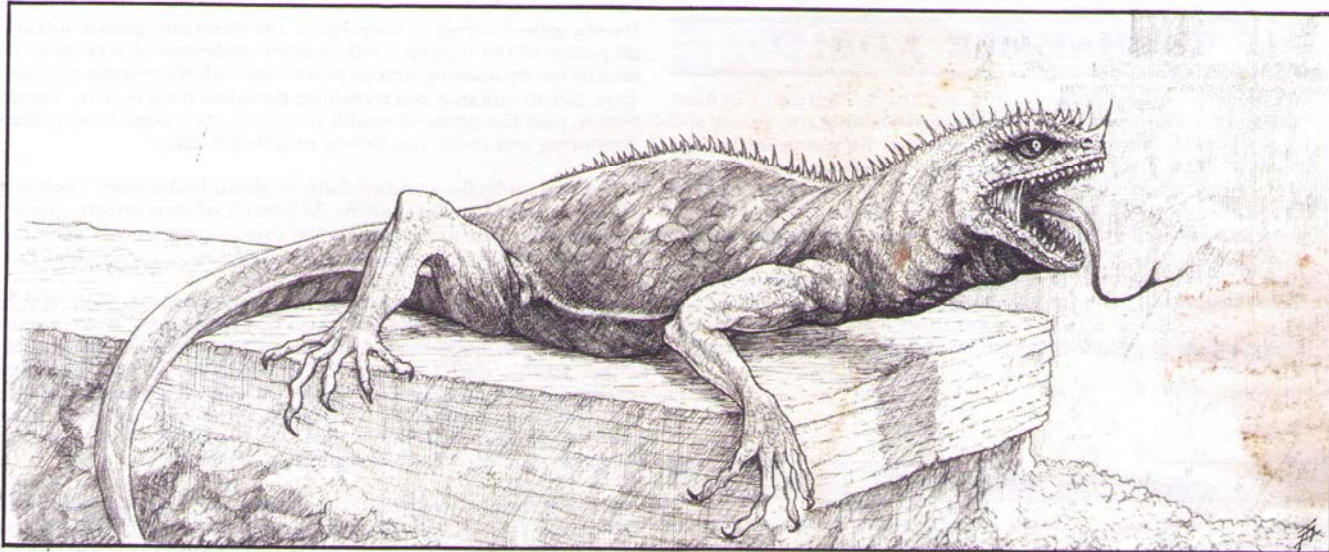
The Slann intervened by opening two warp-gates over the planet's polar regions, using the world's own magnetic fields to hold the gates in place. Through these gates they directed a huge construction fleet and set about the task of rescuing the doomed planet. Its orbit was brought closer to the sun and stabilised. Native life-forms were assessed and culled, new life-forms were introduced - possibly including the ancestors of humans, Dwarfs and Elves.

Over the next millennia, the ice-sheets retreated and the world began to bloom with verdant forest. The Slann kept a close eye on their creation, building a number of cities throughout the world, the principle of which was situated in the western continent. A thousand years after the arrival of the Slann, the planet was enjoying a stable climate, its inhabitants were thriving and the Slann settled down to monitor the results of their endeavours.

The Emergence Of The Elves And Dwarfs

Over the following two thousand years, the Slann encouraged the development of their seedling races. The first of these races was the Elves. During their early development, the Elves learned much from their mentors and quickly attained a high level of civilisation.

Whether because the Slann were dissatisfied in some way with the Elven race, or whether their original plan always envisaged a multitude of intelligent races on the world, other creatures were also encouraged towards civilisation. The Dwarfs were the next to emerge from the primal darkness of barbarism. Within two thousand years of the arrival of the Slann, the Dwarfs were building primitive holds amongst the Worlds Edge Mountains. The ancestors of humans, however, were still little more than animals and had yet to leave the jungles and savannah of the equatorial belts.



The Fall Of The Slann

Three thousand years after the Slann created the Warhammer world, their civilisation suffered a sudden and widespread catastrophe. This cosmic disaster affected the Warhammer world in a very direct way. The mechanisms controlling the warp-gates failed, the polar gates collapsed and the world was cut off from the rest of the galaxy. This event was to have far-reaching effects upon all life on the planet, effects comparable to a full scale nuclear war. As the warp-gates collapsed, raw Chaos in the form of unfocused energy, disassociated matter and primal intelligence was sucked into the material universe, causing a violent disruption of the space fabric. The tremendous release of raw Chaos matter into the world had several immediate effects:

The Incursions of Chaos

During the initial explosive collapse, the polar areas of the world were engulfed by a flood of Chaos material. Everything enveloped by the explosion was reduced to its component atomic structure. The initial inundation destroyed everything in the north as far as what is now the Troll Country. As the violence of the collapse subsided, the area of envelopment shrank so that only the immediate polar areas remained affected.

These seething regions of Chaos darkness still plague the world today, and are known as the *Incursions of Chaos*. As the Chaos-stuff retreated, the shape of the emerging lands was formed, creating the northern landmass of Norsca.

The Creation of Creatures of Chaos

A second effect of the collapse was the materialisation of Chaos-matter into solid particles. Only within the dimension of warp-space is material able to exist in its chaotic state; once drawn into the material universe it automatically assumes solid form. Dust, stone and whole islands of solidified warp-material were hurled into the upper atmosphere where the lighter particles were caught by the winds and distributed throughout the globe. This material was warpstone and warpstone dust.

Where the black warpstone dust settled, animals and plants began to succumb to strange effects. Creatures mutated into new and horrible forms, animals began to acquire higher levels of intelligence, and intelligent creatures developed bestial traits. Everywhere the story was the same, an insane jumbling of life forms, mutation and insanity.

The Manifestation of Gods and Demons

The third effect of the collapse was the physical incarnation of the primal intelligence of warp-space. In the dimension of Chaos, this intelligence forms a random, flowing consciousness, a shifting multitude of will devoid of any permanent structure or identity.

Prior to their collapse, the warp-gates had long since been the source of supernatural disturbance, allowing the passage of Chaotic consciousness into the material world. Godlike or demonic entities had already 'leaked' through the gates, affording the Slann a chance to study (and learn how to placate) these powerful beings. With the collapse of the gates, a far larger influx of conscious matter was released.

In the material world this life-force was instantly split into myriad fractions of various sizes. The largest and most powerful fractions were able to draw upon the consciousness of creatures already inhabiting

the world, creating themselves in the form of gods and demons. Such creatures retained sufficient energy to assume a variety of ethereal or physical forms, and to manipulate their energies to work magic. Just as their forms and powers were fixed as they materialised, so their personalities also became more or less fixed. In this way gods of various alignment were created.

As well as these powerful entities, lesser beings were brought into existence. Frequently these lesser manifestations were forced to adopt forms imposed by the more powerful amongst them, creating a whole pantheon of subservient demons and some independent minor demons.

The Manifestation of Supernatural Forces

The last effect of the warp-dust was to divert the natural life-forces of the material world, gathering and re-absorbing many of the living creatures into the morass of Chaos. This created a new type of creature whose will and life-force was derived from living, or once living, creatures, but whose physical form was bound within supernatural form. Creatures of this type are the undead and elementals.

GLOBAL GEOGRAPHY

Following the arrival of the Slann, the continental land-masses were re-aligned into their present shapes. This formed the basis for the Slann's hydro-static control system, with which they were able to create various climatic zones. However, the subsequent collapse of the warp-gates in the polar regions modified this plan to some extent, reforming the polar regions and shifting the balance of the system slightly. The results of this were to create volcanic activity in some parts of the world, notably in The Dark Lands and the Worlds Edge Mountains.

THE OLD WORLD

The Old World lies to the west of the Worlds Edge Mountains. It is bounded by the Sea of Claws to the north, the Great Western ocean to the west and the Southern Sea to the south. Its natural fauna is mixed forest in the north and central areas, with scattered forest to the south.

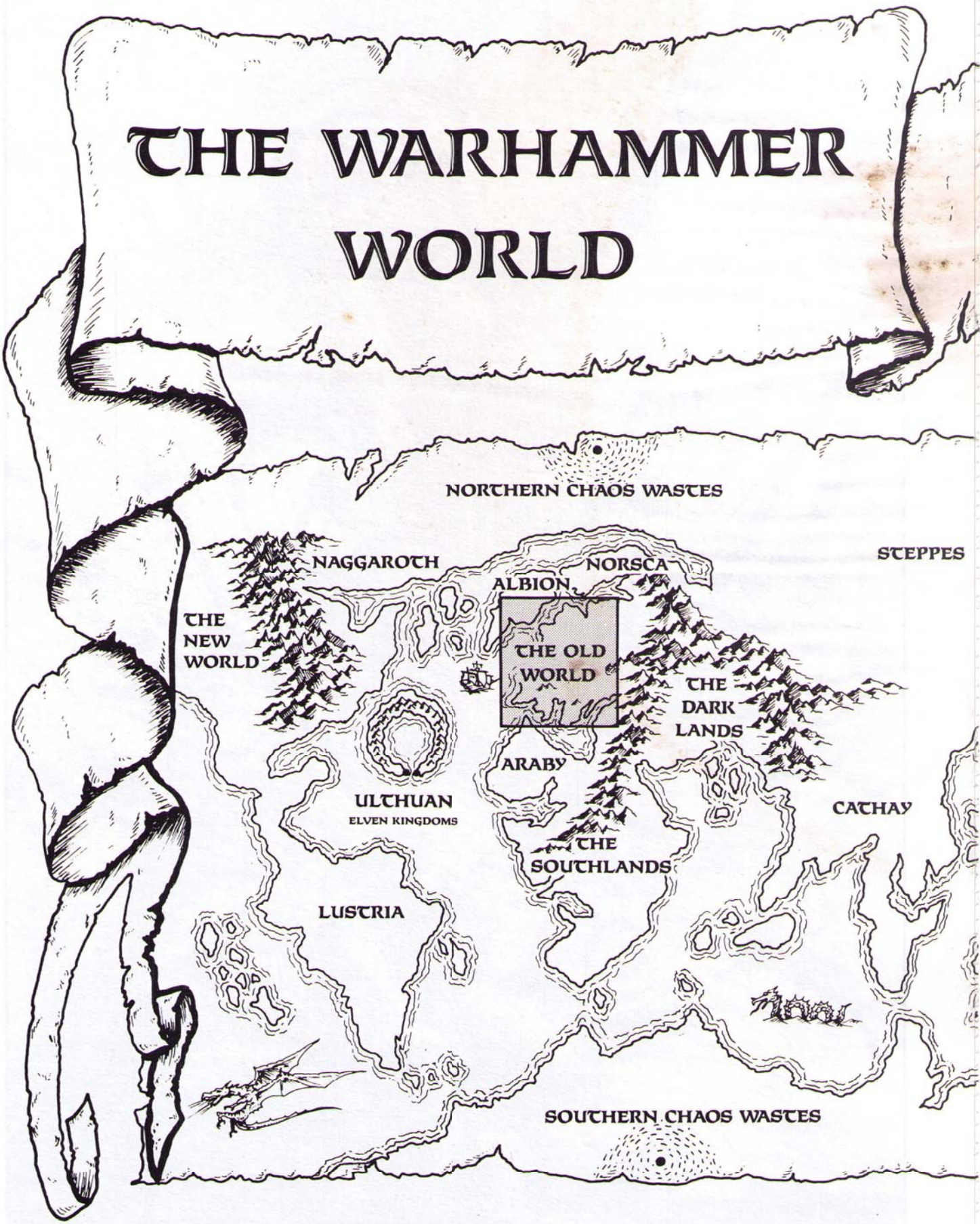
The Old World is inhabited by the most prosperous and outward looking

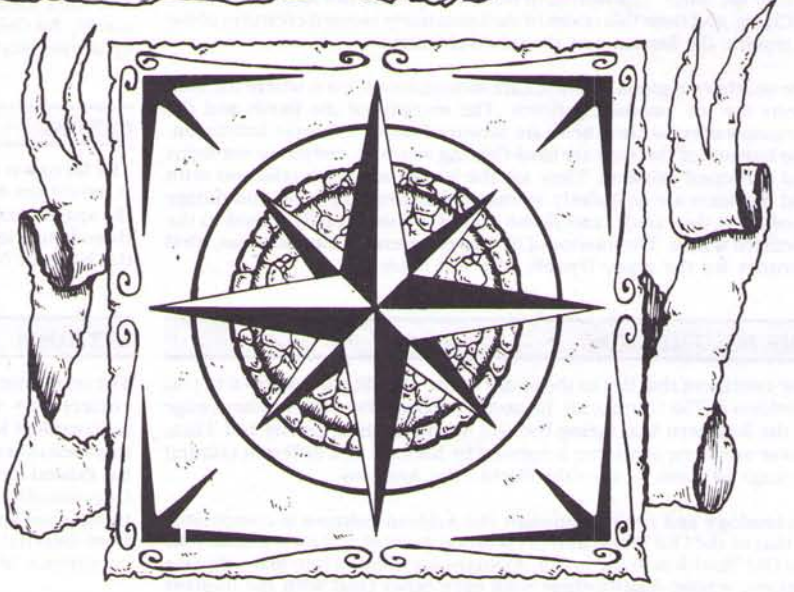
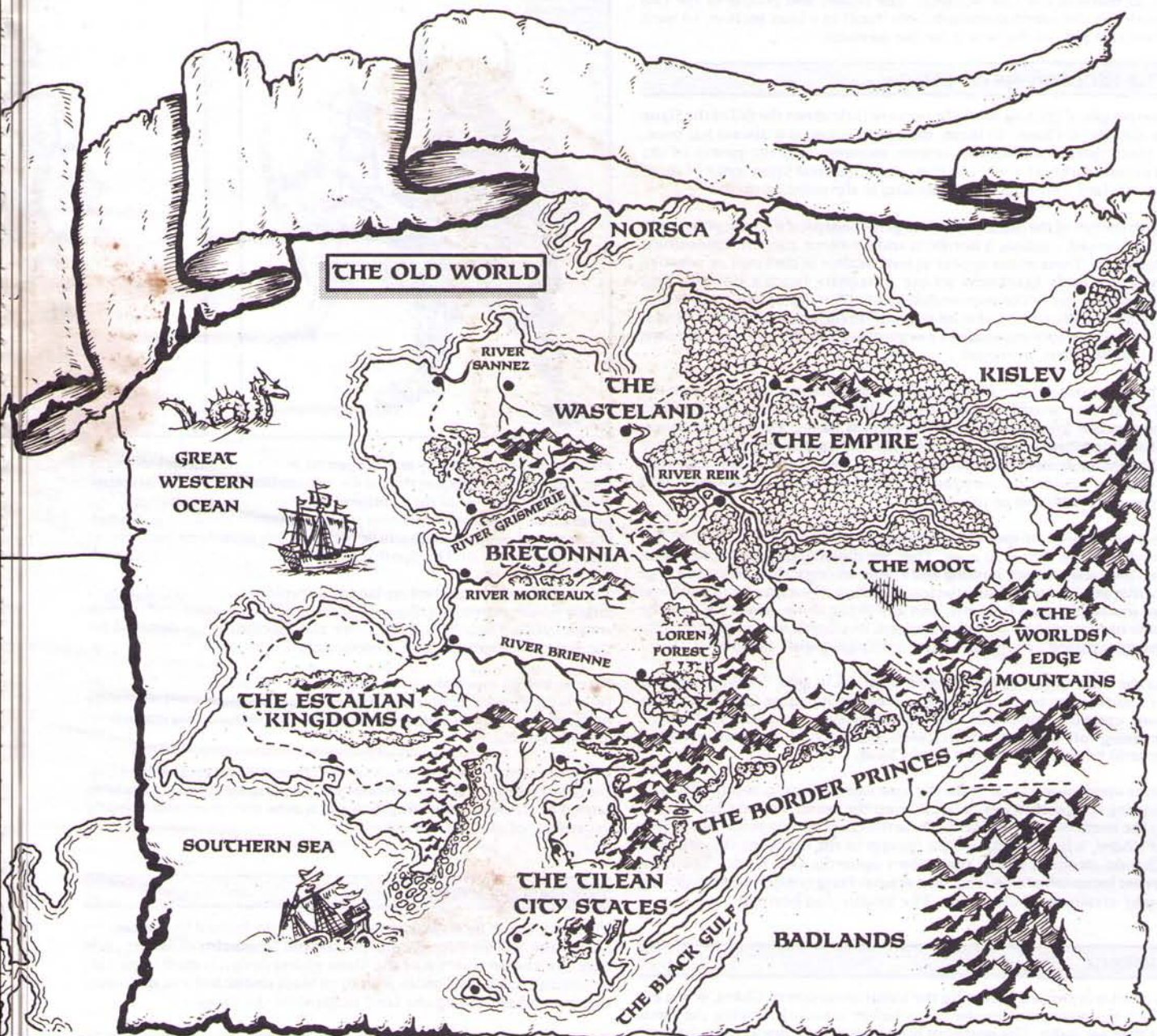




THE WARHAMMER WORLD

GLOBAL GEOGRAPHY





of all humans, the Old Worlders. The realms and people of the Old World are discussed in considerable detail in a later section, so we'll leave this part of the world for the moment.

THE INCURSIONS OF CHAOS

The people of the Old World know very little about the fall of the Slann or the rise of Chaos. To them, the world is just as it always has been, a place threatened both by strange monsters and the power of the northern darkness. Only the Elves retain any real knowledge of those far off days, and their understanding is shrouded in myth.

With the fall of the Slann, the warp-gates collapsed into the polar areas of the world, creating a northern and southern zone of dimensional instability. These zones appear as huge realms of darkness or negative light, a cloudy blackness whose proximity lends a dullness and oppressiveness to the surrounding lands. The size of this zone varies, but is normally restricted to an area well to the north of the Old World. The southern zone experiences a similar flux, but this is totally unknown to Old Worlders at present.

The zones continue to function as uncontrolled gateways between the Warhammer world and the dimension of unformed matter and intelligence, known to the Old Worlders as Chaos. Through the zones, Chaotic intelligences are able to take physical form and mental coherence - becoming demonic or divine entities. Close to the zones biological mutation causes the creation of Chaos creatures or mutants, and engenders widespread insanity.

During periods of quiescence, creatures of Chaos flourish upon the borders of the northern zone. They are mutated beyond recognition, and live twisted lives, hunting and killing amongst their own kind. The further away from the zone the less the effect. Creatures living too close are mutated almost instantly, and any living thing venturing into the zone itself would be de-molecularised, its consciousness running into the generalised awareness of the unthinking stuff of Chaos.

As the zone becomes more active it grows in area, forcing creatures of Chaos to the south. At the same time the mutating influence of the zone extends southwards. Old Worlders know and fear such times, realising full well that an increased incidence of mutation heralds a general advance by the forces of Chaos.

Over a period of several years, the zone can reach as far south as Norsca, causing widespread upheaval amongst the creatures and Chaos bands to the north of the Old World. These times are known as the *Incursions of Chaos*, when the black light flickers in the northern sky, and foul Chaotic creatures throw themselves upon the Old World. The most recent Incursion of Chaos reached as far as Praag before receding, driving many creatures of Chaos into The Empire and beyond.

NORSCA

Norsca was created following the initial Incursion of Chaos, when the warp-gates spread from the poles before receding, leaving the lands as they are today. The northern border of Norsca lies against the zone of Chaos, and from this realm of darkness many twisted creatures come to trouble the human and Dwarf inhabitants.

The southern regions of Norsca are mountainous, even where the land meets the sea, producing fjords. The margins of the fjords and the hanging valleys at their head are favoured sites for human habitation. The humans of this land are hard-fighting warriors, ambitious sea-farers and hardened drinkers. They are the Norse, and their relations with Old Worlders are frequently stormy. Norse longships raid and pillage as often as they trade, and Norse pirates are universally feared in the northern waters. The interior of Norsca is extremely mountainous, ideal territory for the many Dwarfs who live there.

THE SOUTHLANDS

The continent that lies to the south of the Old World is known to Old Worlders as The Southlands. Its northern coasts form the southern edge of the Southern Sea, facing the Old World lands of Estalia and Tilea. These northern coasts are inhabited by humans of a different cultural heritage to those of the Old World - the Arabians.

Technology and society amongst the Arabian cultures is comparable to that of the Old World and to medieval arabs of our own world. Like the Old Worlders to the north, Arabians are divided into many diverse nations, whose relationships with each other (and with the humans of the north) are often hostile.



The coastal zones of Araby are prosperous and fertile, and include many fine cities whose harbours shelter the vast trading fleets of the Arabians. Towards the interior of the continent, the lands become drier and less productive. Here desert caravans ply their dusty trade amongst camel-borne raiders. Further south still lie impenetrable mountains, and beyond these the jungles of The Southlands proper.

The Southlands themselves are largely unexplored. The interior is thick jungle where primitive tribes of humans hunt wild game and nurture simple crops. From here come ivory and precious gems destined for the coastal settlements and subsequently for all parts of the world.

No one knows much about this mysterious region; popular bestiaries fill it with all manner of imagined beasts, and explorers tell obviously exaggerated stories of lost civilisations, buried treasures and marvellous magical secrets.

Upon the west coast and south of the equator lies a great inland bay. Discovered in 2421 IC by the Norseman, Losterikson, this area has been settled by Norse and Old Worlders and is now one of the most rapidly expanding of all overseas colonies.

THE DARK LANDS

The Dark Lands lie within a huge natural basin formed by the eastern side of the Worlds Edge Mountains and the Mountains of Mourn. It is here that the breakdown of the Slann global design is most apparent, as countless active volcanoes pour forth black smoke and ash, obscuring the sun and shrouding the land in constant darkness.

The Dark Lands have always provided a refuge for creatures of evil, notably for Orcs and Goblins. It is a land of pure evil and its taint touches upon the Worlds Edge Mountains themselves.

CATHAY

The far east is a very large area, possessed of a unique cultural history. It would not be possible for us to describe this area properly within the space available in this book. For the moment, we shall pass over these lands, leaving their exploration to others. A complete guide to the lands of Nippon is already under development.

ULTHUAN

The continent of Ulthuan is home to the many nations of Elves known collectively as The Elven Kingdoms. Although there are many independent Kingdoms throughout Ulthuan, it is generally recognised that their overall leader is the ruler of Lothorn. This harmonious situation has existed for many centuries, and will probably continue indefinitely. Occasionally, a King may wage war against his neighbour, but such a thing is rare and usually brief. It is not unknown for kingdoms to suffer from internal strife, or even civil war, but war of all kinds is a rare occurrence in Ulthuan.

The greatest danger presented to the people of Ulthuan comes from



raiding groups of Dark Elves, whose ships harry the northern coasts, and whose piratical behaviour provides the Sea Elf navies with the majority of their work. More recently, human raiders from Norsca have also caused problems, but so far have not penetrated beyond the immediate coastal areas. The Sea Elves consider the Norse to be dangerous sea-fighters, and prefer to engage them once bound for home, their ships laden with treasure and their warriors with Elven wine.

Ulthuan is shaped like a huge, hollow circle, broken only at its southern tip by the narrow passage of the Lothern Straights. A number of smaller islands lie to the south, some of which are also inhabited and are known as the Outer Kingdoms. Ulthuan itself is basically a ring of mountains bounded by a narrow coastal zone on both the outer and inner sea. This divides the island continent into two different zones, the inner and outer Kingdoms.

The lands adjoining the inner sea are extremely peaceful, protected as they are from climatic and hostile action. This whole area is astoundingly beautiful, and much of it natural woodlands or graceful mountains. The Elves that live in this paradise are called the High Elves. The majority of High Elves are studious and sheltered, contented and self-indulgent. They spend their time studying and amusing themselves, remaining ignorant or uncaring about the rest of the world.

The outer coast is somewhat different, exposed to the cold winds of the Great Western Ocean; the land is harder and its people are far more practical. These are the Sea Elves, named after the sea of which they are the masters. From the great harbour of Lothern, the Sea Elves patrol the Great Western Ocean and ensure the safety of the seaways. Sea Elf trading fleets travel as far as Cathay and the Old World, enjoying a monopoly of overseas trade until the human discovery of Lustria in IC2402 (see the Timeline).

Of the Elven Kingdoms themselves we shall say little more, as a proper exploration of this varied land would require many pages of explanatory text, far beyond the limited space available in this book.

THE NEW WORLD

To the west of Ulthuan lie the continental land masses of The New World and Lustria. The eastern coasts of The New World were settled some six thousand years ago by the Elves. Although they have grown to be prosperous communities, they have never overtaken the cities of Ulthuan either in size or importance.

Further exploration of the central and western parts of the continent has met with indifferent success; the central areas are vast and featureless, while the south and west are barren and arid. The northern part of the eastern seaboard, including the Bay of Ice and its coastal environs, was settled by Dark Elves following their defeat during the civil wars in Ulthuan between 3,250 and 3,450 in Elvish reckoning (over five thousand years ago).

The Dark Elf realm is called Naggaroth - Elvish for land of chill. Relations between the Dark Elves and the Elves of the New World are fractious to say the least, providing plenty of scope for battles between the two kindreds.



LUSTRIA

Lustria lies to the south of the New World and is connected to it by a narrow isthmus. It was in Lustria that the ancient Slann built their principal base on the Warhammer world, including their main habitation areas, experimental and scientific zones and spaceports.

The north part of the continent lies within the planet's broad equatorial zone. The steaming jungles, coastal swamps and intolerable heat of this area make it unpleasant for humans, but ideal for the descendants of the ancient Slann, who still live there today. Although most of their scientific knowledge is now forgotten, the Slann remain an extremely powerful race. They are amongst the most accomplished of magicians, and the most adept of demonists. The Slann Empire consists of a number of scattered cities, and countless thousands of tiny villages. The cities are extremely large in comparison with those of the Old World, and the civilisation that they harbour is strange and mysterious.

Since the discovery of Lustria by human explorers, settlers from the Old World have established themselves along the eastern seaboard, and along the banks of the more hospitable rivers. The Slann soon learned to fear their new neighbours. A series of raids by Norse settlers established the pattern of relations - the humans raiding, burning and murdering as many Slann as possible, before looting their temples and treasure houses. Old World 'disease' has taken a heavy toll on the Slann, forcing

them into a defensive posture within their much reduced empire.

The continent of Lustria evolved from the campaigns of Warhammer author Richard Halliwell. Lustria is the strangest of all our Warhammer settings, featuring the fallen civilisation of the Slann, its ancient scientific ruins in the jungles, and an unusual blend of demonism and technology. Into this world of Aztec dreams are thrust the adventuring Old Worlders and Norse-freebooters, treasure seekers and settlers with little respect for the philosophical treasures of an ancient civilisation. The pygmies of the jungles, the wily Amazons and renegade bands of man-hunting Slann stir the melting pot still further.

THE ELDER AGE

With the collapse of the warp-gates the age of the Slann was over and a new age had begun. Because it was an age dominated by the Elves and Dwarfs, it is known as the Elder Age - the age of the two Elder races. The Slann still lived, but their descendants were gradually losing technical knowledge and understanding. At the same time they were gaining a new understanding of the creatures they had created. Magic and science were used together in the desperate struggle to control the Chaotic forces unleashed during the disaster. The Slann forgot much of their mighty past, but discovered a new insight into magic and philosophy that formed the basis of the arcane lore of future times.

THE ELVES

During their early development the Elves had been transplanted from their place of origin in the Southlands to the circular continent of Ulthuan lying between the Old World and Lustria. They had enjoyed the direct tutelage of the Slann, and had gained a high level of civilisation, as well as an understanding of the dangers of Chaos.

With the collapse of the warp-gates and the decline of the Slann, the Elves were left to fend for themselves. They quickly learned how to harness the cooperation of several benign entities, using ritual magic and worship. Fortunately, their nature enabled them to control the new forces to an extent impossible to other races. They were lucky too, in that the terrifying clouds of warp stone dust had only a minor effect upon the continent of Ulthuan, and the Elves were mostly uncorrupted by it.

For a thousand years following the fall of the Slann, the Elves struggled to maintain their lands. Their population shrank at first and then grew again, their cities fell to ruin but were rebuilt in new and wonderful forms. Within a thousand years the Elves had reached the height of their vigour and were poised to begin an age of exploration. Their voyages took them east and west in search of new lands.

The Elves In The Old World

In the east the Elves discovered the Old World and founded a number of coastal colonies. At that time the Old World was heavily forested, and for many years the Elves made no attempt to venture inland. In time, trade developed between the settlers and the primitive Dwarfs of the distant mountains. The Elves were keen to acquire the valuable minerals and gems mined by the Dwarfs, whilst the Dwarfs were hungry for the knowledge the Elves possessed.

Between the mountains and the sea lay a whole continent whose only inhabitants were creatures of evil or the foul distortions of Chaos. This wilderness of danger presented a considerable threat to both races, and an alliance was formed with the intent of cleansing the Old World. This was to a large degree successful, so that the Goblins, Orcs and other unfriendly creatures were driven northwards or else deep within the forests.

Following the cleansing of the Old World, the Elder races grew apart, coming to rely upon each other less and less. Eventually, relations between them became hostile. Over a four hundred year period, the two races warred constantly. Both sides suffered heavy losses, but the Dwarfs were eventually victorious and the Elves abandoned their cities, sailing back into the west and their island home of Ulthuan. A few Elves remained behind, hidden in the deeper woods away from the Dwarf realms and protected by powerful magical enchantments. These scattered communities were to become known as the Wood Elves, and their ancestors still live in the forests today.

The Elves In The New World

To the west the Elves discovered the northern part of the continent, the southern portion of which forms Lustria. Lustria was inhabited by the rapidly declining Slann, but the New World, as this northern area was called, was uninhabited at the time. The Elves established a number of communities along the eastern seaboard, communities which have continued to thrive ever since.

The Rebellion Of The Dark Elves

Although they were powerful magicians, the Elves were but children compared to their masters, the Slann. Many misunderstood the powers they manipulated, turning towards the Gods of Chaos and the promise of easy power. For many years these so-called Dark Elves were tolerated amongst Elven society. As the years passed, however, their excesses grew apace, until the towers of Lothorn echoed to the sound of sacrifice and incantation.

The vast majority of Elves were to prove extremely resistant to the lure of Chaos, and eventually the division between the two kindreds gave vent to their differences in civil war. Ulthuan was plunged into bloody conflict, her colonies were temporarily sundered and her energies diverted towards internal strife. The war lasted for two hundred years and ended with complete defeat of the Dark Elves and their exile in the New World. The Dark Elves were driven from Ulthuan and eventually settled in the north of the New World in the land called Naggaroth (land of chill). Here they founded their capital of Naggarond (tower of chill).

THE DWARFS

The primitive Dwarfs followed the warming climate northwards, reaching the Old World a short time after the fall of the warp-gates. The Dwarfs spread along the great north-south chain of mountains called the Worlds Edge Mountains, following their path from the equator to the northern part of the Old World.

As the Dwarfs spread, they dug tunnels to connect their growing realm and built fortresses to protect its vulnerable places. At first they lived in natural caverns, before progressing to crude stone shelters and, eventually, to large stone fortresses built partly below and partly above ground. The Dwarfs of modern times date their arrival in the Old World with the founding of their capital city of Caraz-a-carak (which means both 'highest peak' and 'enduring forever' and is sometimes called 'everpeak') some three thousand years after the fall of the Slann.

The Dwarfs were seriously affected by the clouds of warp stone dust that covered the world when the warp-gates collapsed. Perhaps for this reason, many Dwarfs exhibit traces of Chaotic, irrational and self-destructive behaviour. At the time of the disaster they were socially primitive, without the understanding of magic enjoyed by the Elves. Because of these factors, the Dwarfs never gained much control over supernatural forces or a proper understanding of the nature of the gods and demonic forces. However, by the time the Elves arrived in the Old World, the Dwarfs were already skilled builders, metal workers and warriors. They had met and overcome countless creatures of Chaos, and their eternal struggle against the Orcs and Goblins had already begun. Notwithstanding their achievements, the Dwarfs were indelibly tainted by the initial Incursion of Chaos and remain inclined to greed, isolationism and occasionally even to cruelty.

The Dwarven Realm

The growth of trade with the Elves, and the disintegration of relations between the two races has already been noted. The Dwarfs eventually succeeded in driving the Elves out of the Old World, but at a terrible cost to themselves in life and energy. Weakened by centuries of warfare, their realm was to prove vulnerable during the Goblin wars that followed. The Dwarfs found themselves unable to defend their realm, and one by one their fortresses fell to the invading Orcs and Goblins.

Matters were considerably worsened when volcanic activity to the east forced the abandonment of a large section of the Dwarf domain. The old mountain kingdom was divided into countless small pockets and isolated holds, each left to defend itself as best it could. The war continued in this way for about a thousand years, ending only when the first humans allied with the Dwarfs to drive the creatures of evil from the Old World once more.

HUMANS

When the Slann fell from power their countless genetic experiments were left unsupervised. Of these the Elves had already acquired a high level of civilisation, and the Dwarfs had taken the first cultural steps that would enable them to develop swiftly in the following years.

Humanity, however, was a very new experiment indeed. At the time of the fall, the ancestors of humans were settled in the equatorial regions. Their cultural level was that of tool-using apes, with a rudimentary language, but no knowledge of agriculture or metallurgy. Culturally unformed, physically unrefined, the humans were especially vulnerable to the warping influence of the Chaos dust raining from the upper atmosphere. This had many individual effects, including the spawning of countless mutations, the acceleration of physical and cultural progress, and the general shaping of the human mind.

Unlike the creatures that had gone before, humans possessed a vigour and mental adaptability derived from Chaos. These positive qualities were to enable humanity to grow swiftly and strongly. At the same time, the corrupting influence of Chaos was firmly planted within the human mind, making humans especially susceptible to the whims of Chaos. By the time primitive stone age hunters moved north into the Old World, some were already worshipping the Gods of Chaos, practising evil magic and perpetrating the horrors of blood sacrifice. At this time the majority showed few if any outwards signs of corruption - only fresh generations would uncover the true damage wrought upon the last creation of the Slann.

Humans In The Old World

Moving into the Old World some three and a half thousand years after the fall of the Slann, primitive hunting bands met the long established Dwarfs. The Elves had long since fled the Old World, and the Dwarfs were engaged in their bitter struggles against the Goblins.

At first the primitive humans went unnoticed amidst the turmoil, and continued their lives of hunting and gathering punctuated by occasional trade with Dwarven holds. It was as a result of this brief contact with the Dwarfs that humans began to learn the rudiments of agriculture, metal work and building. At first their attempts were crude and imitative of Dwarven accomplishment, but they learned rapidly and expanded in numbers.

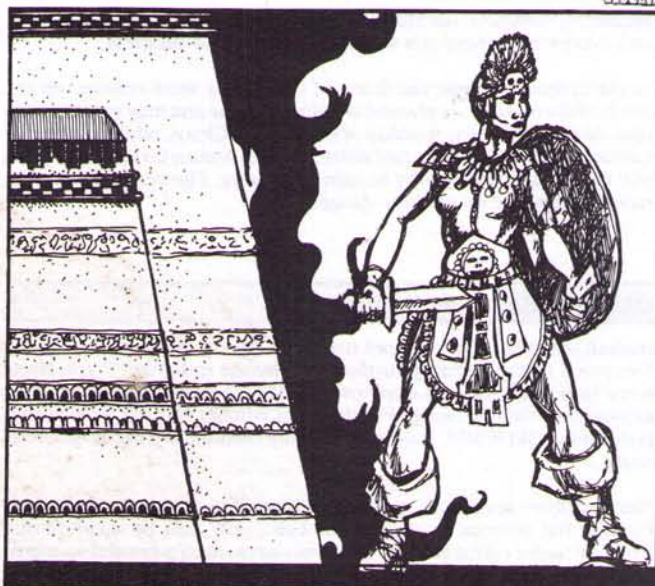
After five hundred years of development, the early humans had formed solid ties of friendship with the Dwarfs and had begun to fight alongside them against the Goblin threat. Together the two races successfully drove the invaders from the Old World. Most successful of all the human tribes were those of the northern forest. The leader of one of these tribes, the Unberogen, was the legendary Sigmar called by the Dwarfs Hammer of Evil (Oraanlun). Sigmar won great fame fighting alongside the Dwarfs, and following the Goblin war he was to turn his energies towards the creation of a sizeable realm. The numberless small tribes of the northern forests were eager to accept Sigmar as their overlord, and for the first time a large portion of humanity was brought under a common rule.

With the establishment of the first human nation, and the beginning of the *Imperial Calendar*, the Elder Age may be said to have ended. The time of Elves and Dwarfs was over, their energies largely spent. Although both races were to remain powerful, and are still powerful today, the pace of civilisation was now to be made by humanity.

Humans Elsewhere

Primitive human groups occupied several areas throughout the world during the Elder Age. Human lands are found throughout the world, including the continent of Lustria, although not within the northern New World or Ulthuan. The far east possesses a unique civilisation, remote from that of the west, but beset by many of the same problems. This is the vast expanse of Cathay, the largest and most powerful nation of which is represented by the island of Nippon and its empire. As Sigmar was fighting the Goblins for mastery of the Old World, Nippon was united for the first time under a single Emperor Warlord (by IC 1 the process was already firmly established - the first Nipponese Emperor Yamyakyuki 1 died IC 12). Although Nippon was to suffer constant division and civil war, as is still the case today, it has always remained at the forefront of civilisation in the east.

Of especial note are the human groups of Lustria, of which there are two. Both are essentially dissimilar from the basic human stock and represent an obscure and probably incomplete experiment by the Slann. These are the Amazons and Pygmies.



Amazons are unique in that their race has no males - reproduction takes place by parthenogenic reaction controlled by drugs. When the Slann ruled the world, Amazons were created to undertake many of the mundane tasks and labour. When the warp-gates collapsed, the Amazons already shared the high civilisation of the Slann, serving as technicians and help-mates. As a result, their history has been one of slow degeneration under the shadow of the Slann's heritage, preserving many of the higher sciences lost to the Slann themselves.

The jungles of Lustria are also home to the smallest of humans, the Pygmies. These small primitives still have simple lives, hunting crocodile and collecting heads. Cannibalistic and warlike, they have few aspirations to civilisation. Their only interaction with the advanced races is in the form of taking pot-shots at Old World explorers and isolated Slann.

HALFLINGS

As humans drifted northwards into the Old World, they were followed by another group of intelligent creatures called Halflings. Small both in numbers and size, the Halflings escaped notice for many years and eventually came to settle in the sheltered vales of Stirlund in a place called The Moot. Halflings may have been the last genetic experiment attempted by the Slann, a final attempt to engineer a creature that would successfully resist the impending disaster. In many respects this was successful - Halflings are almost completely immune to the effects of Chaos. However, the experiment was ended before it was fully complete. Lacking physical strength and mental maturity, Halflings have never been able to stand alone against the dangers of the world, and have always relied upon humans for protection. Today, many Halflings live amongst the cities of men, although the majority inhabit the Moot, nominally a province of The Empire and subject to human rule.

THE AGE OF MAN

The Elder Age is said to end with the Goblin Wars, a war from which the Dwarfs were never to fully recover and which opened up the Old World to the new human nations. The *Imperial Calendar* (IC), the most commonly used of human reckonings, dates from the founding of the Empire at IC 1. This was approximately four and a half thousand years after the fall of the Slann, and two and a half thousand years before the present day.

The new age was not marked in any profound way for the Elves of Ulthuan, whose decline from power began with their defeat by the Dwarfs and an ensuing growth of social introspection. Their own dating system is consequently much older than that of humanity, and the same is true of that used by the Dwarfs (who date the end of the Goblin Wars to their year 3502). However, the most common dating system in universal use today is the *Imperial Calendar*, and dates are henceforth given in the imperial reckoning.

With the establishment of what was to grow into The Empire, the first human nation had been created; soon others were to follow. During the following two and a half thousand years, humanity grew in numbers and power. Human civilisation also advanced culturally, and now stands upon the dawn of a new age of discovery. Gunpowder weapons are

becoming common, the study of science and magic go hand-in-hand, and everywhere there is a feeling of wealth and progress.

To the common people the threat of Chaos may seem remote, yet the seeds of corruption are planted within everyone and may sprout at any time. Mutation and the worship of the Gods of Chaos, while not openly tolerated, form a secretive and sinister side to human civilisation. What will be the fate of humanity remains a mystery. The very origin of the race could prove its greatest danger.

OLD WORLDER EXPLORATION

Human seafarers first ventured towards Ulthuan in the year 1997-98. Prevented from venturing further west by the indignant Elves, fleets were inevitably turned east towards the coasts of Araby. Further exploration was discouraged by the Elves who set up their own trading ports in the Old World, jealously guarding their monopoly of east-west trade.

Wary of Elven sea power, humans continued to search for a way past Ulthuan but without success. It was eventually only by accident that a human trader called Erik the Lost was swept into a powerful southern current between Araby and Ulthuan, leading to the discovery of Lustria in the year IC 2402.

Since that time, the decline of Elven sea power, and the growth in human fleets, has aided humanity's exploration of the world. The Elves continue to attack and capture vessels they consider in violation of their waters, but lack the means to completely halt human progress.

The discovery of Lustria has led to the plundering of the Slann Empire by a rag-tag army of human adventurers. Norse and Old Worlders are now established in a series of jungle settlements along the eastern coast, and even Dwarfs and Halflings have travelled to join in the treasure hunt.

The Southlands remained unexplored until the accidental discovery of the New Coast in 2421 by Losterikson (the son of Erik the Lost). Losterikson initially believed he had landed on the coast of Araby, but had in fact stumbled upon a huge sheltered bay at that time inhabited only by savages. By 2463 the few farmers that had settled in the area were supplemented by a group of Dwarfs and gold was discovered in the hills. Since then the area has enjoyed a boom in prosperity and an influx of hopeful prospectors, adventurers and opportunists.

THE DWARFS IN THE NEW AGE

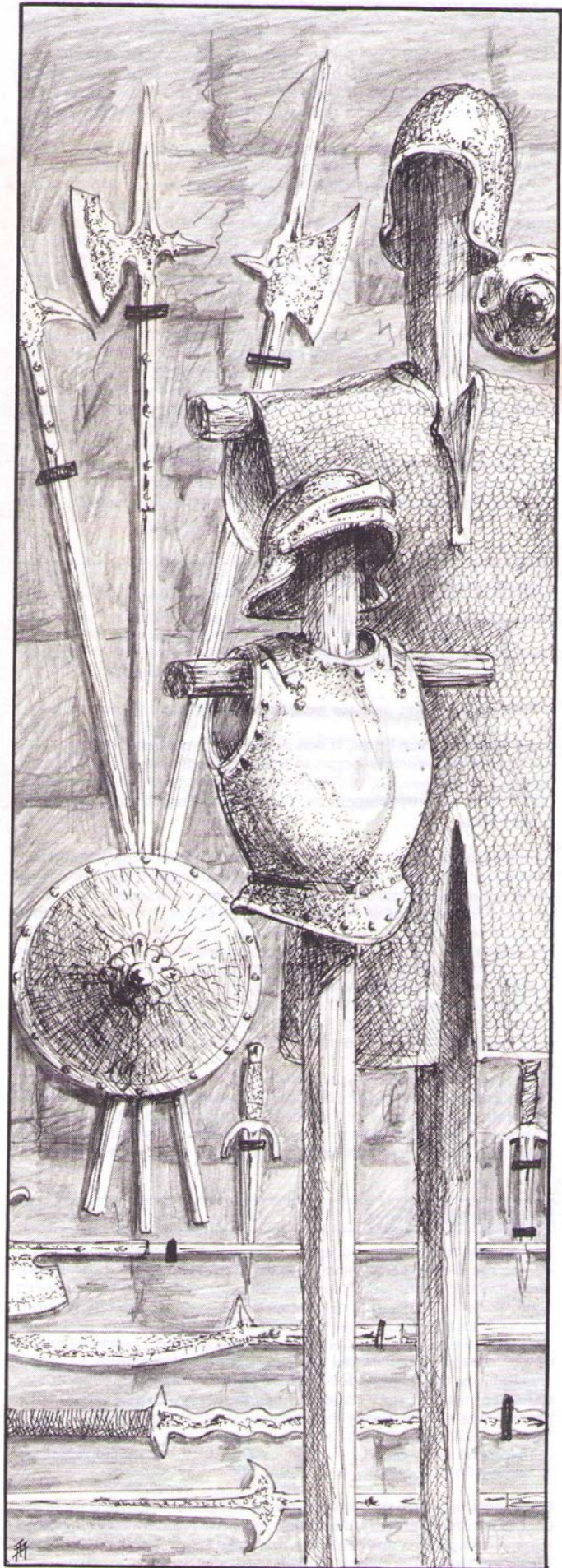
Following the arrival of humanity and the growth of its civilisation, many Dwarfs abandoned their ancestral homes to live amongst the new race. Their skilful manipulation of metal and stone was appreciated by the primitive humans. Most Dwarfs, however, retained a strong desire to see their old glories restored, and to this end continued to war against the remnants of the Goblins amongst the mountains. However, whilst individually strong, the Dwarfs remain few in number. Although parts of the old realm are sometimes liberated for a short while, the Dwarfs have insufficient resources to retain them for any length of time.

THE ELVES IN THE NEW AGE

The Elves have remained isolated during most of the Age of Man, but have recently established several trading centres based in the Old World. The largest and most important of these is the Elven Quarter of Marienburg in the Wasteland. The descendants of those Wood Elves left in the Old World following the wars against the Dwarfs are still there, but have not had much contact with either humans or Dwarfs. All Elves remain distrustful of Dwarfs generally. What little contact exists between humans and Elves is friendly, but the races have very different aims and ambitions and so stand to gain little by communication.

TIMELINE

This table gives a brief summary of major events and trends following the arrival of the Slann. Although worldwide events are included, the main area of interest is centred upon the Old World. The dating systems used are those used by the Elves of Ulthuan, the Dwarfs and the Imperial Calendar. A 'before present' date is also given for easy reference.



Elf reckoning	Dwarf reckoning	Imperial calendar	Before present	Event
			c10,000	Construction of warp-gates and arrival of the Slann.
			9,000	Slann reshape planet and reposition its orbit.
			8,750	Elves emerge.
1			8,500	Elves are established on Ulthuan under the tutelage of the Slann.
				Dwarfs begin northwards movement from equator.
1,500			7,000	Collapse of the warp-gates and the first Incursion of Chaos. World-wide catastrophe as warpstone dust permeates atmosphere causing mutation and insanity.
2,500			6,000	Elf civilisation enters its golden age. Colonies established in the New World and Old World.
3,000	1		5,500	Dwarfs found Caraz-a-carak.
3,250	250		5,250	Rebellion of the Dark Elves and civil war in Ulthuan (ends 3450). Dark Elves found Naggarond.
3,500	500		5,000	Dwarf/Elvish alliance drives evil creatures from Old World.
4,000	1,000		4,500	Dwarf/Elf wars begin.
4,400	1,400		4,100	Dwarf/Elf wars end. Elves abandon the Old World except for a few arboreal communities later to become the Wood Elves. Although victorious, the Dwarfs are seriously weakened.
4,500	1,500		4,000	Start of the Goblin wars. Volcanic activity and goblinoid invaders breaks the Dwarf realm into countless fractions.
				Wood Elves found Athel Loren.
5,500	2,500		3,000	Human primitives reach Old World and divide into numerous barbaric tribes.
6,000	3,000	1	2,500	Aided by a confederacy of northern tribes, the Dwarfs finally drive the goblinoids from the Old World. Goblin wars end with the majority of goblinoids pushed into the Dark Lands.
				Sigmar unites confederacy of tribes into a single nation. Founding date of The Empire.
7,000	4,000	1,000	1,500	From the founding of The Empire to this time, human groups war against each other, founding and demolishing a succession of states.
				In The Empire the so-called Age of Wars begins (IC 1152) marking the division of its principalities for five hundred years.
				Halflings settle in The Moot
7,750	4,750	1,750	750	Human nomads, the Gospodars, sweep into north of Old World rampaging and killing. Eventually, settle down to found the state of Kislev, north of The Empire.
8,000	5,000	2,000	500	Human explorers denied access to Ulthuan by the Elves.
				Disintegration of The Empire is complete, with all central authority destroyed or ineffective. There is no recognised Emperor until the election of Magnus the Pious. Goblins start to infiltrate the human nations.
8,150	5,150	2,150	350	Elves return to Old World and set up trading missions in human cities.
8,300	5,300	2,300	200	The Incursions of Chaos, always subject to periods of expansion and contraction, becomes extremely active (IC2302). A new age of mutation and insanity amongst humankind. Beastmen become numerous in the forests. Goblinoid raiders capture many of the passes in the Worlds Edge Mountains and set-up permanent camps in the Old World. Chaos creatures pour into the world from the north. Praag is overrun by Chaos hordes (IC 2303).
8,500	5,500	The Present day		The last two hundred years have seen the discovery of Lustria (IC2402) and the New Coast (IC2421). However, mutation and the goblinoid threat continues to cause problems in the Old World, and the Incursions of Chaos are growing increasingly active.

Notes On The Calendar

The Warhammer World completes a revolution of its sun once every 400 days, making each year a little longer than a terrestrial year. All times and dates are given using this longer year. The Imperial Calendar begins with *Hexenstag* (New Years Day), which falls 17 days before the first day of spring. Other calendars begin the year upon different days, often upon the spring equinox (which falls in the second month of the Imperial Calendar).

THE OLD WORLD

The Warhammer world has several large land masses as we have seen, each harbouring its own distinctive civilisations and creatures. Of these, the Old World provides the general setting for the Warhammer game. This is an area much like late medieval Europe, divided into numerous interwarring human nations. The creatures and nations of the rest of the world will be covered in greater detail within their own planned supplements. Further details about the Old World can be found in *Warhammer Fantasy Roleplay*.

MAIN GEOGRAPHIC FEATURES

Although similar to Europe in general outline, the Old World is larger. Much of it is unspoiled wilderness, devoid of human settlement even within the theoretical boundaries of its principal nations. Forests constitute the natural fauna, giving way to swamplands and marsh in low-lying areas, heath and moor in the highlands. The forests are dense, tangled and gloomy - the home of bandits, outcasts, Chaos bands and wild creatures. Against this general picture, regions vary considerably depending on local conditions and, sometimes, the work of humanity

The map of the Old World shows its principal upland areas. These are not the only highlands by any means, but are the largest of such features, presenting almost insurmountable barriers to travellers and invaders. These huge mountain ranges may be crossed only by means of passes, important strategic points and usually the first battle-site of any campaign.

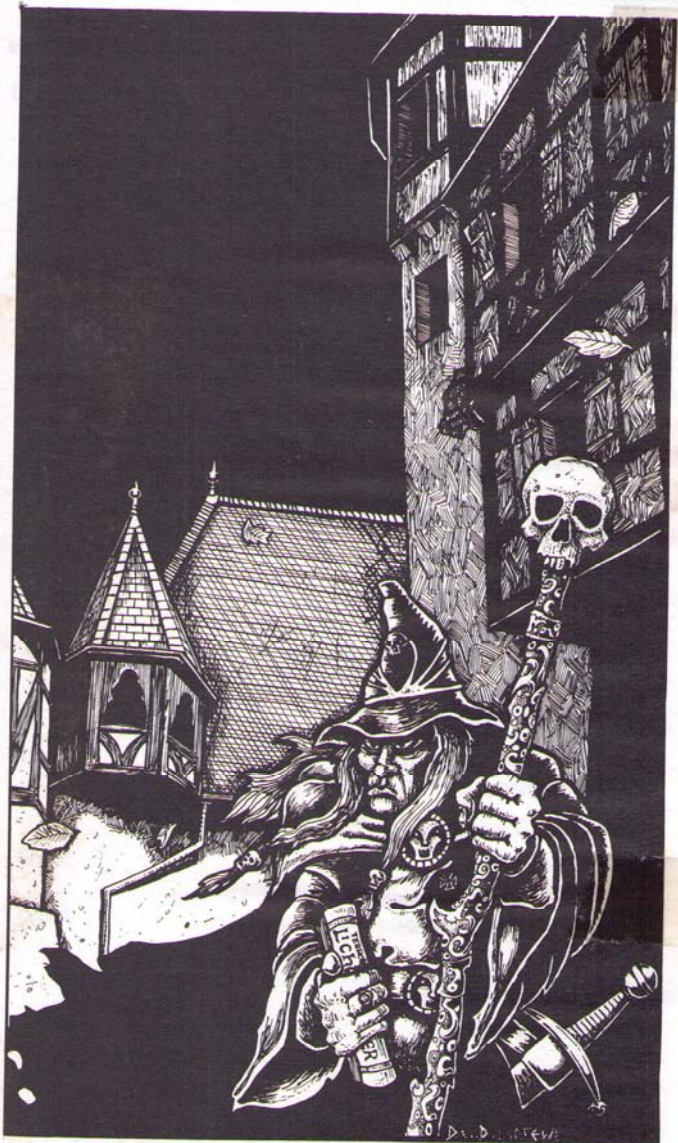
The largest mountains in the Old World are the Worlds Edge Mountains which delineate its eastern edge - the tallest of these peaks climb almost fifty thousand feet above the plains below. Other mountain ranges shown are less impressive, but are still comparable to the European Alps in height and are generally more extensive. Mountains form the first line of defence for the human nations, as well as providing the Old World with many of its national boundaries.

The grandiose scale of the mountain ranges is matched by that of the largest rivers. As with the mountains, only the largest and most important rivers are shown on this map. Of these the Reik, Sannez, Grismerie, Brienne and Morceaux are so vast that they are navigable to sea-going ships for much of their length (although only the first sixty miles of the Grismerie are navigable in this way). All of these rivers are far larger than any European equivalent.

The Reik is positively Amazonian in its proportions! Waterborne transport is very important in the Old World, where roads are poor and where the forests make all travel dangerous. Boats are cheaper, quicker and safer than equivalent road haulage. Because of the generally large size of rivers and their use for transportation, the Old World's major rivers are important strategic considerations, comparable to the mountains and their passes. Any river large enough to be shown on this map is too large to cross other than by boat or bridge. The largest rivers are so large that they are often impossible to bridge safely. The transportation of armies together with their supplies is the major inhibiting factor in any plan of conquest, and the successful capture of bridges or boats is essential to any would-be invader.

THE PRINCIPAL HUMAN NATIONS OF THE OLD WORLD

The Old World is vast and sparsely populated. Its human inhabitants occupy cities, towns and villages isolated from each other by miles of barren waste and perilous forest. It would be misleading to think of the individual nations as bound within secure frontiers. Any order that exists is firmly confined within city walls. The countryside remains 'another land', a land in which human villagers and farmsteads live under constant threat from bandits, rampaging goblinoids and other



evils lurking in the forests. It is also worth bearing in mind that the very size of the Old World makes it easy for rebels, isolationists and bandits to set up their own 'no go areas' or petty kingdoms away from the main areas of habitation. Small, independent (and usually temporary) areas are reasonably common features of the Old World, especially during times of trouble.

The Empire is the largest and most prosperous of all Old World nations. It is currently (IC 2512) enjoying a period of unification and relative peace under its elected Emperor Karl-Franz I. Religious and regional disputes are still common, however, and there is the ever present threat from Chaos bands and other miscreants living in the forests.

The danger to The Empire within its own borders should not be underestimated. The growing bands of Chaos creatures and the rise of underground Chaos cult worship are all indicative of a general increase in the activity of the Incursions of Chaos. The cities shown on the map are all large cities with populations of over 10,000. There are of course numerous smaller towns, countless villages and untold farmsteads throughout the land, some of which are described in *The Enemy Within* campaign series for *Warhammer Fantasy Roleplay*.

Brettonia was founded over 1500 years ago, when Gilles Le Breton initiated the series of dynastic conquests that led to the unification of the many small feudal states lying west of the Grey Mountains and north of the river Brienne. At that time Brettonia was a troublesome backwater compared to The Empire. Soon, however, the Bretonnian Kings came to rival the power of the Emperor, and her cities became the model for modernity and fashion.

Since the accession of the current King's grandfather, Charles I (Charles Lenorm or Charles the Enormous), the Bretonnian Kingdom has degenerated considerably. The once proud cities and prosperous ports

have fallen into ruin, a national apathy has set in that has given rise to widespread corruption, inefficiency and decay. The aristocracy looks to its own pleasures while the unruly mob starves amidst the worst squalor in the Old World.

The current King, Charles III (Charles Tete d'Or), is the least caring of all. His great palace of Oisillon is a glittering monument to decadence, where be-wigged nobles prance and chatter, where banquets and parties continue all through the night, and where the King hears only the council of sycophants and favourites. Aristocrats and King alike seem myopically ignorant of the true state of the realm, whilst those few genuinely caring nobles look to the defence of their own estates, shunning the madness that has gripped the court.

The Estalian Kingdoms lie in the south of the Old World, a warmer and drier area than the north. The threat of Chaos seems very remote here, far away from the Incursions and beyond the immediate threat of Chaos bands. Unlike Bretonnia and The Empire, which are unified nations under a single ruler, the Estalian Kingdoms are many and of various sizes. The Kingdoms of the Irrana mountains are home to fierce, tough hill-fighters, while those along the south coast are prosperous trading nations whose ships ply the Southern Sea to Araby. The largest cities and towns war upon each other, as well as against the Arabians to the south, the Bretonnians to the north and the Tileans to the east.

Estalian cities are solidly built and well fortified, and of a generally younger foundation than those of the north (although the Estalians claim to be the first humans to have settled in the Old World). There is a strong tradition of seamanship and seafighting amongst the coastal cities. For example, the fleets of Magritta effectively control the Southern Sea, patrolling against pirates and imposing an impromptu levy on trading ships of other nations.

Kislev grew from the many scattered states that were established after the Gospodar invasion of the Old World approximately 800 years ago. The Gospodars were a nomadic group of humans that swept from the steppes to the east, rampaging the northern part of The Empire for many years before finally settling down in the lands between the Lynsk river and Forest of Shadows.

Contact with the civilised nations of the south, and with traders from Norsca, gave the Gospodars a taste for culture which they have exercised vigorously, establishing numerous city states over the next few hundred years. Within a short time the largest and most powerful of these, Kislev, had become the centre of an Empire comprising several provinces, vassal states and tributary Kingdoms.

The current ruler of Kislev is Tsar Raddi Bokha, the Overlord of the North. Kislev lies immediately in the path of the expanding Incursions of Chaos and the hordes of Chaos that wander the edges of the northern wastes. Only two hundred years ago the Incursions broke forth and an accompanying army of Beastmen and other creatures of Chaos thundered down upon the northern marches of Kislev territory, destroying all in its path. The city of Praag was destroyed in the process, and only the direct intervention of crusading forces from The Empire led by Magnus the Pious succeeded in driving back the peril. Since that time the Tsar has strengthened his forces against the threat, hiring mercenaries to hunt out ravaging bands upon his borders, rebuilding his fortifications and preparing for the inevitable renewal of Chaos war.

The Tilean City States are a group of culturally similar, although politically fragmented, city-states clustered around the shores of the Tilean Sea. The coastal plains are bordered on all sides by steep mountains, forming natural defences against invaders. In the west, the Abasko mountains fall sheer into the sea, offering little scope for settlement. The coast itself is rocky and treacherous, so that only the experienced sailors of the city-states can safely traverse them.

Most of the Tilean cities are wealthy trading ports backed by small but highly efficient navies. In this respect they are deadly rivals of the Estalians and in particular the Kingdom of Magritta. Both nations are inclined to think of the others as pirates, and sea-battles between them are very common. Like the Estalians, the Tileans are sheltered from the direct onslaught of Chaos. The city-states indulge in wars of petty rivalry against the Estalians, Arabs and each other, providing work for mercenaries from The Empire.

Of especial interest is the island city of Sartosa, the Pirate City, administered by the annually elected Pirate King and which provides a safe haven for pirate vessels. The island of Sartosa is protected by the deadly Pirate Current to the north and the shifting Skull Sands to the south.

The Border Princes is the name given to the vast area of land that lies between the Black Mountains and the Black Gulf. This rather barren region had always been sparsely settled until the time of the founding of Bretonnia (approx. IC 1000), when disinherited Bretonnian nobles and adventurers fleeing from war within The Empire struck out to settle what was then known as 'The Badlands'. For almost a century the adventurers waged war against Goblins and other evil creatures occupying the land, but eventually succeeded in driving their enemy back to Blood River - the current border of The Badlands.

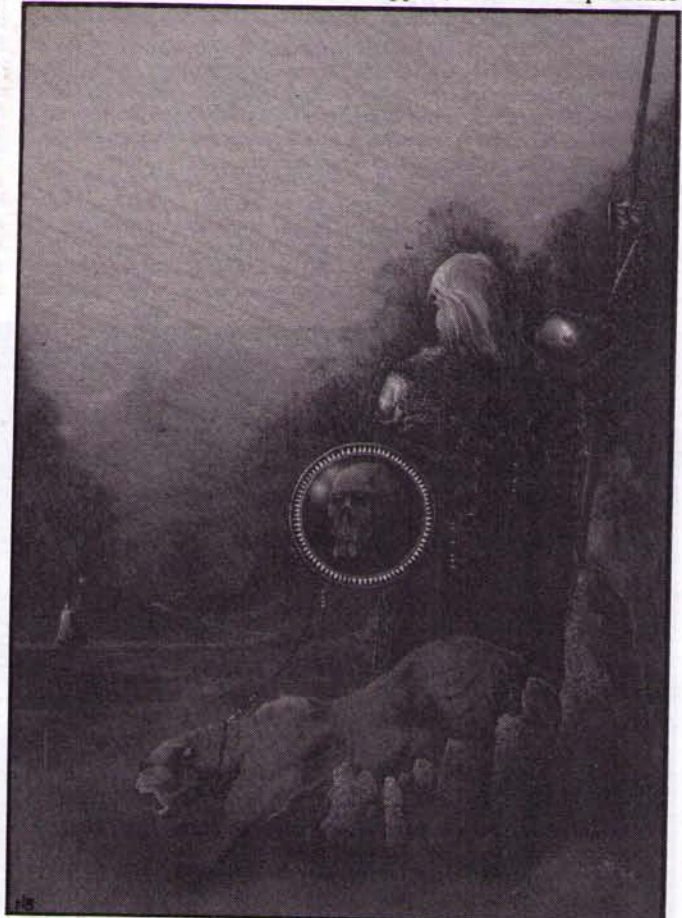
To meet the needs of troubled times, small groups of colonists built fortresses amongst the mountains, settling the valleys and farming the plains below. These vulnerable communities developed a sense of fierce independence and martial spirit. As the years went by other humans followed over the mountains, more often than not political exiles, banished nobles, fleeing brigands and the lowest members of society looking for a new start.

Even today the land is sparsely populated. Communities remain tiny and independent, fearful of the roaming bands of robber princes - little more than brigand leaders with a small fortress and retinue of mounted thugs. These isolated and vulnerable communities are known as 'The Princes' or 'Border Princes', although the self-assumed title of 'prince' is rather a grand one for these rough and warlike leaders.

The area to the west of the Border Princes is known as The Vaults, a snow-capped highland inhospitable to settlement except amongst certain hidden valleys. It does, however, present ideal country for brigands and rogues, and there are many secret bases in the area - some are impressive castles, but most little more than fortified caves. When the Goblins and Orcs of the Badlands pour westward into the Border princes (as happens all too frequently) the Vaults form the last refuge for the human warriors and their people.

The Wasteland is an independent state centred around the city of Marienburg and its rather flat and windswept hinterland. Marienburg is the largest and most prosperous trading port in the Old World, and formerly one of the wealthiest provinces of The Empire.

Marienburg had always been an influential city, lending money and support to the Emperors in return for trade concessions and electoral privileges. By IC 2429, Marienburg's position was essentially one of an independent ally rather than a province, and the Burgomeisters, encouraged by Bretonnian offers of support, declared independence



from Imperial control. This action led directly to the deposing of Emperor Dieter IV, rumoured to have taken a large bribe in return for his inactivity. In the ensuing 83 years, Marienburg has become even richer and her trading fleets even larger, so that today the city is easily the largest in the Old World, with a population of almost twenty-thousand inhabitants.

THE DWARF REALM

The Dwarf realm of old still exists, although much depleted in power, population and territory. In the Elder Age, the ancient kingdoms of the Dwarf realm occupied the whole of the Worlds Edge Mountains from Norsca to the Southlands. Their great underground cities were carved deep into the rock, and were connected to each other by underground roadways interspersed with fortresses and watchposts within the valleys and peaks.

After volcanic activity towards the end of the Elder Age, most of this subterranean domain was destroyed. Split into small, scattered communities, many Dwarfs fell before Goblin invaders. Some isolated communities survived purely because they were inaccessible. Others survived unscathed by the volcanic devastation and were able to withstand the ensuing Goblin invasions. Even so, the Dwarf communities of today exist in a perpetual state of siege. The largest surviving community, and the only settlement that could reasonably be called a city, is Caraz-a-carak, situated in the southern sector of the Worlds Edge Mountains, east of the Border Princes. Those Dwarfs surviving in their ancient realm are known as Imperial Dwarfs.

The Imperial Dwarfs are extremely proud of their ancient culture, language and heritage. They are contemptuous of most humans, and even somewhat reserved towards Dwarfs living within the human kingdoms of Old World. Despite their resolution, the Dwarf domain is steadily crumbling under the insistent pressure from its enemies. The Dwarfs themselves become fewer and fewer every day, whilst their enemies grow stronger as every year passes. Only the support of Dwarfs from the Old World has enabled the Imperial Dwarfs to survive this long. Following the recent Incursions of Chaos, a new threat emerged to the realm in the shape of the Black Dwarfs - or Chaos Dwarfs. Since that time the Chaos Dwarfs have taken over many northern sections of the Worlds Edge Mountains. Only the hard-pressed alliance of two Dwarven holds, Karak-Ungor and Karak-Kadrin, holds at bay the unholy power from the north.

Dwarfs Within The Old World

These days, the majority of Dwarfs live in human communities, their metal working, trading and manufacturing skills earning them a place as prosperous and respected citizens. All large towns and cities have a population of Dwarfs, often as many as 10% of the total population. Furthermore, because Dwarfs are a close knit and hard-working people, they are often very influential in local affairs.

Dwarvish troops serve in the armies of human nations such as The Empire, and many young Dwarfs undertake the journey back to their 'homeland' to serve in the armies of Imperial Dwarfs, notably those of Karak-Ungor and Karak-Kadrin. These young, idealistic and often highly nationalistic Dwarf fighters have done much to stem the tide of Chaos sweeping from the north. Some Dwarfs have even talked of

driving the enemy from all the old lands, and reinstating the Dwarf realm of old. Support for this racial crusade is strongest amongst the Dwarfs of the human nation of The Empire.

WOOD ELF COMMUNITIES

The Wood Elves of the Old World live amongst the deep woodlands, notably Laurelorn Forest in The Empire and the Loren Forest in Bretonnia. They are few in number and intensely secretive; few humans have ever seen a Wood Elf and almost none have ever entered one of their settlements.

Wood Elf communities are small and self-sufficient, rarely numbering more than 100 individuals. Their most distinctive feature is that living quarters are built high up in the tree-tops. These aerial houses are constructed upon a solid platform of wood, and the living branches and leaves of the tree provide natural roofs and walls. Screens and colourful hangings divide each house into rooms and apartments.

The civic centre of a Wood Elf community takes the form of a clearing, often around a low hill, at the centre of which stand storehouses, and a communal hall and temple or shrine. Wood Elf buildings are almost invariably constructed in wood. Their favourite wood is that of the Lornalim tree, a species unique to areas inhabited by Elves. Because the Lornalim does not shed its leaves until spring, when its new leaves grow, it offers protection from the elements whatever the season of the year. It's aromatic wood is used to make bows of incredible suppleness and power, weapons considered by many humans to have magical properties.

The largest Wood Elf realm is that of Athel-Loren, the City of the Elf King, situated deep within the Loren Forest. Like all Wood Elf communities Athel-Loren lies under a concealing enchantment, making it impossible to find and causing explorers to lose their way and bypass the place. Unlike other communities, Athel-Loren is a large settlement, and its King and Queen are traditionally held to have lordship over all Wood Elves in the Old World.

SEA ELF TRADING COMMUNITIES

The vast majority of Elves live not in the Old World but upon the island-continent of Ulthuan or The Elven Kingdoms. The Elves are accomplished international merchants; their ships effectively control passage of the Great Western Ocean, enabling their fleets to travel freely between Lustria, Cathay, and the Old World. Most of these travelling Elves are Sea Elves from the outer-coasts of Ulthuan, often merchants or travellers spending a year or so in the Old World before moving on to somewhere new.

To facilitate their trade with humans, some Elves have settled in Old World ports, usually within an 'Elvish Quarter' set aside for them by city authorities. Because the human cities highly value Elvish trade, Elvish Quarters are allowed to administer their own affairs, and are regarded as being off-limits to uninvited humans. Many of these Quarters are fortified, the Elves providing their own watchmen and militia. The largest population of Elves is that at Marienburg, where there may be as many as 500 individuals at one time.





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BESTIARY



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THE BESTIARY

The Warhammer world is home to several intelligent races, a few not-so-intelligent races, and a great many fearsome creatures. The *Bestiary* describes these different races and creatures, including supernatural beings such as undead, elementals and demons.

We have attempted to cover the entire world in a general way, including some of the unique Lustrian creatures and races. At the same time, it would be impossible to describe every creature in the entire world, so we have chosen to concentrate on the area we know best - The Old World. Lustrian, Steppeland and Cathan creatures and races are dealt with in sufficient detail for you to assemble armies of Slann, Nippon etc. but we feel that only by dealing with each area in a separate supplement can we hope to do them justice.

HOW TO USE THE BESTIARY

The *Bestiary* lists the various creatures that appear in the Warhammer game. Each is represented by a general description with notes on its behaviour, geographic distribution and distinguishing features. Alignment and physique are covered under their respective headings, including details of colour and size where relevant. The ideal size for model bases is then given. Any special rules applying to the creature are given in numbered paragraphs to enable players to refer to them easily.

Finally, the creature's characteristics are shown in a *profile*. In the case of humans, Goblins, Dwarfs and other supposedly intelligent creatures, the standard competition profiles and points values are given for all levels of *character model* and *wizards*. For normal game purposes, this description gives all the details you need to represent your armies.

WARHAMMER ARMIES

The accompanying *Warhammer Armies* book sets out the armies which are suitable for competition games. It lists the types of troops available to each army along with the number of character and other special models. Using *Warhammer Armies*, players and GMs will be able to quickly work out the points values for various armies for use in both competition and friendly games.

Ravenging Hordes

The *Ravenging Hordes* volume, although written for Warhammer second edition, can be used to determine the size and composition of armies. However, points values will need to be recalculated to bring them into line with this edition of Warhammer.

ALIGNMENT

Throughout these rules you may have noticed references to *Chaos* or *Evil*, and to *Chaotic* or *Evil* creatures. Both *Chaos* and *Evil* are **alignments**, indicating the disposition and attitude of the creature concerned. It is possible for individuals of a race to be one of several alignments, and races are said to have racial alignments, indicating the general disposition of their species. Creatures or races of indistinct alignment are usually said to be *Neutral*, as are humans. Goblins, for example, are Evil, while Dwarfs are Neutral and Elves are Good.



These alignments do not wholly sum up a race's attitudes or preferences, but they set the general outlook of their societies. Goblin societies are anarchic and lawless, for example, while the Dwarfs are ready to turn their hands to anything in order to survive or make a profit. Elvish societies are well ordered and clean; manners and social grace are respected, and those failing to come up to scratch are looked down upon as barbarians. Individual Goblins, Dwarfs and Elves are likely to vary as much as are humans, but for game purposes we can assume that our troops correspond to their accepted racial types. The alignment of each creature is given under its heading. There are five alignments:

Law Good Neutral Evil Chaos

For ease of reference, Neutral is set as the 'half-way' mark alignment, whilst the others are one step, or two steps, distant. Good is one step from Neutral, Law is two steps from Neutral. Similarly, Evil is two steps from Good, Chaos four steps from Law.

It should be borne in mind that, although presented in this linear fashion, the individual alignments are really quite distinct. The purpose of setting out the alignments like this is purely to indicate which creatures are allowed to form alliances with other creatures. Creatures are normally allowed to form an alliance comprising creatures of the same alignment or one either way, as long as no party is Evil or Chaotic. Evil and Chaotic troops never ally with other alignments.

SPECIAL RULES

Certain creatures are subject to special rules, which can cause them to attack friendly troops, or in the case of undead and elementals, to disappear entirely if they become affected by *instability*.

Animosity

Most armies content themselves with fighting the enemy. Some, however, are not quite so single minded. Rivalry between or within races may reach such a peak that even ostensibly friendly units start fighting each other. A tragic breakdown in discipline of this kind is common amongst goblinoids. Goblinoids detest **everything** - humans, 'stunties', 'dirty elves' - but especially each other. They will argue and brawl at the least opportunity. Broken bones, cracked heads and even deaths are common from such squabbles.

Races inclined to *animosity* are indicated in their descriptions. Note that the *animosity* applies only between friendly units - never between enemies (they always dislike each other!). The *animosity* test is a bit like a *psychology* test, although it is taken in a slightly different way.

In a situation where a unit suffers *animosity* against a friendly unit, it must take an *animosity* test if the friendly unit is within 12" at the start of that side's turn unless:

1. There are enemy troops within 12", or within the charge reach of the unit. Some troops have a charge range of more than 12", such as wolf riders.
2. There are *bated enemy* within sight - the presence of *bated enemy* will nullify the influence of *animosity* as troops concentrate their anger against the true foe.
3. The unit is already engaged in close combat because of the effects of *animosity*.

To make the test, roll a D6 and **deduct** the leader's *Ld* bonus. For example, if the D6 roll is a 4 and the unit's leader has a 7+2 *leadership* the result is 2. Now add any applicable modifiers:

- +1. The unit against which *animosity* is suffered lies directly in front of the testing unit, and within charge reach. 'Directly in front' is defined as lying wholly or partially in front of a line extended either side from the front rank.
- +1. The unit against which *animosity* is suffered is of a different race to the testing unit.
- +1. There are no enemies in sight.

Only a single *animosity* test is taken for each unit during a turn. Where there are several potential units causing *animosity*, the test is always taken against the closest. For example, if a unit is sandwiched back and front by other '*animosity*' units, and the one behind is closer, it is the rear unit which is tested against - not the one in front - so the +1 for 'directly in front' does not apply. This reflects the fact that the unit would be too worried about being bushwacked in the rear to give the unit in front any trouble!

Result 7+ If the result is 7 or more the unit becomes subject to the following rules. If within charge reach of the unit against which *animosity* is suffered, the testers must charge if they

are able to do so. If not within charge reach, or unable to charge because of intervening terrain etc., the unit will move as close as possible during the *movement phase* and fire any missile weapons it has. If equipped with crossbows, or other weapons restricting movement, the unit will halt or will move only as far as allowed in order to fire. Missile attacks apply only for that turn, but close combat may continue over several rounds as described below.

If the unit is not able to charge or use its missiles it will approach towards its rivals and exchange insults as described under 6 below.

Result 6 If the result is 6, the testers fire any missile weapons at the unit as described above. They will not charge and enter close combat, but if not equipped with missile weapons they will move towards the unit, halting within 1", or as close as possible if their move distance does not allow them to move this close. The two units then exchange jeers, insults and a great deal of spittle. Neither unit may make a *reserve move* that turn.

Result 5- If the result is 5 or less the test is passed successfully and the unit behaves as normal.

Once a unit has entered combat as a result of *animosity*, combat rounds proceed as normal. As long as the two units remain in contact they will fight, unless an enemy unit approaches within 12", or an enemy unit approaches within a fighting unit's own charge range, or until *bated* enemy appear within sight. Leader models do not fight and are placed out of hand-to-hand combat - they are trying to get their troops in order, beating them about the head and pulling them off their rivals.

An *animosity* combat may be brought to a halt at the end of the hand-to-hand fighting, if one side pushes the other back. The winning unit must make a 2D6 test against its *leadership* just like for a *rout* test. If successful, the leader holds his troops back and there is no follow-up. Because there is no follow-up, no *rout* test is taken by the pushed-back unit; both units are effectively out of close combat. Neither unit may move for the rest of that turn.

If an *animosity* combat is brought to a finish by intervening enemy, the close combat is automatically ended. The troops are not uniformed by the process, but they will automatically be routed if pushed-back in close combat by an enemy that turn. This is the same as the rule for pursuing troops being attacked by a fresh enemy.

If an *animosity* combat results in the rout of a unit, it will automatically rally when it takes its first rally test.

Saga Animosity

The Norse Sagas record the history of their warring peoples. When the Norse aren't confronted with a common enemy, they devote their attention to fighting each other, bitterly remembering each and every insult or grievance. Even on a battlefield, old differences may come to the surface and a clan may seek to settle old scores. *Saga animosity* is only suffered by units of Norsemen against other friendly units of Norse.

Saga animosity works exactly like ordinary *animosity* except that a *leadership* test is not required to finish an engagement once one side is pushed-back. As soon as one side is pushed-back, the victorious unit automatically holds, spending the remainder of the turn jeering, shouting and singing. If the combat round is a draw, both sides pull back 2" and spend the remainder of the turn swapping insults as described above.

Instability

Instability affects all creatures whose existence in the material world is, for whatever reason, unstable. This represents the unpredictability of magical creatures, and the way in which their powers may wax or wane depending upon their situation. Creatures subject to *instability* are described later and are bound by the following rules:

1. If a unit subject to *instability* is pushed-back in hand-to-hand combat it must take an immediate *instability* test. As the troops are pushed-back they may lose magical power, or even gain power as a magical response to their perilous situation.
2. If a unit subject to *instability* begins its turn within 12" of a wizard utilising a *zone* spell which affects creatures of that type, a test must be taken immediately.
3. If a wizard casts a *dispel magic* spell against a unit subject to *instability* it must take an immediate test.

Instability tests are taken by units, the effects applying to any *character models* with the unit who are also subject to *instability*. *Instability* also

applies to independent *character models* where appropriate. Where an effect applies only to some members of a unit, the GM may allot a chance of a *character model* being one of those affected. For example, in a unit of 6 models, a *character model* has a 1 in 6 chance of being amongst those affected.

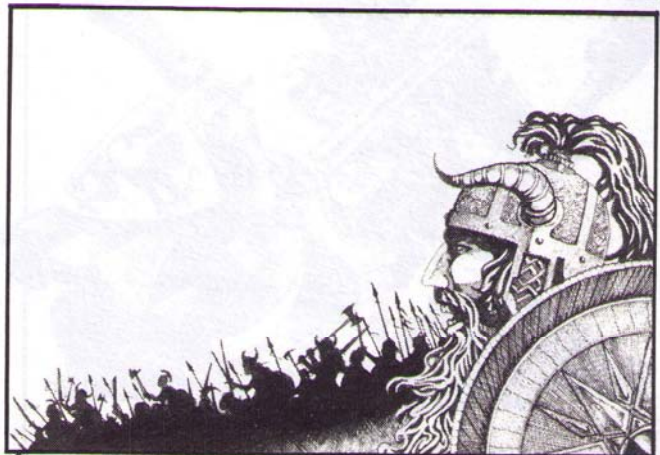
To take an *instability* test the player rolls a D6 and consults the chart:

1. Power slowly ebbs from the *unstable* troops until they are little more than ineffectual shadows. The creatures are unable to cause physical damage in combat, but still cause *paralysis* or *chill* attacks if they have them. They continue to be affected by weapons and magic as normal. They also continue to cause any psychological reactions as normal for their type. This effect lasts for the remainder of the game - if the unit is called upon to make another *instability* test it is automatically dispersed and removed from play. If pushed-back in combat, they are immediately dispelled and the models are removed.
2. Weakened by their situation, the creatures become disorientated and confused. The unit may not move, use missile weapons or employ magic during the remainder of this turn. If it is the enemy's turn, these effects apply to the unit during that side's following turn. However, if the unit is already engaged in hand-to-hand combat, all subsequent blows it strikes during the remainder of that engagement are at -1 'to hit'.
3. The unit's magical power is seriously weakened, drawing creatures back to their natural existence. Roll a dice for each model in the unit. Scores of 4, 5 or 6 indicate that the model is drawn away from the real world and is removed from play. *Character models* receive an additional *magic save* (2D6 against WP) to avoid being affected.
4. As their grip on the material world weakens, creatures are drawn back to their natural existence. Roll a dice for each model in the unit. Scores of 5 or 6 indicate that the model is drawn away from the real world and is removed from play. *Character models* receive an additional *magic save* (2D6 against WP) to avoid being affected.
5. Undaunted by the feeble efforts against them, the creatures draw fresh power to fortify themselves. If already in hand-to-hand combat, the unit may strike another round of blows. If unengaged, the unit may double its movement this turn, or fire any missiles twice, or strike an extra round of blows if it becomes engaged in hand-to-hand combat this turn. If it is not their side's turn, these effects apply during the unit's following turn.
6. The creatures feel the feeble powers that oppose them and laugh! Any casualties already incurred this turn are immediately reincarnated and placed back in the unit. The unit will incur no further casualties this turn. Casualties that *would have been suffered* are still considered when deciding who has won that combat round.

It may happen that a unit suffers several instances of *instability* during a turn, or has to take a further *instability* test before the effects of an initial test can be put into effect. In this case, ignore the original reaction in favour of the latest one. Where more than one *instability* test is due to be taken at the same time, it is pointless to take the initial tests - so just make one roll.

CHAOS ATTRIBUTES

Mutation is a common problem in the northern part of the Old World, affecting all creatures to some extent and humanity in particular. Generalised mutations can take many and nebulous forms - from mottled skin to multiple limbs and heads. Specific mutations are called attributes, and because mutation is associated with Chaos and Chaotic worship, individual attributes are called Chaos attributes. Mutants, such as Beastmen, Skaven and Creatures of Chaos, are born with a number of attributes, some of which take consistent,



stable or recognisably familiar forms. Many Beastmen have goat heads, horns and legs, for example, while Skaven take the form of huge, humanoid rats. The Gods of Chaos are also fond of bestowing 'instant' attributes onto their followers as a reward for their services.

ATTRIBUTES IN THE GAME

The full potential of *Chaotic attributes* is explored in *Realm of Chaos* which describes over one hundred individual mutations and their effects. Many of these attributes are of a minor nature, or are only relevant to *Warhammer Fantasy Roleplay*. As we have a limited space in which to describe these strange mutations, only the most common, and only those directly relevant to the *Warhammer Battle Rules* are dealt with here.

Personal And Dominant Attributes

Because mutants have different attributes, each has different powers and abilities. Some have very unusual mutations, others mutations which are mundane or superficial. No two Beastmen are exactly the same, for example, so a unit of Beastmen may contain troops with widely differing abilities. To cope with this wide variation in appearance and abilities, special rules are needed. It would obviously be impractical to generate and record the abilities of each and every individual, so we shall introduce the concept of *dominant attributes*.

A *dominant attribute* refers to some special ability or power possessed by some of the unit, although not necessarily all. However, for the sake of convenience, every model is presumed to have the dominant attribute to a degree; other attributes are ignored. This does not mean that the unit does not include individuals with other powers, only that such powers are in a minority and their effect is not worth considering. The *dominant attributes* for each unit must be generated before the battle as described under *Generating Attributes*.

Character models may have their own individual attributes, which must be generated and recorded separately. These are called *personal attributes*. The exception to this is that *unit champions* and normal leaders always have the same *dominant attributes* as the rest of the unit. For example, a Beastman unit might have a dominant attribute of *iron hard skin*, while a Beastman *character model* has *personal attributes* of *snake tail* and *very strong*. *Personal mutations* are, model for model, more effective than a *dominant mutation* because a dominant mutation may not be shared by all the members of a unit. For example, a scorpion tail endows +1 *attack* as a personal mutation; as a dominant mutation it only confers a +1 *attack* for every two models.

Disadvantageous Attributes

Some attributes confer desirable powers upon their recipients. Others are less useful and some are downright disadvantageous! Such is the nature of Chaos. Players may take a dim view of disfigurements or disabilities cast upon their troops, but the Gods are fickle and not subject to the laws of normal reason! Although most attributes are beneficial others are not, and players must accept the results of their dice scores without whining or complaining. Whinging behaviour is likely to attract the attention of the Gods of Chaos to the ultimate disadvantage of the player (well... it'll get the GM's back up anyway).

Depending upon their number and type of attributes, troops may be better or worse off. However, this does not affect their points value. The points values given for troops already take into account the chances of them gaining attributes. This means that an army composed of Chaotic troops may be more or less powerful, even though its points value is fixed. This is part and parcel of the Chaos ethos, forming an integral part of any game involving these troops.



A disadvantageous mutation may cancel out an advantageous one, in which case the unit or model concerned is simply treated as if neither mutation applies.

GENERATING ATTRIBUTES

For competition battles, players must roll to determine mutations as indicated in the *Bestiary* descriptions. In friendly games, players have the option of deciding whether their models have mutations or not. In the case of some powerful creatures, mutations are not allowed in competition games because the results would almost certainly overbalance the game. For example, Beastmen units have D6-3 dominant mutations. If the result is 0 or less, the unit does not possess a significant number of mutations. If the result is 1, 2 or 3 each mutation is generated in turn and recorded.

Players are responsible for recording any mutations present in their units and *character models*. Generate the number required number of mutations as given in the *Bestiary* descriptions. The effects of personal and dominant mutations have different effects as described later. The only important thing to remember is that individual *character models* (including large monsters) have personal attributes, and units have dominant attributes.

To generate an attribute for a unit or character roll a D100. If the same result occurs twice, roll again.

Attribute	Dominant	Personal
Atrophy	01-04	01-03
Blood Rage	05-08	04-06
Breathe Fire	-	07-09
Chaos Spawn	09-12	10-12
Cowardice	13-16	13-15
Enormously Fat	17-20	16-18
Great Fangs	21-24	19-21
Great Horns or Tusks	25-28	21-23
Hideous Appearance	29-32	24-26
Horrible Stench	33-36	27-29
Hypnotic Gaze	-	30-32
Iron Hard Skin	37-39	33-36
Long Legs	40-43	37-40
Mace/Prehensile Tail	44-47	41-44
Magically Resistant	48-51	45-48
Manic Fighter	52-55	49-52
Poisonous Fangs	56-60	53-56
Powerful Legs	61-65	57-60
Razor Sharp Claws	66-70	61-64
Regeneration	-	65-68
Scorpion Tail	71-75	69-72
Snake Tail	76-80	73-76
Spits Acid	-	77-80
Stupid	81-85	81-84
Very Agile	86-90	85-88
Very Strong	91-95	89-92
Very Tough	-	93-96
Weapon master	96-00	97-00

Attributes

Attribute	Dom	Per
Atrophy	The unit's members are suffering from advanced atrophication (so to speak). This gives the unit a sort of leprous shuffle. Reduce the unit's <i>movement</i> by -1.	
		The individual suffers from atrophication of one or more limbs. Subtract -1 from the individual's <i>initiative</i> and <i>movement</i> .

Blood Rage **Dom** The unit is subject to *frenzy*.
 Per The individual is subject to *frenzy*.

Breathe Fire **Per** The character may make an additional *fire* attack in hand-to-hand combat. There is the usual +1 *strength* bonus against *flammable* targets.

Chaos Spawn **Dom** The unit receives an additional D3 dominant mutations.
 Per The individual receives an extra D6 personal mutations.

Cowardice **Dom** The unit suffers from cowardice. A successful *CI* test must be made before the unit will charge. In addition, the unit *fears* any charging enemy of greater numerical strength.
 Per The character suffers from cowardice. The model may not charge an enemy *character model* or an enemy unit containing a *character model*. The model may charge any other target, but only if a successful *CI* test is made.

Enormously Fat **Dom** The unit is composed almost entirely of obese troops. The unit's *movement* characteristic is halved.
 Per The character is enormously fat, and its *movement* characteristic is halved.

Great Fangs **Dom** The unit may make an additional *bite attack* for every second model fighting with a +1 bonus 'to hit'.
 Per The character may make an additional *bite attack* with a +1 bonus 'to hit'.

Great Horns or Tusks **Dom** The unit may make an additional *gore attack* for every second model fighting, adding +1 to the 'to hit' score.
 Per The character may make an additional *gore attack* adding +1 to the 'to hit' score.

Hideous Appearance **Dom** The unit causes *fear* +2 in any enemy smaller than itself, and *fear* in any enemy larger than itself.
 Per The *character model* causes *fear* +2 in any enemy smaller than itself, and *fear* in any enemy larger than itself.

Horrible Stench **Dom** The unit smells very badly. Throw a D6 to establish the range of the stench in inches. All models within this smell range are subject to a -1 'to hit' modifier in hand-to-hand combat and shooting. The unit is used to its own peculiar smell (and in fact, rather proud of it!) and so suffers no penalty.
 Per The character smells very badly. Throw a D6 to establish the range of the stench in inches. All models within this smell range are subject to a -1 'to hit' modifier in hand-to-hand combat and shooting. If the character is a *champion*, its unit is used to the peculiar smell and so suffers no penalty.

Hypnotic Gaze **Per** The character may use its gaze to transfix a single enemy model within 6" or a single combat opponent. The target receives a *magic saving throw* based upon its *will power*. If transfixed the target remains motionless and ineffective, whilst its attacker continues to gaze at it. Only one target may be transfixed at a time. While transfixing a victim, the character may not shoot or fight in hand-to-hand combat against any other models. Transfixed hand-to-hand targets are unable to defend themselves and are hit automatically.

Iron Hard Skin **Dom** A high proportion of the unit have chitinous, warty or scaled skin. This adds +1 to their *basic saving throw*.
 Per The individual has extremely hard skin. This adds +3 to the creature's *basic saving throw*.

Long Legs **Dom** The unit contains many individuals with long legs, adding +1 to the unit's *movement*.
 Per This individual has extremely long legs, adding +1 to *movement*.

Mace/Prehensile Tail **Dom** The unit may make an additional *tail attack* for every second model fighting. Note that a tail attack may only be made to the side or rear.
 Per The individual may make an additional *tail attack*. Tail attacks may be made to the side or rear only.

Magically Resistant **Dom** The unit may make any *magic saving throw* with a +1 *will power* bonus. The unit may also attempt a save against magic not normally permitted a saving throw, although without the +1 bonus.
 Per The individual may make any *magic saving throw* with a +2 *will power* bonus. A save may also be made against magic not normally permitted a *saving throw*, although without the bonus.

Manic Fighter **Dom** The unit *bates* the closest enemy unit within 12".
 Per The individual *bates* the closest enemy within 12".



THE CONTENTS OF THE BESTIARY

For ease of use the **Bestiary** is divided into the following main sections, entries and sub-entries. Whilst the entries are arranged in alphabetical order, the sub-entries have been presented in the most easily assimilated order - so that Chaos Dwarfs come after Dwarfs and Norse Dwarfs, for example.

INTELLIGENT RACES

Beastmen		
Centaur		
Coatl		
Dwarfs	Dwarfs	
	Norse Dwarfs	
	Chaos Dwarfs	
	Wood Elves	
	High Elves	
	Sea Elves	
	Dark Elves	
Elves		
Fimir		
Gnomes		
Goblins	Goblins	
	Chaos Goblins	
Halfings		
Half-orcs		
Hobgoblins		
Humans	Humans	
	Norse	
	Weres	
	Human Chaotics	Chaos Cultists
		Chaos Warriors
		Chaos Sorcerers
		Evil Warriors
		Evil Wizards
	Evil Humans	
Lizardmen		
Orcs		
Pygmies		
Skaven		
Slann		
Snotlings		
Zoats		

GIANT RACES

Giants
Minotaurs
Ogres
Treemen
Troglydites
Trolls

CREATURES

Bears
Boars
Cold One
Cold One Warhound
Dire Wolf
Dragon
Eagle
Giant Bat
Giant Frog
Giant Leech
Giant Rat
Giant Snail
Giant Spider
Giant Wolf
Hobhound
Horse
Horse
Warhorse

Swarms
War Hounds

CHAOS CREATURES

Chaos Hound
Chaos Steed
Chimera
Cockatrice
Griffon
Harpy
Hippogriff





Hydra
Jabberwock
Manticore
Wyvern

UNDEAD CREATURES

Carrion
Ghouls
Liches
Mummies
Skeletons
Undead Heroes
Undead Horsemen
Vampires
Zombies

ETHEREAL CREATURES

Ghosts
Spectres
Wights
Wraiths

DEMONS

Great Demons	Baalrukh
Lesser Demons	Gargoyle
	Angel
Demonic Servants	Demonic Steed
	Hell Hound
Demonic Familiars	

ELEMENTALS

Earth
Air
Fire
Water

INTELLIGENT RACES

This category encompasses creatures likely to appear as bulk troops in armies, humans, Goblins, Orcs, Dwarfs etc. It also includes a few creatures which are too rare or unusual to appear in great numbers, but which are intelligent thinking beings comparable to humans and other civilised creatures: this group includes the Coatl and Zoot. Snotlings have been included in this category out of deference to their humanoid appearance and goblinoid ancestry, but they are on the border-line as far as brains go!

BEASTMEN

During the original Incursions of Chaos, warpstone dust carried the corrupting influence of Chaos amongst every living species. Insanity and physical mutation changed existing creatures and created new ones, some of whom survived and bred. As time progressed populations stabilised into consistent forms and individuals too foul to describe, crawled away into the darkness below the earth and were forgotten. From this collection of half-men and half-beasts emerged the creatures known today as Beastmen.

Beastmen are as twisted in mind as in body. Sadism and the worship of the Gods of Chaos are their only solace in a world where they are feared and hated. From one isolated group of Beastmen evolved the Skaven - creatures combining the physical attributes of man and rat. Other Beastmen forms are less stable, giving rise to fresh mutations in every generation, so that their forest hovels harbour an insane mixture of bestial flesh and vestigial humanity.

Following the recent renewal of the Incursions, there has been a considerable increase in mutant and bestial births amongst the human population of the Old World. Cast into the forests, these 'foundlings' are reared by the Beastmen, swelling their ranks as a result. At the same time, many foolish and desperate humans have turned to the worship of Chaos Gods, joining the midnight orgies of the Beastmen deep in the forests, and corrupting their souls as they succumb to the intoxicating lure of insanity. The power of the Beastmen grows secretly amidst the black heart of the forests, nurtured by the support of corrupt humans and spawning fresh and powerful abominations under the mutating radiance of the waxing Incursions of Chaos. Their time approaches.

Physique. Beastmen are humanoid in general appearance but otherwise vary from individual to individual. Most combine some attributes of man and beast, and are frequently very hairy, or extremely ugly. The most common and easily recognisable form of Beastman has the head, horns, and sometimes the legs, of a goat.

Alignment. Beastmen are the creations, servants and worshippers of Chaos.

Base Size. 25 x 25mm.

Special rules

1. A unit of Beastmen has D6-3 *dominant attributes* which are determined before the battle begins and under the supervision of the GM. Beastmen *character models* have D6 personal attributes generated in the same way.
2. Beastman wizards may substitute necromantic or demonic spells for any or all of their spells.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Beastmen	4	4	3	3	4	2	3	1	7	6	7	6	10
5 Hero	4	5	4	4	4	2	4	2	7	6	7	6	60
10 Hero	4	6	4	4	5	3	4	3	8+1	6	7	6	110
15 Hero	4	6	4	4	5	4	5	3	9+2	6	8+1	7+1	160
20 Hero	4	7	4	4	5	5	6	4	10+3	6	8+1	7+1	210
25 Hero	4	7	5	4	5	5	6	4	10+3	8+2	9+2	8+2	260
5 Wizard	4	5	3	4	4	2	3	1	7	7+1	8+1	7+1	90
10 Wizard	4	5	3	4	4	3	4	1	8+1	8+2	8+1	8+2	140
15 Wizard	4	6	3	4	5	3	4	1	9+2	8+2	9+2	8+2	235
20 Wizard	4	6	4	4	5	5	5	1	9+2	9+3	9+2	9+3	345
25 Wizard	4	7	5	4	5	5	6	1	10+3	9+3	10+3	9+3	470

The above points values do not include the cost of armour or additional equipment, the points values of which can be calculated by multiplying the standard item value by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).



CENTAURS

Centaur live upon the northern steppes east of the Old World and north of the Mountains of Mourn. They are a free and uninhibited race, intelligent, reasonable and kindly. They are nomadic and have no permanent settlements, preferring to move through the steppes with the changing seasons.

Centaur live by hunting and herding, having little contact with other intelligent races and trading only occasionally with the humans of Farside, east of the Worlds Edge Mountains. In ancient times they were said to be friendly with the Elves, and to occasionally travel through the Old World. Nowadays, however, the only Centaur in the Old World are captives of freak shows and circuses. Centaur have an age-old antipathy towards the goblinoid races, most particularly Hobgoblins.



Physique. Centaurs have the bodies of horses and the upper torso of humans. They can be of any normal horse colour.

Alignment. Centaurs are of Good alignment.

Base Size. 25 x 50mm.

Special Rules

1. Centaurs *bate* Hobgoblins.
2. Centaurs have 1 *stomp attack* (more in the case of character models) plus 1 weapon attack.
3. Centaurs may wear armour in the same way as humans, and may have barding in the same way as horses.
4. Centaur wizards may substitute elemental spells for any or all of their battle magic spells.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Centaur	8	3	4	4	3	2	3	2	7	7	7	7	30
5 Hero	8	4	5	5	3	2	4	3	7	7	7	7	80
10 Hero	8	5	5	5	4	3	4	4	8+1	7	7	7	130
15 Hero	8	5	5	5	4	4	5	4	9+2	7	8+1	8+1	180
20 Hero	8	6	5	5	4	5	6	5	10+3	7	8+1	8+1	230
25 Hero	8	6	6	5	4	5	6	5	10+3	9+2	9+2	9+2	280
5 Wizard	8	4	4	5	3	2	3	2	7	8+1	8+1	8+1	110
10 Wizard	8	4	4	5	3	3	4	2	8+1	9+2	8+1	9+2	160
15 Wizard	8	5	4	5	4	4	4	2	9+2	9+2	9+2	9+2	255
20 Wizard	8	5	5	5	4	5	5	2	9+2	10+3	9+2	10+3	365
25 Wizard	8	6	6	5	4	5	6	2	10+3	10+3	10+3	10+3	490

None of the points values for heroes and wizards include armour or additional equipment, the points values of which may be calculated by multiplying the cost of an item to a basic centaur (x3) by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5). A basic 1 point item therefore costs a Centaur 3 points, and a Centaur level 15 character 9 points.

COATL

Coatl are intelligent flying reptiles native to the steaming jungles of Lustria. Despite their rather bestial appearance, they are held sacred by the Slann. Pygmies, who are less sophisticated creatures than the Slann, eat Coatl. Coatl have some dealings with the Slann, although they are careful to avoid casual contact with humanoid races (especially Pygmies) whenever they can.

Physique. Coatl have snake-like bodies, with a pair of reptilian wings situated just behind their heads. An adult Coatl can reach over 20 feet in length (a 'clan feast' as the Pygmies put it) but are more commonly just over ten feet (a 'family feast' to use the Pygmy terminology).

Alignment. Coatl are Good creatures, as typified by their unwillingness to attack even Pygmies unless severely provoked.

Base Size. Usually mounted on special flying bases. In combat they count as having 40m x 40mm bases.

Special Rules

1. Coatl have *bite attacks* and are poisonous, giving a +1 bonus to their *strength*. They may not use weapons.



- All Coatl characters are magicians and have spells just like other wizards.
- Coatl cause *fear* in creatures under 10 feet tall.
- Coatl may substitute elemental, demonic or illusionist spells for any or all of their battle magic spells.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Coatl	2	5	0	3	5	3	6	3	8	7	7	7	35
5 Wizard	2	6	0	4	5	3	6	3	8	8+1	8+1	8+1	115
10 Wizard	2	6	0	4	5	4	7	3	9+1	9+2	8+1	9+2	165
15 Wizard	2	7	0	4	6	5	7	3	10+2	9+2	9+2	9+2	210
20 Wizard	2	7	0	4	6	6	8	3	10+2	10+3	9+2	10+3	370
25 Wizard	2	8	0	4	6	6	9	3	10+3	10+3	10+3	10+3	495

Flying profile

	Minimum Speed	Maximum Speed	Acc/dec
Coatl	4"	24"	8"



Base Size. 20 x 20mm.

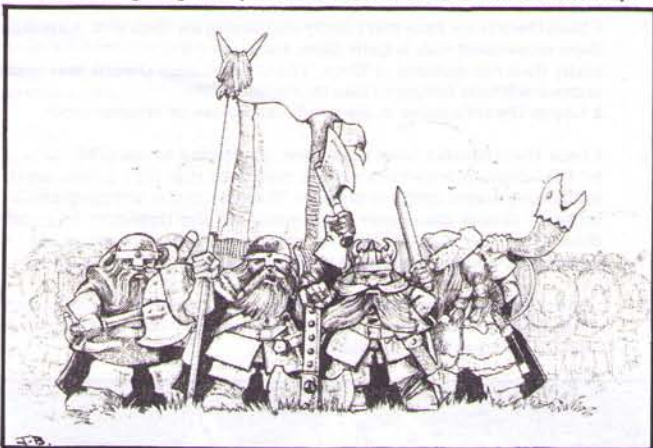
Special rules

- Dwarfs and goblinoids are traditional foes. Dwarf legends are full of tales of war and vengeance against the Goblins. Dwarfs *hate* all goblinoids (Orcs, Goblins, Hobgoblins and Snotlings).
- Dwarfs bear grudges. A Dwarf can bear a grudge for an awfully long time. They have never forgotten their war against the Elves and, of course, they still find Elvish manners and attitudes irritating. Dwarf therefore suffer *animosity* against friendly units of Elves. For the same reason, a Dwarf unit will never accept an Elvish leader, or allow an Elf character to associate with it.
- Dwarfs are extremely burly and strong for their size. Although their *movement rate* is quite slow, they can carry burdens far more easily than can humans or Elves. Dwarfs may therefore, wear armour without having to take its encumbrance effects into account; a Dwarf's *move* is always 3, regardless of armour worn.
- Dwarfs make poor horsemen, preferring to travel in carts or on foot than on horseback. When forced to ride, they favour small, inoffensive horses, mules or donkeys. To represent this, Dwarven cavalry move 2" slower than equivalent human cavalry (typically 6" rather than 8"). They also receive no *charge bonus* when charging on horseback, and no associated *weapon bonuses* due to charging.
- Some Dwarfs are subject to *frenzy* as indicated in *Warhammer Armies*.
- Troll-slayers* and *Giant-slayers* are special troops. They are normal for their type, but immune to certain psychological effects. *Troll-slayers* are *immune to fear* caused by living creatures, though not by supernatural creatures. *Giant-slayers* are not only *immune to fear* caused by living creatures, but cannot be routed from combat and do not therefore take the *standard rout* test. *Troll* and *Giant-slayers* can be immediately recognised by their orange spiky hair and ornate jewellery.
- Dwarfs are a materialistic and practical people. They are not naturally inclined towards the study of magic, and their wizards tend to be less powerful than those of other races. Dwarf wizards therefore have only half the *power level* of an equivalent human wizard.
- Dwarf wizards may substitute one necromantic, demonic or elemental spell for any one battle magic spell at each level.

DWARFS

There are three distinct kindreds of Dwarfs - the Dwarfs of old, the Norse Dwarfs and the new race of Black Dwarfs, known also as Chaos Dwarfs. Although very different in many ways, all three types share common features and are represented by the same profile. The description and special rules for Chaos Dwarfs appear separately.

Dwarfs are a common sight amongst the human towns and cities of the Old World. In the countryside, Dwarf traders and artisans are regarded with suspicion, but amidst the towns they are well established as merchants, metal workers and usurers. Their own strongholds lie within and under the Worlds Edge Mountains, formerly part of a huge subterranean realm, now reduced to only a few scattered outposts and the ancient city of Caraz-a-carak. These mountain settlements are home to the many isolated and insular Dwarvish clans that cling desperately to their ancestral homes and ancient ways.



Beyond the Old World, in Norsca, the Dwarfs live alongside the human Norse, adopting their style of dress, modes of speech and many of their cultural attitudes. At the northern edge of the Old World lies the mountain area controlled by the Chaos Dwarfs, black-hearted, deformed creatures who are the enemy of all other Dwarfs.

Whatever their origin, all Dwarfs are united by a history more ancient than human civilisation itself. They are also united by the common tongue called Khazalid, a language they keep secret from other races (except for the widely known, much feared and rather colourful battle cries).

Temperamentally, Dwarfs are proud, gruff and laconic. They are very down-to-earth folk and can be extremely short-tempered, especially with individuals inclined to be verbose or pretentious. Elves, especially, annoy them. Many years past, the Dwarfs warred against the Elves for domination of the Old World, a war which they won, but which weakened them greatly, allowing the Old World to become overrun by Goblins and other evil creatures.

Physique. Dwarfs reach about five feet in height and have a broad build, making them ideally suited to underground living, tunnelling and mining.

Alignment. Dwarfs are generally Neutral although some corrupted populations may be Evil or Chaotic. Whatever their alignment, Dwarfs will have no dealings with goblinoids of any kind.

Profiles

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Dwarf	3	4	3	3	4	1	2	1	9	7	9	9	8
5 Hero	3	5	4	4	4	1	3	2	9	7	9	9	48
10 Hero	3	6	4	4	5	2	3	3	10+1	7	9	9	88
15 Hero	3	6	4	4	5	3	4	3	10+2	7	10+1	10+1	128
20 Hero	3	7	4	4	5	4	5	4	10+3	7	10+1	10+1	168
25 Hero	3	7	5	4	5	4	5	4	10+3	9+2	10+2	10+2	208
5 Wizard	3	5	3	4	4	1	2	1	9	8+1	10+1	10+1	78
10 Wizard	3	5	3	4	4	2	3	1	10+1	9+2	10+1	10+2	118
15 Wizard	3	6	3	4	5	3	3	1	10+2	9+2	10+2	10+2	203
20 Wizard	3	6	4	4	5	4	4	1	10+2	10+3	10+2	10+3	303
25 Wizard	3	7	5	4	5	4	5	1	10+3	10+3	10+3	10+3	418

INTELLIGENT RACES

None of the points values for heroes and wizards include armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).

Dwarf Wizards

Wizard level	Magic Level	Power level	Spells of Level			
			1	2	3	4
5	1	5	3	0	0	0
10	1	5	3	0	0	0
15	2	10	3	3	0	0
20	3	15	3	3	3	0
25	4	20	3	3	3	3

Norse Dwarfs

Norse Dwarfs inhabit the mountains of Norsca, the lands to the north of the Sea of Claws. Norsca is also home to the human Norsemen. The Dwarfs and humans of this land have a great deal in common. Both are aggressive and barbaric, both love drinking and fighting, both affect similar styles of dress and war-gear.

Norse Dwarfs speak with a distinctively Nordic accent, and are (unusually for Dwarfs) not entirely averse to travel by sea. As a result, many Norse Dwarfs have settled in the new communities of Lustria and the New Coast, where their unique metal-working and mining skills enable them to make a good living.

Physique. As for ordinary Dwarfs, except that Norse Dwarfs are inclined to be red-headed or fair haired and often have a paler complexion than their southerly brethren.

Base Size. 20 x 20mm.

Special Rules

Norse Dwarfs are bound by all the special rules described for normal Dwarfs. In addition several additional rules apply:

- Units of Norse Dwarfs are subject to the rules given for *saga animosity* towards other Norse Dwarfs.
- Norse Dwarf warriors are savage and barbaric. As well as the ordinary warriors there are several special cult-warriors, including berserkers, troll-slayers and giant-slayers.

Berserkers are subject to the rules given for *berserkers* in the *Special Troop Types* section. Troll-slayers and giant-slayers are discussed under normal Dwarfs.

Chaos Dwarfs

During the years following IC 2300, the *Incurstons of Chaos* swept from the north, tainting the land and initiating the corruption of thousands of

living creatures. Those able to do so fled before the forces of Chaos; those that could not flee were enveloped by the howling winds of change blowing from the north. This was to be the fate of many of the human and Dwarven communities of the northern world. Exposed to the mutating winds of Chaos, many creatures were twisted so as to be completely unrecognisable. Others were corrupted in mind only, their appearance betraying almost nothing of the change wrought within.

As battle raged around the city of Praag, the *Incurstions* reached a mighty crescendo, releasing a final burst of warp dust over the land before ebbing slowly northward. But though the battle of Praag had been won, countless smaller battles had been lost - battles fought over the small villages of the north, over farmsteads north of the Lynsk, and over the small mountain villages of the northern World Edge Mountains. From amongst these communities countless fresh warriors rose to join the forces of Chaos, and previously free creatures became enslaved to the will of the dark gods. In this way the race of Chaos Dwarfs, or Black Dwarfs, was born.

During the ensuing two-hundred or so years, the Chaos Dwarfs have multiplied and grown strong, building an empire amongst the northern part of the Worlds Edge Mountains. Like all Dwarfs they remain independent and laconic, fighting their own battles against their Dwarven kin. Ruthless and cruel, the Chaos Dwarfs have already swamped a large number of Dwarf settlements in the north, and seem intent on marching south and destroying the entire Dwarf domain.

Physique. Chaos Dwarfs are physically identical to other Dwarfs, except that their skin is inclined to be very pale or even greenish.

Alignment. Needless to say, Chaos Dwarfs are Chaotic.

Base Size. 20 x 20mm.

Special rules

- All Chaos Dwarfs have the same profiles and points values as ordinary Dwarfs.
- Chaos Dwarfs retain a strong dislike for goblinoids. Although they do not hate goblinoids as do other Dwarfs, they will not associate with them. A player cannot field any Chaos Dwarf troops if there are any goblinoids in the army. Orcs, Goblins, Chaos Goblins and Snotlings are all classed as goblinoids.
- Chaos Dwarfs are extremely burly and strong for their size. Although their *movement rate* is quite slow, they can carry burdens far more easily than can humans or Elves. Therefore, Chaos Dwarfs may wear armour without having to take its encumbering effects into account; a Chaos Dwarf's move is always 3, regardless of armour worn.
- Chaos Dwarfs make poor horsemen, preferring to travel by carts or by foot than on horseback. When forced to ride they favour small, inoffensive horses, mules or donkeys. To represent this, Dwarven cavalry move 2" slower than equivalent human cavalry (typically 6" rather than 8"). They also receive no *charge bonus* when charging on horseback, and no associated *weapon bonuses* due to charging.
- Chaos Dwarfs are no more inclined to make decent wizards than are other Dwarfs. Chaos Dwarf wizards therefore have only half the *power level* of an equivalent human wizard.





- Chaos Dwarf wizards may substitute any of their battle magic spells with necromantic or demonic spells of equivalent level. They may not use illusionist or elemental magic.
- A proportion of Chaos Dwarfs may be Chaos Dwarf Berserkers. These are berserkers as described in the *Special Troop Types* section. Units of Chaos Dwarf Berserkers may be included in a Chaos Dwarf force.
- In competition games Chaos Dwarf units have D4-3 dominant Chaotic Attributes. These should be generated under the supervision of the GM before the game. In competition games, Chaos Dwarf *character models* must have D6-4 personal attributes generated under the supervision of the GM.

In non-competition games Chaos Dwarf units may be given D6-4 dominant attributes if the player wishes.

ELVES

There are four kindreds of Elves which, although physically indistinguishable, are quite different in temperament and attitude. All share the same characteristic scores and physical description. Three of the kindreds have the same alignment. These common details are given first to avoid repetition.

Elves are the oldest and wisest of all humanoid races, older than even the Dwarfs whose civilisation antedates that of humanity by more than two millennia. The main areas of Elvish settlement are on the mysterious western island of Ulthuan also known as the Elven Kingdoms.

Physique. Elves are tall and lithe but not unlike humans in general appearance. Their features are attractive and well proportioned, and their eyes are bright and alert. An Elf's ears may be slightly pointed and can be quite large. Few Elves grow beards, and hair colouring tends to be fair, silverish or even white. Black hair is not unknown but red is extremely rare, except amongst the Dark Elves where it is regarded as a sign of perfidiousness.

Alignment. Amongst High, Sea and Wood Elves individuals are almost exclusively aligned towards Good. Dark Elves are servants of Chaos, but can be of either Evil or Chaotic alignment.

Base Size. 20 x 20mm.

Special Rules

- Such is the reputation of Elves amongst goblinoids that all Goblins *fear* groups of Elves which they do not outnumber by more than 2:1. A Goblin unit of 10 will therefore fear any unit of more than 5 Elves. This includes enemy units of Dark Elves, but not friendly ones.
- Elves are nimble and athletic creatures who dislike to encumber themselves with heavy clothing or armour. Although they can wear armour they find its weight especially burdensome, and this affects their movement. All movement penalties for armour are therefore doubled for Elves as shown below:

Armour Save	6	56	456
Normal penalty	0	½"	1"
Elf penalty	0	1"	2"
Reducing move to	-	4"	3"

Profiles

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Elf	5	4	4	3	3	1	6	1	8	9	9	8	8
5 Hero	5	5	5	4	3	1	7	2	8	9	9	8	48
10 Hero	5	6	5	4	4	2	7	3	9+1	9	9	8	88
15 Hero	5	6	5	4	4	3	8	3	10+2	9	10+1	9+1	128
20 Hero	5	7	5	4	4	4	9	4	10+3	9	10+1	9+1	168
25 Hero	5	7	6	4	4	4	9	4	10+3	10+2	10+2	10+2	208
5 Wizard	5	5	4	4	3	1	6	1	8	10+1	10+1	9+1	78
10 Wizard	5	5	4	4	3	2	7	1	9+1	10+2	10+1	10+2	118
15 Wizard	5	6	4	4	4	3	7	1	10+2	10+2	10+2	10+2	203
20 Wizard	5	6	5	4	4	4	8	1	10+2	10+3	10+2	10+3	303
25 Wizard	5	7	6	4	4	4	9	1	10+3	10+3	10+3	10+3	418

None of the points values include armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).

Wood Elves

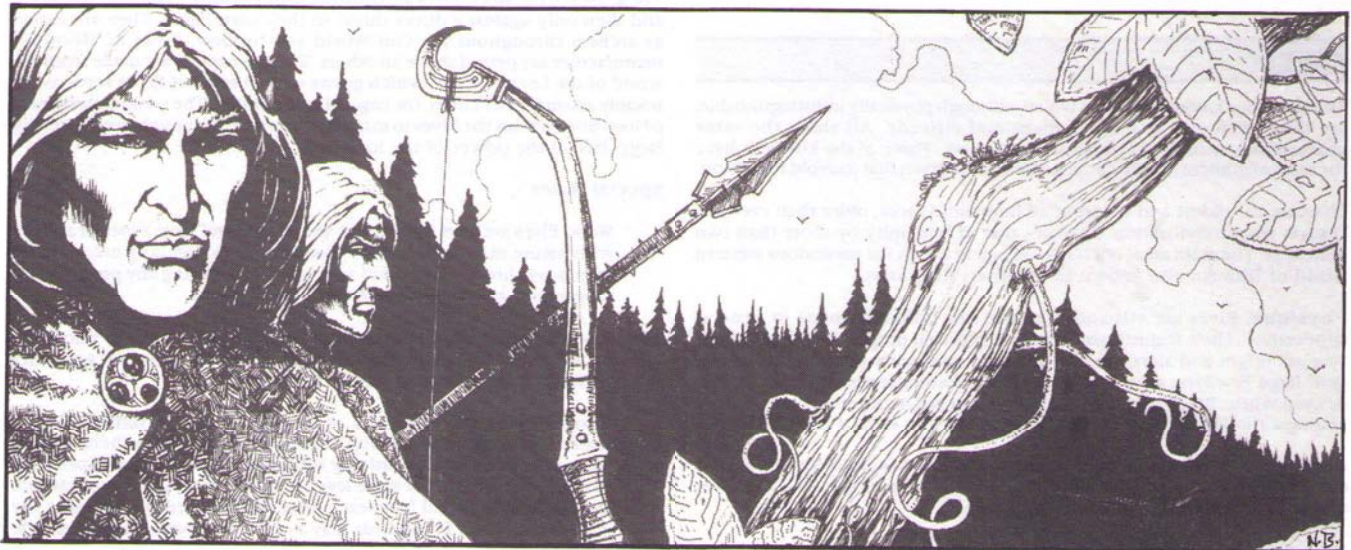
The Wood Elves live deep within the forests of the Old World. They are the last remnants of the Elves that came from Ulthuan over four thousand years ago. Whilst the vast majority of Elves returned to the Elven Kingdoms after a long and bitter conflict with the Dwarfs, some chose to remain behind. These last few Elves took refuge in the deep woods, then even more widespread than they are now.

For thousands of years the Wood Elves have maintained their small, closeted communities, defending their homes against the intrusions of Goblins and the growing menace of Chaotic marauders. They have little to do with humans, and still less with their old enemies the Dwarfs. Although their realms are technically within the boundaries of human lands, primarily The Empire and Bretonnia, they are so well concealed deep within the forests that they are almost impossible to find.

The armies of the Wood Elves are small but highly skilled. They march seldom, and then only against a direct threat to their own lands. They are famed as archers throughout the Old World and beyond. Bows of Wood Elf manufacture are prized above all others. These weapons are made from the wood of the Lornalim tree which grows only in areas of Elven settlement, notably around Athel-Loren, the largest Elven domain. The natural springiness of its wood enables the Elves to make a bow which, although not especially large, has all the power of the long-bow.

Special Rules

- Wood Elves are born and bred in woodlands and have a special affinity with nature in general and the woods in particular. Any unit of Elves may move through a wooded area without suffering any penalties for *movement, manoeuvre* or *formation changes*.
- Wood Elves are masters of the bow. In the hands of an Elf, a bow has a total range 6" longer than normal. As Elven bows are generally Lornalim long-bows this gives a total range of 36".
- Wood Elf wizards are masters of illusion - Wood Elf settlements are always protected by baffling illusions which make them almost impossible to enter. A wizard may substitute any battle magic spell with an illusionist spell of the same level. A Wood Elf wizard may substitute one battle magic spell from each level with an elemental spell of the same level. Wood Elf wizards may not use necromantic or demonic spells.





High Elves

Most of the Elves that live in the Warhammer world come from the mysterious island continent in the west called the Elven Kingdoms, or Ulthuan in the High Elf tongue. Ulthuan is formed in a great annulus, or hollow circle, pierced only at a single point where stands the ancient and awesome capital of Lothorn. The annulus comprises an inner and outer plain separated by a tall range of mountains making travel between them well-nigh impossible. These two regions of Ulthuan, the inner and outer, are very different in character and their populations are also dissimilar in temperament.

The Elves of the inner land, the High Elves, allow little to interfere with their lives of hedonistic indulgence. They rarely travel and regard those who work as either failures or lunatics. High Elves cannot be said to be ideal military material, although many of the High Elven lords maintain small armies ready to march to the defence of the realm. In fact, the Elven Kingdoms are relatively peaceful, only suffering occasional raids by Dark Elves from the west and the Norse from the east.

Rivalry between the various Elven Lords can lead to internal conflict, but this is not common and rarely lasts for very long. Other races find the High Elves difficult to get along with, as they are haughty, arrogant and often rude towards those not of their kin, and even look down upon the other Elf kindreds.

Special Rules

1. High Elf wizards may substitute one battle magic spell from each level with either an illusionist, elemental, demonic or necromantic spell of the same level.

Sea Elves

The Elves living around the outward facing coast of the Elven Kingdoms have a tradition of seamanship and fighting. They lack the disdain of labour that characterises their High Elf kin, and are looked down upon by them as a result. Sea Elves travel all over the globe in their tall-masted ships, including to the Old World where they trade in the ports and cities of men.

Although primarily seafighters, the Sea Elves also provide most of the soldiery of the High Elf armies and may even be found in the Old World, where small groups hire out as mercenary adventurers. Like High Elves they can be arrogant towards other races, and their verbose sense of humour may not endear them to hard-witted humans or down-to-earth Dwarfs. However, they are the most outward looking of all the Elven kindreds and the one most commonly encountered by other races.

Special Rules

1. Sea Elves are born and bred to the sea; they are adept sailors and boatmen, and strong swimmers. Any Sea Elf unencumbered by armour may swim across rivers or other bodies of water at half rate. A swimming model receives no *reserve movement*. If bows or crossbows are carried these cannot be used in the turn the models emerge from the water but may be used thereafter. If gunpowder weapons are carried they may not be used for the remainder of the battle. A Sea Elf can swim with a shield, a hand arm, or any wooden weapon no longer than a spear, but not a double handed weapon, halberd or pike.
2. Sea Elf wizards may substitute one battle magic spell from each level with an illusionist, demonic or elemental spell of the same level. They may not use necromantic spells.

Dark Elves

Over five thousand years ago the Elven Kingdoms underwent a lengthy and costly war precipitated by a renegade group of malcontents called Dark Elves. These dissatisfied Elves were greedy for worldly power, to which end they forsook their traditional deities to seek out darker gods of evil magic.

This corruption of the Elven spirit caused widespread civic unrest. As the evil faction courted ever more heinous and blood-thirsty gods, the general populace grew increasingly uneasy. After many years of terror, during which the towers of Lothorn were said to echo with the screams of torture and sacrifice, the Sea and High Elves rose against their kin and a bloody civil war erupted. This war lasted for two centuries, ending in the defeat of the Dark Elves and their Chaotic allies.

The Dark Elves were banished forever from the Elven Kingdoms. They sailed into the west where they settled in the north of the New World. Embittered by their enforced exile from Ulthuan, the Dark Elves became even more decadent, murderous and depraved, so that they are now counted amongst the most useful of all the servants of Chaos.

Special Rules

1. Female Dark Elves are as ferocious and blood-thirsty as their male kin

and often fight alongside them in battle. The elite amongst them are the Witch Elves, girl-warriors who bathe in iron cauldrons filled with the blood of the slain. It is the Witch Elves who lead the unimaginable orgies and sacrifices that follow every Dark Elf victory. Witch Elves are subject to *frenzy*.

2. Dark Elves *hate* other Elf kindreds and are subject to the appropriate psychology rules.
3. Dark Elf wizards court all manner of evil demons, the spirits of the dead and other forms of unnatural or evil magic. At least 1 spell of each level must be substituted for a demonic or necromantic spell of the same level. All battle magic may be substituted with equivalent level demonic or necromantic spells if the player wishes. One battle magic spell from any level may be substituted with an illusionist spell of the equivalent level. Dark Elf wizards may never have elemental spells.
4. Dark Elves are permitted to employ **assassins** in the form of the Adepts of Khain. The adepts of this cult to the God of Murder are reared from amongst male children born to the Witch Elves. The cult is a small one. Each infant must first survive the terrible ordeal of being cast upon a cauldron of boiling blood - only those who survive are deemed worthy to study the secrets of Khain.
5. In competition games Dark Elf units do not have Chaos attributes - any mutations present are assumed to be minor ones which do not affect the unit's fighting potential. In competition games Dark Elf *character models* must have D6-3 personal attributes generated before the game under the supervision of the GM. In non-competitive play, units may be given D6-4 dominant attributes, and characters may be given attributes if the player wishes.

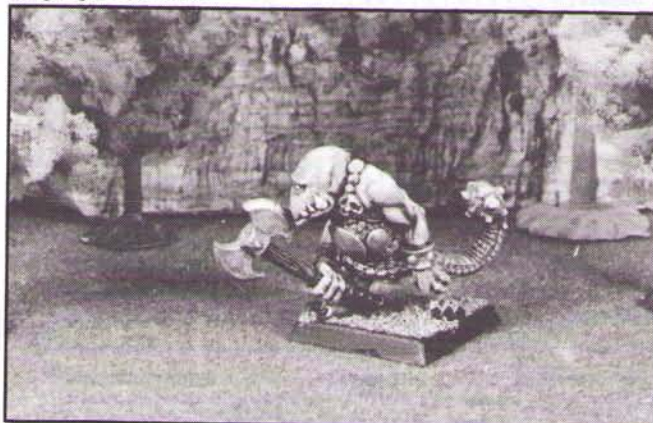
FIMIR

The Fimir haunt bogs, fens and desolate moorlands throughout the northern and western Old World. Their strongholds take the form of forbidding, craggy piles of rock, crudely built in the semblance of human castles. All Fimir settlements are wreathed in thick mist, a miasma which is magically generated by the Fimir in order to shield them from sunlight. Indeed, when forced to travel beyond their fortresses they surround themselves in an enchanted mist which moves with them.

The warriors of the Fimir, or Fimm, are a scourge to human settlements along the coasts of the Old World. The Fimir are obliged to raid and carry off captives in order to perpetrate themselves, for there are no fertile Fimir females. All Fimir are the result of the union of Fimir and captive human women. In fact the only female Fimir are the Meargh or witch-queens which rule their race. Witch-queens are powerful wizards, but hardly ever travel far from their fortresses. More commonly seen amongst Fimir raiding parties are the caste of wizards, the Dirach or demon-fiends. Raiding parties may also have a number of slaves or Shearl in attendance, although these are looked down upon by the warriors themselves. The Fimir are said to hold concourse with demons, and they are masters of demonist magic.

Physique. Fimir are humanoid creatures, slightly larger than human-sized, with great barrel-chests and powerful limbs. They have tails, the shape of which varies depending upon their social standing and age. Warriors have tails which end in clubs and maces, for example, whilst nobles may have spiked or slashing tails. The demon-fiends differ from the others in having horns and smooth tails.

The witch-queens are rarely seen except when their home fortress is in danger. They are unique in that their heads are covered in lank hair, as well as being horned and smooth-tailed like the demon-fiends. All Fimir have only a single eye, judging distances by light intensity rather than bi-focally. Skin colouring is light green or buff.





Alignment. Fimir are Evil creatures. Their associations with demons often call upon them to make terrible sacrifices, often of humans and in the most blood-thirsty manner.

Base Size. Shearl and Finn 25 x 25mm. Character models 40 x 40mm.

Special Rules

1. Fimir wizards are usually Dirach (demon-fiends). Dirach may not have a *magic level* higher than 1 (wizard 5 or 10). They must substitute at least one of their battle magic spells for a demonic spell. Dirach may only cast demonic and battle magic spells.

A Meargh has a magic level of between 2 and 4 (wizard 15, 20 or 25). Mearghs *must* substitute at least one spell at each level for a demonic spell of the same level. Other spells may be replaced by illusionist, necromantic or additional demonic spells.

2. Every Fimir unit of 5 or more models generates its own *covering mist*. The Fimir may see out of the covering mist normally. Enemies are able to discern only the vaguest details of the Fimir unit until they are quite close. Until an enemy model comes within 12" of the unit, the Fimir player may keep any *character models* associated with the unit hidden off the table. Magician models may cast spells whilst hidden. As soon as an enemy comes within 12" of the Fimir unit all hidden models are revealed, although the mist remains. A unit of 4 or less Fimir loses its cover mist automatically.
3. All missile fire directed against a unit of Fimir protected by a covering mist suffer a -1 'to hit' modifier.
A Fimir covering mist does not affect hand-to-hand combat.
4. Fimir can see and move normally through all mist and fog, including a magically created *mystic mist*.
5. Fimir find daylight very uncomfortable. If a Fimir is deprived of its covering mist, it becomes dazed and confused. Units without a covering mist are subject to *stupidity*, including individual *character models*.
6. A unit of Shearl must be led by a Fimm or Dirach. Shearl units without a covering mist are subject to *fear* of all enemies charging them, and units they attempt to charge.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Shearl	4	3	1	4	3	2	2	1	6	5	6	6	8
Fimm	4	4	3	4	5	2	3	2	6	5	6	6	32
5 Hero	4	5	4	5	5	2	4	3	6	5	6	6	82
10 Hero	4	6	4	5	6	3	4	4	7+1	5	6	6	132
15 Hero	4	6	4	5	6	4	5	4	8+2	5	7+1	7+1	182
20 Hero	4	7	4	5	6	5	6	5	9+3	5	7+1	7+1	232
25 Hero	4	7	5	5	6	5	6	5	9+3	7+2	8+2	8+2	282
5 Dirach	4	4	1	5	3	2	2	1	6	6+1	7+1	7+1	75
10 Dirach	4	4	1	5	3	3	3	1	7+1	7+2	7+1	8+2	113
15 Meargh	4	5	1	5	4	4	3	1	8+2	7+2	8+2	8+2	195
20 Meargh	4	5	2	5	4	5	4	1	8+2	8+3	8+2	9+3	293
25 Meargh	4	6	3	5	4	5	5	1	9+3	8+3	9+3	9+3	405

None of the points values include armour or additional equipment, the points values of which may be calculated by multiplying the standard value by 4 (i.e. x 4 basic value as Fimm are 32 points), and by the character level modifier

for characters (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5). Shearl buy equipment at basic points.

GNOMES

Gnomes are smaller relatives of Dwarfs, sharing a similar cultural background, language and temperament. As far as anyone knows, Gnomes have always lived alongside the Dwarfs, although in their own distinct settlements and never mixing with their larger cousins. It is quite likely that the two races evolved physically and culturally together, probably from a common ancestor in ages past.

Gnomes are even rarer, even less prolific and more isolationist than Dwarfs. It is not known whether Gnomes and Dwarfs interbreed few people would dare to quiz a member of either race on their sexual habits. It is, however, doubtful, as both races are proud and independent. There is nothing guaranteed to annoy a Gnome more than mistaking him for a Dwarf.

A few Gnomes live amongst human society, but this is far less common than in the case of Dwarfs. The greater majority live in tiny isolated settlements in or underneath the Worlds Edge Mountains. At one time these communities were linked to the underground Dwarf Empire that stretched from Norsca to the Southlands, but now the interconnecting tunnels and the interlinked system of watch towers are either destroyed or are infested by Goblins. Gnomish communities also exist throughout the Old World, where they



favour rocky outcrops and hills such as the Mirrormoors in The Empire, where Glimdwarrow, one of the largest communities, is situated.

Physique. Gnomes are short and stocky, rarely exceeding four feet in height. They have bulbous noses, shaggy hair and long beards. Dark hair colours predominate, especially black. Their skin is inclined to be slightly darker than that of humans.

Alignment. The vast majority of Gnomes are of Neutral alignment.

Base Size. 20 x 20mm.

Special Rules

1. Gnomes share the Dwarves' *hatred* of goblinoids, having suffered years of mutual enmity and conflict.
2. Gnomes make poor horsemen, preferring to travel by carts or by foot rather than on horseback. When forced to ride they favour small, inoffensive horses, mules or donkeys. To represent this, Gnomish cavalry move 2" slower than equivalent human cavalry (typically 6" rather than 8"). They also receive no *charge bonus* when charging on horseback, and no associated *weapon bonuses* due to charging.
3. Gnomish wizards are masters of illusion and must always substitute at least one battle magic spell of each level with an illusionist spell of the same level. They may substitute any or all battle magic with



illusionist magic if they so wish. They may substitute a single battle magic spell of any level with one elemental spell, but may never hold more than one such spell out of their total. Gnomes do not use demonic or necromantic magic.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Gnome	4	4	3	3	2	1	3	1	8	7	7	8	5
5 Hero	4	5	4	4	2	1	4	2	8	7	7	8	30
10 Hero	4	6	4	4	3	2	4	3	9+1	7	7	8	55
15 Hero	4	6	4	4	3	3	5	3	10+2	7	8+1	9+1	80
20 Hero	4	7	4	4	3	4	6	4	10+3	7	8+1	9+1	105
25 Hero	4	7	5	4	3	4	6	4	10+3	9+2	9+2	10+2	150
5 Wizard	4	5	3	4	2	1	3	1	8	8+1	8+1	9+1	60
10 Wizard	4	5	3	4	2	2	4	1	9+1	9+2	8+1	10+2	85
15 Wizard	4	6	3	4	3	3	4	1	10+2	9+2	9+2	10+2	155
20 Wizard	4	6	4	4	3	4	5	1	10+2	10+3	9+2	10+3	240
25 Wizard	4	7	5	4	3	4	6	1	10+3	10+3	10+3	10+3	340

None of the points values include armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).

GOBLINS

Goblins are the most common of all goblinoids, of which the others are Orcs, Hobgoblins, and Snotlings. Goblinoids are a related group of races with many common physical, psychological and social features. All are basically evil, cruel, callous creatures that understand and appreciate only brute force. Although we, in common with Old World scholars, distinguish between four main types of goblinoid, most Old Worlders casually refer to all types as Goblins. The position is further confused by the vast number of cross-breeds, especially between Goblins and Orcs. The distinction between the two types is thus not as clear-cut as might be thought.

Goblins are common in the underground fortresses of the Worlds Edge Mountains and the Dark Lands beyond. In the Old World they are securely established in the deeper recesses of the forests and mountains, areas traditionally shunned by humans and only nominally part of the human kingdoms.

Goblin bands raid for food, booty and for the sheer love of slaughter. These raiding bands may sometimes contain Orcs as well as Goblins. Orcs are brasher and more fool-hardy than Goblins, who tend to shy away from a fight unless they outnumber their enemy by a substantial margin. It is hardly surprising, therefore, that units of Goblins are often led by an Orc rather than a member of their own kind. All goblinoids eat human flesh, and will take live captives for food as well as 'sport'. Goblin tribes are frequently hostile to each other, and sometimes comprise both Orcs and Goblins as well as Snotlings (regarded as a source of food and generally kept caged).

Physique. Goblins are generally smaller than humans, averaging about five

feet tall, with long arms and crooked legs. Some are as small as four feet, others as large as six. The smaller variety are often called 'lesser goblins', but these do not constitute a separate race as such. Their heads are bald, leering and surprisingly ugly. Skin is dark, spotty and greenish, rather like that of Orcs with whom they share a common physiology.

Alignment. Goblins are Evil creatures that delight in cruelty and torture. It is possible to come across individuals of more genial temperament, but these are the exception rather than the rule.

Base Size. 20 x 20mm.

Special Rules

1. Goblins are quarrelsome and ill-disciplined creatures which will fight amongst themselves if deprived of other opponents. Units of Goblins are subject to *animosity* against other goblinoid units.
2. Goblins are the traditional enemies of Dwarfs and Gnomes. Goblins live and prefer to fight below the earth; there is little love lost between them and the other subterranean races. Goblins *bate* Dwarfs and Gnomes (it is doubtful if they can tell the difference - they are all stunties).
3. Elves radiate a natural aura of health, vigour and good-will (possibly as a result of careful diet and clean living). This is completely repugnant to Goblins, causing them to quail with fear, so that they dislike fighting these creatures unless outnumbering them by at least 2 to 1. Goblins fear units of Elves of more than half their own numeric strength.
4. A unit of Goblins may be led by any other goblinoid creature, except Snotlings!
5. Goblin wizards may substitute one battle magic spell from each level with an equivalent level elemental, necromantic or illusionist spell. They may substitute up to two spells from each level with demonic spells of the same level.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Goblin	4	2	3	3	3	1	2	1	5	5	5	5	2½
5 Hero	4	3	4	4	3	1	3	2	5	5	5	5	15
10 Hero	4	4	4	4	4	2	3	3	6+1	5	5	5	28
15 Hero	4	4	4	4	4	3	4	3	7+2	5	6+1	6+1	40
20 Hero	4	5	4	4	4	4	5	4	8+3	5	6+1	6+1	53
25 Hero	4	5	5	4	4	4	5	4	8+3	7+2	7+2	7+2	65
5 Wizard	4	3	3	4	3	1	2	1	5	6+1	6+1	6+1	45
10 Wizard	4	3	3	4	3	2	3	1	6+1	7+2	6+1	7+2	58
15 Wizard	4	4	3	4	4	3	3	1	7+2	7+2	7+2	7+2	115
20 Wizard	4	4	4	4	4	4	4	1	7+2	8+3	7+2	8+3	188
25 Wizard	4	5	5	4	4	4	5	1	8+3	8+3	8+3	8+3	275

None of the points values include armour or additional equipment, the points values of which may be calculated by multiplying the cost of an item by



INTELLIGENT RACES



half (x ½ modifier for a basic points cost of below 5). In the case of *character models*, equipment costs the basic points value, multiplied by half, multiplied by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).

Chaos Goblins

The race of Goblins has proven especially vulnerable to the mutating effects of the *Incursions of Chaos*. Even tribes living as far south as the Badlands may be affected. As in human society, mutants may be driven out from their tribes so that they are forced to band together out of the need for self-preservation. In the north, Chaos Goblins band together with other Chaotic forces to ravage the northern wastes, the borders of Kislev, and even parts of the Old World. Some Goblin tribes tolerate mutants, or at least those mutants whose afflictions are not too dangerous. Others are even quite proud of their 'gifted' individuals.

Base Size. 20 x 20mm.

Special Rules

1. Chaos Goblins are subject to all the special rules associated with normal Goblins and share the same profiles and points values.
2. In competition games a unit of Chaos Goblins must have D6-4 dominant attributes generated before the game begins under the supervision of the GM. Chaos Goblin character models must have D6-3 personal attributes generated in the same way. For non-competition games players may choose whether to generate attributes or not.

HALFLINGS

The only area populated exclusively by Halflings is that of 'The Moot' which lies within the lands of The Empire. This is a peaceful, pastoral and prosperous land, and its inhabitants are a contented, well-meaning and somewhat indolent folk. Halflings are more interested in the welfare of their crops and livestock than with military affairs. Their militia is supposed to help defend The Moot against raiding Goblins, and is technically part of the Imperial Army. Its value as a fighting body is somewhat doubtful. Their only claim to military renown is as baggage guards and cooks.

Physique. Halflings grow to between two and four feet in height. They are rotund, pot-bellied and nowhere near as powerfully built as Dwarfs despite being almost as tall. They have no beards other than side burns, but their surprisingly large hands and feet are covered in hair. Halflings go around barefoot in all but the most severe weather.

Alignment. Halflings are Neutrally aligned creatures.

Base Size. 20 x 20mm.

Special Rules

1. Halflings are rather too short to ride horses, although they are quite happy bouncing along on the back of a small, placid pony. To represent this, Halfling cavalry moves 2" slower than equivalent human cavalry (typically 6" rather than 8"). They also receive no *charge bonus* when charging on horseback, and no associated *weapon bonuses* due to charging.
2. Halflings are excellent natural shots with all thrown weapons and slings. They may add 2" to the range of any thrown weapon, and 4" to the range of a sling.
3. Halflings are adept woodsmen and have a natural affinity with nature in a similar way to Wood Elves. A unit of Halflings may move through a wooded area without suffering any movement penalties.
4. Halfling wizards may substitute one battle magic spell from each level with an elemental or illusionist spell of the same level. A Halfling wizard may substitute any one battle magic spell with a demonic spell of the same level, but may never have more than one demonic spell. Halflings are not permitted to use necromantic magic.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Halfling	3	2	4	2	2	1	5	1	6	7	6	8	3½
5 Hero	3	3	5	3	2	1	6	2	6	7	6	8	21
10 Hero	3	4	5	3	3	2	6	3	7+1	7	6	8	39
15 Hero	3	4	5	3	3	3	7	3	8+2	7	7+1	9+1	56
20 Hero	3	5	5	3	3	4	8	4	9+3	7	7+1	9+1	74
25 Hero	3	5	6	3	3	4	8	4	9+3	9+2	8+2	10+2	91
5 Wizard	3	3	4	3	2	1	5	1	6	8+1	7+1	9+1	51
10 Wizard	3	3	4	3	2	2	6	1	7+1	9+2	7+1	10+2	69
15 Wizard	3	4	4	3	3	3	6	1	8+2	9+2	8+2	10+2	131
20 Wizard	3	4	5	3	3	4	7	1	8+2	10+3	8+2	10+3	209
25 Wizard	3	5	6	3	3	4	8	1	9+3	10+3	9+3	10+3	301

None of the points values include armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by half for normal Halflings. The points value of equipment for characters is the standard value multiplied by half and then multiplied by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4 and 25 x 5) for characters.



HALF-ORCS

Half-orcs are the spawn of mixed race, chiefly of humans and goblinoids. All such creatures are commonly called Half-orcs, although they may have Hobgoblin or Goblin blood rather than that of Orcs.

Renegade bands of Half-orcs often group together to form mercenary or robber bands in the Old World. They are sometimes found as slaves, forced labourers and even mercenaries in human society, where a degree of sympathy for them exists amongst the more liberally minded. Most sensible humans find these debased relatives more of an embarrassment than anything else, and are quite happy to see them robbed, murdered and abused.

Physique. Half-orcs are a cross between humans and goblinoids, and their appearance varies greatly. The most human amongst them are merely ugly, possibly with swarthy, unhealthy skin, black greasy hair, long gangling limbs, a stoop and huge teeth. The more Orcish could pass for full-blooded Orcs or Goblins were it not for the light cap of hair upon their heads.

Alignment. Half-orcs inherit their mental attitudes from their parents and can therefore be either Neutral or Evil.

Base Size. 20 x 20mm.

Special Rules

1. An evilly aligned Half-orc may act as the leader of any goblinoid unit except Orcs. Only an evilly aligned Half-orc *character model* may act as a leader of an Orc unit (Orcs are bit fussy about this sort of thing). Neutrally aligned Half-orc *character models* may act as leaders of human units. When leading goblinoid units, Half-orcs are considered to be goblinoids (otherwise they are not).
2. Half-orc wizards may substitute any one battle magic spell of each level with an equivalent level elemental, necromantic, demonic or illusionist spell.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	Pts
Half-orc	4	3	3	3	3	1	3	1	7	6	7	7	5
5 Hero	4	4	4	4	3	1	4	2	7	6	7	7	30
10 Hero	4	5	4	4	4	2	4	3	8+1	6	7	7	55
15 Hero	4	5	4	4	4	3	5	3	9+2	6	8+1	8+1	80
20 Hero	4	6	4	4	4	4	6	4	10+3	6	8+1	8+1	105
25 Hero	4	6	5	4	4	4	6	4	10+3	8+2	9+2	9+2	150

5 Wizard	4	4	3	4	3	1	3	1	7	7+1	8+1	8+1	60
10 Wizard	4	4	3	4	3	2	4	1	8+1	8+2	8+1	9+2	85
15 Wizard	4	5	3	4	4	3	4	1	9+2	8+2	9+2	9+2	155
20 Wizard	4	5	4	4	4	4	5	1	9+2	9+3	9+2	10+3	240
25 Wizard	4	6	5	4	4	4	6	1	10+3	9+3	10+3	10+3	340

None of the points values include armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).

HOBGOBLINS

Hobgoblins are rare and unwelcome visitors to the Old World. They are really creatures of the open steppelands to the east of the Worlds Edge Mountains and north of the Dark Lands, an area of scattered forest and endless, flat grassland.

Hobgoblins are a nomadic group of goblinoids, less heavily built than Orcs although almost as tall. The steppe is home to many of these wandering tribes, but all owe allegiance to the warmongering Hobgoblin Khan, the chief of the ruling tribe of Mourngul.

The Hobgoblin armies are able to field a diverse and well equipped force of mixed infantry and mounted troops - many of the latter riding the fierce Hobhound, a dark and chaotic Mastiff-like creature native to the Mourngul homeland. Hobhounds are ridden only by the tribe of the Khan, other steppe tribes riding giant wolves or serving as infantry. The Hobgoblin Khan controls the largest empire in the world, one which includes numerous vassal tribes and allies. Although these non-Mourngul allies are less reliable than their conquerors, they provide additional troops for the armies, including rocket troops from Cathay, wolf riders from the steppes and sturdy infantry from the mountains.

Physique. Hobgoblins are as tall as men and of a similar build, unlike Orcs which are heavier and broader. Their features are typically goblinoid, although less exaggerated than those of other goblinoids. In common with other goblinoid races their skin is dark and greenish.

Alignment. Hobgoblins are Evil creatures, delighting in torture, needless slaughter and wanton cruelty.

Base Size. 25 x 25mm.

Special rules

1. Hobgoblin forces always carry their army standard into battle. This takes the form of a staff or pole bearing a trophy or sign, and is carried in a small wagon drawn by a span of fierce Hobhounds. So long as their standard remains intact, any Mournguls are subject to *frenzy*. The army standard, its wagon and crew **must be** included.
2. The Hobgoblin standard is the symbol of a tribe's honour. Any enemy unit engaged in close combat against it is *bated* by all Mourngul units on the table.
3. The standard is a potent magic symbol to the Hobgoblin wizard. Totems always have the ability to act as a magical reservoir as described under *magic standards*. All Hobgoblin Wizards on that side must surrender





half of their magic points before the battle and place them in the standard.

- 4. A Hobgoblin wizard may substitute any or all spells for equivalent level elemental, demonic or necromantic spells. Hobgoblins do not use illusionist magic.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Hobgoblin	4	3	2	3	4	1	3	1	7	6	6	6	5
5 Hero	4	4	3	4	4	1	4	2	7	6	6	6	30
10 Hero	4	5	3	4	5	2	4	3	8+1	6	6	6	55
15 Hero	4	5	3	4	5	3	5	3	9+2	6	7+1	7+1	80
20 Hero	4	6	3	4	5	4	6	4	10+3	6	7+1	7+1	105
25 Hero	4	6	4	4	5	4	7	4	10+3	8+2	8+2	8+2	130
5 Wizard	4	4	2	4	4	1	3	1	7	7+1	7+1	7+1	60
10 Wizard	4	4	2	4	4	2	4	1	8+1	8+2	7+1	8+2	85
15 Wizard	4	5	2	4	5	3	4	1	9+2	8+2	8+2	8+2	155
20 Wizard	4	5	3	4	5	4	5	1	9+2	9+3	8+2	9+3	240
25 Wizard	4	6	4	4	5	4	6	1	10+3	9+3	9+3	9+3	340

None of the points values include armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).

HUMANS

Humans are the most numerous and the most powerful of all the races occupying the Old World. Their Kingdoms comprise thriving towns, huge cities, and countless smaller communities. Indeed, upon cursory examination it would appear that human society is doing very well... the truth, however, is less hopeful. Corruption is eating away at the heart of humanity, polluting the endeavours of honest men and gnawing at the foundations of society. Amongst the civic leaders, servants of evil are at work, and more and more are seduced into the worship of the Chaos Gods. From human loins spring mutants and beastmen, and in the forests the strange agents of Chaos gather to plot the wreck of humanity. One day they will succeed for, no matter how vigilant the watchmen of the villages and towns, the lure of Chaos is rooted deep within the human psyche.

Meanwhile, human forces keep a close watch on the intrusion of Chaos into their lands, and human armies are kept busy battling the Beastmen and other marauding creatures of Chaos. When not actively engaged against the menace from the north, there are rampaging Goblins to bring to heel, bandit gangs to root out and the neighbouring province to harass (especially if the neighbouring province lies on the other side of a national border). Human standing armies are large and professionally organised. They are funded and equipped nationally and each army can be directed centrally in an effective and cohesive manner - a far cry from the straggling raiding parties of Orcs and Goblins that occasionally pour from the Worlds Edge Mountains to the east.

Physique. The humans of the Old World are similar to Europeans of our own time, except that their lives tend to be tougher and harder. They are accustomed to the vagaries of weather and fortune, characterising societies devoid of effective water supplies, sewerage and communication.

Alignment. The greater mass of humanity are aligned towards Neutrality, although individual members may have other alignments depending on their

personal disposition. Followers of the Chaos Gods (of which there are an increasing number), despite the general ban on Chaotic worship, are aligned towards Chaos. For further details of Chaotic humans see the following sections. In addition there are some humans whose personal disposition inclines them towards Evil. For further details see the following sections.

Base Size. 20 x 20mm

Special Rules

- Human wizards may choose to substitute illusionist or elemental spells for any or all of their battle magic spells. They may substitute any one necromantic spell for an equivalent level battle magic spell. They may substitute any one demonic spell for an equivalent level battle magic spell. Normal humans may not use more than one necromantic spell or demonic spell.
- Humans are not generally subject to any particular psychology rules. Some specific human fighting units have special psychology as noted in **Warhammer Armies**.

Profiles

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Human	4	3	3	3	3	1	3	1	7	7	7	7	5
5 Hero	4	4	4	4	3	1	4	2	7	7	7	7	30
10 Hero	4	5	4	4	4	2	4	3	8+1	7	7	7	55
15 Hero	4	5	4	4	4	3	5	3	9+2	7	8+1	8+1	80
20 Hero	4	6	4	4	4	4	6	4	10+3	7	8+1	8+1	105
25 Hero	4	6	5	4	4	4	6	4	10+3	9+2	9+2	9+2	130
5 Wizard	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1	60
10 Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	85
15 Wizard	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2	155
20 Wizard	4	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3	240
25 Wizard	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3	340

None of the above points values include armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).

Norse

Special mention must be made of the Norse. These humans live to the north

of the Old World in the Chaos-wracked lands of Norsca. They sail all over the world in their sombre dragon-boats, raiding and trading, pillaging and exploring. Norsemen are a common sight in the northern part of the Old World, and their longships are frequently seen in the harbours of Kislev and The Empire. They are respected as mighty fighters, brave warriors and tireless adventurers. They are also inclined to drunkenness, boasting and fighting amongst themselves.

Norse are a very strong-minded and physically vigorous people, but they are superstitious and rather suspicious of new inventions. Their gods are deities of battle, and their warriors are amongst the most ferocious in the world. Insane battle berserkers are encouraged, and wolf-like shapechangers are accepted, so that their armies may contain some very exotic troops.

Physique. Identical to other humans in most respects, although often slightly taller than average. Norse are inclined to have red or blond hair, often worn long or plaited.

Alignment. Neutral as other humans.

Base Size. 20 x 20mm

Special Rules

- Units of Norse troops are subject to *Saga animosity*.
- A Norse army may include *berserkers* who fight in units and are discussed in detail in the *Special Troop Types* section.
- A Norse army may include units of *wolf-warriors*. Wolf-warriors are weres incapable of assuming full wolf form, but which fight as **wolf-men** - half wolf and half man (see *Weres* below).

Weres

Weres are creatures of human origin. They are like humans in all respects, except that they are able to assume the form of a wolf, either wholly or partially. How this strange race came to exist is unknown - it is quite likely that it evolved from mutations of the standard human type, although it is remotely possible that weres represent a Slann genetic experiment of some kind.

Weres hunger for and need flesh, and are only comfortable if able to regularly transmute and feed in their non-human form. For this reason many humans fear and shun them, and weres themselves prefer to live away from human habitation. Families of weres are rumoured to live deep within the forests of The Empire, living dual lives as woodcutters by day, hunting for flesh by night.

The vast majority of weres are capable of changing into a form of half-form and half-man called a **wolf-man**. They therefore have two distinct forms,



that of a normal human and that of a wolf-man. The wolf-man is a frightening sight, with a powerful, hairy body and snarling wolf's head. A wolf-man walks upright like a man and may wear clothing and carry weapons like a normal human.

In Norsca, where they are accepted within normal society (and in fact revered by other Norse), weres sometimes fight as units in battle. Normally, weres enter battle already changed into their wolf-man form, although sometimes they enter as men and change during the battle in order to frighten their enemy!

Just as human society has its leaders, eminent personalities and other individuals represented by *character models*, were society has its own powerful individuals. Because weres have two *profiles* (one for their human form and one for their wolf-man form), were *character models* also have two *profiles*. Their human *profile* is the same as a human character of that hero or wizard level. Their wolf-man *profiles* are different as indicated on the chart below. A were *character* of a given level has the same *character level* in human and wolf-man form, although the *profiles* are different. For example, a were with a *character level* of 5 has a human level 5 hero *profile* and a wolf-man level 5 hero *profile*.


In addition to its improved *profile*, a were *character* has the ability to change into full wolf form identical in every way to a Giant Wolf. This form is only available to were *characters*, not ordinary weres. Once a were *character* has adopted full wolf form special rules apply as indicated later.

Physique. A typical were in human form differs in no way from a human. In wolf-man form, the were takes on a quasi-lupine appearance. Its body enlarges, hair sprouts all over its skin, and its head develops a fearsome snout and teeth. Were *characters* have an additional third form which is that of a Giant Wolf.

Alignment. Weres can be of any alignment but are commonly seen as *Neutral*.

Base Size. Human 20 x 20mm
Wolf-man 20 x 20mm.
Giant Wolf 25 x 50mm.

Special Rules

- Units of weres may enter battle in either human or wolf-man form. If entering battle in human form, players will have to provide alternative models to use once the unit has *transmuted*. Once a unit of weres has changed to wolf-man form it remains in that form for the remainder of the battle.
 - Were *characters* may enter battle in either human or wolf-man form. They may not enter battle as Giant Wolves. Alternative models for all three forms will have to be provided. Were *characters* may change between their three forms during the battle, and are obliged to make *transmutation* tests in some circumstances as described under 6. below.
 - All models comprising a unit of weres always have the same form. A single *transmutation* test is made as described under point 6. The result applies to the whole unit. If led by a were *character* the *character model* may assume a different form and is considered separately. *Character models* therefore test separately even if they are leading a unit. An ordinary human character may lead a unit of weres, but obviously may not transmute.
 - Were *characters* may only change to Giant Wolf form once they have changed to wolf-man form. Similarly, to transmute from Giant Wolf form they change to wolf-men and then change again to human form. It is not possible to change from human to Giant Wolf form (or *visa versa*) in a single transmutation.
 - A player controlling weres may attempt to transmute any unit or character at the beginning of the side's turn. Once a were unit has adopted wolf-man form, it may make no further transmutations and fights the remainder of the battle as a unit of wolf-men. A were *character* is free to change between the three forms (human, wolf-man and Giant Wolf), but **must** test in the following situations. If a were *character* is in hand-to-hand combat at the start of the side's turn and is in human form, the player **must** test to transmute into wolf-man form. If a were *character* is in hand-to-hand combat at the start of the side's turn and is in wolf-man form, the player **must** test to transmute into Giant Wolf form.
 - To effect a successful transmutation, the player rolls a D6. If the score is 6 the transmutation is successful. If enemy troops are within 12" of the testers, the player must add +1 to the dice if attempting to change from human to wolf-man, or from wolf-man to Giant Wolf. If already engaged in hand-to-hand combat the player must add +2 to the dice if attempting to change from human to wolf-man or wolf-man to Giant Wolf. This reflects the were's natural inclination to change into a more lupine form for combat.
- 
- A unit of weres which is in wolf-man form when it charges, or when it is charged, automatically becomes *frenzied*. No separate test is required to enter *frenzy*.
 - A were *character model* which is a wizard loses all associated magical abilities when in wolf-man or Giant Wolf form. These are immediately regained when the character changes back to human form.
 - Once a character has transmuted into the form of a Giant Wolf its personality changes, becoming far less human and far more lupine. A were in full Giant Wolf form is dangerous because it is subject to animal urges and motivations which may result in the character leaving the scene of the battle altogether. In Giant Wolf form were *characters* are subject to the psychological rules given for *hatred*. Were *characters* in Giant Wolf form *bate* the nearest enemy whatever it is. This overrides all other psychological effects caused by the enemy, negating any affect of *fear* for example. In addition, any were *character* charging or being charged while in the form of a Giant Wolf automatically becomes *frenzied*.
 - A were *character* in Giant Wolf form and which is not engaged in hand-to-hand combat at the beginning of the side's turn must make a transmutation test to assume wolf-man shape. If the test is failed, the player must make a further test rolling a D6.
 - The *character* remains under normal control.
 - The *character* must move towards the nearest table-edge at normal speed avoiding combat, if possible. As long as the model remains on the table, the player may test to transmute at the beginning of each of his following turns. No further roll is made on this chart. If the *character* has failed to transmute by the time the model crosses the table-edge, it is assumed to have left the battlefield and takes no further part in the game.
 - The *character* must move towards the nearest table-edge as described above. No further tests are taken; the model is removed from play as soon as it crosses the table-edge.
 - Units of weres must be led by an ordinary were or a were *character*
 - In competition games, weres are only permitted to those armies

indicated in **Warhammer Armies**, fundamentally the Norse. In non-competition games players are allowed to make weres even *weirder* (if you'll forgive the pun) by adding D3-1 *dominant Chaotic mutations* to each unit when in wolf-man form. Characters may be given D4-1 *personal mutations* in wolf-man and Giant Wolf form - these do not have to be the same mutations and can be generated separately. All random generation must take place before the game begins, preferably under the supervision of the GM.

Profile

Ordinary weres have two sets of *profiles*, one for their human and one for their wolf-man form. A *were character* has an additional *profile* as a giant wolf. All *were characters* of level 5, 10, 15, 20 or 25 have the same *profile* in Giant Wolf form; this is given below:

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Were													
Wolf-man	4	4	3	4	4	1	4	1	8	6	8	8	15
Human	4	3	3	3	3	1	3	1	7	7	7	7	
5 Hero													
Wolf-man	4	5	4	5	4	1	5	2	8	6	8	8	65
Human	4	4	4	4	3	1	4	2	7	7	7	7	
Gt.Wolf	9	6	0	4	4	1	6	2	6	4	6	6	
10 Hero													
Wolf-man	4	6	4	5	5	2	5	3	9+1	6	8	8	115
Human	4	5	4	4	4	2	4	3	8+1	7	7	7	
Gt.Wolf	9	6	0	4	4	2	6	2	6	4	6	6	
15 Hero													
Wolf-man	4	6	4	5	5	3	6	3	10+2	6	9+1	9+1	165
Human	4	5	4	4	4	3	5	3	9+2	7	8+1	8+1	
Gt.Wolf	9	6	0	4	4	3	6	2	6	4	6	6	
20 Hero													
Wolf-man	4	7	4	5	5	4	7	4	10+3	6	9+1	9+1	215
Human	4	6	4	4	4	4	6	4	10+3	7	8+1	8+1	
Gt.Wolf	9	6	0	4	4	4	6	2	6	4	6	6	
25 Hero													
Wolf-man	4	7	5	5	5	4	7	4	10+3	8+2	10+2	10+2	265
Human	4	6	5	4	4	4	6	4	10+3	9+2	9+2	9+2	
Gt.Wolf	9	6	0	4	4	4	6	2	6	4	6	6	
5 Wiz													
Wolf-man	4	5	4	5	4	1	5	2	8	6	8	8	95
Human	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1	
Gt.Wolf	9	6	0	4	4	1	6	2	6	4	6	6	
10 Wiz													
Wolf-man	4	6	4	5	5	2	5	3	9+1	6	8	8	145
Human	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	
Gt.Wolf	9	6	0	4	4	2	6	2	6	4	6	6	
15 Wiz													
Wolf-man	4	6	4	5	5	3	6	3	10+2	6	9+1	9+1	230
Human	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2	
Gt.Wolf	9	6	0	4	4	3	6	2	6	4	6	6	
20 Wiz													
Wolf-man	4	7	4	5	5	4	7	4	10+3	6	9+1	9+1	350
Human	4	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3	
Gt.Wolf	9	6	0	4	4	4	6	2	6	4	6	6	
25 Wiz													
Wolf-man	4	7	5	5	5	4	7	4	10+3	8+2	10+2	10+2	475
Human	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3	
Gt.Wolf	9	6	0	4	4	4	6	2	6	4	6	6	

Weres may be equipped with normal weapons and armour. If a *were character* changes to Giant Wolf form, all equipment is immediately lost but is regained when the were changes back to wolf-man form.

Ordinary weres pay **double** the normal points cost for equipment. *Were characters* pay **double** the normal cost multiplied by their character level modifier (level 5 x 1, 10 x 2, 15 x 3, 20 x 4 and 25 x 5). For example, a 1 point item will cost a were 2 points and a *were character* of level 15 (1 x 2 x 3) 6 points.

Human Chaotics

The Gods of Chaos are not openly worshipped amongst the human communities of the Old World. Most folk would shudder at the very thought of the foul and bloody practices associated with gods such as Khorne, Slaanesh



and Nurgle. Yet even so, there are some who secretly worship these inhuman deities, signing unholy pacts in return for power or wealth. What reasons might drive a man to sell his life and soul to Chaos? Some are corrupt from within, mutants whose deformities are of the mind rather than the body. Others are tempted by the prospect of power, offers of high office and wealth. A few are driven into the arms of Chaos as a result of personal tragedy, insanity or despair, discovering solace in the company of others who are also insane or desperate.

Author's note. The following new rules for Warriors of Chaos and other followers of the dark gods are a substantial change over previous editions of Warhammer. We have made extensive use of the new material under preparation for *Realm of Chaos* to restructure the advanced grades of warrior. Although the new rules are far more detailed than ever before, they are nowhere near as comprehensive as those given in *Realm of Chaos* itself, which provides complex schemes for advancing characters, provision for special Chaotic gifts and over a hundred possible mutations. Regarding mutations, players should bear in mind that superficial or minor mutations are not considered strictly relevant to Warhammer Battle. Just because a warrior has no mutation in the Battle Rules does not mean the individual is altogether free from the taint of Chaos - for example, he might be a bit furry, a funny colour, have a huge nose etc.

Chaos Cultists

The human followers of Chaos lead secret lives. Outwardly they are normal individuals and are often highly respected members of their community.

Typically, such people might be civic or religious leaders, wealthy merchants or successful businessmen. The rewards of Chaos are great, and it is no coincidence that its followers are found in high places.

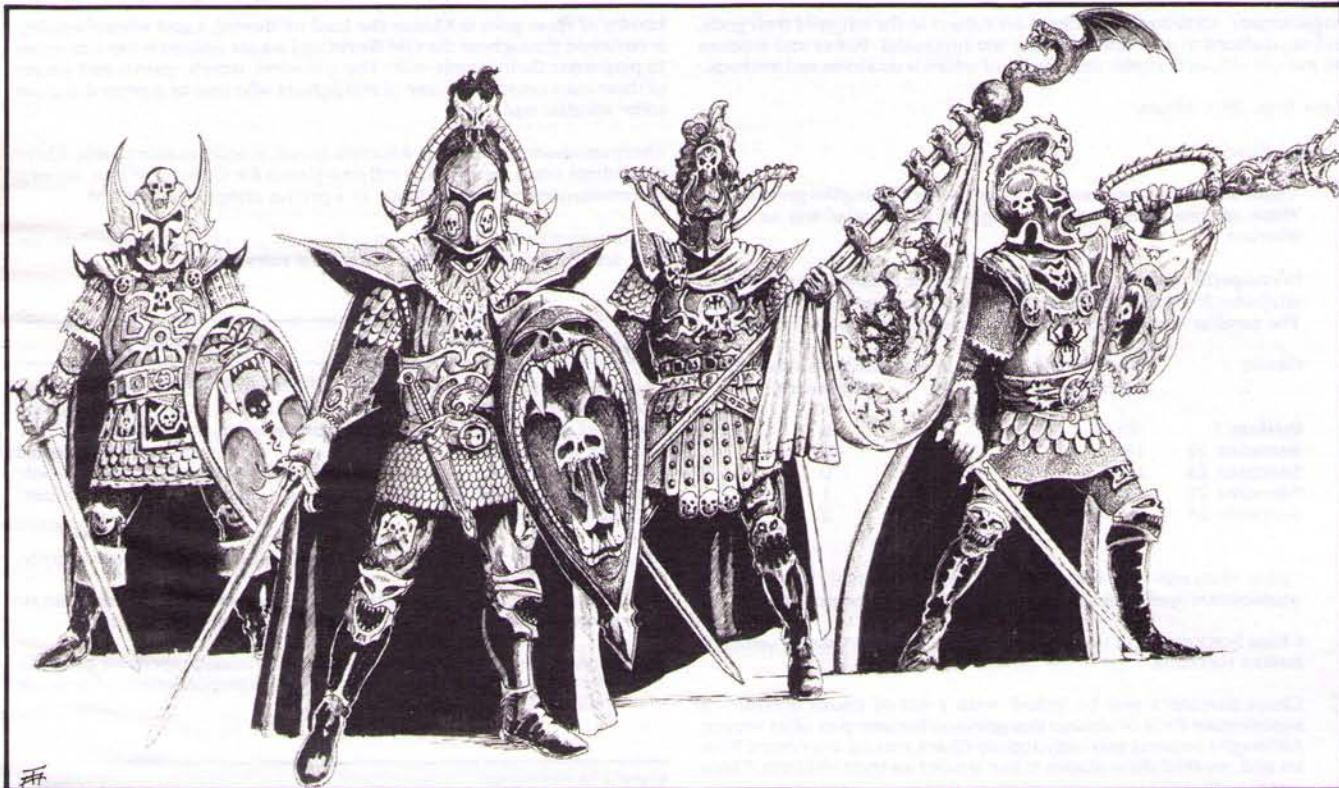
Worshippers meet at night to perform the rites of those gods which bring them power. Their secret temples may be situated in their own houses, or amidst ruined or decayed parts of the city. During the great festivals of the Dark Gods, human devotees may leave their cities to cavort under the starlight with Beastmen and other servants of Chaos. In many instances the Chaos covens are led not by humans, but by favoured servants of Chaos such as Skaven, creatures which scurry into the habitations of humanity under the cover of darkness.

Base Size. 20 x 20mm.

Special Rules

Chaos cultists are unlikely to appear on the battlefield. They are an essential part of the world background, but their role is not directly relevant to mass combat. A group of cultists could conceivably form a fighting unit, in which case they have normal human *profiles* and D6-4 *dominant attributes*. Attributes which would be impossible to conceal in human society must be re-rolled. Individuals may fight as *character models* with normal *profiles* and D6-4 *personal attributes*. For each 'level' above normal human *profiles*, *character models* automatically gain one attribute. A level 25 *character model* will always have at least 5 *personal attributes*.





Chaos Warriors

The most feared of all Chaotic humans are those who openly devote their lives to its worship. Amongst them are Warriors of Chaos, human warriors who have sold their souls in return for superhuman strength and courage. Those who make such a bargain are tragic figures they know that they will gain immense power, but only a fool could hope to survive unscathed. As servants of the Gods of Chaos, warriors may be 'gifted' by their deities. The more successful a warrior, the greater his chance of being noticed by his god, and the greater the chance of reward. Unfortunately, the Gods of Chaos have a rather odd idea of reward their gifts may take strange (and frequently unwelcome) forms.

A successful warrior may be endowed with special weapons, armour and increased physical *strength* or *toughness*. Equally likely, he may be rewarded with some form of mutation, a physical deformity that grows overnight, twisting his body into that of a Beastman or monster. More insidious, his reward might be mental collapse, insanity or obsession. The Warrior of Chaos enjoys a meteoric rise to glory, followed, more often than not, by a swift collapse into bestiality and madness.

Unwelcome in human society, these warriors roam the northern part of the Old World in small raiding bands. As they degenerate physically and mentally, warriors drift northwards towards the Chaos Wastes. Eventually, the warrior is little more than an unthinking animal, running wild with the Chaos packs and screaming with the pain of lost humanity.

Base Size. 25 x 25mm.

Special Rules

- Warriors of Chaos are represented using the *profiles* given below. These are graded into special categories. The names allotted to each are used for reference, but should not be taken too literally - they are merely convenient grades for game purposes.
- Chaos Thugs, Marauders and Warriors may be banded together with others of their kind to form units. Such units may be led by equivalent or higher grade *character models*.
- Individual Chaos Marauders or Chaos Warriors must either be members of units or *character models*. It is not possible to split a unit into a number of *character models* once the battle has begun.
- In competition games, players must determine the number of *dominant Chaotic attributes* for each unit under the supervision of the GM. The number of *attributes* varies according to the grade of the troopers as follows:

Grade	Number of attributes	Maximum number of attributes
Thug	D6-5	1
Marauder	D6-4	2
Warrior	D6-3	3

- In competition games, players must determine the number of *personal attributes* for individual characters under the supervision of the GM. The number of attributes varies according to the grade of character:

Grade	Number of attributes	Minimum number of attributes
Marauder	D6-3	0
Warrior	D6-2	0
Champion	D6-1	0
Knight	D6	1
Lord	D6+1	2

Profile

The *profiles* for Warriors of Chaos differs from the usual scheme. Advanced characters gain their skills as much as a result of the whims of their gods as by personal endeavour. Points values for the higher grades have been deliberately lowered to reflect the uneven distribution of their *profile* bonuses. As Marauders and all high level Chaos Warriors have increased *Ld*, *Int*, *CI* and *WP* values, the bonuses have been included in the *profile*.

	M	W	S	B	S	T	W	I	A	Ld	Int	CI	WP	Pts
Thug	4	4	4	3	3	1	4	1		7	7	7	7	6
Marauder	4	5	5	3	3	2	5	2		8+1	8+1	8+1	8+1	35
Warrior	4	6	6	4	3	2	6	2		9+2	9+2	9+2	9+2	70
Champion	4	7	7	5	3	2	7	2		10+3	10+3	10+3	10+3	125
Knight	4	8	8	5	4	3	8	3		10+3	10+3	10+3	10+3	250
Lord	4	9	9	5	4	4	9	4		10+3	10+3	10+3	10+3	500

These values do not include armour or additional equipment, the points values of which may be calculated by multiplying the standard value by: Thug x 1, Marauder x 1, Warrior x 2, Champion x 3, Knight x 4, Lord x 5.

Chaos Sorcerers

Just as some followers of Chaos choose to follow the path of the warrior, others choose to pervert their natural magical talents. The temptation for a wizard is great. Every wizard dreams of wisdom and power, yet few attain these heights, and then only after a long and arduous life of study. In the case of the Chaos Sorcerer, the magician's soul is bartered for unimaginable

magic secrets. All followers of Chaos are subject to the whim of their gods, and are inclined to gain reward if they are successful. Power and wisdom are just one side of the coin, the obverse of which is mutation and madness.

Base Size. 25 x 25mm.

Special Rules

1. Chaos Sorcerers are represented using the special *profiles* given below. These are graded into special categories in a similar way to Chaos Warriors.
2. In competition games, players must determine the number of personal attributes for individual characters under the supervision of the GM. The number of attributes varies according to the grade of character:

Grade	Number of attributes	Minimum number of attributes
Initiate 5	D6-3	0
Sorcerer 10	D6-2	0
Sorcerer 15	D6-1	0
Sorcerer 20	D6	1
Sorcerer 25	D6+1	2

3. Chaos Sorcerers may substitute demonic, elemental, illusionist or necromantic spells for any or all of their battle magic spells.
4. Chaos Sorcerers have the same *profile* and points values as ordinary human sorcerers.
5. Chaos Sorcerer's may be 'gifted' with a suit of *Chaos armour* - a supernatural form of armour that grows to become part of its wearer. Although a sorcerer may only acquire Chaos armour as a reward from his god, we shall allow players to buy armour for their sorcerers. Chaos armour offers the same range of saving throws as normal armour, and does not inhibit the sorcerer's ability to use magic.

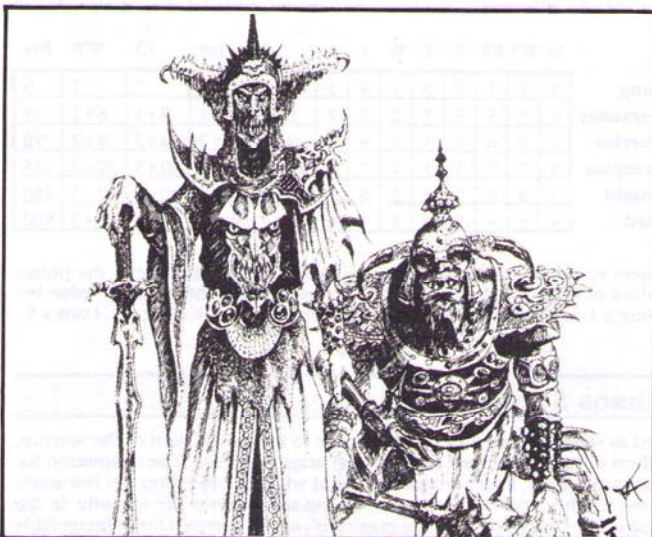
Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
5 Init	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1	60
10 Sorc	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	85
15 Sorc	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2	155
20 Sorc	4	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3	240
25 Sorc	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3	340

This *profile* does not include additional weapons, equipment or Chaos armour. Chaos armour costs an additional 50 points per model regardless of the base points value. This may seem harsh on low level sorcerers, but is intended to reflect the fact that only highly favoured individuals would be so gifted. Other items of equipment can be bought at the standard cost times the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).

Evil Warriors

While few humans openly conceive of themselves as Evil, there are those whose loyalties are definitely suspect. Not least are the personal followers of some of the less savoury gods - divinities not as openly dangerous as the Gods of Chaos, but still held in fear by sensible folk. The most well



known of these gods is Khaine the Lord of Murder, a god whose worship is outlawed throughout the Old World and whose followers meet in secret to perpetrate their bloody cult. The followers, temple guards and adepts of these cults constitute a core of Evil fighters who may be recruited to serve some specific end.

There are also many Wizards who turn to evil in order to gain power. These individuals often become the rallying points for servants of evil, serving a necromancer or demonologist as a private army or bodyguard.

Evil human warriors differ in no way from ordinary humans other than that they are aligned towards Evil. All normal rules apply.

Evil Sorcerers

The study of magic is a long, complicated and often fruitless exercise. Many wizards are tempted to dabble in the darker side of magic, harnessing the powers of necromancy to aid them, or summoning demons to serve their purposes. All wizards have the opportunity to study necromantic or demonic magic, and even ordinary humans may use a single necromantic and demonic spell if they wish. However, by learning further magic of this kind, a wizard becomes increasingly evil.

Apart from being aligned towards Evil the following special rules apply:

1. Evil sorcerers may substitute illusionist, elemental, demonic or necromantic spells for any or all of their battle magic spells.
2. Sorcerers holding a preponderance of necromantic spells are generally referred to as necromancers, those holding a preponderance of demonic spells as demonologists.

LIZARDMEN

When the Slann arrived on the planet, it was already inhabited by creatures, some of whom had developed a degree of civilisation utterly unlike that of the Slann or the races of modern times. During the Slann's assessment and restructuring of the world, many of these races were destroyed. The ancestors of the Lizardmen were amongst the more advanced of the cultures of their time, and were ruthlessly hounded by the Slann who saw no role for them in the world of the future. As the world warmed the few surviving Lizardmen sought refuge in the cool, dark caverns beneath the ground. They survive there still, in spite of all efforts to remove them.

Lizardmen are a race of bipedal humanoid reptiles. They are related to, and often found in association with Troglodytes. Lizardmen live only in the deepest and darkest cave systems below the deeper delvings of Dwarfs and Goblins. Sometimes they break through into the higher levels to take captives or loot, although they do not favour these areas for settlement. Occasionally they will venture into the open air at night, making temporary encampments in caves and large caverns which they fortify with crude stone walls.

Their civilisation is primitive and their clothing almost non-existent. Rough beads, stones and bones are used as jewellery, and leaders wear crudely fashioned head-dresses of feathers or fur. It is likely that they have no knowledge of metallurgy, although they make full use of Dwarf or Goblin gear that they capture, especially weapons. They do not favour armour even when it is available, although they use rawhide shields or bucklers. Their own weapons are made of stone.

Lizardmen are not an evil race, but their thought processes are totally alien to warm-blooded creatures and so communication with them is rare.

Physique. Lizardmen vary in height between four and six feet. They are tough and well-muscled, with thick necks and typically reptilian heads. They have long tails and scaly bodies. Colouring varies: dark browns and greens are common, iridescent blues and reds are not unknown.

Alignment. Lizardmen are Neutral.

Base Size. 25 x 25mm.

Special Rules

1. Lizardmen are immune to *fear* and *panic* reactions; they are extremely solid and resolved. They can be routed in combat as normal.
2. A lizardman's skin is so scaly and hard it counts as a chainmail shirt, giving a *basic save* of 6. This does not count as encumbrance and does not affect the creature's movement.
3. Lizardmen are unaffected by the stench given off by Troglodytes.
4. A Lizardman may act as the leader of a Troglodyte unit.
5. Lizardmen wizards may substitute either an elemental, demonic or

necromantic spell for one battle magic spell of each level. They do not use illusionist magic.

Profile

	M	W	S	B	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Lizardmen	4	3	3	3	4	2	1	1	9	5	9	9	9	20
5 Hero	4	4	4	4	5	2	2	2	9	5	9	9	9	70
10 Hero	4	5	4	4	5	3	2	3	10+1	5	9	9	9	120
15 Hero	4	5	4	4	5	4	3	3	10+2	5	10+1	10+1	10+1	170
20 Hero	4	6	4	4	5	5	4	4	10+3	5	10+1	10+1	10+1	220
25 Hero	4	6	5	4	5	5	4	4	10+3	7+2	10+2	10+2	10+2	270
5 Wizard	4	4	3	4	4	2	1	1	9	6+1	10+1	10+	10+	100
10 Wizard	4	4	3	4	4	3	2	1	10+1	7+2	10+1	10+2	10+2	150
15 Wizard	4	5	3	4	5	4	2	1	10+2	7+2	10+2	10+2	10+2	245
20 Wizard	4	5	4	4	5	5	3	1	10+3	8+2	10+3	10+2	10+2	355
25 Wizard	4	6	5	4	5	5	4	1	10+3	8+3	10+3	10+3	10+3	480

None of the points values include armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by two (x 2 modifier for 11-20 basic points value). In the case of *character models*, equipment costs are the standard value multiplied by two, multiplied by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5). So, for example, a level 20 character pays $1 \times 2 \times 4 = 8$ points for a 1 point weapon.

ORCS

Orcs are the bravest, fiercest and most dangerous of all the goblinoid races commonly encountered in the Old World. Their main strongholds lie in the Dark Lands and the surrounding mountains, from where they descend upon the human kingdoms to raid, destroy and pillage. Although the best efforts of mankind are directed against them, Orcs manage to live in the Old World itself, deep within its forests and high in (or below) its mountains.

Although aggressive warriors and insanely bloodthirsty, Orcs are poorly disciplined and organised, so that raiding parties frequently fall to squabbling amongst themselves. Their leaders tend to be the biggest or meanest individuals, keeping order by force rather than good sense. The potency of an Orc fighting unit is therefore very dependent upon the abilities of its leader.

Battles between Orcs and humans are always extremely bloody affairs with no quarter asked or given. Rarely are such battles indecisive. Orcs eat human flesh, as well as that of their own kind, and will carry off youngsters and women for this purpose. Adult males are only occasionally taken captive, and usually for torture or sacrifice rather than food.

Physique. Orcs are the tallest of the common goblinoids and may reach as much as seven feet in height despite their stooped shoulders and crooked



legs. They are powerfully built creatures with very long arms and huge hands. Their heads are brutal and ugly, with heavy jaws and massive carnivorous teeth. Small red eyes are well protected by bony sockets and beetling brows, whilst ears are large and inclined to be pointed. The ears are vulnerable, and frequently ripped and torn as a result of brawling. Orcs have no hair upon their heads. Their bodies are inclined to be hairy and warty, and are usually crossed with scars. The skin is dark and greenish compared to that of humans.

Alignment. Orcs are for the most part of Evil alignment.

Base Size. 25 x 25mm.

Special Rules

- Orcs are prone to fighting amongst themselves and with other goblinoid allies. They are therefore subject to *animosity* when fielded with other goblinoid units.
- Orcs form the highest rung of mixed goblinoid communities, functioning as leaders in times of war. A unit of any goblinoid type may therefore have an Orc leader.
- Orc wizards may substitute any one battle magic spell from each level with an equivalent level necromantic, demonic, elemental or illusionist spell.
- Certain Orc tribal warriors are subject to *frenzy* as indicated in *Warhammer Armies*.

Profile

	M	W	S	B	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Orc	4	3	3	3	4	1	2	1	7	5	7	7	5½	
5 Hero	4	4	4	4	4	1	3	2	7	5	7	7	33	
10 Hero	4	5	4	4	5	2	3	3	8+1	5	7	7	61	
15 Hero	4	5	4	4	5	3	4	3	9+2	5	8+1	8+1	88	
20 Hero	4	6	4	4	5	4	5	4	10+3	5	8+1	8+1	116	
25 Hero	4	6	5	4	5	4	5	4	10+3	7+2	9+2	9+2	143	
5 Wizard	4	4	3	4	4	1	2	1	7	6+1	8+1	8+1	63	
10 Wizard	4	4	3	4	4	2	3	1	8+1	7+2	8+1	9+2	91	
15 Wizard	4	5	3	4	5	3	3	1	9+2	7+2	9+2	9+2	163	
20 Wizard	4	5	4	4	5	4	4	1	9+2	8+3	9+2	10+3	251	
25 Wizard	4	6	5	4	5	4	5	1	10+3	8+3	10+3	10+3	353	

None of the above points values include armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).

PYGMIES

Pygmies are the smallest of all human races. Some Old Worlder scholars deny that they are human at all, whilst others refer to them as Lesser Men or Black Halflings. They come from the dense tropical jungles of Lustria where they live in small tribal groups. Nominally they are subjects of the Slann Emperor. Their relations with the Slann are sometimes good and sometimes not, but their jungle habitat is so wild that no Slann army would dare to cross it. The Slann regard the Pygmies as allies of a kind, and sometimes request aid in war, which the Pygmies provide in a token way.

The Pygmies' chief skills are hunting and tracking rather than formal fighting, and their characteristic weapon is the blowpipe. Their weapons and ornaments are made from bone, wood and stone, and the use of metals is altogether unknown, save for items traded with the Slann. Pygmies survive largely by hunting crocodiles, monkeys and lizards, using poisoned darts to immobilise their prey.

Physique. Pygmies are short and squat, rarely more than five feet tall and often shorter. Although small they are by no means puny. Their skin is dark and their hair black. They often paint their bodies in a similar way to the Slann, and are very keen on ornamental mutilation such as nose-bones, lip and ear plates, filed teeth, ritual scarring and tying great big weights to their tender bits...

Alignment. Pygmies are Neutral.

Base Size. 20 x 20mm.

Special Rules

1. Pygmies are jungle fighters *par excellence*. They may move through jungle and other wooded areas without penalty. Within wooded areas they may see and fire missile weapons up to a distance of 4" (rather than the normal 2").
2. Pygmy wizards are tribal magicians whose powers are associated with nature and the environment. At each level of spell use, a pygmy wizard must substitute at least two elemental spells for equivalent, level battle magic spells. Pygmy wizards may substitute elemental spells for all of their battle magic spells.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Pygmies	4	3	3	2	2	1	3	1	7	7	7	7	3
5 Hero	4	4	4	3	2	1	4	2	7	7	7	7	18
10 Hero	4	5	4	3	3	2	4	3	8+1	7	7	7	33
15 Hero	4	5	4	3	3	3	5	3	9+2	7	8+1	8+1	48
20 Hero	4	6	4	3	3	4	6	4	10+3	7	8+1	8+1	63
25 Hero	4	6	5	3	3	4	6	4	10+3	9+2	9+2	9+2	78
5 Wizard	4	4	3	3	2	1	3	1	7	8+1	8+1	8+1	48
10 Wizard	4	4	3	3	2	2	4	1	8+1	9+2	8+1	9+2	63
15 Wizard	4	5	3	3	3	3	4	1	9+2	9+2	9+2	9+2	123
20 Wizard	4	5	4	3	3	4	5	1	9+2	10+3	9+2	10+3	198
25 Wizard	4	6	5	3	3	4	6	1	10+3	10+3	10+3	10+3	288

None of the above points values include armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by half (x ½ points modifier for a basic value of less than 5). Additional equipment for *character models* costs the value of the item, multiplied by a half, multiplied by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5). For example, the points value of a 1 point item to a level 15 hero is 1 x ½ x 3 = 1½.

SKAVEN

Skaven are a race of Chaos Beastmen combining the physique and mental outlook of human and rat; they are sometimes known as ratmen. They owe their existence to the mutating effects of the magic warpstone, one of the greatest sources of raw magic there is. Most creatures would suffer severe mutation and death if exposed to warpstone, but ratmen are largely immune



to its effects and even gain energy by consuming it in a refined form.

Skaven are widespread throughout the entire world, but their presence is rarely felt. A web of tunnels crosses from continent to continent, leading to burrowings far below the cities of men, and eventually into the sewers and drains of the cities themselves. Legend has it that there is a lost city in the blighted marshes, once a prosperous human settlement but now abandoned to the encroachment of the marshes. Here the Skaven swarm in incalculable numbers to the forgotten ruins. Here, so it is said, live the Thirteen Lords of Decay that rule the Skaven in the name of The Horned Rat, the God of Chaos worshipped by the ratmen. Their servants are divided into clans, including that of the Skaven wizards The Grey Seers, the warlock-engineers of Clan Skryre, the assassins of Clan Eshin, the slave-warriors of Clan Moulder, and the Plague Monks of Clan Pestilens. The ratmen warriors are members of the Warlord Clans, of which there are a great many. Skaven wear dark, ragged clothing, often covered with clan symbols and slogans.

Physique. Ratmen are man-sized, humanoid rats. Except for their ears and tail they are covered in close fur, usually brown or pie-bald. White and grey Skaven are associated with magic, and members of the Grey Seers are often of these shades.

Alignment. Ratmen are Chaotic.

Base Size. 20 x 20mm.

Special Rules

1. Skaven wizards belong to either the Grey Seers or the Clan Skryre. The Grey Seers are automatically level 25 wizards with a magic level of 4.
2. Skaven wizards are unable to regain magic points by resting. They gain their magic points by eating specially prepared warpstone. It is not possible to prepare this warpstone during a battle. Wizards begin the game with a full store of magic points.
3. Skaven armies may include assassins in the form of the Clan Eshin, as indicated in **Warhammer Armies**.
4. Other special weapons and magics available to the Skaven are indicated in **Warhammer Armies**.
5. For competition games, Skaven units must have D6-3 *dominant chaos attributes* generated before the game and under the supervision of the GM. Skaven *character models* must have D6-4 *personal attributes* generated in the same way.



Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Skaven	5	3	3	3	3	1	4	1	6	6	5	7	4½
5 Hero	5	4	4	4	3	1	5	2	6	6	5	7	28
10 Hero	5	5	4	4	4	2	5	3	7+1	6	5	7	50
15 Hero	5	5	4	4	4	3	6	3	8+2	6	6+1	8+1	72
20 Hero	5	6	4	4	4	4	7	4	9+3	6	6+1	8+1	95
25 Hero	5	6	5	4	4	4	7	4	9+3	8+2	7+2	9+2	117
5 Wizard	5	4	3	4	3	1	4	1	6	7+1	6+1	8+1	58
10 Wizard	5	4	3	4	3	2	5	1	7+1	8+2	6+1	9+2	80
15 Wizard	5	5	3	4	4	3	5	1	8+2	8+2	7+2	9+2	147
20 Wizard	5	5	4	4	4	4	6	1	8+2	9+3	7+2	10+3	230
25 Wizard	5	6	5	4	4	4	7	1	9+3	9+3	8+3	10+3	327

None of the above points values include armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by a half (x ½ modifier for a basic value of less than 5). *Character models* may have additional equipment at the cost of the item, multiplied by half, multiplied by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5). For example, a level 25 character pays 1 x ½ x 5 = 2½ points for a 1 point item.

SLANN

The Slann are an ancient race whose past and origin stretches beyond the horizons of this world. Once they roamed the stuff of Chaos, moving between planets in their marvellous silver spaceships, seeding the universe with their genetic experiments. Today, the long-isolated remnants of those Slann who settled on the Warhammer world live in Lustria, the vast southern continent far to the west and south of the Old World.

Although once the possessors of a highly advanced technical civilisation, as testified by the many ruins amongst the Lustrian jungles, the Slann have long since degenerated, reverting to a technological base somewhat narrower than that of humanity. Metals, for example, are very rare, and iron was completely unknown before humans came to Lustria. Most Slann artifacts, including weapons, are made from wood or stone.

The Slann themselves recall a time when their ancestors roamed the night skies, travelling between worlds in shining boats powered by forgotten magics. Such times belong to legend, although even today the Slann maintain a tradition of magic and arcane lore that far surpasses anything in the Old



INTELLIGENT RACES



World. Slann mages are powerful creatures whose hoard of secrets must be guarded night and day. Many of the young races - Elves, Dwarfs and Men - would like to plunder the treasure houses of the mages, and much of their once vast empire has already fallen to conquerors from the east.

The Slann civilisation, although debased, is still highly structured compared to the loosely held and locally administered human kingdoms. The Slann Empire is ruled by its Emperor, Mazdamundi of the Enlightened Sphere, Sweetness of Life's Sorrow, Lordling Surveyor, and Master of the Gateways. He is an absolute ruler and erudite scholar, the mightiest mage amongst his kind and possibly the most powerful practitioner of magic in the world. He controls a vast bureaucracy of learned scribes, ordering the Slann domain from his palace by the banks of the Cuzco river. From the tallest pyramid of the palace, he watches runners carrying messages along the paved highways that connect the Slann capital to the remote palaces of his provincial governors.

From his throne Mazdamundi is able to raise armies, to wage war or to command the sacrifice of a million souls, if such is his will. In times of war, troops are raised from all levels of Slann society, including the scattered farms and villages. The core of the army comes from the professional warrior clans, amongst whom the most famous are the Eagle Warriors, the Jaguar Warriors and the Alligator Warriors. Each has a uniform made from, or fashioned to resemble, the animal after which the unit is named. In recent times the Slann have suffered a considerable loss in population due to the activities and diseases of man, and have fallen to recruiting lobotomised human slave warriors as well as allies in the form of Pygmies.

Physique. Slann are frog-like amphibians. Their bodies are thin, their limbs long and their hands and feet large and webbed. Their heads are flat and broad, with eyes that rise prominently like those of frogs or toads. Skin colouring varies from green to blue, and some Slann are yellow.

Some of the more primitive Slann tribes are only nominally part of the Empire, and often have a distinctively patterned skin: striped, spotted or mottled. These tribes pay homage to the Emperor and serve in his armies when called, but are usually left to enjoy the peace of their tropical forests.

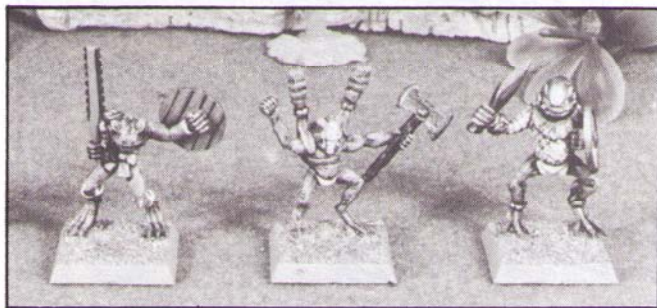
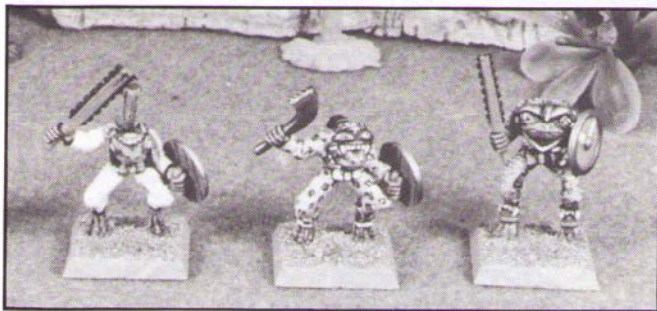
All Slann wear warpaint, and many of the warrior clans are tattooed, patterns being traditional and associated with a particular group of warriors or tribal division. The most common pigments are light blue, red and white.

Alignment. Slann are Neutral.

Base Size. 25 x 25mm.

Special Rules

1. Where Slann armies include lobotomised slave warriors, these must be led by a Slann. Human captives are specially prepared so that they will fight for their new masters, but the process has a coarsening effect upon their sensibilities. Slave troopers are therefore subject to *stupidity*.
2. Slann may cross rivers, streams and lakes without suffering any movement penalties.
3. Slann occupying a river, stream or lake are treated as being in *bard cover* and are able to use blowpipes as normal.



4. Some Slann units are subject to *frenzy*, as noted in **Warhammer Armies**.
5. Slann wizards are extremely adept and thoroughly learned in all manner of magic. A Slann wizard may substitute necromantic, demonic, elemental or illusionist spells for equivalent level battle magic spells.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Slave	4	3	3	3	3	1	3	1	7	2	7	7	4
Slann	4	3	2	3	4	1	3	1	8	7	9	9	7
5 Hero	4	4	3	4	4	1	4	2	8	7	9	9	42
10 Hero	4	5	3	4	5	2	4	3	9+1	7	9	9	77
15 Hero	4	5	3	4	5	3	5	3	10+2	7	10+1	10+1	112
20 Hero	4	6	3	4	5	4	6	4	10+3	7	10+1	10+1	147
25 Hero	4	6	4	4	5	4	6	4	10+3	9+2	10+2	10+2	182
5 Wizard	4	4	2	4	4	1	3	1	8	8+1	10+1	10+1	72
10 Wizard	4	4	2	4	4	2	4	1	9+1	9+2	10+1	10+2	107
15 Wizard	4	5	2	4	5	3	4	1	10+2	9+2	10+2	10+2	187
20 Wizard	4	5	3	4	5	4	5	1	10+2	10+3	10+2	10+3	282
25 Wizard	4	6	4	4	5	4	6	1	10+3	10+3	10+3	10+3	392

None of the above points values include armour or additional equipment. Slaves may be equipped at half the point cost of the item (x 1/2 modifier for troops with a basic value of less than 5). Character models may be equipped at the basic points cost of the item, multiplied by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).

SNOTLINGS

Snotlings are the smallest and most debased of the goblinoid races. They are not very intelligent, even by the notoriously low standards of other goblinoids. Snotlings are unable to manufacture any but the simplest of tools and weapons - most of their everyday needs are met by scavenging and theft. None the less, they have an animal sense of cunning which enables them to survive despite their obvious handicaps.

Snotlings are commonly found infesting the small crags and crevasses of underground dwellings. Other goblinoids regard them as vermin and sometimes set traps or put down poison to destroy them. Sometimes they are kept in wooden cages and reared to eat. They have even been herded into battle!

Although it seems likely that Snotlings evolved in the depths of goblin holds, the race has expanded its range over the last century and can now be found within most forest areas bordering the Worlds Edge and Black Mountains. Here, they prefer to live in sets which they excavate under the boles of trees. They survive the cold winters only by huddling together for warmth, while the bravest and fiercest hunt down hibernating badgers, hedgehogs and other small mammals. Of course if you happen to be a Snotling they are not that small!





Snotlings will steal into human farmsteads to acquire food, clothes and weapons such as knives. One unusual feature of the Snotling set is a special cavern reserved for rearing fungus and mould, which they use to make spore weapons. Snotlings seem immune to the effects of most poisons, probably having developed a resistance to the poisoned traps set for them by other goblins.

Physique. Snotlings look very much like Goblins but are smaller, thinner, and even more repulsive. Their skin is dark and greenish, but normally covered by a good layer of mud and dung. Three feet would be a good height for a Snotling, many are smaller.

Alignment. A desperate Snotling will fight with all the ferocity of a cornered wild-cat, but this is more a matter of animal instinct than malicious intent. Snotlings are generally of Neutral alignment. Although mischievous and immoral they are not positively cruel in the way that Orcs and Goblins are.

Base Size. 9 Snotlings on a 40 x 40mm base.

Special Rules

- Snotling models are grouped together on a single base in 3 ranks of 3 making a total of 9 models per base. In hand-to-hand combat each base has 3 attacks and can withstand 3 wounds. Casualties sustained by the unit must be recorded. When this reaches 3 wounds a base is removed. No deduction in fighting power is experienced due to loss of wounds until an entire base is removed.
- Irrespective of models present on the base, it is assumed that each base contains three Snotlings armed with the equivalent of short bows, giving 3 missile attacks per turn.
- Snotlings will not charge or receive a charge unless they outnumber their enemy by at least three to one. If a unit of Snotlings is charged by a unit it doesn't outnumber by three to one, it must run away. Thus, a unit of 6 bases (54 models) would run away if charged by 19 or more troops. In the case of large creatures with several wounds, the total number of wounds is considered rather than the number of troops. An Ogre, for example, has 3 wounds and so counts as 3 troops.
- Snotlings can be used as skirmishers within the limitation given in **Warhammer Armies**. Skirmishing Snotlings will not initiate hand-to-hand combat against other skirmishers, and will not stand and fight other skirmishers unless they outnumber them by three to one.
- Snotlings cannot be harmed by poisons. The bonus for poisoned weapons is ignored, and any poisoned gas or spore weapons have no effect whatsoever.
- Snotlings never have magical powers.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Snotling	4	2	2	1	1	3	3	3	4	4	4	4	25

Base

The Snotling base incorporates a variety of equipment, including small spears, sticks, coshes and stones. In hand-to-hand combat these count as hand weapons. A proportion of Snotlings carry missile weapons of various kinds, including bows and slings. No extra points are paid for these weapons.

Snotlings have a special resistance to poisons, and even make use of certain natural poisonous fungi to produce toxic hand-to-hand and missile weapons. A base equipped with these weapons may add +1 to the strength of all hand-to-hand combat and missile hits. Equipping a Snotling base with poisonous weapons costs +5 points.

ZOATS

Zoats are semi-legendary creatures and are rarely seen. Everything about them is mysterious. No one professes to know how they arrived in the Old World forests or why. What they are doing there is anyone's guess. Old World scholars like nothing more than to discuss these matters, postulating various imaginative and improbable theories about Zoa intentions. They are uncommon, and as time goes on they seem to get fewer and fewer. Many say that their days are numbered. It is rumoured that they have occasional dealings with the Wood Elves. Most common folk believe they are powerful wizards bent upon some devilish design to the ultimate detriment of humanity.

Physique. Zoats are centauroid with thick columnar legs and a shuffling, nervous gait. They are reptilian and their skins are covered with scales. They are said to have a 'wry' expression because of the twisted or crooked way in which they often hold their heads. This may be due to the way in which they sway their heads from side to side, a primitive mechanism which allows them to scent other living creatures.

Alignment. Zoats seem to be well intentioned creatures, unwilling to interfere in the affairs of others. This does not stop them destroying their enemies or protecting their homes. They are considered to be of Neutral alignment.

Base Size. 25 x 50mm.

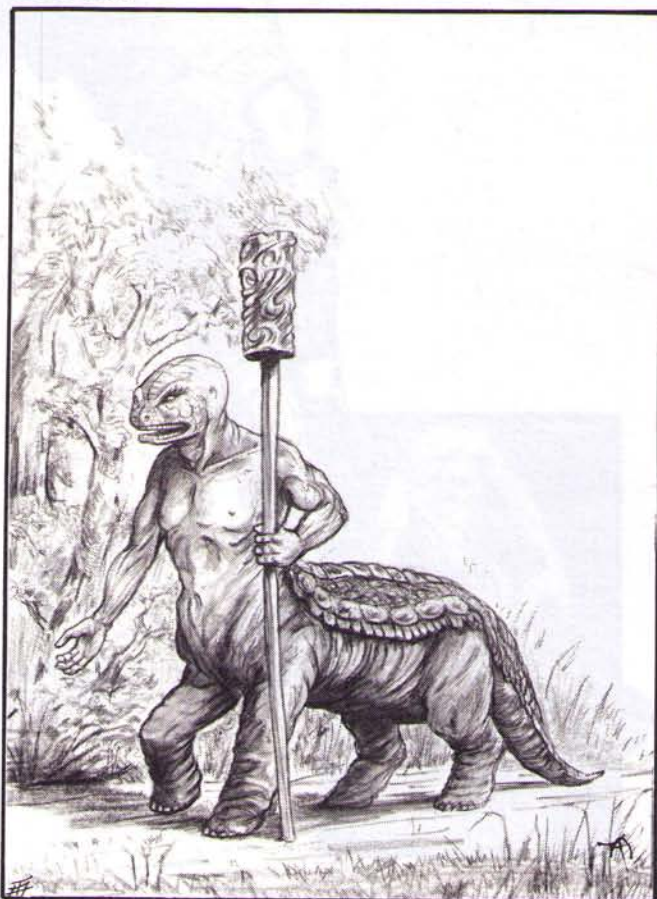
Special Rules

- Zoats may move through woods without penalty.
- Zoats are scaly creatures with a natural ability to resist light damage. This counts as a D6 saving throw of 6 but does not encumber the creature.
- Zoats have *stomp attacks* but may substitute one or more stomps for a *weapon attack* if suitably equipped.
- Zoats are unusual in that they have no *character models* other than wizards. They are a magical race and acquire powers naturally as they grow in age and wisdom. Their peaceful nature does not prevent them from slaying the servants of evil, or from defending their homes where necessary, but it does incline them away from a study of the martial arts.
- Zoats may use Elemental or Battle magic.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Zoat	7	5	3	4	5	3	5	2	10	9	9	9	50
5 Wizard	7	6	3	5	5	3	5	2	10	10+1	10+1	10+1	130
10 Wizard	7	6	3	5	5	4	6	2	10+1	10+2	10+1	10+2	180
15 Wizard	7	7	3	5	6	5	6	2	10+2	10+2	10+2	10+2	275
20 Wizard	7	7	4	5	6	6	7	2	10+2	10+3	10+2	10+3	335
25 Wizard	7	8	5	5	6	6	8	2	10+3	10+3	10+3	10+3	510

None of the above points values include weapons or armour of any kind. Zoats may be equipped with weapons with a cost modifier of x 5. A 1 point weapon will therefore cost a Zoat 5 points. Zoats do not wear armour. The points value of wizards also does not include weapons, the points values of which may be calculated by multiplying the standard value of an item by five and then by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).





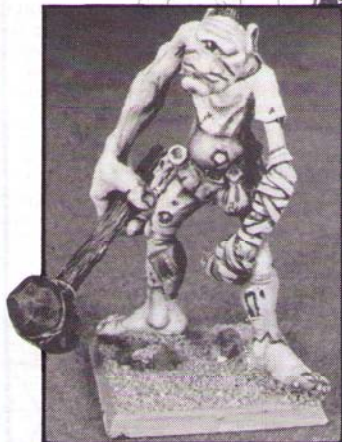
GIANT RACES

Creatures of the Giant races often appear in armies. They are extremely useful for providing extra hand-to-hand fighting ability... and for scaring the enemy witless!

GIANTS

Giants are rare in most of the Old World and only remotely common in the northern areas towards Norsca. In Cathay and the east they are marginally less scarce, but nowhere are Giants an everyday sight. They are large, burly creatures, but are often rather dim witted. Most live solitary lives, occasionally banding together with others of their kind to assault travellers or to hold one of their legendary drinking bouts. Giants live in isolated places, such as in mountains and forests, and avoid the company of other creatures. As everyone knows, Giants regard anything smaller than themselves as edible, including humans.

GIANT RACES



Physique. Giants are large humanoids, but some are larger than others. The smallest of them are about twelve feet tall, and the larger ones can be as much as twenty five feet. Their features are crude and ugly, their breath dangerously rancid, and their sense of personal hygiene under-developed.

Alignment. Giants are very much individuals and can be of any alignment.

Base Size. 40 x 40mm.

Special Rules

1. Giants are large creatures and cause *fear* in troops under ten feet tall.
2. Giants are so tall, that they rise above most terrain features and are not significantly impeded by them. A Giant therefore halves all *movement penalties for difficult and very difficult ground*. Linear obstacles less than ten feet high are ignored.
3. Giants are rather tall, making it difficult to land a blow upon them above the knee. Troops armed with spears, pikes, halberds and other pole arms fight as normal, but troops armed with shorter weapons suffer a -1 'to hit' modifier. This does not apply if the Giant has fallen over, as it may then be attacked normally.
4. Giants are ungainly creatures. They move slowly and clumsily, and are prone to tripping over if forced to retreat in hand-to-hand combat. Any giant pushed-back by its opponents must test by rolling a D6: a score of 6 indicates that the Giant falls over. Use the *Fallen Giant template* described below to simulate this.
5. Falling Giants are a big nuisance! Giants are ungainly, badly balanced creatures which have an annoying habit of falling over if pushed-back in combat, when they're slain and, worst of all, whenever they're drunk. To simulate the falling Giant, use the *Fallen Giant template* in the back of the book.

The template is used to establish which models are crushed by the falling Giant. First determine the direction in which the Giant falls using a D12. The direction faced by the Giant is 12 o'clock, and the dice score gives the direction of the fall relative to a clock face. So, for example, a Giant falling at 6 o'clock falls directly backwards. Now place the template with its feet against the Giant's base and the head facing the direction of fall. All models whose bases are wholly or partially covered by the template are automatically hit, suffering a *strength 5* blow and 1 *wound* if damaged.

Once on the floor Giants can get up in their following turn. This takes the whole turn and the Giant may do nothing else - it may not attack, for instance.

Drunken Giants must roll a D6 when attempting to rise. On the score of a 5 or 6 the Giant may get up; on a score of 1, the Giant falls into a catatonic stupor for the rest of the battle.

6. Giants are weak-willed creatures with a predilection towards drunkenness. Any side which includes Giants must test for each one before the game. The player rolls a D6: a score of 6 indicates the Giant is drunk.

Drunken Giants are subject to the following rules. A test must be made every time a player wishes a drunken Giant to move. Roll a D10:

1. The Giant falls over immediately. See *Fallen Giant* rules.
2. The Giant staggers uncontrollably - the model moves D6" in the intended direction, walking over units of creatures under ten feet tall and causing D6 automatic *strength 3* hits. The Giant may not attack that turn.
3. The Giant staggers and falls - the model moves D6" in the intended direction as above and then falls over. Use the *Fallen Giant* rules.
4. The Giant lurches uncontrollably - the model moves D6" in a random direction (use a D12, nominate one direction as 12 o'clock and read the result as a clock face). Walking over units causes damage as 2. above.
5. The Giant lurches and falls - the model moves D6" in a random direction as 4. above and falls as 1. above.
- 6-10. The Giant somehow manages to remain upright and is moved as normal.

A drunken Giant always attacks randomly - the player has no say over the attack mode the Giant uses (these are explained below). Roll at the beginning of each round:

- 1 - Stomp and grind
- 2 - Pick up and squash
- 3 - Pick up and throw

- 4 - Pick up and hurl
- 5 - Pick up and eat
- 6 - Pick up and stuff into bag
- 7 - Jump up and down
- 8 - Swing with club
- 9 - Thump with club
- 10 - Yell and bawl

A drunken Giant will always **head butt** an opponent over ten feet tall.

7. Giants are invariably armed with huge clubs, maces, axes or other brutish concussion weapons. A Giant may make only one *attack* per round, but has special *attack* types. When a Giant attacks, the player may choose any one of the following modes:

Stomp and grind. This attack may only be used against opponents under ten feet tall. The Giant treads on one enemy model chosen at random from those in base-to-base contact, and grinds the victim into the ground. The Giant hits automatically, causing a *strength 8* hit and D6 *wounds* on successful attacks. There is no *armour saving throw*.

Pick up and squash. This attack may only be used against opponents under ten feet tall. This option is a bit messy and consequently very appealing to the less sophisticated Giants. The Giant stoops down and picks up any one model from the first three ranks of the enemy unit. The victim may make 1 *attack* against the Giant, representing his struggles to escape. If damage is caused, the Giant must let go of the intended victim and abandon the attack - the victim falls to the ground and takes an automatic *strength 3* hit as a result. If the victim fails to struggle free, the Giant squeezes and squeezes until(the rest is too horrible to print but the model can be removed as a casualty. There is no *saving throw* for armour.)

Pick up and throw. This attack may only be used against opponents under ten feet tall. It is a popular attack mode amongst the more athletically inclined Giants. The victim is selected from the first three ranks of attackers as for the *pick up and squash attack*, and may attempt to struggle free in the same way. If the victim fails to free itself, it is thrown bodily into the enemy unit, causing an automatic *strength 5* hit on the victim and D6 *strength 3* hits on the unit.

Pick up and hurl. This attack may only be used against opponents under ten feet tall. It is a similar attack to *pick up and throw* but even more strenuous. The victim is selected from the first three ranks of attackers, as for the *pick up and crush attack*, and may attempt to struggle free in the same way. If the victim fails to free itself, it is thrown against any enemy unit within 12", causing an automatic *strength 5* hit on the victim and D6 *strength 3* hits on the unit.

Pick up and eat. This attack may only be used against opponents under ten feet tall. It is an option used by especially slow-witted or enraged Giants who may have difficulty remembering whether they are fighting or eating. The Giant picks up a single victim in the same way as with the *pick up attacks*. Unless the victim struggles free, the Giant bites its head off. Victims die instantly and without recourse to a *saving throw*. The player must make an immediate 2D6 test against the Giant's *WP* at this point. If the result is equal to or less than the Giant's *WP* the decapitated body is thrown back into the enemy unit causing D6 *strength 3* hits. If the dice score is more than the Giant's *WP*, the remains are eaten and the Giant will not follow-up any pushed-back enemy that turn. This brings hand-to-hand combat to a premature end. A pushed-back unit must spend its following *movement phase reforming*.

Pick up and stuff into bag. This attack may only be used against opponents under ten feet tall. The Giant stoops and grabs a victim as for the *pick up and crush attack* and other *pick up attacks*. Unless the victim struggles free, it is stuffed into a bag, sack or pocket for the rest of the game. Giants are very careful to carry these foraging bags around with them. They are stifling and stuffy, and can contain any number of dangerous, dead or decaying food items. Once stuffed into a bag, a model can only be released if the Giant is killed.

Jump up and down. This attack may only be used against opponents under ten feet tall. A Giant may jump up and down on top of a whole unit. The resulting carnage can be quite impressive. A player attempting this attack must roll a D6: if the score is a 6, the Giant falls over (Giants are clumsy creatures). Use the *Fallen Giant template* to establish casualties. Assuming the Giant doesn't fall over, it causes 2D6 automatic hits at *strength 5*. There is no *armour saving throw*.

Once casualties have been worked out the Giant player must make a 2D6 test against the Giant's *WP*. If the result is equal to or less than the *WP*, there is no result. If the score is greater than the *WP*, the Giant gets carried away (it's having such a good time!) and must continue to jump up and down every combat round until the unit is destroyed.

If a Giant attempts to jump on a unit equipped with spears, halberds, pikes or other pole arms, there is a chance the Giant will hurt itself. A Giant's foot is not exactly sensitive, but even so the pain could be

enough to enrage the creature. This is dangerous. After jumping on such a unit roll a D6. If the score is 6, the Giant is hurt, although no damage is caused. The Giant immediately leaves combat (no penalty for this - the enemy must *reform* next turn, if it is still around). The Giant makes an immediate full move away in a random direction. This can take the Giant through the unit it is fighting, and through additional units or small buildings. The Giant is hopping mad (literally!) and probably yelling and bawling like a deranged mastodon. Any unit of creatures under ten feet tall (other than the one originally fought) which the Giant moves over, takes D6 automatic hits at *strength* 5 - the so called 'hop attack'. The Giant continues to hop in a random direction each turn until the player can roll a 6 on a D6.

Swing with club. This is a fairly boring attack, with a comparatively low amusement value, consequently it is not as popular with Giants as, for example, *yell and bawl*. The club is swung broadly across the enemy's front causing D6+2 automatic *strength* 5 hits to the unit's rank and file. There is no *armour saving throw*.

Thump with club. This is a discriminating stroke for the conscientious club user. The club is raised discreetly above the head and brought down in a single smooth action upon the target, usually someone's head. The single target model may be selected from any models within 2" of the Giant's base-edge; the model suffers one automatic *strength* 10 hit. Successful attacks cause D6 *wounds*. Such is the force of the blow that there is a chance the weapon will become embedded in the ground. On the D6 roll of a 6, the weapon is embedded and the Giant must spend the following round freeing it. There is no *armour saving throw*.

Yell and bawl. This attack may only be used against opponents under ten feet tall. This is a great favourite amongst the more jovial Giants as it appeals to their primitive sense of humour. The Giant bends down until face-to-face with its foes, and then proceeds to yell as loudly as possible, bombarding the enemy with a frightening blast of noise and halitosis. An attacked unit must make an immediate *rout* test regardless of other circumstances and suffers a -2 *leadership* modifier.

Head butt. This attack may only be used against opponents over ten feet tall or those attacking from the air. The Giant head butts its enemy, causing 1 automatic *strength* 5 hit, successful hits inflict D6 *wounds*. There is no *armour saving throw*.

8. A Giant may pick up any inanimate object during the *movement phase* instead of moving. The object picked up must be no larger than a single man-sized model. The object may be thrown in any subsequent *shooting phase*. Roll to hit as normal: if the target unit is hit, it takes D6 *strength* 5 hits. If the object being picked up is firmly attached (such as a tree or part of a wall) it cannot be thrown in the same turn as it is picked up.

Giants who have picked up a large object must drop it before charging or being charged. This doesn't normally interfere with the charge move unless the Giant accidentally drops the boulder on its own foot. Roll a D6 and if a 6 is scored, the Giant suffers an automatic *strength* 5 hit. If a *wound* is suffered, the Giant may not double its *movement rate* while charging (for this phase only).

9. Giants have a simple sense of humour. One of their favourite pastimes (apart from Dwarf Skittles, a game played using lead balls and captive Dwarfs) involves speeding down sheer mountain slopes balanced precariously on a captured cart or wagon. These wagons have even been known to make an appearance in battle.

Giants may drag or push their wagons at half *movement rate* to the top of hills. At the beginning of its *movement phase*, the Giant may launch itself down the hill, travelling 18" in any direction down the hill, and through any units in the way. Any unit ridden through takes D6 automatic *strength* 5 hits. After the first move, the wagon comes to a halt and must be repositioned if it is to be used again. The Giant will fall off on the D6 roll of a 6 at the end of its movement use the *Fallen Giant template* to establish casualties.

Profile

Giants make special attacks with varying *strengths*. Their *strength* characteristic is used only when Giants attack buildings or similar structures. They do have a *WS* characteristic, although it is not used for making attacks, most of which hit automatically. *WS* is only really relevant when the enemy attacks, as it provides the basic 'to hit' requirement.

Because Giants are very variable creatures, some of whom are stronger, tougher, faster or slower than others, profiles for Giants are generated before the battle under the supervision of the GM. In competition games, players may select a Giant (or Giants) where permitted, but do not generate its full profile until the battle is ready to begin. Although this means that some Giants are better than others, only the standard points value is paid. For each characteristic in turn, the player rolls a D6 and consults the following chart:

D6	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	5	2	2	6	6	5	1	special	5	4	5	5
2	6	3	2	6	6	5	2	special	6	5	6	6
3	6	3	3	7	6	6	2	special	6	5	6	6
4	6	3	3	7	7	6	3	special	6	5	7	7
5	6	3	3	7	7	7	3	special	7	5	7	7
6	7	3	3	8	7	7	4	special	8	6	8	8

The standard points value for a Giant is 250.



MINOTAURS

Like other *Creatures of Chaos*, Minotaurs came into being as a result of the widespread mutation that followed the collapse of the Slann spatial gateways. Minotars are a form of giant Beastman, sharing many unpleasant traits with other, smaller types of Beastmen. Like Skaven, they have achieved a degree of genetic stability, so that mutations tend to follow a common pattern. Being Chaotic, unpredictable or oddball mutations do crop up now and again, but most Minotaurs conform to a recognisable type.

The main feature distinguishing Minotaurs is their general resemblance to a bull. Minotaurs are usually bull-headed, or have features which are heavily bestial. They are extremely large and strong, standing at least ten feet tall with chests almost as broad. Because of the size difference compared with other forms of Beastmen, Minotaurs cannot interbreed easily. This has preserved and stabilised their blood-line to some extent.

Minotaurs have minds and psychological traits easily as warped as their degenerate and corrupted bodies. They are brutal and perverse creatures with an insatiable appetite for raw flesh. Their favourite food is man, but they will eat anything living and will even turn upon each other if extremely hungry. Minotaurs delight in tearing their victims apart bit-by-bit and swallowing their pulsing flesh before the eyes of their comrades. Fresh blood has an intoxicating effect upon Minotaurs similar to that of alcohol on humans. Minotaur feeding sessions can quickly degenerate into an orgy of savagery and torture.

Minotaurs live in secluded areas, often alongside other mutants, Beastmen and Chaotic bands. They often group together with other Beastmen to raid

human farms and take captives. At other times they will lend their support to a Chaos band in return for a fair share of the captives. They are potent fighters but not very bright; they find it difficult to make weapons and everyday utensils. Most Minotaurs choose to live amongst other Beastmen, gaining armour, weapons and other manufactured goods in return for their fighting prowess.

Physique. Minotaurs stand at least ten feet tall and can be almost as broad. Their hides are dark and the fur around their head is usually jet black. Exposed areas of flesh may be pinkish. Their horns are white or yellowish and their eyes are red and threatening. Some Minotaurs may be white, grey or even albino, but this is less common than black.

Alignment. Chaos

Base Size. 25 x 25mm.

Special Rules

1. The Minotaur is a large creature, causing *fear* in creatures under ten feet tall.
2. Minotaurs are powerful creatures. Any blow has a greater than average chance of penetrating armour. An opponent suffering damage in hand-to-hand combat has his *armour saving throw* reduced by -1.
3. A Minotaur's lust for flesh is so irrepressible that even in the thick of battle, it may stop to feed upon the dead and wounded. This is represented by a special psychology test called *blood-greed*. When a unit of Minotaurs routs its opponents, it must make a standard 2D6 test against its *Cl*. If the test is failed, the unit will halt to feed on the dead or dying; it will not *pursue* routing troops or strike any *free backs*.

The unit continues to remain halted until the beginning of its next turn, when another *blood-greed* test must be made. The unit continues to feed until a successful test is made or until the unit is charged in hand-to-hand combat. However, if charged while feeding, Minotaurs automatically go into a *frenzy* as they really don't like being disturbed! While *frenzied*, *blood-greed* no longer applies.

A feeding unit may not use missile weapons. If shot at by enemy troops, the unit may make an additional and immediate test to stop feeding.

4. Minotaurs are too slow-witted to become wizards.
5. Minotaurs may lead regiments of Chaos Beastmen. Minotaurs may also serve as *champions* in regiments of Beastmen or Warriors of Chaos.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Minotaur	6	4	3	4	4	3	3	2	9	5	7	6	40
5 Hero	6	5	4	5	4	3	4	3	9	5	7	6	90
10 Hero	6	6	4	5	5	4	4	4	10+1	5	7	6	140
15 Hero	6	6	4	5	5	5	5	4	10+2	5	8+1	7+1	190
20 Hero	6	7	4	5	5	6	6	5	10+3	5	8+1	7+1	240
25 Hero	6	7	5	5	5	6	6	5	10+3	7+2	9+2	8+2	290

The points values given above do not include armour or equipment, which must be added at the basic points cost multiplied by four for ordinary Minotaurs. *Character Models* pay the basic cost multiplied by four and then multiplied by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5). For example, a Minotaur level 15 Hero pays 1 x 4 x 3 = 12 points for a 1 point item.

Minotaur characters have D6-4 chaos attributes.

OGRES

Ogres are believed to be distant relatives of humans, although if this is true, the relationship is a fairly distant one. Ogres are larger than a man, standing well over ten feet tall and far more strongly built. They are coarse featured, heavy limbed and rather dim creatures who enjoy a good fight and a hearty meal. A hearty meal, in Ogre terms, usually involves smaller humanoids such as humans, although they are not adverse to cannibalism and they will eat just about any form of meat or vegetable when desperate.

Ogres live in the forests and, more especially, the mountains of the Old World, but are most commonly found towards the north and Norsca. Despite their antipathy towards other races they are much in demand as mercenaries and occasionally as bodyguards, pit-fighters or champions.

Physique. Ogres stand over ten feet tall and are almost as broad. They are heavily muscled, notably between the ears. Their skin, almost as thick as

that of a bull, is a dark brown or grey colour. Their hair is black, grey or white.

Alignment. Despite their aggressive, cannibalistic and rather unattractive ways, Ogres are not considered to be evil, but are Neutral. Although Ogres are merciless killers, they are not plotters of evil, nor will they have much to do with goblinoids. Individual Ogres may be of any alignment, but for game purposes all are considered as Neutral.

Base Size. 40 x 40mm.

Special Rules

1. Ogres cause *fear* in all living creatures under ten feet tall.
2. Ogres are powerful creatures. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -1 if struck by an Ogre.
3. Ogres will fight as mercenaries for most races, but distrust goblinoids. Although they will fight for goblinoids, their *Ld* characteristic value automatically falls by -1. This does not affect the points value.
4. Ogres are a rough and impatient race with no time and only a superstitious regard for magic. Although Ogres may learn some magic, they are unable to rise beyond level 5 wizard.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Ogre	6	3	2	4	5	3	3	2	7	4	5	7	38
5 Hero	6	4	3	5	5	3	4	3	7	4	5	7	90
10 Hero	6	5	3	5	6	4	4	4	8+1	4	5	7	140
15 Hero	6	5	3	5	6	5	5	4	9+2	4	6+1	8+1	190
20 Hero	6	6	3	5	6	6	6	5	10+3	4	6+1	8+1	240
25 Hero	6	6	4	5	6	6	6	5	10+3	6+2	7+2	9+2	290
5 Wizard	6	4	2	5	5	3	3	2	5	5+1	6+1	8+1	118



None of the above points values include armour or additional equipment. The points values for basic Ogres is equal to the basic cost of the item multiplied by four. The value to a *character model* is the basic value multiplied by four, and then multiplied by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5). A level 15 character therefore pays 1 x 4 x 3 = 12 points for a 1 point item.

TREEMEN

Treemen are large humanoid creatures which closely resemble trees. Quite where they stand on the evolutionary branch (sorry) of humanoid development is obscure. They may be related to Trolls, with whom they share many odd traits, including a natural resilience to damage and considerable longevity.

Treemen inhabit the dense forests of the Old World and are occasionally seen by woodmen and hunters. They do not mix with other races except for Wood Elves. They actively dislike goblinoids, but are suspicious of all humanoid races other than Elves.

Although peaceable by nature, Treemen will fight readily to defend their forests from attack, and, once aroused, are extremely aggressive and dangerous. They are even stronger and tougher than Trolls, and are impossible to harm with most weapons. Their only vulnerability is fire, as their dry, woody hides burn easily.

Physique. Treemen are large humanoid creatures whose arms and legs have the superficial appearance of branches. Although their size depends on their age, even the smallest Treeman would be over ten feet tall and most are larger.

Alignment. Treemen are Good.

Base Size. 40 x 40mm.

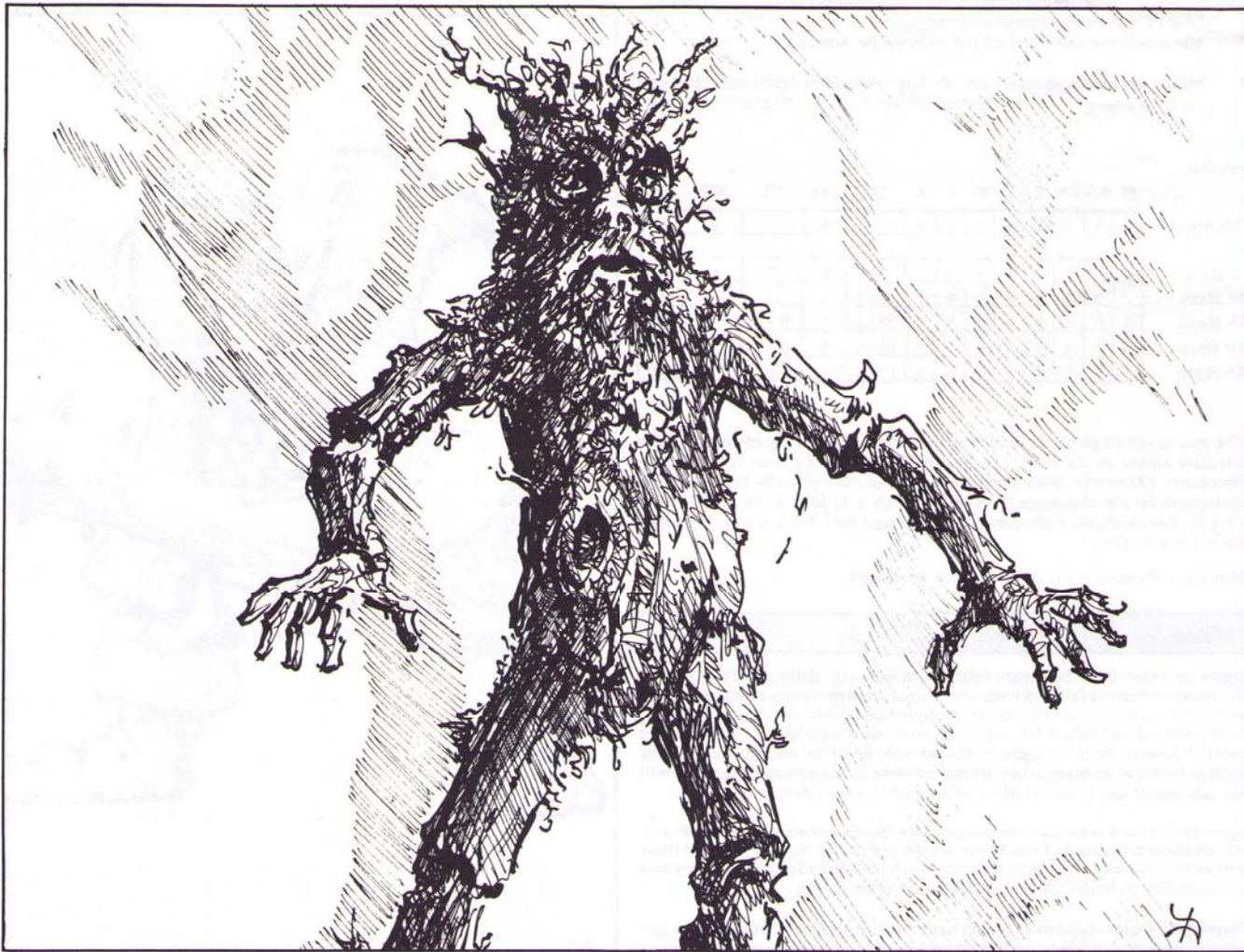
Special Rules

1. Treemen cause *fear* in all living creatures under ten feet tall.
2. Treemen cannot wear armour, but their tough hide gives them a *basic saving throw* of 5 or 6 on a D6.

3. Treemen are *flammable*.
4. Treemen do not need weapons and have *stomp attacks*.
5. Treemen are extremely powerful creatures. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -2 if struck by a Treeman.
6. Treemen *bate* all goblinoid creatures (Goblins, Orcs, Hobgoblins and Snotlings).
7. Treemen may stoop and pick up a rock during their *movement phase* instead of moving. They may then throw the rock up to 12" during the *shooting phase*, causing D6 *strength* 5 hits on any target unit. Alternatively, the rock may be dropped onto close combat opponents under ten feet tall instead of making any other attacks that round. A dropped rock causes D6 *strength* 5 hits. All *saving throws* against rock attacks are reduced by -2.
8. Treemen may move through woods without penalty. They may cross obstacles up to ten feet wide or high without penalty.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Treeman	6	8	3	6	7	6	2	4	9	9	9	9	280
5 Hero	6	9	4	7	7	6	3	5	9	9	9	9	330
10 Hero	6	10	4	7	8	7	3	6	10+1	9	9	9	380
15 Hero	6	10	4	7	8	8	4	6	10+2	9	10+1	10+1	430
20 Hero	6	10	4	7	8	9	5	7	10+3	9	10+1	10+1	480
25 Hero	6	10	5	7	8	9	5	7	10+3	10+2	10+2	10+2	530
5 Wizard	6	9	3	7	7	6	2	4	9	10+1	10+1	10+	360
10 Wizard	6	9	3	7	7	7	3	4	10+1	10+2	10+1	10+2	410
15 Wizard	6	10	3	7	8	8	3	4	10+2	10+2	10+2	10+	505
20 Wizard	6	10	4	7	8	9	4	4	10+2	10+3	10+2	10+3	615
25 Wizard	6	10	5	7	8	9	5	4	10+3	10+3	10+3	10+3	740



TROGLODYTES

Troglodytes are large relatives of Lizardmen and live among them deep below the world's mountains. They bear a similar relationship to Lizardmen as Ogres do to humans, being bigger, uglier, less intelligent and more brutal versions of their reptilian kin.

The Lizardmen use Troglodytes as guards, warriors and slave labourers, allowing them to feed upon the corpses of the slain to sate their tremendous appetites. Troglodytes have horny, scaly hides and dense muscular flesh. They are therefore rather tough and extremely difficult to defeat in combat. To make matters even more problematic, Troglodytes smell very badly indeed. This noisome odour does not affect other reptilians, but is sickly offensive to other creatures. Troglodytes have only a rudimentary culture, and depend for most of their weapons and equipment on the Lizardmen with whom they live.

Physique. Troglodytes are very similar in appearance to Lizardmen but larger, broader and even more primitive looking. A fully-grown Troglodyte stands well over ten feet tall. Their hides can be brown or green, and occasional individuals may be blue, red, white or some other exotic shade.

Alignment. Troglodytes are Neutral.

Base Size. 40 x 40mm.

Special Rules

1. Troglodytes cause *fear* in enemy units of creatures under ten feet tall.
2. Troglodytes are subject to *stupidity*.
3. Troglodytes are immune to *fear* and *panic* reactions - they are a little imperceptive and so don't normally recognise danger when they see it. They can be routed in combat as normal.
4. Troglodytes smell so badly that hand-to-hand combat opponents receive a -1 'to hit' modifier due to nausea, vomiting and fainting.
5. Troglodytes are powerful creatures. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -1 if struck by a Troglodyte.
6. A Troglodyte unit may be led by a Lizardman.
7. There are no Troglodyte wizards.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Troglodyte	4	3	3	4	4	2	1	2	9	4	9	9	36
5 Hero	4	4	4	5	4	2	2	3	9	4	9	9	86
10 Hero	4	5	4	5	5	3	2	4	10+1	4	9	9	136
15 Hero	4	5	4	5	5	4	3	4	10+2	4	10+1	10+1	186
20 Hero	4	6	4	5	5	4	4	5	10+3	4	10+1	10+1	236
25 Hero	4	6	5	5	5	5	4	5	10+3	6+2	10+2	10+2	286



None of the above points values include armour or additional equipment, which may be calculated by adding the value of the basic item multiplied by four to the standard Troglodyte. The value for *character models* is the basic value of the item multiplied by four and then multiplied by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5). For example, a level 20 character pays 1 x 4 x 4 = 16 points for a 1 point item.

TROLLS

Trolls are large creatures of vaguely humanoid appearance. The majority of these foul creatures inhabit the northern wastes beyond the Lynsk river, although they are occasionally seen in the forests of The Empire and as far south as the Grey Mountains.

Trolls are greatly feared on account of their unthinking ferocity and great strength. Trolls are able to eat almost anything. In fact, Trolls will eat almost anything given half a chance. Their digestive systems are able to cope with any organic matter and all but the most inert of minerals. The digestive juices of the Troll are rated as one of the most powerful acids available in the Old World, although the risk of obtaining it seldom proves worthwhile.

Curiously, Trolls have the ability to regenerate damaged tissue very quickly - this makes it almost impossible to kill one. All-in-all, they are bad news and best avoided if possible. Fortunately for smaller creatures, Trolls don't have much going for them up top. The average Troll has the intellectual curiosity of a slug. They speak a debased version of the Norse language, accompanied by raucous grunting and animated gesticulation.

Physique. Trolls have gangling limbs and crude, stooped, misshapen bodies. Their features are grossly distorted and completely unique - no one could mistake a Troll for anything else. Although they may look skinny, or even comical, they are tremendously strong, with heavy bones and sinews like ship's cables. They can be of almost any colour, although brown and green are the most common. Their skin is frequently blistered and may be slightly scaly. Warts, sores, boils and major scars are usual.

Alignment. Trolls can be Evil or Chaotic.

Base Size. 40 x 40mm.

Special Rules

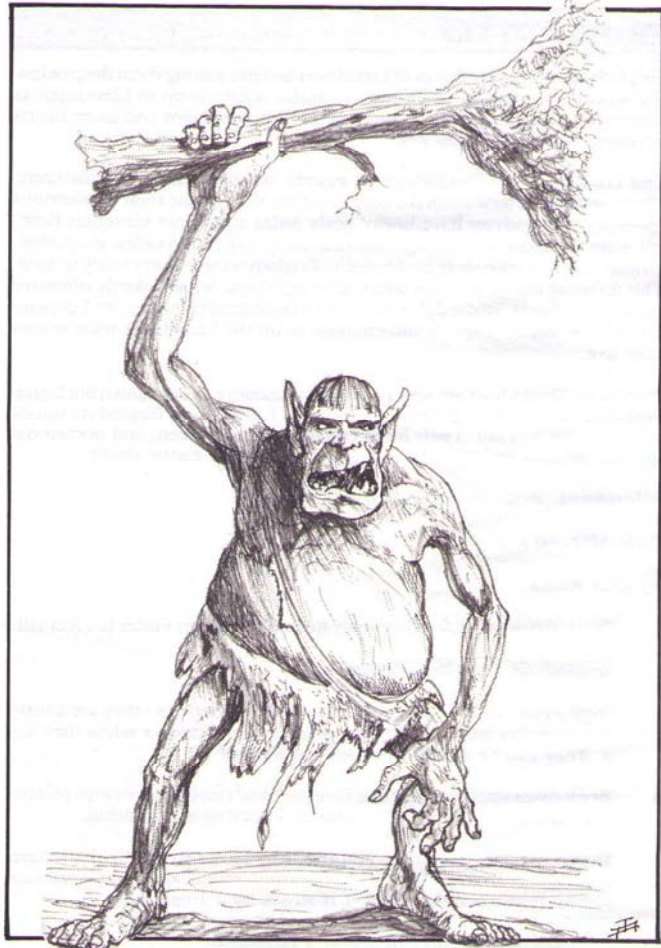
1. Trolls are large and repulsive animals. They cause *fear* in creatures less than 10 feet tall.
2. Trolls are subject to *stupidity*.
3. Trolls are able to **regenerate** damage. This is represented as follows. Work out damage against the Troll unit, removing whole models where possible. For example, if a unit of 4 Trolls receives 5 *wounds*, 1 Troll is removed and another is recorded as having taken 2 *wounds*. At the end of the turn, any Troll which has been slain that turn, or which has suffered 1 or more *wounds*, may attempt to regenerate. Roll a D6. If the score is 4, 5 or 6 regeneration is successful and all *wounds* suffered that turn are recovered. If not successful the model receives the casualties, and slain models are permanently removed. A Troll may attempt to regenerate any number of times so long as it is successful, and so may return from several deaths during the course of the battle.

If damage has been partially inflicted by fire or acid attacks, a Troll will regenerate on the score of a 6. If damage is wholly caused by fire or acid the Troll may not regenerate.

4. Damage against Troll *character models*, and any resultant regeneration, must be worked out and recorded separately.
5. Trolls do not need weapons with which to fight, although they may carry crude clubs or weapons stolen from other large humanoids. A Troll has three *attacks*, which can be two claws and a bite, or up to three weapon *attacks* as appropriate.
6. Trolls may make a single special attack instead of their normal 3 attacks. Special attacks available are as follows:

Regurgitate. A Troll's digestive juices are extremely potent. Under stress a Troll is able to disgorge the contents of its stomach upon its foe. This is a very nasty attack indeed, the semi-liquid and extremely potent acid penetrating all armour and dissolving exposed flesh. This causes 1 *strength* 5 attack, but hits automatically and discounts all armour (even magical armour). Any victim sustaining damage receives D3 *wounds*. A Troll may only regurgitate once per battle: a unit of trolls should regurgitate all together. "On the command. One, two three..."

Thump. A Troll normally has 3 *attacks*, but the thump is just a single, well placed blow against a single enemy in base-to-base contact. The thump is made with a +2 increase in WS and with a +2 bonus to *strength*. The *armour save modifier* is -3 and damaging blows cause D3 *wounds*.



7. Trolls are very powerful creatures. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -2 if struck by a Troll.
8. Trolls do not wear armour. Occasionally, an especially bright Troll may manage to slip into armour fashioned for a giant, but only out of idle curiosity. No Troll is bright enough to remove a suit of armour once it is on. Armoured Trolls take great delight in their condition, beating their chests with great resounding booms. Bare metal has an unfortunate effect upon the Troll metabolism. A Troll wearing armour may not regenerate.

Profile

	M	W	S	B	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Troll	6	3	1	5	4	3	1	3	4	4	4	6	6	65
5 Hero	6	4	2	6	5	3	2	4	4	4	4	6	6	115
10 Hero	6	5	2	6	5	4	2	5	5+1	4	6	6	6	165
15 Hero	6	5	2	6	5	5	3	5	6+2	4	7+1	7+1	7+1	215
20 Hero	6	6	2	6	5	6	4	6	7+3	4	7+1	7+1	7+1	265
25 Hero	6	6	3	6	5	6	4	6	7+3	6+2	8+2	8+2	8+2	315

Trolls pay for weapons and equipment at x 7 the standard value. An axe, for example, costs 1 x 7 = 7 points. Troll *character models* pay the standard value (x 7) times the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4 and 25 x 5). For example, a level 20 character pays 1 x 7 x 4 = 28 points for an axe. No points are charged for armour because of its effects upon regeneration.

CREATURES

This section includes creatures of a kind familiar to us, such as horses and boars, as well as others less common in our own world, such as Dragons and Giant Bats. With a few exceptions, these creatures are basically animals they have animal-like intelligence and animal-like habits. Some creatures, such as horses and wolves, may be included in armies as either *riding animals* or as pack animals under the supervision of a handler. Others may be magically summoned in swarms.

In addition to those creatures included as part of an army, creatures may also be used in the form of a special monstrous host. The number of points available for this in competition games is indicated in *Warhammer Armies*. For friendly games players may use any mutually agreed points allocation. Before these independently minded creatures will fight for an army, a monstrous host must be magically **bound**. Only once they are bound in this way will the creatures fight for you. A wizard, liche, or other spell casting magic user may bind a monstrous host before the game starts. This uses up part of the wizard's *magic which*, these may not be replenished by resting before the game begins. Several wizards may 'club together' for this purpose. No matter what its size or composition, a monstrous host may be bound at the *magic points* cost indicated below.

Monstrous hosts must be organised into units of between 5 and 20 creatures. It is not essential that all creatures in a unit are of the same type, but if the host includes more than one creature of a type, they should be organised into the same unit if possible, or into as few units as possible if there are more than 20 creatures. Monstrous units do not need leaders, they are magically bound and motivated; they are still subject to the usual leadership, rout and other tests.

5 points

If a host is bound for 5 points, each unit will enter combat as normal and fight one combat engagement. This may involve several combat rounds, and several opponents, but once the engagement is over the unit breaks free of its magical binding and the player has no further control over the models. At this point the models divide into their racial groups. Each group will make its own way towards the nearest table edge and leave the battle. If attacked whilst leaving, the creatures will fight back, but they will not initiate combat. A combat engagement can be brought to an end because of a rout, a failure to follow-up, or the enemy's voluntary withdrawal or destruction.

10 points

If a host is bound for 10 points, each unit will engage in combat once as described above. At the completion of the combat engagement, a unit must make a *binding* test. Roll a D6:

1-3. The unit leaves the table as described above for a 5 point bound host.

4-6. The unit remains *bound* and may continue to fight normally. A further *binding* test must be taken at the completion of each subsequent combat engagement.

A monstrous host does not need to be led. It will continue to discharge its magical obligation whether or not all friendly troops are routing or slain. However, a host is automatically dispersed as soon as a battle is over, and so they may not be used over protracted engagements in campaign games. A monstrous host may contain any of the creatures described in this section. It may not contain creatures of Chaos unless the army contains a Chaos Sorcerer.

BEARS

Bears are large, aggressive carnivores that inhabit forests, mountains and other wild places throughout the world.

Alignment. Bears are Neutral.

Base Size. 25 x 25mm.

Special Rules

1. Bears have *claw* attacks.
2. Bears cause *fear* in living creatures under ten feet tall.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Bear	4	3	0	4	4	2	3	2	6	3	6	6	20

BOARS

The boars of the Old World are larger by far than those of our own world, although otherwise very similar in habit and appearance. They are ridden into battle by some goblinoids, especially the smaller Goblins, although humans consider them far too smelly and uncontrollable for this purpose. Boars have coarse stubby hair that makes it imperative to wear a saddle when riding them. Their colouring can be reddish or grey, with prominent pink snouts and ears.

Alignment. Boars are Neutral.

Base Size. 25 x 50mm.

Special Rules

1. Boars have *gore attacks* from their long tusks.
2. Boars are *riding animals* and may be ridden by any humanoid creature under 10 feet tall.
3. Boars are difficult to control and prone to running away in a blind panic if something unnerves them. If a boar is being ridden, all *route* tests and all *psychology* tests are taken using the rider's characteristic as normal except with a -1 modifier to *Ld*. So, a creature with a *Ld* of 5 has a *Ld* of only 4 when riding a boar.
4. Boars are stubborn, obstinate animals which are extremely difficult to kill. A boar rider adds not +1 but +2 to its *armour saving throw*. However, a boar cannot wear barding, and if the models happen to do so it does it makes no difference to the *saving throw*. The most effective *armour saving throw* remains, therefore, at 2-6 (plate armour, shield and boar).

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Boar	7	3	0	3	3	1	3	1	3	4	4	4	6

COLD ONES

Deep in the subterranean caverns beneath the mountains of the world live the remnants of a mighty reptilian dynasty. At the dawn of time their animal forebearers ruled the planet, and from them evolved the reptilian races of Lizardmen and Troglydites. With the arrival of the Slann the climate became warmer and the sunlight stronger, conditions which drove the reptilian races into the deepest caverns below ground. As well as the semi-intelligent races of reptiles, numerous primitive reptilian creatures sought refuge below ground. Collectively, these creatures are known as Cold Ones.

There are many types of Cold Ones, fulfilling the function of cattle, workhorses and fighting beasts of the Lizardmen. Some species of Cold One have been brought above ground and nurtured by other races who would like to use them as beasts of war. However, few warm-blooded creatures can stand the overpowering and nauseous odour they exude. The common riding Cold One, equivalent to the horse, is temperamental and requires great skill on the part of its rider. They are powerful creatures but rather dim-witted and consequently easily confused. In battle they are inclined to be indolent until they have tasted blood, needing to be goaded into their first action.

Physique. The term Cold Ones encompasses all types of giant subterranean reptile used by the Lizardmen. Some varieties are also used by Slann and Dark Elves. The Cold One *riding animal* described here is a bipedal reptile. These creatures are over 10 feet tall and carnivorous. Some placid species of Cold One eat fungus, and are quadrupedal giants measuring up to a hundred feet long. However, these are not creatures of war.

Alignment. Cold Ones are essentially animals and can be regarded as being of Neutral alignment.

Base Size. 25 x 50mm.

Special Rules

1. Cold Ones cause *fear* in creatures under 10 feet tall.
2. Cold Ones are powerful creatures. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -2 if struck by a Cold One.
3. Cold Ones are subject to *stupidity* until they make their first charge of the game.
4. Cold Ones are *riding animals*, and must have riders if they are to fight.
5. A player controlling a unit of Cold Ones must write down his first intention to charge at the beginning of his previous turn. This does not affect his movement that turn, but the unit is compelled to charge in the following turn. Cold Ones are dull, indolent creatures and need to be whipped into a fury before they will engage the enemy. Once their enthusiasm is engaged, however, they are almost impossible to stop. If a Cold One unit is ready to make its first charge, but there is no enemy within charge reach, the unit will attack the nearest friendly unit. If there are no friendly units within charge reach, the unit divides into two equal halves and fights amongst itself until one half routs or is destroyed. Riders do not have to take part in these battles against friends (they may do so if they wish).
6. Cold Ones are impossible to bring to heel until their enemy is destroyed or routed out of reach. Cold Ones always pursue routing enemies regardless of the wishes of their controlling player.
7. Once a Cold One unit has been persuaded to make its first charge it is no longer subject to *stupidity* and further charges are made in the normal way. However, if a unit spends three whole turns not engaged in combat, the Cold One's brain starts to slow down, and it becomes subject to *stupidity* from the fourth turn onwards. If this is allowed to happen the beasts must be whipped into a fury once more to charge, just as if it was their first charge.
8. Cold Ones exude such a disgusting smell that only cold-blooded creatures may normally ride them (Lizardmen and Slann). Similarly, Cold Ones are accustomed to the smell of reptiles and are unaffected by Troglydite odour. Cold Ones will never attack enemy reptiles because they have this 'friendly' smell.

Hand-to-hand combat opponents suffer a -1 'to hit' penalty when fighting Cold Ones.

Note that Slann, although cold-blooded, are not reptiles as are Lizardmen, Troglydites and other Cold Ones. A Cold One unit fighting amongst itself (see above) is an exception to this rule. Cold Ones will not normally accept warm-blooded riders, which includes all the humanoid and goblinoid races. The exception is Dark Elves. Dark Elves are able to ride Cold Ones by smothering themselves in the scent of Troglydites. This is obtained by wearing Troglydite skins or by using an extract of their odour. However, to do this Dark Elf Cold One riders, must inhale special chemicals to burn out their nasal membranes and destroy their sense of smell and taste.

9. Cold Ones have 2 *attacks*; a *stomp* and a *bite*.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Cold One	8	3	0	4	4	2	1	2	2	4	9	9	22

COLD ONE WARHOUNDS

The domestic animals of the Slann are reptilian creatures such as the various species of Cold One. Larger Cold Ones fulfil the roles of horses, beasts of burden and cattle, whilst smaller species serve as hunting animals and domestic pets. The Cold One Warhound is the largest and most fiercest of this lesser breed. It is an ugly, alligator-like animal with a coarse, scaly skin and menacing pointed teeth. Warhounds are aggressive pack creatures. They respond well to the tutelage of Slann or Lizardmen handlers, but cannot be tamed by warm-blooded races.

Alignment. Warhounds are animals and can be regarded as being of Neutral alignment.

Base Size. 25 x 50mm.

Special Rules

1. Cold One Warhounds have two *bite attacks*. Warhounds have tremendously powerful snapping teeth. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -1 if bitten by a Cold One Warhound.
2. Cold One Warhounds have tough skins, giving a *basic save* of 5 or 6 on a D6.
3. Packs of Cold One Warhounds are subject to *stupidity* until they make their first charge of the game.
4. A player controlling a pack of Cold One Warhounds must write down his first intention to charge at the beginning of his previous turn. This

does not affect his movement that turn, but the unit is compelled to charge in the following turn.

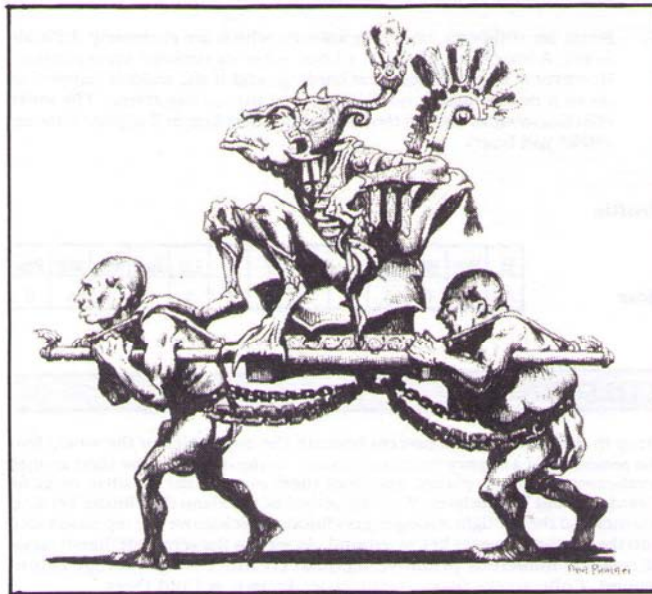
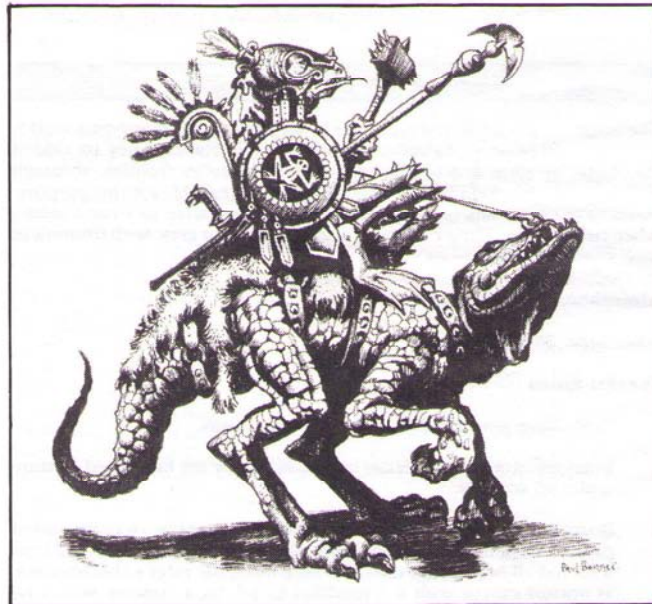
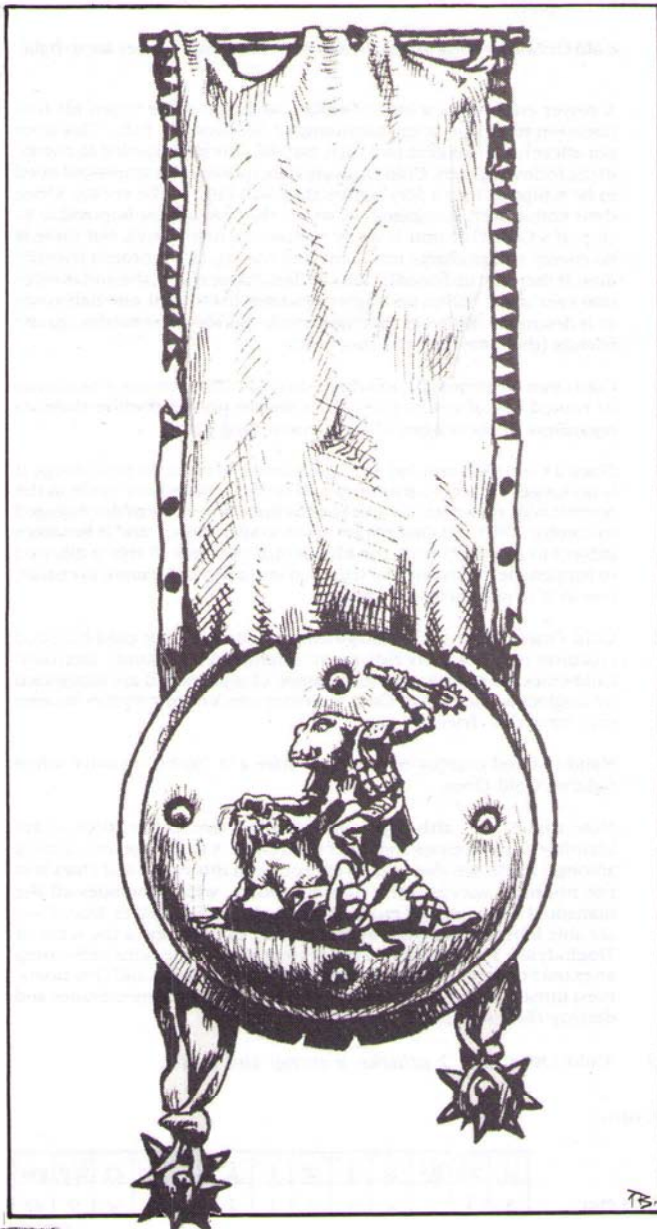
Warhounds are sluggish creatures until whipped into a fury by their handler. Once their enthusiasm has been engaged, however, they are almost impossible to stop. If a Cold One Warhound pack is ready to make its first charge, but there is no enemy within charge reach, the unit will attack the nearest friendly unit. If there are no friendly units within charge reach the pack turns upon its handler.

5. Once a pack has charged once it may be controlled like any other unit. There is no need to write down further intentions to charge - all charges made after the first happen in the normal way. Once a pack has charged it is no longer subject to *stupidity*.
6. Warhounds are tenacious creatures and are impossible to bring to heel until their enemy is destroyed or routed out of reach. Warhounds always pursue routing enemies regardless of the wishes of their controlling player.
7. Cold One Warhounds smell as badly as other Cold Ones and the same rules apply. They are not affected by the smell of other Cold Ones or Troglydtes. Unlike larger Cold Ones, they can be directed to attack other reptilian races.

Profile

Cold One
Warhound

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
6	3	0	3	3	1	2	2	2	4	9	9	8



DIREWOLVES

The Direwolf is the largest and most feared of all the wolves that inhabit the Old World. It is only marginally larger than the giant (or great) wolf but is a far more dangerous adversary. Direwolves are at least as intelligent as humans and are far stronger. Fortunately they are rare. Even more fortunately, they are seen only by night, giving rise to the folk-belief that they are supernatural rather than material creatures. This belief is further encouraged by the fact that their fur is jet black. At night only their glowing red eyes may be seen flickering amongst the depths of the forests.

Direwolves are highly intelligent creatures, although evil ones. It is rumoured that they converse in their own secret tongue. They can certainly understand the speech of some other creatures, although they are unable to speak ordinary humanoid languages. They are murderous creatures with little compassion or pity for other races. They are uncompromising carnivores preferring the flesh of human infants. It is said by the wet-nurses of Stirland that if the cry of a new born baby is accompanied by the cry of a Direwolf, the infant will be dead within the month. Direwolves have certainly slain whole families before now.

Alignment. Evil or Chaotic.

Base Size 25 x 50mm.

Special Rules

1. Direwolves appear only under the cover of darkness. Daylight will drive them back into the dark forests from which they came.
2. The howl of a Direwolf is terrible to listen to. A Direwolf may howl in any turn so long as it is not engaged in hand-to-hand combat, causing *fear* 6".

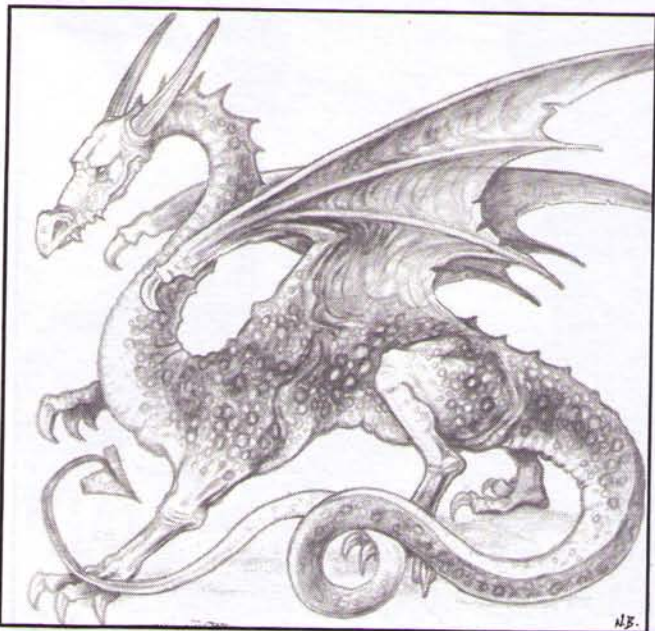
Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Direwolf	9	5	0	4	4	3	4	2	9	7	7	7	70

DRAGONS

Dragons are an ancient species of reptile. They antedate the rise of Chaos, belonging to an older world order than that of warm-blooded creatures. Today they are few in number, and those that remain are reclusive. Legends tell of Dragons that sleep beneath the earth guarding fabulous treasures acquired in past ages. Popular stories recall times when Dragons could be seen high above the forests of The Empire, winging their way towards some unknown destination. If any remain within the Old World they are careful to avoid contact with humans, or else are truly sleeping, awaiting some final call to apocalyptic battle.

Dragons are capable creatures and may have magic powers. They vary in their appearance and abilities to some degree, but the popular codification



into varieties based on colour is a fallacy - a Dragon's colour has no strict relationship to its abilities or size. It is true that both colour and other traits are genetically linked, and that a specific family of Dragons may retain the same colour and abilities over many generations.

Physique. Dragons are large quadrupedal reptiles whose forelimbs afford a degree of manipulation. They have sinuous bodies, long tails and tall, graceful necks. Many, although not all, are winged. Their skins are scaled and extremely tough, whilst their bony heads are equine and elegant. Colour is not only variable within dragonkind, but also within individuals, so that a Dragon may change colour as it gets older or during very cold or very hot weather.

Alignment. Dragons can be of any alignment.

Base Size. As appropriate for the model.

Special Rules

1. Dragons are large creatures the smallest of which are over 15 feet long. They count as *large targets* for missile fire.
2. Dragons cause *fear* +1 in all creatures over 10 feet tall and *fear* +2 in creatures under 10 feet tall.
3. Dragons have variable characteristics as shown below. In any case they have 4 *stomp attacks*, an additional *bite attack* and a tail lash. *Stomps* and *tail-lash* cause 1 *wound*, the *bite* causes D3 *wounds* on any damaged target.
4. Dragons are amongst the most powerful of all creatures. Blows struck by them will penetrate most armour. An enemy's *armour saving throw* is reduced by -3 if struck in hand-to-hand combat by a Dragon.
5. Dragons may have one of the following breath weapons. Breath weapons may be employed to 'shoot' the enemy during the *shooting phase*. All breath attacks hit automatically, varying in the number of hits, the *strength* of the attack and the *saving throw* for the victims.

Fire. Fire is the most common of the Dragon's breath weapons and most folk associate these creatures with fire breathing. Fire breath has a range of 18" and causes 2D6 automatic hits at *strength* 4 (5 against flammable targets). Normal *saving throws* are allowed. All damaging hits cause 1 *wound*.

Smoke. Smoke attacks envelop the target in hot, sulphurous, choking fumes. The fumes are slightly poisonous and the associated heat alone can kill. Smoke has a range of 6" and causes 2D6 automatic hits at *strength* 3. Normal *saving throws* are not allowed. All damaging hits cause 1 *wound*.

Chill. This attack causes a chilling blast that saps the life-force from its target. It has a range of 12" and delivers 2D6 automatic hits. All hits automatically cause 1 *wound*, no damage roll is made. A normal *saving throw* may be made.

Desiccation. The shrivelling desiccation attack withers all living flesh but has no effect upon undead, ethereal or demonic creatures. It has a range of 12" and delivers 2D6 automatic hits with a *strength* of 3. No *saving throw* is allowed and all damaging hits cause 1 *wound*.

Acid. Acid breath takes the form of a corrosive gaseous blast that corrodes metal and dissolves flesh. It is a particularly nasty breath weapon with a range of 12". It delivers D6 automatic hits with a *strength* of 4. No *saving throw* is allowed. All damaging hits cause 1 *wound*.

Dragon-bolt. The Dragon bolt attack allows the Dragon to spew a volatile ball of plasmic energy. This has a range of 18" and causes only 1 automatic hit at a *strength* of 10. No *saving throw* is permitted. Damaged targets take D10 *wounds*. Normal targeting rules apply for using a dragon-bolt against an individual member of a unit.

6. For competition games a Dragon's breath weapon must be established immediately prior to the game and under the supervision of the GM. The following chart is used:

D6	Result
1	Fire
2	Smoke
3	Chill
4	Desiccation
5	Acid
6	Dragon-bolt

A Dragon may give up any other breath attack in order to gain the fire attack, but then foregoes the opportunity to have magic powers. A Dragon which has a naturally rolled fire breath attack may have magic powers as normal.



7. Some Dragons may have magic powers. This is established prior to the game under GM supervision.

D6 roll	Power Level	Magic level
1-2	No magic powers	
3	1	10
4	2	20
5	3	30
6	4	40

Dragons have the normal choice of spells for their power level. A Dragon may substitute illusionist, demonic, elemental or necromantic spells for any or all of its battle magic spells.

8. A Dragon may have wings at additional +50 points cost.

Profile

Dragons have a basically similar shape, but vary in size a great deal. Accordingly, they have been graded into six size categories equivalent to the normal creature profile and five grades of hero. Points values have been allocated by common sense rather than by the standard points system.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Dragon 1	6	4	0	5	5	7	2	6	7	6	7	7	250
Dragon 2	6	5	0	6	5	8	3	6	7	7	7	7	350
Dragon 3	6	6	0	6	6	8	4	6	8	7	8	8	500
Dragon 4	6	7	0	7	6	9	5	6	8	8	8	8	600
Dragon 5	6	8	0	7	7	9	6	6	9	8	9	9	700
Dragon 6	6	9	0	8	7	10	7	6	9	9	9	9	800

All Dragons with the power of flight cost an additional 50 points. No points are charged for magical powers.

Flying Profile

	Minimum speed	Maximum speed	Acc/dec
Dragon	6"	32"	6"

EAGLES

The ancient and noble race of Eagles has lived amongst the peaks of the Worlds Edge Mountain since before the time of humanity. Certain Dwarf legends recall a past age when the Dwarfs and Eagles had dealings, but nowadays few are seen and they avoid contact with other intelligent races. They are proud and independent creatures with a profound sense of tradition and the past. Eagles hate all change and especially creatures of Chaos, so many of which live amongst the mountains.

Physique. Although larger than a common eagle, they are otherwise similar. A typical Eagle measures over ten feet from beak to tail and has a wing-span of over twenty feet.

Alignment. Eagles are Good.

Base Size. Flying base, but considered as 40 x 40mm for combat purposes.

Special Rules

- Eagles cause *fear* in creatures under 10 feet tall.
- Eagles have 2 *claw attacks* in combat.
- Eagles are powerful creatures. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -1 if struck by an Eagle.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Eagle	2	7	0	5	4	3	5	2	8	7	8	8	75

Flying profile

	Maximum Speed	Minimum Speed	Acc/dec
Eagle	6"	32"	12"

GIANT BATS

The Giant Bats of the Old World are not only very large, but also very aggressive. They are scavengers that feed upon the carcasses of forest animals, although they are quite capable of attacking and killing an animal the size of a man. They come from the eastern regions of The Empire, notably the Grand County of Averland, the County of Sylvania and the League of Ostermark.

Alignment. Giant bats are animals and therefore Neutral.

Base Size. Flying base, but considered as 25 x 25mm for combat purposes.

Special Rules

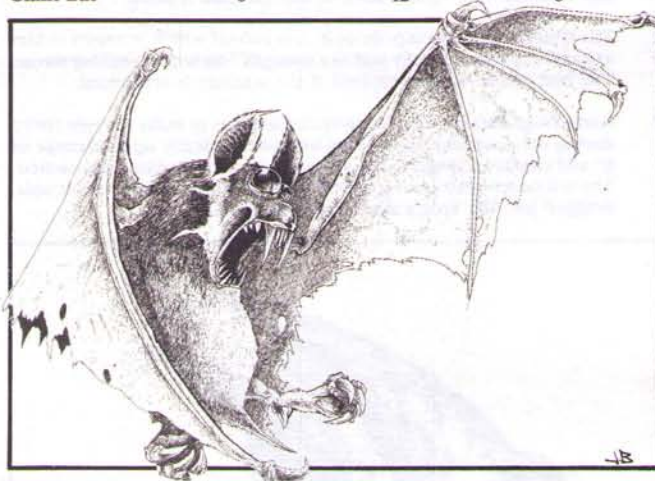
- Bats have a *stomp attack*.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Giant Bat	1	3	0	2	2	1	3	1	4	4	6	6	2

Flying profile

	Minimum Speed	Maximum Speed	Acc/dec
Giant Bat	0"	12"	6"



GIANT FROGS

The Giant Carnivorous Frog is a Lustrian monster that lives in the steaming back-waters of the Amoco-Cadiz river system. It preys on just about any living animal it can fit into its accommodating stomach - including the primitive Slann and Pygmies who hunt it. Pygmies maintain that they make excellent eating, and will spend hours enlightening a curious traveller as to the myriad ways of baking a Frog.

A Frog's skin is poisonous, and is used as the prime ingredient of blow-pipe poison, and in tiny amounts during the preparation of a potent Pygmy beverage.

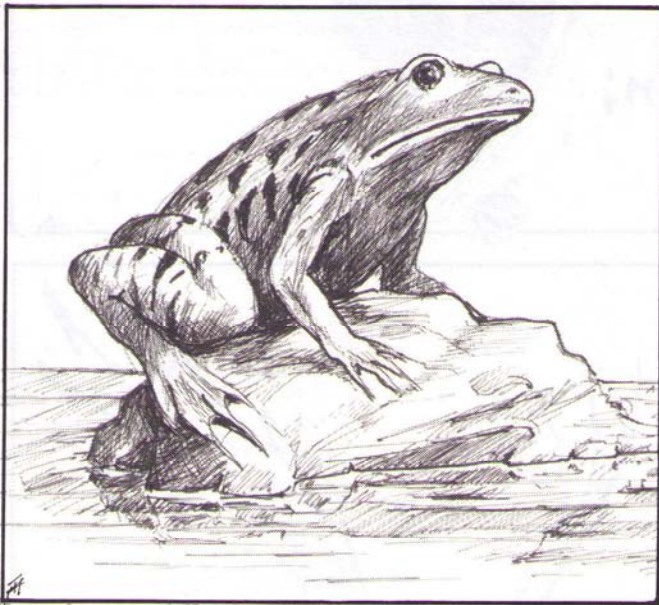
Physique. Although superficially a large and placid amphibian, the Giant Frog has a mouth full of long, razor-sharp teeth (prized by the Pygmies as tooth-picks). It is about 5 or 6 feet long and green with black stripes and a vivid yellow belly.

Alignment. Giant Frogs are indifferent as to who or what they consume and can therefore be regarded as Neutral.

Base Size. 25 x 25mm.

Special Rules

- Giant Frogs will only attack creatures they can eat, or creatures that attack them. A Giant Frog will not charge or use its sticky tongue against any creature over 10 feet long or any creature it *fears*.
- The Giant Frog's skin is poisoned. Any animal which attempts to bite a Giant Frog automatically suffers a *strength* 7 hit with no *saving throw*. The bite attack is only resolved if the attacker is unharmed.
- Giant Frogs may use their long sticky tongues to make a single strike during the *shooting phase*. This hits automatically up to a range of 6" and causes a *strength* 3 hit. Any models suffering damage are killed. There is no *armour saving throw*, the victim is plucked from his unit, dragged into the Frog's maw and swallowed.



- Giant Frogs have a *bite attack*.

Profile

Giant Frog	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
	3	2	0	3	3	2	2	1	8	3	10	7	7

GIANT LEECHES

The Giant Leech is a truly disgusting parasite and a constant menace to tropical adventurers. It lives in the humid jungles of Lustria, the South Lands and Cathay. Fortunately, it can only survive in hot, tropical conditions and is altogether unknown in the Old World.

Physique. The Giant Leech is a large monster, reaching well over ten feet long, and has a huge circular maw which it uses to latch on to its victim. A single hit from a Giant Leech can suck a man dry in seconds.

Alignment. Leeches are simple creatures without thought of or concern for alignment. They may be regarded as Neutral.

Base Size. 40 x 40mm or as appropriate for model.

Special Rules

- Leeches are large creatures, well over 10 feet, and cause *fear* in living creatures under 10 feet.
- Leeches will hide up trees and drop onto their victims, giving them a +5 *initiative* bonus in the first round after dropping from a tree.
- Leeches have *bite attacks* which are *poisonous* and so attack with a +1 *strength* bonus (i.e. a *strength* of 4). Any model suffering damage from a Leech makes an immediate *saving throw* and, if this fails, takes D3 *wounds*.
- Once a Leech has hit a victim it automatically hits the same victim in the following round, until the victim is dead or until the Leech is slain. Once its victim is dead the Leech must roll to hit another victim.
- Leeches dislike fire. If attacked by flaming weapons, or moved to within 4" of a burning building, a *panic* test must be taken.
- Leeches can swim through water at 6" per turn.

Profile

Leech	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
	2	2	0	3	4	2	1	1	10	1	7	1	6

GIANT RATS

The world has more than its fair share of vermin, including rodents common to all worlds and all times - plague rats, ship rats, and corpse rats not the least. The Giant Rat is the largest of all rats and by far the most dangerous. They are creatures created by the influence of Chaos, transmuted by the effects of warpstone into animals with colossal power and energy.

Physique. Giant Rats stand in between the normal rat and the Ratmen or Skaven. They are shaped like normal rats, but are far larger, up to six feet long not including their cable-like tails. Giant Rats are prone to mutation, and many have horrible malformations such as several heads or other gross physical distortions. Some even have quasi-human attributes, such as little hands or strangely human faces. As such they are half-way to becoming true Chaos Beastmen, and can be found running with the servants of Chaos, mindlessly screeching their foul litanies and feeding upon the wake of blood they invariably trail behind them.

Alignment. Giant Rats are creations of Chaos, but are not wholly engulfed by it as are Beastmen. They may therefore be either Evil or Chaotic.

Base Size. 25 x 25mm.



Special Rules

1. Giant Rats have a degree of empathy with other forms of rat and will not attack either ordinary rats or Skaven.
2. Giant Rats have a *bite attack*. Because they are venomous they have a +1 *strength* bonus giving a *strength* of 4.
3. Giant Rats are prone to Chaotic mutation, but for competition games the basic profile and rules are used. For non-competition games, players or GM are free to generate mutations for Rats in the normal manner. A typical Giant Rat has D4-1 mutations.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Giant Rat	6	2	0	3	3	1	3	1	4	4	5	5	2

GIANT SNAILS

The Giant Snail is a peaceable vegetarian with little interest in anything and almost no brain. Few people would attack one. The Bretonnians hunt them during the winter, when the Snails hibernate in the forests around Mousillon. Hunting sleeping snails is an exacting sport, and one for which the famous Bretonnian Snail Hound is superbly adapted: it is said these large, indolent animals can catch the scent of a Giant Snail from up to a mile away, indicating their excitement by slowly wagging their tails and loping towards their prey. Apart from the Bretonnians, who eat them, these creatures are largely left alone, although their shells are sometimes used to make windows, lamp fittings, combs and other small decorative items.

Physique. They are large, well over ten feet high, and will defend themselves if attacked.

Alignment. Snails are dumb animals and of Neutral alignment.

Base Size. 40 x 40mm or as appropriate for model.

Special Rules

1. A Giant Snail never charges and will only attack to defend itself. It will not follow-up in close combat.
2. Giant Snails are immune to psychology by virtue of indifference, but dislike fire. If attacked by fire or moved to within 4" of a burning building a *panic* test must be taken.
3. A Giant Snail will defend itself by squirting *poisonous* slime over any attacker. This slime has a +1 *strength* bonus (giving a *strength* of 4). Any creature surviving a slime attack is gummed out of action for the following D3 turns.
4. Giant Snails have thick shells affording a *basic saving throw* of 4, 5 or 6.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Snail	2	2	0	3	4	2	1	1	10	1	10	1	7

GIANT SPIDERS

The darker and more secluded areas of forest in the Old World, South Lands and Lustria are home to many forms of creature. The Giant Spider is one such monstrosity, a creature rarely seen, but frequently spoken of by those whose daily duties take them into the woodlands. Giant Spiders are known to inhabit the inner regions of the Forest of Shadows in The Empire as well as the Loren Forest of Bretonnia.

Physique. Giant Spiders are ugly, hairy, creeping monsters that shamble and skitter as they move, filling the forest with unnerving rattling noises. They are dark coloured and very difficult to see except for their countless eyes which catch the light like small black gems. Boastful woodcutters tell of creatures as big as houses, and who is to say that they are mistaken? Giant Spiders can certainly grow to a very large size.

Alignment. Spiders can be malicious and hateful creatures, although most are simply animals hunting in the only way they know how. They can be Evil or Neutral.

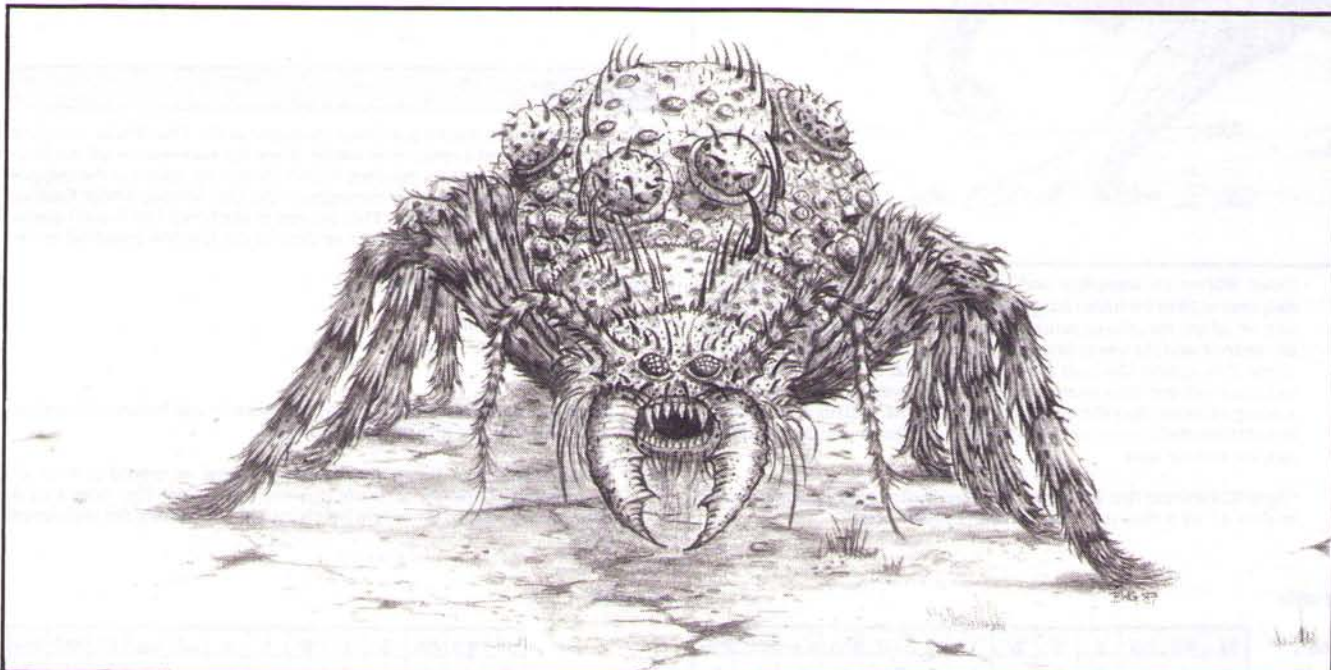
Base Size. 40 x 40mm or as appropriate for model.

Special Rules

1. Spiders are immune to all psychology excepting that they dislike fire. A spider attacked by fire weapons, or moved to within 4" of a burning building, must take a *panic* test.
2. Spiders cause *fear* 6" in all creatures under 10 feet.
3. Spiders attack with a *poisoned* bite that adds +1 to their *strength*. Models taking damage are not necessarily dead, but may be paralysed, although they are removed from the table as casualties.
4. Spiders are not only very powerful creatures, their mouth parts are especially designed for penetrating deep into a victim's body. Accordingly, any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -1 if struck by a Giant Spider.
5. A Spider's chitinous armour gives it a *basic saving throw* of 4, 5 or 6.
6. Spiders may move through wooded areas without penalty. They may also ascend trees instead of a normal move - this puts them out of charge reach of creatures under 10 feet tall. They may descend trees as a normal move, or descend and charge up to 5" as a charge move.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Spider	5	3	0	5	4	4	1	2	8	3	6	2	45



GIANT WOLVES

These huge Wolves are far larger and more fearsome than the small pack Wolves of the forests. They come from the mountain slopes of the eastern Old World and the Dark Lands beyond. Hundreds of years ago they were adopted by goblinoid races as *riding animals* and brought into the Old World, where they quickly settled amongst the dark habitats of the Goblins. In the northern steppes, the Hobgoblin nomads took readily to this new form of transport, becoming the greatest of all wolf-riding experts in the world today. The Goblins maintain Wolves just as humans do horses, but it would be wrong to think of Wolves as truly domesticated - they are wild creatures with a natural lust for blood and a deeply instilled need to kill.

Physique. Giant Wolves are huge and furry; being about 6' long, they are almost as large as a horse.

Alignment. Evil

Base Size. 25 x 50mm.

Special Rules

1. Giant Wolves are *riding animals*; they may be ridden by any goblinoid creatures under 10 feet tall.
2. Giant Wolves cannot have their own armour, although they confer the standard +1 *armour saving throw* on their riders.
3. Giant Wolves have a *bite attack*.
4. Giant Wolves are impetuous creatures and very difficult to control. A unit of wolf-riders must always pursue a routing enemy, and must always follow-up a retreating foe regardless of circumstances.



5. Giant Wolves are impatient and hungry for battle. If a unit begins its *movement phase* within charge reach of an enemy unit of half its own size or more, the player must either charge (not necessarily against the nearest unit) or test to bring the Wolves under control. This is done using 2D6 against the unit's *Ld*, a score equal to or less than the *Ld* indicates that the Wolves are brought under control and act as desired. A score of more than the unit's *Ld* indicates the Wolves disregard any instruction their riders may give them, and automatically charge the nearest enemy unit.
6. Giant Wolves fear fire. If they are attacked by fire weapons or approach within 4" of a fire, they must make a *panic* test.

Profile

Giant Wolf	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
	9	4	0	3	3	1	3	1	3	4	4	4	8

HOBHOUNDS

The ancestors of Hobhounds were probably dogs which became tainted by the first *Incursions of Chaos*, becoming larger, more fierce and dangerous. Hounds mutated by the warping effects of Chaos are a common feature of the Old World forests, but the most notable instance of their existence is amongst the foot-hills of the Mountains of Mourn. These creatures displaced the natural predators of the area because they were larger, meaner and more aggressive.

When the Hobgoblin tribes of the Mourngul settled in the Mountains of Mourn, they domesticated the Hobhound by taking and nurturing unweaned puppies to provide breeding stock. That was many thousands of years ago, and now the Hobhound is used by the Mourngul much as horses are used by other nomadic tribes. Even so, the Hobhound is a vicious and temperamental creature that must be treated with respect. A wild Hobhound is completely unapproachable and domesticated ones can easily tear a limb (or finger!) from a careless kennel-hand. Although the breed has been stabilised as a result of domestication, Chaos attributes still occur now and again, and these beasts are highly prized by the Hobgoblin chieftains. The Hobgoblin Khan himself rides a great white Hobhound with three heads.

Physique. Hobhounds are bull-chested brutes with broad, squat bodies as massive as a horse. Their fur is close and black, their legs are crooked and their heads squashed like that of a bull-mastiff. A Hobhound's teeth are razor-sharp and its general appearance is quite awesome. It is traditional to dock the tails of domesticated hounds.

Alignment. Naturally Chaotic but domesticated beasts are Evil.

Base Size. 25 x 50mm.

Special Rules

1. Domesticated hobhounds are *riding animals* but the only riders they will allow are creatures of the same race that reared them. This is invariably Hobgoblins.
2. Hobhounds fight in close combat with *bite attacks*.
3. In competition games players are bound by the *profile* and rules given, but in non-competition games a Hobhound has a 1 in 6 chance of having D3 *chaotic attributes*. Mutated hounds must be distributed amongst Mourngul *character models*, Mournguls and other Hobgoblin characters in that order.

Profile

Hobhounds	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
	8	4	0	3	3	1	3	2	8	4	8	8	10

HORSES

Horses are common working animals throughout the Old World, carrying goods to market and cavalry into battle. They are identical in all respects to the horses we know from our own world. Horses are native to the steppes of the north, but are common throughout the Old World, Araby, Cathay, Norsca and the Elven Kingdoms. They are rare in the South Lands and Lustria, but they have been brought over by settlers in the last few hundred years.

Alignment. Horses are Neutral.

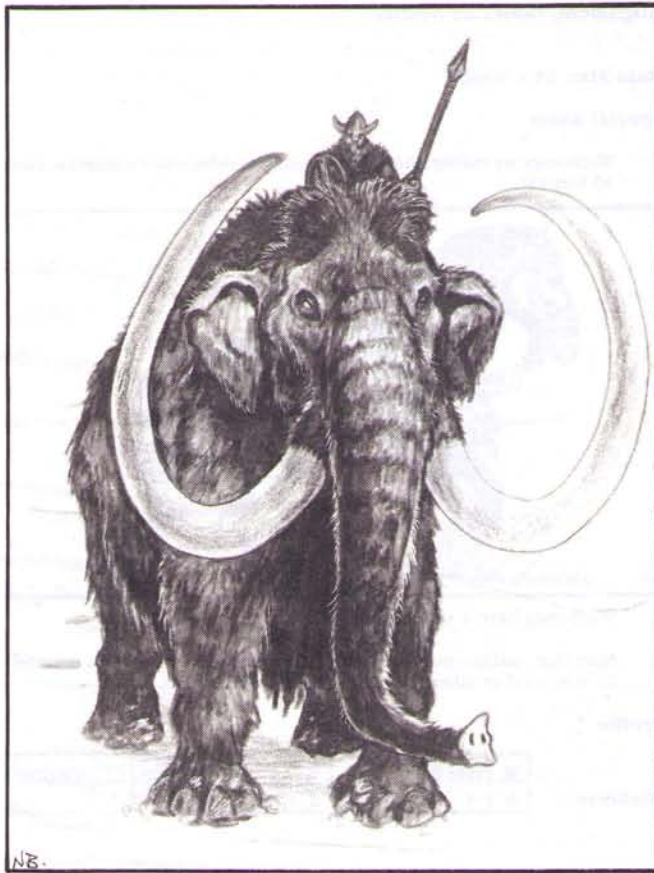
Base Size. 25 x 50mm.

Special Rules

1. Horses are *riding animals* and may be ridden by any humanoid creature under 10 feet tall and of any alignment.
2. Horses dislike fire. If attacked by fire weapons or moved to within 4" of a burning building, a *panic* test must be made. The rider's *Cl* is used for the test, representing his chance of controlling the frightened horse.

Profile

Horse	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
	8	3	0	4	3	1	3	0	2	2	2	2	3



MAMMOTHS

Mammoths were once common creatures in the Warhammer World, before the Slann brought the planet closer to the sun, warming the climate and driving back the frozen wastes. Today, only a few of these huge and majestic monstrosities survive to roam the northern world. In Norsca, Mammoths are occasionally hunted, and their mighty tusks presented in tribute to awestruck ambassadors. More impressive still are the war Mammoths of Norsca, creatures captured as infants and raised by the Norsemen to serve them.

In the Old World Mammoths exist only within menageries and circuses, where they attract huge crowds. The crew of a war Mammoth frequently work as its stablehands during peace time, earning a considerable sum by their association with Norsca's many rhubarb growers.

Physique. Mammoths are very much like elephants, although larger and somewhat hairy.

Alignment. Mammoths are animals and consequently indifferent to the concept of alignment. They may be regarded as Neutral.

Base Size. As appropriate for model.

Special Rules

- Mammoths are large creatures. They count as a *large target* for missile fire.
- Mammoths cause *feared* +1 in creatures under 10' tall.
- A Mammoth has two *stomp attacks* and one *special trunk attack*. Stomp attacks are resolved in the normal way, causing D6 wounds on any damaged target. Trunk attacks can only be executed against targets under 10' tall. If a hit is scored the victim is picked up and hurled back into his unit, causing an automatic *strength* 5 hit on the victim, and D6 *strength* 3 hits on the rest of the unit. All trunk attacks cause 1 *wound*.
- A Mammoth must have a crew of at least one man or equivalent creature. Other crew may be included in a special howda, up to a maximum of ten models. For further rules regarding large creatures see *War Beasts*.

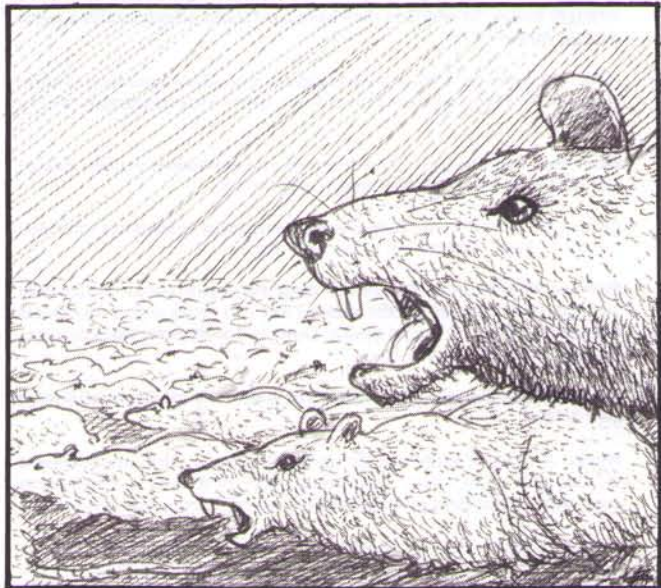
Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Mammoth	8	3	0	8	8	6	3	3	7	3	7	7	300

SWARMS

A swarm of small creatures can be as dangerous as any large monster, possibly more so. Swarms may be the natural result of a shoaling or pack instinct amongst creatures. Wolves, for example, hunt in packs, and many birds will flock together for safety. Social insects, such as ants, are also naturally disposed towards swarming together to envelop their prey, and locusts form vast swarms of destruction. Other creatures do not usually form swarms, but may do so under extraordinary circumstances. What triggers these plagues of frogs, mice, lizards and other creatures is unknown. Their appearance is often blamed upon the work of wizards.

Alignment. Swarms are not aligned as such, but can be regarded as Neutral.



Base Size. 50mm diameter circle.

Special Rules

- A Swarm may be of any of the following types:
 - Serpents
 - Terrestrial insects and/or spiders
 - Scorpions
 - Rats/mice
 - Bats
 - Frogs and/or toads
 - Wolves and/or dogs
 - Lizards
 - Birds
 - Beetles/locusts and other flying insects
- All Swarms are represented by 10 models of the appropriate type. Each model represents a convenient number of creatures: 1 wolf for example, but maybe a 1000 small insects. The scale of the model does not need to represent its true size. Models show that the Swarm consists of a specific type: insects, spiders etc. Each model represents 1 of the Swarm's *attacks* and 1 of its *wounds*. As a Swarm takes damage models are removed to indicate its status.
- A Swarm is considered to be a single entity, it enters combat just like a single large creature. A Swarm is mounted on a single round base, 50mm in radius and made from card. Models are fastened to this by means of a temporary adhesive. So long as a portion of the Swarm base is in contact with an enemy, all models in the Swarm may fight. A Swarm has 1 *attack* for each model in it. Every time a Swarm receives a *wound* a model is removed from it.
- Swarms comprise many small animals, even dogs and wolves are relatively small. Accordingly, a Swarm may move through a unit of troops as if it wasn't there. The unit being moved through is attacked as normal, and may return blows from any model within the Swarm area. Swarms may also move unhindered through woods and over linear obstacles.
- Swarms do not charge like other troops but merely move into or out of combat as they wish. A Swarm cannot be pushed-back or routed, but can push-back or rout its foe. It is not obliged to follow-up pushed-back foes, but may do so if the player wishes. A unit engaged against a Swarm is not obliged to pursue, reform, rally or remain stationary if the Swarm breaks from the fight.
- Swarms have no charge move and never move in the *reserve phase*.

7. The following special rules apply to the different swarm types:

Serpents. Serpents are venomous and so attack with a +1 *strength* modifier. Serpents may cross streams up to 1" wide but not deeper or wider bodies of water.

Terrestrial Insects. This category includes spiders as well as actual insects, such as ants and termites, and other small arthropods such as millipedes. These tiny creatures may cross streams up to 1" wide but not wider bodies of water. They are so small they can crawl under armour, so no *armour saving throws* apply to damage which they cause.

Scorpions. Scorpions are venomous creatures and attack with a +1 *strength* bonus. In addition they have hard shells which confer a *basic saving throw* of 6.

Rats. This category includes mice and other small rodents such as voles and shrews. They are faster than most other swarm animals with a *move* of 6".

Bats. Bats can fly up to 12" a turn with an equivalent acc/dec rate of 12" and may hover on the spot if they wish.

Frogs. This category includes toads. A swarm of frogs is not impeded by water, bogs, swamps or other wet terrain.

Wolves. Wolves, or for that matter dogs, form into 'packs' rather than swarms, but the rules are the same. They can swim across any water feature than is 6" or less in width. Dogs and wolves are fast creatures and have a *move* of 8".

Lizards. Lizards may not cross bodies of water wider than a small stream (1/2" wide).

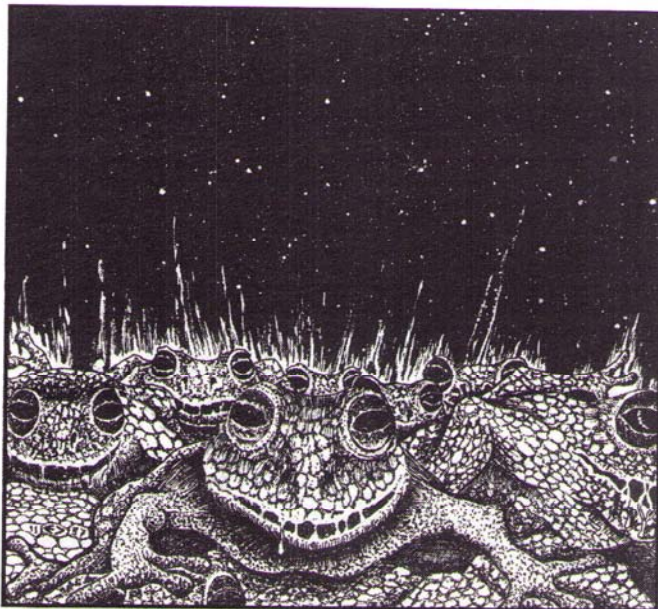
Birds. A flock of birds can fly up to 12" a turn with an equivalent acc/dec of 6". They have a minimum *move* of 6" and so must move every turn, regardless of whether they are engaged in combat or not.

Flying Insects. This includes locusts, beetles and other aerial insects. They fly up to 12" with an acc/dec of 12" and so may hover on the spot if they wish. Like other insects they are so small they can penetrate armour, and their foes receive no *armour saving throw*.

Profile

All Swarms have the same basic profile, although some move faster as described above. The number of *attacks* and *wounds* reflects that of a full Swarm - these are reduced as the Swarm takes damage.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Swarm	4	3	0	1	1	10	1	10	10	2	10	10	250



WARHORSES

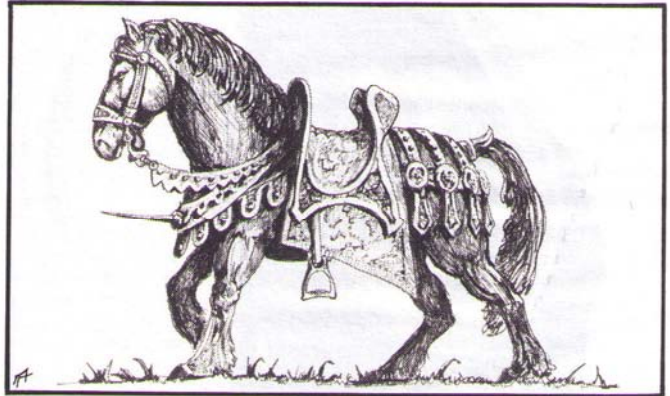
The warhorse is trained to fight: unlike other horses it will kick, bite and actively its their rider's enemies. Warhorses are usually large, sturdy animals. They are costly to train and maintain, so it is only the very wealthy who can afford them.

Alignment. Horses are Neutral.

Base Size. 25 x 50mm

Special Rules

1. Warhorses are *riding animals*; they may be ridden by creatures under 10 feet tall.



2. Warhorses have a single *stomp attack*.
3. Note that, unlike ordinary horses, warhorses do not dislike fire and do not need to take a *panic* test if attacked by fire.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Warhorse	8	3	0	4	3	1	3	1	3	3	3	3	6

WARHOUNDS

Warhounds are any kind of large, ferocious canines trained to hunt, fight and kill. Warhounds are employed by a wide variety of races, including Elves and Norse, as well as Evil races such as Orcs.

Alignment. Warhounds are Neutral.

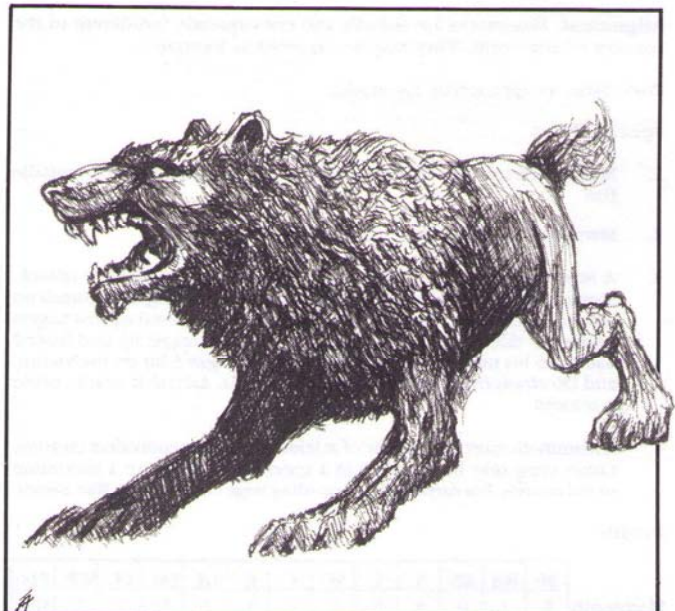
Base Size. 25 x 25mm.

Special Rules

1. Warhounds have *bite attacks*.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Warhound	6	3	0	3	3	1	4	1	6	4	6	6	4



CREATURES OF CHAOS

The northern fringes of the world are continually shifting as the collapsed warp gates pulse in and out like a great black heartbeat. Within this Realm of Chaos there is neither solid matter nor coherent energy, only a tangible darkness within which the shifting winds of change blow a dense tangle of atoms and primal intelligence.

Around the spatial gateways lies a vast area subject to constant change and reformation. Although not caught up within the heaving blackness of the Chaos Gate itself, these areas are tainted by the closeness of raw Chaos power, so that no animals achieve stable form for long.

Few humans have travelled into these cursed lands, where live the servants and minions of Chaos, and where even the plants mimic the worst nightmares of the insane. Close to the Chaos Gates, the laws of space and time are themselves unstable. The closer a traveller gets to the gates, the more weird and more surreal the environment.

Caluthas of Bertone, a scholar living in Tilea, collected many tales of the Chaos lands and recounted them in his 'Chaos Unnaturalis' - the only surviving, and sadly incomplete, copy of which is in the collection of the Asserano family in Magritta. Amongst the many horrors that fill its pages, some of the strangest are the great forests of flesh that stretch over hundreds of leagues: where, instead of trees, stand the living torsos and twisted, incomplete anatomies of half-recognisable animals. Perverse marvels of many kinds are recalled, including the waterfalls of blood that pour from the sky, striking the ground where they turn into streams of writhing maggots. Too far north, life is practically impossible, but southwards, towards the more stable mountain ranges, life abounds, including the many strange creatures described in this section.

Just as ordinary creatures may be bound into a monstrous host, Chaos creatures may be bound into a Chaotic host. However, only a Chaos Sorcerer is able to do this, and the process is more difficult and costly than it is in the case of a monstrous host. As with a monstrous host, creatures of the same type should be grouped together where possible, up to a maximum unit size of 20 if possible, or into as few units as possible if there are more than 20 creatures. Because Chaos creatures are so expensive in terms of points, there is no minimum unit size. A unit may consist of mixed types so long as no two units are the same. The rules regarding Chaotic hosts are as follows.

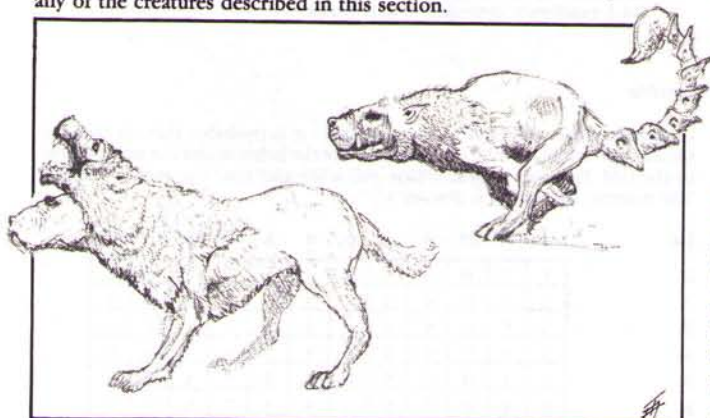
10 points If a chaos host is bound for 10 points, each unit will enter combat as normal and fight one combat engagement. This may involve several combat rounds, and several opponents, but once the combat engagement is over the unit breaks free of its magical binding, and the player has no further control over the models. At this point the models divide into their racial groups. Each group will make its own way towards the nearest table edge and leave the battle. If attacked whilst leaving the creatures will fight back, but they will not initiate combat. A combat engagement can be brought to a halt because of a rout, a failure to follow-up, or the enemy's voluntary withdrawal or destruction.

20 points If a host is bound for 20 points, each unit will engage in combat once as described above. At the completion of the combat engagement, a unit must make a *binding* test. Roll a D6:

1-3. The unit leaves the table as described above for a 10 point bound chaos host.

4-6. The unit remains *bound* and may continue to fight normally. A further *binding* test must be taken at the completion of each subsequent combat engagement.

A Chaotic host does not need to be led; it is still subject to the usual leadership, rout and other tests. It will continue to discharge its magical obligation no matter if all friendly troops are routing or slain. However, a host is automatically dispersed as soon as a battle is over, and so may not be used over protracted engagements in campaign games. A Chaotic host may contain any of the creatures described in this section.



CHAOS HOUNDS

From the darkest depravity of mind-warping Chaos come the foul and twisted descendants of once natural creatures. Among these warped, Chaotic creatures are those called Chaos Hounds - deformed animals imbued with the unnatural power of the Chaos Gods.

Physique. Chaos Hounds resemble large fierce dogs. Being Creatures of Chaos, they appear in a wide range of colours.

Alignment. Chaos Hounds are Chaotic.

Base Size. 25 x 25mm.

Special Rules

1. Chaos Hounds have two *bite* attacks.
2. In competition games each Chaos Hound unit should have D6-4 *dominant attributes* generated before the game commences, under the supervision of the GM.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Chaos Hound	6	4	0	4	4	2	4	2	6	4	6	6	23

CHAOS STEEDS

Chaos Steeds are mounts given by the Gods of Chaos to particularly favoured followers. Chaos Steeds have a great diversity of forms: many closely resemble warhorses, while others look like giant reptiles, wolves or bears. Some Chaos steeds are unique or so badly mutated that they bear no visible relationship to other creatures.

Alignment. Chaos Steeds are Chaotic.

Base Size. 25 x 50mm.

Special Rules

1. Chaos Steeds are *riding animals*. They may be ridden only by Chaos Sorcerers and Warriors of Chaos of at least Marauder status, as indicated in *Warhammer Armies*. Chaos Steeds may not form part of a Chaotic Host.
2. Chaos Steeds have two *stomp* attacks.
3. Chaos Steeds have D4 random attributes. In the case of units these are dominant attributes, but steeds ridden by individual *character models* may have personal attributes.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Chaos Steed	8	4	0	4	4	2	4	2	5	5	5	7	32

CHIMERA

The Chimera is one of the most fearsome of all Chaos' children, a beast whose progenitors were so warped by its influence it is impossible to say what manner of beasts they may have been. Like all Chaotic creatures, the Chimera may take many forms, with more or fewer limbs, heads and additional physical features somewhat harder to put a name too. Its bloated body may form the core for as many as a dozen sprouting heads, dripping with sticky fluids and oozing a stench of unbelievable foulness.

Chimera are individualistic servants of Chaos, preferring to prowl their mountain lairs rather than run with the Chaos pack. They have an intelligence only barely above that of animals, and behave very much like other large predatory carnivores. A brave wizard may sometimes keep one as a curiosity, or an entertainer may have one in his freak show, but they are rare, dangerous beasts best left in the Mountains of Mourning.

Physique. Chimeras are traditionally said to have three heads, that of a lion, goat and serpent. Their bodies are held to resemble a lion, and they have wings like a dragon. In fact they can vary a great deal in appearance, and the rules given here only reflect the general trend.

Alignment. Chaotic.

Base Size. 40 x 40mm or as appropriate for larger models.

Special Rules

1. Chimeras are large creatures up to 15 feet long. They count as *large targets* for missile fire.
2. Chimeras cause *fear* +1 in all creatures under 10 feet tall.
3. Chimeras have variable characteristics as shown below. In any case they have 3 *stomp* attacks and an additional *bite* or *gore* attack for each head. If they have a lashing, barbed or mace-bearing tail, they have an additional *tail-lash* attack.
4. Chimera are extremely powerful creatures. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -3 if struck by a Chimera.
5. All serpent *bites* and all *tail-stings* are *poisoned* and attack with a +1 *strength*. All successful attacks cause 1 *wound*.
6. If a Chimera has a Dragon head it has a randomly generated breath weapon in the same way as a Dragon.
7. In competition games players are obliged to generate Chimeras as described below. In non-competition games a Chimera may have, in addition, D4 randomly determined *Chaos attributes*. These must be generated under the GM's supervision, or that of the opposing player if no GM is available. The variable nature of Chimeras means that a model may need to be modified by the addition of plasticine heads or tails, or the players may simply imagine the strange bestial characteristics.

Profile

Chimeras are extremely variable creatures. Profiles must be generated before the battle under the supervision of the GM. For each characteristic, roll a D6 and note the relevant value. The number of *attacks* will vary according to the presence of a fighting tail. The number of *attacks* given are for three heads only; a creature with a fighting tail has an additional attack. Although Chimeras may have more or fewer heads and limbs, the majority have three heads and four limbs, and the profile generated from the table below reflects this.

D6	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	5	3	0	5	5	5	2	6	7	4	7	7
2	5	3	0	6	6	5	3	6	7	4	7	7
3	6	4	0	6	6	6	3	6	8	4	8	8
4	6	4	0	7	6	6	4	6	8	4	8	8
5	6	4	0	7	7	7	4	6	9	4	9	9
6	6	5	0	8	7	7	5	6	9	5	9	9

Roll a D6 to establish the type of tail:

D6	Tail
1-2	Lion tail - no attacks
3	Reptilian tail +1 <i>tail lash</i> attack
4	Snake tail +1 <i>bite</i> with +1 <i>strength</i>
5	Scorpion tail +1 <i>stomp</i> with +1 <i>strength</i>
6	Tentacle tail +1 <i>stomp</i>

Roll a D12 to establish the type of head:

D12	Result
1	Boar <i>gore</i> attack
2	Bull <i>gore</i> attack
3	Dragon <i>bite</i> attack plus random <i>breath attack</i> as Dragon
4	Eagle <i>bite</i> attack
5	Giant Rat <i>bite</i> attack
6	Goat <i>gore</i> attack
7	Lion <i>bite</i> attack
8	Lizard <i>bite</i> attack
9	Ram <i>gore</i> attack
10	Sabre tooth <i>bite</i> attack
11	Serpent <i>bite</i> attack
12	Wolf <i>bite</i> attack

Flying Profile

	Minimum speed	Maximum speed	Acc/dec
Chimera	6"	24"	6"

Chimeras have a points value of 250.

COCKATRICE

The Cockatrice is a creature of Chaos which shares the physical qualities of fowl and reptile. Like all creatures that live within the shadow of the dreaded *IncurSIONS of Chaos* it is subject to all kinds of weird and horrifying variations, but all Cockatrice have two stable mutations. These are its generally fowl/reptile appearance, and its ability to petrify a living opponent. A typical Cockatrice has two powerful legs, a round body, and a long scaled neck. Its head is beaked and bears a crest and wattles. Cockatrice are always winged, but their wings can take reptilian or feathered form.

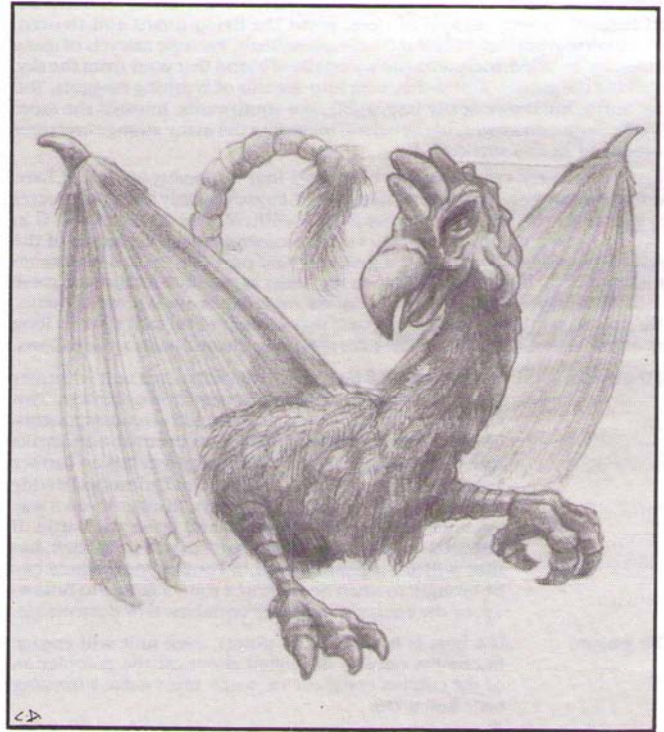
Physique. The Cockatrice is a large monster, the smallest of which is over 10' tall, although larger ones are common. Cockatrice can be of any colour, but are frequently seen to be mottled in black and brown.

Alignment. Chaotic.

Base Size. 40 x 40mm.

Special Rules

1. Cockatrice cause *fear* in creatures under 10' tall.



2. Cockatrice have 2 *stomp* attacks with their claws and 1 *bite* attack with their beak. Hits from the beak cause no damage, but the target must make an immediate *magic saving throw*. If this is failed the target is petrified - literally turned to stone - and to all intents slain. For convenience, a petrified model may be removed if it represents a creature under 10' tall. A larger creature may be left in place, and is treated as an obstacle, reducing the movement of models or units passing over it by half.
3. In competition games Cockatrice have no further *Chaotic attributes*. In non-competition games, Cockatrice may be allotted an additional D4-1 randomly determined *attributes*.

Profile

Cockatrice take countless forms and sizes - it is probable that no two are identical. Profiles must be generated before the battle under the supervision of the GM. For each characteristic roll a D6 and note the relevant value. The number of attacks is always 3.

D6	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	3	3	0	3	3	2	3	3	5	4	5	5
2	3	3	0	4	4	2	3	3	5	4	5	5
3	3	3	0	4	4	2	4	3	6	4	6	6
4	4	3	0	4	4	2	4	3	6	4	6	6
5	4	4	0	5	5	3	5	3	7	4	7	7
6	5	4	0	5	5	3	5	3	7	5	7	7

Flying Profile

	Minimum speed	Maximum speed	Acc/dec
Cockatrice	6"	18"	6"

The Cockatrice has a points value of 150.

GORGONS

The Gorgon is one of the rarest and most feared Creatures of Chaos. Many, it is said, live within human society, unrecognised by their victims until it is too late. Others, more severely mutated, live in the desolate northern wastes where they prey upon other abominations of Chaos.

Physique. Gorgons are a strange blend of woman and snake. Some have the lower body of a snake, while others appear to be perfectly normal apart from the writhing mass of living snakes which grows in place of hair - the mutation which distinguishes Gorgons, and which no Gorgon is without. To determine the form of the lower body, roll a D6: on a roll of 1-4, the Gorgon is humanoid; on a roll of 5-6, she has the form of a snake from the waist down. No male Gorgons have ever been reported.

Alignment. Chaos.

Base Size. 25 x 25mm.

Mutations. Gorgons may have D6-4 *personal mutations* on their basic form. Mutations which affect the Gorgon's head and face should be ignored, and not re-rolled.

Special Rules

- Gorgons cause *fear* in living creatures and *fear* +1 in living creatures under 10' tall.
- Gorgons are normally armed with rusted and filthy daggers with notched and jagged blades. These are *poisoned* weapons and so any hits are resolved with a +1 *strength* bonus. Gorgons may use bows firing poisoned arrows.
- Their most feared power is the ability to turn a living creature to stone with a glance. A Gorgon's gaze has a range of 15", and can affect a single creature per turn. If the Gorgon is in hand-to-hand combat, the gaze will always be directed against a model in base-to-base contact before any blows are struck. The victim must make a standard *magic save* or be turned to stone. The effect is permanent. Petrified victims may be removed as casualties, unless they are creatures over 10' tall, in which case they are left on the table and treated as obstacles. The model should be marked in some way to indicate that it is petrified. A hand-to-hand combat opponent may fight a Gorgon without risk of being petrified by two means.
 - Closing the eyes! This reduces the model's *WS* by -3 to a minimum of 1.
 - Employing a mirror surface. Any character carrying a magic sword may assume that it is sufficiently highly polished to facilitate this technique. *WS* is reduced by -1 to a minimum of 1.
- Gorgons may be a wizard of magic level 1 or 2. They may substitute illusionist spells for any or all of their battle magic spells. A favourite trick is to use the *Assume Illusionary Appearance* spell to disguise their true nature until they trap a victim. If using this spell their petrifying glance is nullified.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Gorgon	4	2	3	3	3	3	5	1	9	9	9	9	110
5 Hero	4	3	4	4	3	3	6	2	9	9	9	9	160
10 Hero	4	4	4	4	4	4	6	3	10+1	9	9	9	210
15 Hero	4	4	4	4	4	5	7	3	10+2	9	10+1	10+1	250
20 Hero	4	5	4	4	4	6	8	4	10+3	9	10+1	10+1	300
25 Hero	4	5	5	4	4	6	8	4	10+3	10+2	10+2	10+2	320
5 Wizard	4	3	3	4	3	3	5	1	9	10+1	10+1	10+	190
10 Wizard	4	3	3	4	3	4	6	1	10+1	10+2	10+1	10+2	210
15 Wizard	4	4	3	4	4	5	6	1	10+2	10+2	10+2	10+2	295

The basic points value does not include additional weapons or armour, which may be bought at the standard points cost. This is an exception to the normal

multiplier rule which would otherwise cost weapons and equipment at x 11. This was felt to be too much: the high cost of the Gorgon already takes into account special powers and it should not be penalised further by the addition of very high modifiers. The cost of additional equipment to Gorgon characters uses the standard character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5). Gorgons may not become wizards with a hero value of 20 or 25, and so may not have a magic level of 3 or 4.

GRIFFONS

The Griffon is a Creature of Chaos, a powerful winged hunter and deadly adversary. Like all of the Chaos creatures, Griffons take many differing and unimaginable forms, with more or fewer limbs, heads and other heinous variations. Although they may have a multitude of Chaotic mutations, Griffons are always winged and commonly have the head and foreparts of a great bird of prey. The rear half is said to be that of a lion, but this traditional view is more of an artistic convention than an established fact. Generally speaking, any large Chaos beast with a predominantly bird-like appearance is likely to be labelled as a Griffon.

Like most large Chaotic creatures, Griffons shun the inhabited areas of the world, favouring tall craggy peaks in which to build their lairs. The majority have an intelligence only barely above that of animals, and behave very much like other large predatory carnivores.

Physique. Griffons are held to have the foreparts of a bird of prey and the rears of a lion. In fact they can vary a great deal in appearance, and the rules given here only reflect the general trend.

Alignment. Chaotic.

Base Size. 40 x 40mm or as appropriate for larger models.

Special Rules

- Griffons are large creatures up to 15 feet long. They count as *large targets* for missile fire.
- Griffons cause *fear* +1 in all creatures under 10 feet tall.
- A Griffon has variable characteristics as shown below. In any case it has 3 *stomp* attacks and an additional *bite*.
- Griffons are large dangerous creatures. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -3 if struck by a Griffon.
- In competition games players are obliged to generate Griffons as described below. For non-competition games players are free to add D4 random *Chaos attributes* generated before the battle, under the supervision of the GM or opposing player. Models may be temporarily modified using plasticine, or their attributes left to the imagination.



Profile

Griffons are extremely variable creatures. Profiles must be generated before the battle under the supervision of the GM. For each characteristic roll a D6 and note the relevant value. The number of attacks is always 4.

D6	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	6	4	0	4	4	4	6	4	7	4	7	7
2	6	4	0	5	5	4	6	4	7	4	7	7
3	6	5	0	5	5	5	7	4	8	4	8	8
4	7	5	0	6	5	5	7	4	8	4	8	8
5	7	5	0	6	6	6	8	4	9	4	9	9
6	8	6	0	7	6	6	8	4	9	5	9	9

Flying Profile

	Minimum speed	Maximum speed	Acc/dec
Griffon	6"	24"	6"

Griffons have a points value of 200.

HARPIES

Chaos Beastmen are humans mutated by the powers of Chaos, often gaining animal-like abilities and appearance. Alternatively, Beastmen are animals which have gained human-like abilities. In either case the result is similar, a curious mixture of man and beast that frequently defies description. According to the Old World scholars who write the popular bestiaries, Harpies are creatures which have the head and torso of human women and the lower parts of birds. In fact, many Beastmen are combinations of men and birds, and that commonly regarded as a Harpy is merely a common variation. Even Beastmen of a feather tend to flock together, and it would be easy to imagine how a human could mistake a random flock of flying Chaotic creatures for a homogenous creature. Having said that, whatever their appearance, flying, bird-like Beastmen are commonly seen gathering over the forests, and even the lands of men. They are dark, scrawny creatures with screeching calls and massive wings.

Physique. Harpies often have a human torso and the wings of a bird of prey.

Alignment. Chaos.

Base Size. Flying base; in combat they are assumed to have a 25 x 25mm base.

Special Rules

- Harpies can wield weapons but may use *claw* attacks instead if they wish.
- In competition games players are obliged to use Harpies as given below. In non-competition games players may add D6-4 *dominant attributes* to a Harpy unit. All generation must be done prior to the battle, and must be done under GM or opposing player supervision if the opponent so wishes.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Harpy	4	4	0	4	4	2	2	1	6	4	7	7	15

The points value does not include additional weapons or equipment, which may be purchased at the standard cost with a x 2 modifier.

Flying Profile

	Minimum Speed	Maximum Speed	Acc/dec
Harpy	6"	24"	6"

HIPPOGRIFFS

Hippogriffs are very similar to Griffons. The main point of difference is that the Hippogriff combines some trace of horse in its make-up - usually its hind quarters are those of a horse. Like all Chaos creatures, Hippogriffs take many differing and unimaginable forms, with more or fewer limbs, heads and other heinous variations.

It is doubtful whether the creatures called Hippogriffs and Griffons are quite so aware of their essential difference as the compilers of popular bestiaries. The two kinds of creature occupy the same areas, and intermix and interbreed readily. Although they may have a multitude of Chaotic mutations, Hippogriffs are always winged, and commonly have the head and foreparts of a great bird of prey. Their forelimbs are often those of a lion or other large predatory cat. Hippogriffs are unusual Chaotic monsters in that their equine streak makes it possible to tame them. The majority are wild creatures with an intelligence only barely above that of other large predatory carnivores.

Physique. Hippogriffs are held to have the foreparts of a bird of prey, the forelimbs of a lion and the rearparts of a horse. In fact they can vary a great deal in appearance, and the rules given here reflect only the general trend.

Alignment. Usually Chaotic but if carefully reared from infancy they may be Evil or Neutral. A Hippogriff of non-chaotic alignment may be ridden if carefully trained.

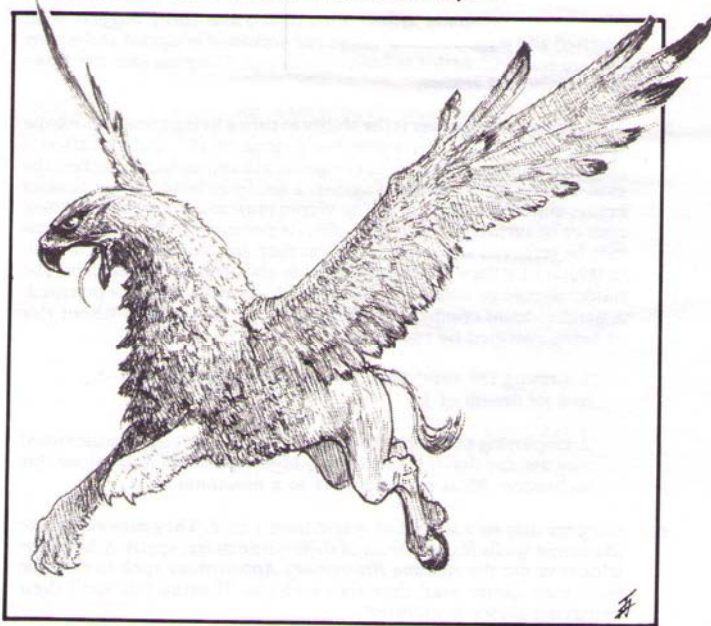
Base Size. 40 x 40mm or as appropriate for larger models.

Special Rules

- Hippogriffs are large creatures up to 15 feet long. They count as *large targets* for missile fire.
- Hippogriffs cause *fear* +1 in all creatures under 10 feet tall.
- A Hippogriff has variable characteristics as shown below. In any case it has 3 *stomp* attacks and an additional *bite*.
- Hippogriffs are mean and ferocious. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -3 if struck by a Hippogriff.
- In competition games players are obliged to generate Hippogriffs as described below. For non-competition games players are free to add D4 random *Chaos attributes* generated before the battle, under the supervision of the GM. A model may be temporarily modified using plasticine, or its attributes left to the imagination.
- A Hippogriff may be used as a *riding beast* if it is of suitable alignment. However, Hippogriffs are wilful creatures and will sometimes overpower their rider and carry him off out of control - a ridden Hippogriff will always pursue a routing enemy regardless of the wishes of its rider.

Profile

Hippogriffs are extremely variable creatures but of the same general bulk and appearance as Griffons. Profiles must be generated before the battle under the supervision of the GM. For each characteristic roll a D6 and note the relevant value. The number of attacks is always 4.



D6	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	6	4	0	4	4	4	6	4	7	4	7	7
2	6	4	0	5	5	4	6	4	7	4	7	7
3	6	5	0	5	5	5	7	4	8	4	8	8
4	7	5	0	6	5	5	7	4	8	4	8	8
5	7	5	0	6	6	6	8	4	9	4	9	9
6	8	6	0	7	6	6	8	4	9	5	9	9

Flying Profile

	Minimum speed	Maximum speed	Acc/dec
Hippogriff	6"	24"	6"

Hippogriffs have a points value of 200.

HYDRAS

The Hydra is another creature of Chaos, the main distinguishing feature of which is that it has many heads, seven being the commonly toted average. Although they are Chaotic, and consequently anatomically rather hard to define, most of these multi-headed monstrosities have an obviously reptilian ancestry.

Physique. A typical Hydra has serpent heads and a scaled serpentine body, although some have a quadrupedal, mammalian body such as a lion or a huge, squat hound. Whatever their body type, Hydra all have multiple heads with a generally reptilian cast. Hydra are solitary creatures that prefer to spend their time hiding at the back of dark caves.

Alignment. Chaos.

Base Size. 40 x 40mm or as appropriate for larger models.

Special Rules

- Hydras are large monsters and can reach as much as 20 feet in length. They are *large targets* for the purposes of missile fire.
- Hydras cause *fear* +1 in all creatures under 10 feet tall.
- Serpent-bodied Hydra have tough scaly bodies giving a *basic saving throw* of 5 or 6.
- A player may choose to use either a serpent-bodied or lion-bodied Hydra. A serpent-bodied Hydra *moves* only 3", a lion-bodied Hydra has a *move* of 6".
- A Hydra has a single *breath* attack in a similar way to a Dragon. Before the game the player must roll a D6 under the supervision of the GM, noting down any result as appropriate.

- No breath attack
- Fire
- Smoke
- Chill
- Desiccation
- Acid

A Hydra's breath attack is identical to that described for a Dragon. Although a Hydra has many heads, all are used to make the one attack.

- Hydras have 1 *bite* attack per head; a standard Hydra has 7 heads. Lion-bodied Hydra have two additional *claw* attacks. Reptile-bodied Hydra have 1 *stomp* and 1 *tail lash*. This makes a total of 9 attacks.
- Hydras are powerful creatures: their coiling necks can crush even a fully armoured opponent, whilst their teeth are sharp enough to penetrate plate armour. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -3 if struck by a Hydra.
- In competition games players are obliged to use either the snake- or lion-bodied Hydra as described above. In non-competition game players may add D4-1 randomly determined *Chaos attributes* to a Hydra, generated under the supervision of the GM.

Profile

Hydra are variable creatures. Profiles are generated before the game under the supervision of the GM. For each characteristic roll a D6. The number of attacks is always 9. The *move* rate will depend upon whether the creature is mammalian or snake bodied.

D6	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	6/3	2	0	3	5	6	2	9	5	4	5	5
2	6/3	2	0	4	6	6	2	9	5	4	5	5
3	6/4	3	0	4	6	7	3	9	6	4	6	6
4	7/4	3	0	5	6	7	3	9	6	4	6	6
5	7/5	3	0	5	7	8	4	9	7	4	7	7
6	8/5	4	0	6	7	8	4	9	7	5	7	7

Hydra have a points value of 200 points.

JABBERWOCKS

The Jabberwock is a creature of Chaos recognisable by its bipedal, vaguely humanoid shape and tiny wings. Its long sinuous neck supports an ugly

beakless but otherwise turkey-like head. Jabberwocks generally breed true and (unusually for Chaos creatures) only with each other. However, individual features can vary a great deal, including claws, the shape and size of the tail, length of limbs and colour. It is difficult to see what sort of creature may have been distorted to produce the Jabberwock. It may be the spawn of some sort of humanoid, probably a Troll as they have the same regenerative powers. It has been written of Jabberwocks that their only invariable characteristics are that they are very brave, very aggressive and rather stupid; this is also reminiscent of Trolls. Although winged, Jabberwocks cannot fly - they flap their wings as they run or knuckle-walk along, producing a disconcerting humming noise.

Physique. Jabberwocks are large monsters standing over 12 feet tall and often much larger. Although their forelimbs are manipulative, they often knuckle-walk along the ground after the manner of apes. Jabberwocks can be any colour and are frequently luminous.

Alignment. Chaotic.

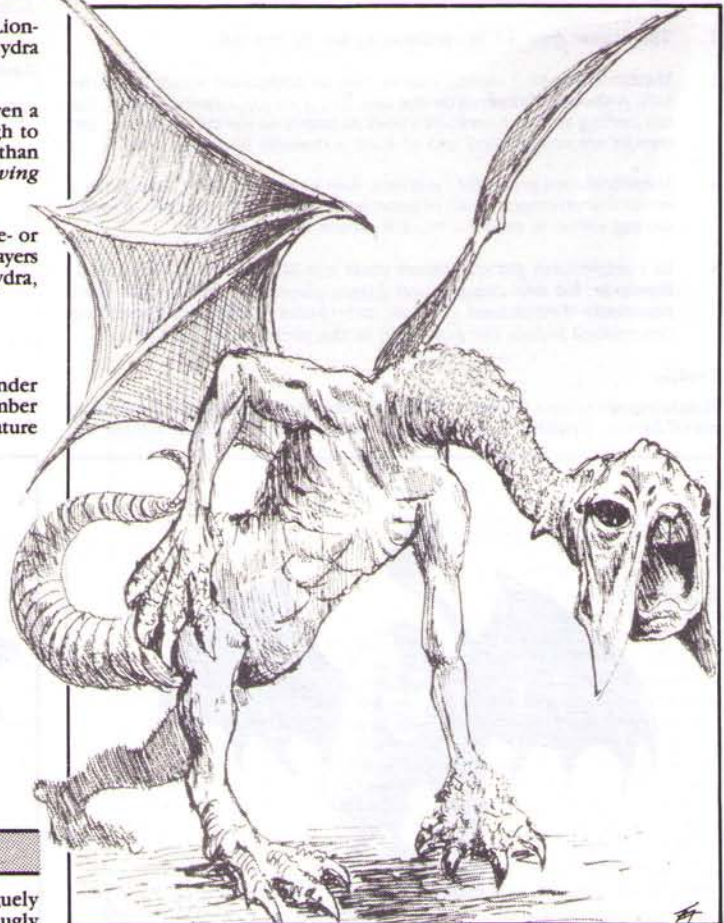
Base Size. 40 x 40mm.

Special Rules

- Jabberwocks cause *fear* in creatures under 10 feet tall.
- Jabberwocks are subject to *stupidity*.
- Jabberwocks have *stomp* attacks and all attacks are *poisoned* (+1 *strength* bonus).
- Jabberwocks are powerful creatures. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -2 if struck by a Jabberwock.
- Jabberwocks have the same regenerative properties as Trolls.
- In competition games players are obliged to use Jabberwocks as described. However for non-competition games players may add D4-1 random *Chaotic attributes*, generated before the battle under the supervision of the GM.

Profile

Jabberwocks are variable creatures. Profiles must be generated before the battle under the supervision of the GM. For each characteristic roll a D6 and note the relevant value.



D6	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	6	4	0	4	4	4	6	4	7	4	7	7
2	6	4	0	5	5	4	6	4	7	4	7	7
3	6	5	0	5	5	5	7	4	8	4	8	8
4	7	5	0	6	5	5	7	4	8	4	8	8
5	7	5	0	6	6	6	8	4	9	4	9	9
6	8	6	0	7	6	6	8	4	9	5	9	9

A Jabberwock has a points value of 200.

MANTICORES

The Manticore is another creature of Chaos, an aberration of nature spawned as a result of horrifying mutating effects. Like other creatures of Chaos it was created during the collapse of the Old Slann warp-gates, a disaster which sucked untold quantities of raw Chaos matter into the world, distorting the genes and minds of creatures throughout the world.

The progenitors of the Manticore may have been large cats, such as lions, for of all the manticore's variable features the one that holds true is its generally leonine appearance. In addition to a massive lion body, Manticores commonly have human heads, although this is not an invariable rule and some have the heads of beasts. Some have tails formed into a spiked mace or a scorpion sting. Most Manticores have wings and are adept flyers. They are not gregarious animals - they prefer to hide themselves away in the desolate mountains and dark forests of the Old World.

Physique. Manticores vary considerably in size and specific detail, although their general appearance is leonine. They are usually winged and can fly, and always have some sort of special tail. A typical Manticore, such as would appear in the popular bestiaries of Old World scholars, has the head of a man. They are large creatures, the smallest of which would reach 15 feet.

Alignment. Chaos.

Base Size. 40 x 40mm or as appropriate for larger models.

Special Rules

1. Manticores are large, threatening monsters. They are *large targets* for the purposes of missile fire.
2. They cause *fear* +1 in creatures under 10 feet tall.
3. Manticores have 3 *stomp* attacks plus an additional attack from the *tail*. Although delivered by the tail, this is another stomp attack, the tail curling over the creature's back to attack to the side or front. Tail attacks are envenomed and so have a *strength* bonus of +1.
4. Manticores are powerful creatures. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -3 if struck by a Manticore.
5. In competition games players must use Manticores as described. However, for non-competition games players are free to add D4-1 randomly determined *Chaotic attributes*. Attributes should be determined before the game and in the presence of the GM.

Profile

Manticores are subject to a host of minor variations but conform to the profiles given below. Profiles must be generated before the battle under the



supervision of the GM. For each characteristic roll a D6 and note the relevant value. The number of attacks is always 4.

D6	M	WS	BS	S	T	W	I	A	Cd	Int	Cl	WP
1	5	5	0	5	5	6	3	4	7	4	7	7
2	5	5	0	6	6	6	3	4	7	4	7	7
3	5	6	0	6	6	7	4	4	8	4	8	8
4	6	6	0	7	7	7	4	4	8	4	8	8
5	6	6	0	7	7	8	5	4	9	4	9	9
6	7	7	0	8	8	8	5	4	9	5	9	9

Flying Profile

Manticores are usually winged. A player may select a winged Manticore at an additional points cost of +50.

	Minimum speed	Maximum speed	Acc/dec
Manticore	6"	4"	6"

The points value of a Manticore is 200.

WYVERNS

Wyverns are not dissimilar to Dragons, from which they may have mutated under the warping influence of Chaos. A Wyvern's chief identifying characteristic is that it has only two legs and that it is winged. Other details are extremely variable, as they are with all these Chaos monsters.

Most Wyverns are reptilian. They inhabit the rocky regions of the Worlds Edge Mountains and the higher crags of the Mountains of Mourn. Wyverns build nests amongst the inaccessible mountain peaks, sharing their forbidding habitat with the other winged creatures of Chaos with which they sometimes interbreed (such being the way of Chaos). Like Hippogriffs, they can be trained to accept a rider if captured when very young and carefully reared. A Wyvern will never accept an unfamiliar rider.

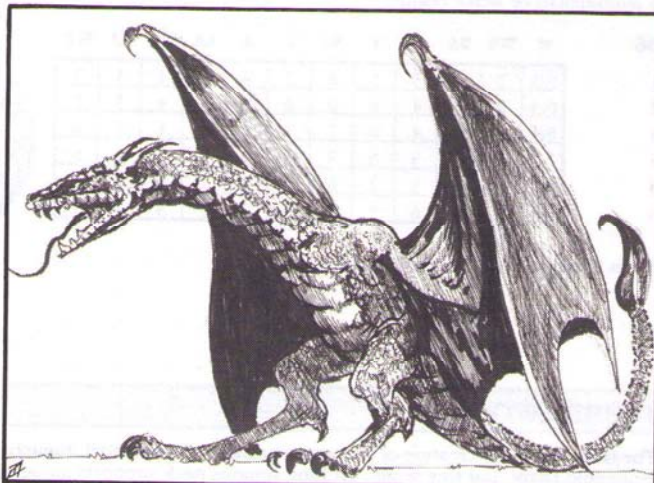
Physique. Wyverns are large scaly creatures with leathery wings sprouting from their snake-like backs. While bearing a similarity to dragons, all Wyverns are easily recognisable, as they only have two legs.

Alignment. Usually Chaotic but if carefully reared from infancy they may be Evil or Neutral.

Base Size. As appropriate for the model.

Special Rules

1. Wyverns are large creatures averaging 20 feet. They count as *large targets* for missile fire.
2. Wyverns cause *fear* 6" +1 in all creatures under 10 feet tall.
3. A Wyvern has randomly determined characteristics as shown below. In any case it has 2 *stomp* attacks and an additional *bite*. All damaging hits cause D4 *wounds*.
4. Wyverns are powerful creatures. Any blows struck by them have a better than average chance of penetrating armour. An enemy's *armour saving throw* is reduced by -3 if struck by a Wyvern.
5. A Wyvern has tough scaly skin, giving it a *basic saving throw* of 5 or 6.



6. In competition games players are obliged to generate Wyverns as described below. For non-competition games players are free to add D4 random *Chaos* attributes generated before the battle, under the supervision of the GM. A model may be temporarily modified using plasticine, or its attributes left to the imagination.
7. A Wyvern may be used as a *flying mount* if it is of the same alignment as its rider. However, Wyverns are wilful creatures and will sometimes overpower their rider and carry him off out of control. A ridden Wyvern will always pursue a routing enemy regardless of the wishes of its rider, and will always follow-up in close combat regardless of circumstances.

Profile

Wyverns are variable creatures. They are similar to Dragons although a little smaller. Profiles must be generated before the battle under the supervision of the GM. For each characteristic roll a D6 and note the relevant value. The number of *attacks* is always 3.

D6	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	6	3	0	4	5	3	2	3	4	4	4	4
2	6	4	0	5	5	3	3	3	5	4	4	4
3	6	4	0	5	5	3	4	3	5	4	5	5
4	6	5	0	5	6	4	4	3	5	4	5	5
5	7	5	0	6	6	4	5	3	6	4	6	6
6	7	6	0	6	6	4	5	3	6	5	6	6

Flying Profile

	Minimum speed	Maximum speed	Acc/dec
Wyvern	8"	32"	8"

The Wyvern has a points value of 180.

UNDEAD

The Undead are an accepted reality in the Warhammer world, not mere creatures of legend as they are in our own. Even so, most people would hope not to encounter an undead creature face-to-face, preferring to restrict their knowledge of such things to fire-side tales and fanciful drinking stories.

Undead creatures are physical they have real, material bodies which can be destroyed by normal means. Many possess supernatural strength, and others, such as the Vampire, have profound magical powers. On the tabletop, units of Undead are mainly composed of Skeletons or Zombies, creatures which need to be properly 'controlled' if they are to fight effectively. Of the other creatures, Ghouls are cowardly fighters that even the most depraved necromancer would think twice about employing, and Mummies and Vampires are relatively rare. Vampires and Liches both have magic powers, and are extremely dangerous adversaries.

Carrion

Carrion were once great birds of prey inhabiting the loftier peaks of the World's Edge Mountains. They were warped during the original *IncurSION of Chaos*, becoming creatures that were both alive and dead, eternally trapped between the material and ethereal planes.

Although subject to *instability*, Carrion drawn from the battlefield are merely returned to the heart of the Chaos realms, from where they fly once more into the north of the Warhammer world.

Carrion have a skeletal body and tattered membranes stretched between the bones of their wings. After the carnage of battle, these creatures feed upon the wounded and dying, the piteous cries of whom rise above the mounds of dead as they are torn apart by the cadaverous claws of their unholy executioners. By feeding on the dying, the Carrion captures the spirit of its victims, a spirit which becomes manifest as a wraith-like rider the size of a small Goblin. The Carrion's rider is a trapped soul, or an amalgam of souls, doomed to ride the bird of death from the darkness of Chaos. In hand-to-hand combat the Carrion rider absorbs the power of death from around it, becoming increasingly dangerous as the hand-to-hand combat round progresses.

Physique. Carrion are skeletal flying beasts, mostly bird-like but with membranous wings. They stand about 7 feet high with a wingspan of up to 20 feet. Their riders are ethereal, often hazy spirits, the appearance of which is neither predictable or stable. Some are like tiny little Goblins with leering faces, other are shadowy and insubstantial.

Alignment. As beasts created during the cataclysmic explosion that brought Chaos in the world, Carrion are Chaotic.

Base Size. Special flying base. In combat counts as 40 x 40mm base.

Special Rules

- Carrion cause *fear* in living creatures regardless of size. Creatures with a *toughness* of 7 or more cannot normally be harmed by Carrion, and so, although they *fear* them as the supernatural creatures they are, may add +1 to their *CI* value for the test.
- Carrion are immune to all *psychology* irrespective of its cause.
- Carrion are immune to the effects of poison. The +1 *strength* bonus of poisoned attacks does not apply when fighting Carrion.
- Carrion cannot be routed from close combat. They never take *rout* tests and will fight to the last without any qualms.
- Carrion are subject to *instability*. A Carrion removed from the table as a result of *instability* returns not to the planes of the dead, but back to the Chaos Wastes from where it slowly flies back into the world. This makes no difference to a battle, game, we just thought we'd let you know!
- A unit of Carrion does not need a controller to fight effectively. The presence of a friendly necromancer within 12" means the unit is unaffected by *instability*.
- Carrion attack by a mixture of biting and clawing.
- Carrion riders have no *attack* during the first round of any hand-to-hand combat. During the second round of a hand-to-hand combat they receive 1 *attack*. During the third, and each subsequent round of a hand-to-hand combat, the rider gains an *additional attack*. During the fifth round of a hand-to-hand combat, for example, the rider has 4 *attacks*. Once a particular hand-to-hand combat is over (including any pursuit) the rider's attacks are reduced to zero, and fresh hand-to-hand combats are treated exactly as before.
- It is not possible to direct blows against the rider. The rider is part of the carrion, and is destroyed only when the carrion is destroyed.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Carrion	4	3	0	3	3	2	4	3*	7	3	7	7	45

* Plus the rider's attacks.

Flight Profile

	Minimum	Maximum Speed	Acc/dec
Carrion	6"	30"	6"



GHOULS

The weird forces of Chaos work many strange changes upon the world. Their mark appears unwelcomed on the newborn child, or grows from within, nurtured throughout childhood to reveal itself in later life. Amongst the twisted shells of flesh, and the twisted minds of men, stalk the tattered remnants of human bodies and human souls. Of all the terrible fates lying dormant within the bodies of men, one of the most horrible is the corruption of body and mind that turns an ordinary mortal into a Ghoul. Nor is the condition easy to eradicate, for Ghouls beget Ghouls and generations of foul, corpse-eating creatures, devoid of all but the most rudimentary reason.

Ghouls cavort naked around graveyards at night, screaming and babbling in the pallid light of the moon. They are frightening to look upon, having dark rancid skin, mad glinting eyes and slaving mouths which spew blood and pus. Although thin and stooped, they are very strong and insanely ferocious. They leap upon their unfortunate victim, tearing with their long filthy nails and biting with their sharp pointed teeth. However, they are cowardly creatures at best, and will usually flee if they find they're getting the worse of a fight.

Physique. Ghouls retain the basic outlines of ordinary men and women. However, their bodies have become stooped and bony, whilst their hair is long and matted, or else absent altogether. Their faces present a bestial leer, with curled lips exposing enlarged teeth. Most Ghouls are naked, whilst a few retain what rags they once wore as true men.

Alignment. Ghouls are Evil.

Base Size. 20 x 20mm

Special Rules

1. Ghouls are horrible, slaving creatures and cause *fear* in living creatures under ten feet tall.
2. Ghouls attack by biting and clawing, although they may wield sticks, bones or similar weapons instead. All non-weapon hits from a Ghoul are *poisoned* which means they have a +1 *strength* bonus.
3. Ghouls are cowardly creatures and will always rout if pushed-back and followed-up, regardless of the number of casualties caused on the unit or any other circumstances.
4. If a unit of Ghouls in hand-to-hand combat pushes-back its opponents, D3 individuals will stay and feed on the corpses. These models are not moved as the unit follows-up its opponents, instead they stay behind and rip into the dead and dying, greedily devouring their victims' warm flesh. At the beginning of the owning players' *movement phase*, a D6 is rolled to see if the ghouls stop eating. A roll of 6 indicates that the Ghouls are ready to return to the battle and can be moved normally. On any other result the Ghouls continue to feast, unless forced to move (if subsequently engaged in hand-to-hand combat or routed for example).
5. A Ghoul may carry a single close combat weapon as part of its basic points cost, but may use no other weapons.

Profile

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
4	2	0	3	4	1	3	2	2	5	8	8	8

Ghoul



LICHES

The powers of wizards may go beyond death itself if their magic is sufficiently strong. A spell which binds a man's soul to his body after death is a difficult and terrible thing to employ. Only a desperate magician would attempt such a thing, or an insane one. A wizard under such an enchantment is called a Liche, a creature whose body remains whole due only to the binding force of magic that runs in it.

A Liche is able to maintain its existence without the aid of further magic, and can use its own powers to sustain other Undead in the same way as living wizards with necromancy spells. It retains the appearance it had in life, although withered and corrupted by the decay brought about by time.

Physique. Liches are corpses or skeletons enwrapped in tattered wizard's robes.

Alignment. Liches are not aligned, and may be regarded as being of whichever alignment best suits the situation in which they are being used. However, as Liches attain their condition through the practice of necromancy, most are Evil.

Base Size. 20 x 20mm

Special Rules

- Liches cause *fear* in all living creatures regardless of size.
- Liches are immune to all *psychology* irrespective of its cause.
- Liches cannot be affected by poison or gas based weapons. *Poisoned attacks* cause normal damage without the +1 *strength* bonus.
- Liches cannot be routed from close combat, and never take *rout* tests.
- Liches are subject to *instability* but may use *magic points* to off-set its results. By expending 1 *magic point* a Liche is able to shift the *instability* result by 1 in either direction. For example, a result of 2 may be modified to 3 by expending 1 magic point, to 4 by expending 2 points, and so on.
- A Liche controls Undead in the same way as a living wizard with necromancy spells. A Liche does not have to have necromancy spells in order to do this. It automatically controls friendly *Zombies*, *Skeletons* or *Mummies* within 12" and may extend this range if it has the appropriate spell.
- Liches are graded in the same way as wizards with a hero value of 5, 10, 15, 20 or 25. These correspond exactly to the normal wizard power levels of 1, 1, 2, 3 and 4 respectively.
- A Liche may substitute necromantic spells for any or all of its battle magic spells. One battle magic spell from each level may be replaced by a demonic spell of the same level. Illusionist and elemental spells are not allowed.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
5 Liche	4	3	2	4	3	1	2	1	7+3	8+1	8+3	8+1	90
10 Liche	4	3	2	4	3	2	3	1	8+3	9+2	8+3	9+2	140
15 Liche	4	4	2	4	4	3	3	1	9+3	9+2	9+3	9+2	235
20 Liche	4	4	3	4	4	4	4	1	9+3	10+3	9+3	10+3	345
25 Liche	4	5	4	4	4	4	5	1	10+3	10+3	10+3	10+3	460

Note that the *Ld* and *Cl* bonuses are different to the normal scheme - Liches being power crazed weirdoes, this was felt appropriate. The actual characteristic score has been advanced in accordance with the usual wizard scheme, but the bonus is +3 when the Liche is leading other troops. This is not a mistake! Remember, whatever the Liche's bonus, it may not increase a unit's characteristic value beyond its own.

None of the points values for Liches include armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).

MUMMIES

Mummies are human corpses preserved by magical means, and animated by further magical processes. The spells cast during their embalming, and written upon the bindings themselves, help the Mummy to remain whole and coherent without the aid of further magic.

Mummies are very much like *Skeletons* and *Zombies*, in that they are magically animated cadavers: unlike these other Undead, Mummies retain an essence

of human will which gives them a degree of self-motivation. They are terrifying monsters: their shambling remains emit a distinctive odour of natron and sulphur, and their dusty bandages are said to carry a mysterious and deadly disease often called 'Tomb Rot'. This alone causes most intelligent creatures to avoid them.

Physique. Mummies are human corpses swathed in bandages upon which are written various magical texts.

Alignment. Mummies are Neutrally aligned.

Base Size. 20 x 20mm

Special Rules

- Mummies cause *fear* in creatures under 10 feet tall, and all living creatures taller than 10 feet with an intelligence of 5 or more. Such creatures are aware of the effects of *Tomb Rot* and have no desire to contract it. *Tomb Rot* is a deadly and unpleasant disease, but symptoms take a while to appear so its effects are ignored during the game.
- Mummies are subject to *stupidity* unless controlled. Mummies may



be controlled by any friendly wizard with one or more necromancy spells, Liches or Vampires. Any of these automatically control friendly Mummies within 12" (more if spells are used to increase the range). An Undead Hero leading a unit of Mummies may control it.

- Mummies are *flammable*.
- Mummies are immune to the effects of *poisons*. Poisoned weapons cause normal damage without the usual +1 *strength* modifier.
- Mummies do not need weapons to attack, having 2 claw attacks already. They may use weapons at an extra points cost.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Mummy	3	3	0	4	5	4	3	2	9	8	8	9	80

The points value given does not include weapons, which may be bought at the basic cost multiplied by eight (x 8).

SKELETONS

Skeletons and Zombies are magically animated corpses. They are usually formed from the bodies of humans, recently dead in the case of Zombies, long dead in that of Skeletons. Both Skeletons and Zombies lack wills of their own, and rely upon magic to keep their bits together.

Skeleton warriors are often employed by evil or necromantic wizards as guardians or fighting units. They are not especially powerful, because the magic link that supplies their vitality can easily be broken by a combat hit or destructive magic. They are, however, tireless, never needing to rest from their labours or eat to revitalise their bodies.

Physique. Skeletons may wear armour and usually carry weaponry of some sort, but otherwise appear as skeletons of a perfectly normal kind.

Alignment. Skeletons have no will and consequently no alignment. They can be regarded as having the same alignment as their controller, or whatever alignment best suits the player at the time.

Base Size. 20 x 20mm.

Special Rules

1. Skeletons cause *fear* in all living creatures regardless of size. Creatures with a *toughness* of 7 or more cannot normally be harmed by Skeletons, and so, although they fear them as the supernatural creatures they are, may add +2 to their dice roll.
2. Skeletons are subject to *instability*.
3. A unit of Skeletons must be controlled if it is to fight effectively. A controller must be either a wizard with one or more necromancy spells, a Liche, a Vampire or an Undead Hero. A unit which has no controller is subject to *stupidity* and will always vanish completely if it becomes *unstable*. A controller (other than an Undead Hero) may control any friendly Skeleton units within 12" (and may extend this range with magic spells). An Undead Hero may only control a unit it is leading.
4. Skeletons are immune to all *psychology* irrespective of its cause.
5. Skeletons cannot be routed from close combat. They never take *rout* tests and will fight to the last 'cadaver' without any qualms.
6. Skeletons are not affected by *poison*. Poisoned attacks cause normal damage, without the +1 *strength* modifier.
7. Note that skeletons, although physically only bone, are animated by magic in a similar way in which living creatures are animated by muscle and tendon. A spear thrust or arrow does not need to shatter bone to destroy a Skeleton - any hit against an area that would be encompassed by flesh in a living creature will affect the skeleton. For this reason, arrows and other weapons cause normal damage, breaking the knot of magic just as if they are piercing living flesh.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Skeleton	4	2	2	3	3	1	2	1	5	5	5	5	10

The points value given does not include the cost of additional equipment or armours which may be added at the standard points cost. The relatively high points cost of Skeletons reflects their many unique abilities, including their dogged refusal to rout, and the fact that they cause *fear*.

UNDEAD HEROES

Undead Heroes appear in a vast variety of forms, resembling Skeletons, Zombies, Mummies, Ghouls or even disease-ridden humans. Undead Heroes possess a strong will of their own, which may be magically created or be left over from their former lives.

Although animated by magic, Undead Heroes do not need further magic to remain whole or coherent, and can use their own magic powers to control a unit of Skeletons, Zombies or Mummies. Whatever their exact appearance, they are animated corpses and horrible to look upon, the more so because of the gleam of intelligence behind their dead eyes.

Physique. Undead Heroes may resemble any form of Undead. However, no matter what their form they all share the same abilities and profile.

Alignment. Undead Heroes are not aligned, and may be regarded as being of whichever alignment best suits the situation in which they are being used.

Base Size. 20 x 20mm.

Special Rules

1. Undead Heroes cause *fear* in all living creatures regardless of size.
2. Undead Heroes are immune to all *psychology* irrespective of its cause.
3. Undead Heroes are subject to *instability*.
4. Undead Heroes may lead units of Skeletons, Zombies or Mummies. An Undead Hero automatically controls any friendly unit of Skeletons, Zombies or Mummies it is leading.
5. Undead Heroes cannot normally be routed from close combat; they never take *rout* tests. The exception to this rule is when Undead Heroes are leading units of Mummies or Zombies, in which case the entire unit, including the leader, may be routed.
6. An Undead Hero may be mounted on an undead horse. The points value for this is given below. The additional rules for undead horsemen then apply. The model's profile is increased by $M+4$ (8), $A+1$ (*stomp*) and $W+1$.



Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
5 Hero	4	3	3	4	3	1	3	2	7	7	7	7	30
10 Hero	4	4	3	4	4	2	3	3	8+1	7	7	7	55
15 Hero	4	4	3	4	4	3	4	3	9+2	7	8+1	8+1	85
20 Hero	4	5	3	4	4	4	5	4	10+3	7	8+1	8+1	105
25 Hero	4	5	4	4	4	4	5	4	10+3	9+2	9+2	9+2	130

None of the points values include armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5). The extra points cost of an undead horse is 10 modified by the character level modifier (so a 25 Undead Hero on an undead horse costs 130 + (10 x 5) = 180 points).

UNDEAD HORSEMEN

Not so much swift and deadly as swift and dead, these skeletal warriors ride undead mounts, themselves either skeletal or some nightmarish apparition of death. Like skeletons and zombies, Horsemen lack wills of their own, relying upon magic to keep them whole and together. Undead Horsemen have the ability to ride through solid objects, including walls and buildings!

Physique. Undead Horsemen may wear armour and usually carry weaponry of some sort, but otherwise appear as skeletons or zombies. Their mounts can be skeletoid, or take the form of shadowy, amorphous, reptilian or some other nightmarish horse.

Alignment. Undead Horsemen have no will of their own and consequently no alignment. They can be regarded as having the same alignment as their controller, or whatever alignment best suits the player at the time.

Base Size. 25 x 50mm.

Special Rules

1. Undead Horsemen are considered to be a single 'piece' just like other cavalry models. The *profile* given is used for the rider/mount combination, and includes a *stomp attack* from the mount itself. Other attacks are made by the rider using normal weapons. Attacks are made

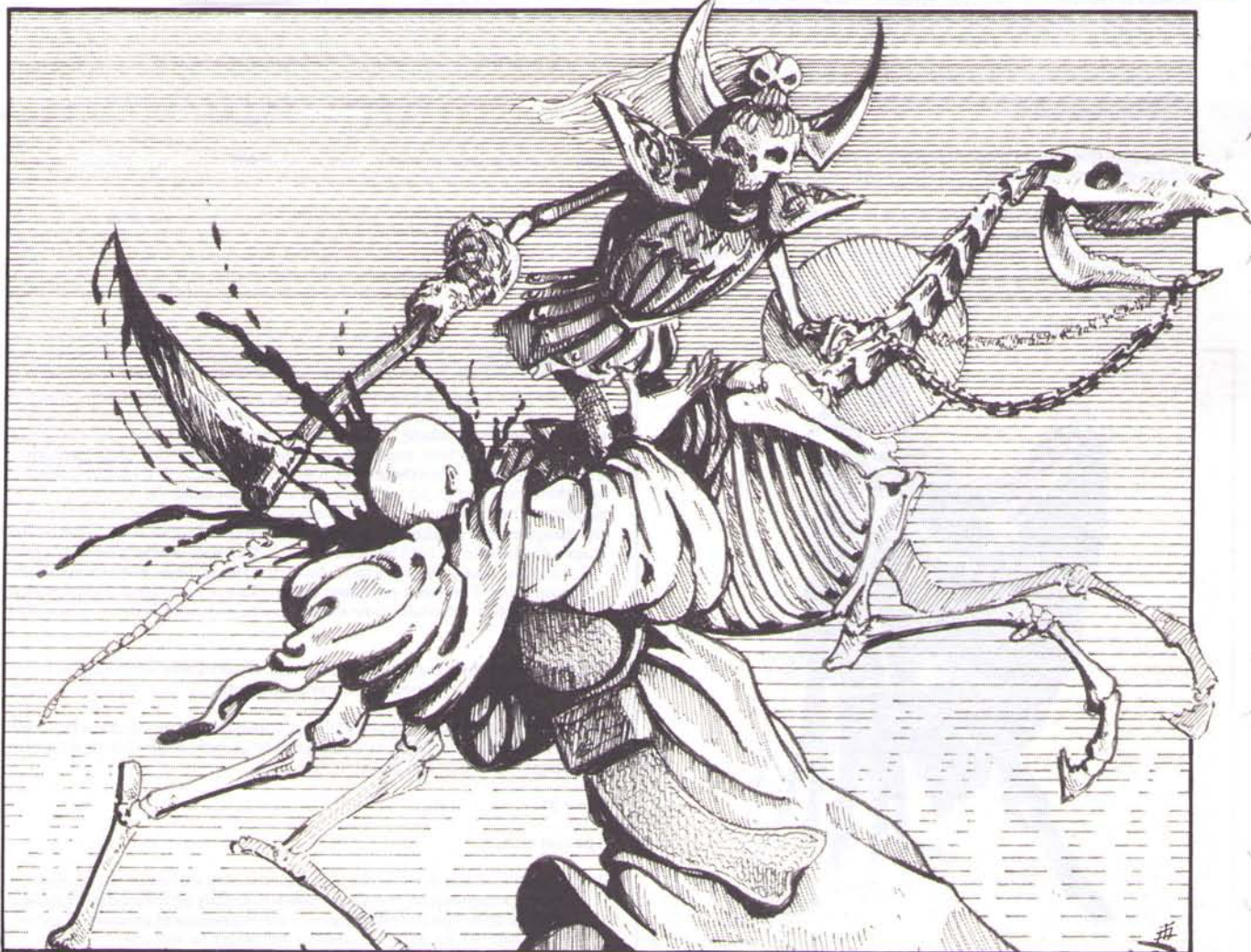
against the model as a whole, and the entire piece is removed if sufficient damage is sustained.

2. Undead Horsemen cause *fear* in all living creatures regardless of size. Creatures with a *toughness* of 7 or more cannot normally be harmed by Undead riders, and so, although they fear them as the supernatural creatures they are, may add +2 to their dice roll.
3. Undead Horsemen cannot be routed from close combat. They never take *rout* tests and will fight to the last scrap of sinew without any qualms.
4. Undead Horsemen have a *basic saving throw* of 6 due to the horse in the same way as living cavalry. Additional armour may increase this in the normal way.
5. Undead Horsemen are subject to *instability*.
6. Undead Horsemen are not affected by *poison*. Poisoned attacks cause normal damage, without the +1 *strength* modifier.
7. An Undead Hero may be mounted on an undead horse - see *Undead Heroes*.
8. A unit of Undead Horsemen must be controlled if it is to fight effectively. A controller must be either a wizard with one or more necromancy spells, a Liche, a Vampire or an Undead Hero. A unit which has no controller is subject to *stupidity* and will always vanish completely if it becomes *unstable*. A controller (other than an Undead Hero) may control any friendly Undead Horsemen units within 12" (and may extend this range with magic spells). An Undead Hero may only control a unit it is leading.
9. Undead Horsemen are immune to all *psychology* irrespective of its cause.
10. Undead Horsemen may move through a solid wall with a penalty of half their move. They may move through the area occupied by a building at half rate. They may move through all other obstacles or over *difficult* or *very difficult ground* without penalty.

Profile

Skeleton

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
8	2	2	3	3	1	2	2	5	5	5	5	20



*1 by rider and 1 *stomp* from the mount. Both attacks use the same profile.

The points value given does not include the cost of additional equipment or armour, which may be added at the standard points cost. The normal equipment points modifier of x 2 applied to troops of value 11-20 does not apply because the value of the undead mount has already been taken into account. This is an exception to the normal points costing system.

VAMPIRES

Vampires are fearsome undead creatures which feed upon the blood of living creatures, draining the strength of the living in order to perpetrate their own undead existence. They have profound magical powers and can shapechange into several forms of which only one resembles a human.

It is said that Vampires cast no reflection on a polished surface, and that they are unable to enter a household unless they have been invited. There are many folk-tales told about Vampires, especially in the eastern part of The Empire, said to be their stronghold. Vampires are known to masquerade as humans, usually of noble birth, and it is impossible to say the extent to which they have infiltrated human society.

Physique. Vampires appear as humans, wolves, bats or as ethereal creatures. In all their physical forms they have long teeth.

Alignment. Vampires are Evil.

Base Size. Human form 20 x 20mm.
Giant bat form - flying base, counts as 20 x 20mm.
Giant wolf form 25 x 50mm.

Special Rules

1. A Vampire may control units of friendly Skeletons, Zombies or Mummies within 12" exactly like a wizard with necromancy spells.
2. A Vampire can be affected by normal attacks while in material form, but only by magic attacks while in ethereal form. A Vampire slain on the battlefield by normal or magical weapons is a casualty, and the model is removed. In fact, the Vampire is not destroyed, but merely turned into its ethereal form and reduced to zero magic points. As such it is ineffectual for the remainder of the battle.
3. A Vampire is a wizard with magical powers equivalent to its hero level. Levels 5, 10, 15, 20 and 25 Vampires have a *power level* of 1, 1, 2, 3, and 4 respectively.
4. A Vampire may use its magical powers in any form, except that while ethereal a Vampire may not use any magic other than a shapechange.
5. A Vampire may shapechange during the *magic phase* instead of casting a spell. A Shapechange uses 2 *magic points* and any necessary test for success is made exactly like an ordinary spell. A Vampire may change into any of the shapes given below and will have statistics as appropriate. Vampires only have the statistics appropriate to the human level when in human form, but their *Ld*, *Cl*, *Int* and *WP* remain the same irrespective of form.



6. In bat or wolf form, Vampires make *bite* or *claw attacks* as normal for their assumed identity. In human form they must use weapons. In ethereal form they have a *chill attack* which drains the energy of their victim. Roll to hit as normal: all hits automatically cause 1 *wound*, no damage roll is made. The target receives an *armour saving throw* as normal. See the section on *ethereal creatures* for a full explanation of *chill attacks*.
7. A Vampire must substitute at least 1 necromancy spell for an equivalent battle magic spell at each level. In addition, 1 elemental, illusionist, necromantic or demonic spell may be substituted for an equivalent level battle magic spell from each level.
8. Vampires may not recover *magic points* by resting. They may only recover *magic points* by drinking the blood of their victims, which is hardly feasible on the battlefield. If the Vampire should receive an opportunity to refresh itself in this way, 1 *magic point* is recovered for each turn spent doing nothing else. A Vampire may only drink the blood of a victim slain in the previous turn, and may only drink once per turn. A single victim provides only enough sustenance for 1 *magic point*.
9. Vampires have a *magic level* of 40 and begin the game with 40 *magic points* irrespective of their *power level*. They have the standard number of spells for an equivalent wizard (3 per power level). Otherwise normal rules for wizards apply.

Profile

	M	W	S	B	S	T	W	I	A	Ld	Cl	Int	WP	Pts
5 Vampire	4	6	6	6	6	4	6	4	7	8	8	8	8	330
10 Vampire	4	6	6	6	6	5	7	4	8	9	8	9	9	380
15 Vampire	4	7	6	6	7	6	7	4	9	9	9	9	9	475
20 Vampire	4	7	7	6	7	7	8	4	9	10	9	10	10	585
25 Vampire	4	8	8	6	7	7	9	4	10	10	10	10	10	690

Gt. Wolf	9	6	0	5	5	4	6	4						
Bat	1	6	0	5	5	4	6	4						
Ethereal	4	4	0	6	6	4	6	4						

Flying profile

	Minimum Speed	Maximum Speed	Acc/dec
Bat	3"	18"	6"

None of the points values for Vampires includes armour or additional equipment, the points values of which may be calculated by multiplying the standard value of an item by the character level modifier (5 x 1, 10 x 2, 15 x 3, 20 x 4, 25 x 5).

ZOMBIES

A Zombie is a magically animated corpse, a lifeless body crudely directed by its creator. Like Skeletons, Zombies lack wills of their own, and rely upon magic to keep them whole. Zombies retain many of the human characteristics they had in life, which makes them less reliable warriors than Skeletons. They are, however, if anything more frightening, their flesh is rank and tattered and their cadaverous odour powerful and nauseating. In the same way as Skeletons they are not especially powerful Undead because the magic link that supplies their vitality can easily be broken by a combat hit or destructive magic. The difference between Zombies and Skeletons is largely one of degree - as a Zombie rots it sheds its more human traits and becomes increasingly an automaton. The rules provided allow players to control a generalised form of Zombie, although some members of a unit will be more or less like automatons.

Physique. Zombies may wear armour and usually carry weaponry of some sort, but otherwise appear as decaying corpses.

Alignment. Zombies have no will and consequently no alignment. They can be regarded as having the same alignment as their controller, or whatever alignment best suits the player at the time.

Base Size. 20 x 20mm.

Special Rules

1. Zombies cause *fear* in all living creatures regardless of size. Creatures with a *toughness* of 7 or more cannot normally be harmed by Zombies, and so, although they *fear* them as the supernatural creatures they are, may add +1 to their *Cl* value or purposes of the test.

- Zombies are subject to *instability*.
- A unit of Zombies must be controlled if it is to fight effectively. A unit which has no controller is subject to the psychological rules for stupidity and will always vanish completely if it becomes *unstable*. A wizard with one or more necromancy spells, a Liche or a Vampire may control any friendly Zombie units within 12" (and may extend this range with magic spells). An Undead Hero may control a unit of Undead if it is leading.
- Zombies are immune to all *psychology* irrespective of its cause. They can be routed - their human element makes them susceptible to this instinct. They can be routed even if led by an Undead Hero or other controller. If routed their leader also routs, irrespective of whether the model is normally susceptible to routing.
- Once a Zombie unit is routed it will continue to rout until it leaves the table. It may not rally. If led by an Undead Hero he may try and rally separately. This represents the Zombies' human instincts finally over in a final uncontrollable dance of death.

Profile

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
4	2	0	3	3	1	1	1	5	5	5	5	4

The points value given does not include the cost of additional equipment or armour, which may be added at half the standard points cost, because of the Zombie's low points cost.

ETHEREAL CREATURES

Ethereal creatures have no physical form - they are incorporeal spirits without solid, material existence. Therefore they cannot be harmed except by magical weapons, although attacks from demons, elementals and other ethereal creatures are also considered to be effective.

Ethereal creatures are **not** affected by battle magic, demonic, elemental or illusionist spells but **are** affected by appropriate necromantic spells as described in the *Magic Section*. Where indicated, a *magic save* is permitted as normal.

In competition games ethereal creatures may only be used as part of an army in the form of a special ethereal contingent, or ethereal host, as indicated in *Warhammer Armies*. In friendly games, players should mutually agree on how many points may be spent on an ethereal host. Before it will fight for an army, an ethereal host must be **bound**. Only once it is bound in this way will the dead spirits fight for you, and it will continue to fight so long as it remain bound. A wizard, Liche, or other spell casting magic user may bind an ethereal host before the game starts. This uses up part of the wizard's *magic points* - these may **not** be replenished by resting before the game begins. Several wizards may 'club together' for this purpose. No matter what its size or composition, an ethereal host may be bound at the following *magic points* cost:

5 points

If a host is bound for 5 points, each unit will enter combat as normal and fight one combat engagement. This may involve several combat rounds, and several opponents, but once the engagement is over the unit disappears, its obligations now discharged. It does not matter whether the engagement is brought to an end because of a rout, a failure to follow-up, or the enemy's voluntary withdrawal - once the engagement is over the unit will vanish.

10 points

If a host is bound for 10 points, each unit will engage in combat once as described above. At the completion of the combat engagement, a unit must make a *binding* test, roll a D6:

1-2: the unit disappears.

3-4: the unit remains stationary and may not use any of its powers. It still causes psychological effects as normal, and will fight if attacked, following-up as necessary, but halting again rather than pursuing.

5-6: the unit behaves as normal and may enter another combat engagement. After each engagement the unit must test again.

15 points

For every 5 points used in excess of 10, the player may add +1 to any *binding* test result. This means if a player spends 30 *magic points* (+4) all units will fight throughout the battle.

An ethereal host does not need to be led. It will continue to discharge its magical obligation no matter if all friendly troops are routing or slain. However, an ethereal host is automatically dispelled as soon as a battle is over, and so may not be used over protracted engagements in campaign games.

Units of ethereal troops always contain the same kind. All of the creatures of one kind must be placed in a single unit of between 1 and 20 models where possible. It is permitted to have a single Ghost, for example, if there is only one Ghost in the host. It is not permitted to have several units comprising a single Ghost model. If a host includes more than 20 models of one kind they may be divided into two units as required, if more than 40 they may be divided in three units, and so on.

GHOSTS

Ghosts are spirits which have become trapped in the material world, often as a result of improper burial or desecration. Sometimes they are the victims of murder who wish to see themselves avenged. Ghosts are not necessarily evil. A Ghost is normally bound within the area in which the person died, such as a house, although occasionally an area of land such as a moor or bog. However, a magician may bind a Ghost into an ethereal host as described in the introductory section.

Physique. Ghosts are ethereal creatures with no substance, but can appear in a variety of ways. They are usually humanoid figures. Sometimes they cannot be told apart from a living human, and may talk, pass on information or issue warnings.

Alignment. Any as appropriate

Base Size. 20 x 20mm.

Special Rules

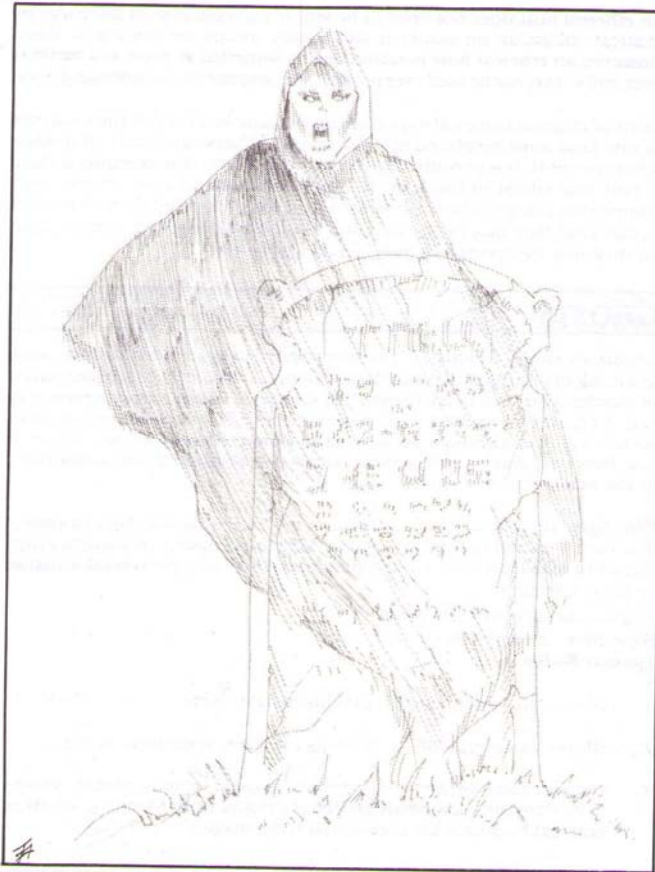
- Ghosts are immune to all psychological effects.
- Ghosts cause *fear 6"* in all living creatures regardless of size.
- Ghosts cannot be damaged except by magical weapon attacks. Attacks from demons, elementals and *chill attacks* from Vampires or other ethereal creatures are considered to be magical.
- Ghosts cannot cause physical damage, but a unit hit by a Ghost must take a *rout* test at the end of the round, deducting 1 from the unit's *leadership* for each hit suffered.
- Ghosts used as part of an ethereal host are subject to *instability*. A Ghost occupying its own bound area is not subject to *instability*, but such a spirit could only be employed by the GM in non-competition games. The bound area is defined by the GM, but should be limited to a specific terrain feature such as a house, graveyard or bog.
- Ghosts are ethereal and may pass through all solid objects and scenic features without penalty.
- Ghosts may be placed on the table and controlled by the GM as part of his own scenario. In competition play, Ghosts may be formed into units as part of an ethereal host.

Profile

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
4	2	0	0	3	3	3	1	5	5	5	5	50

Ghost





SPECTRES

Spectres are the spirits of folk who have become trapped on the material plane as a result of a broken vow or an unpaid debt. Spectres are doomed to wander the voids between the material plane and the planes of the dead, until such time as they can make good their original vow.

Like Ghosts, Spectres are not necessarily evil. They will always seek some way to discharge their obligation to the living, possibly by helping other creatures. They are usually bound to a specific area like Ghosts, often a house or an area of ground. Like Ghosts, they may be bound into an ethereal host.

Physique. Spectres are ethereal creatures with no substance. They may appear as glowing or luminous humanoids, or as semi-transparent images. They may always be told apart from living creatures.

Alignment. Any as appropriate

Base Size. 20 x 20mm.

Special Rules

1. Spectres are immune to all psychological effects.
2. Spectres cause *fear* 12" +1 in all living creatures regardless of size.
3. Spectres cannot be damaged except by magical weapon attacks. Attacks from demons, elementals, and *chill attacks* from Vampires or other ethereal creatures are considered to be magical.
4. Spectres have a *chill attack*. Any hit automatically causes 1 wound; no damage roll is made. A normal *saving throw* is allowed. *Chill attacks* do not necessarily involve weapons, but are considered to be magical weapon attacks none-the-less, and consequently affect other ethereal creatures, demons and creatures vulnerable to magical weapons.
5. Spectres used as part of an ethereal host are subject to *instability*. A Spectre occupying its own bound area is not subject to *instability*, but such a spirit could only be employed by the GM in non-competition games. The bound area is defined by the GM, but should be limited to a single terrain feature, such as a house.
6. Spectres are ethereal and may pass through all solid objects and scenic features without penalty.
7. Spectres may be mounted on spectral horses. They are not subject to different rules, but may move at the faster *movement allowance* as indicated on the *profile*. A mounted Spectre's basic weapon is assumed

to be a hand arm, conferring the usual +1 'to hit' bonus in hand-to-hand combat (see Weapons). Mounted Spectres are more expensive as indicated on the points cost.

8. Spectres may be placed on the table and controlled by the GM as part of his own scenario. In competition play, Spectres may be formed into units as part of an ethereal host.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Spectre	4/8	4	0	0	4	4	4	4	5	5	5	5	200/225

WIGHTS

Wights are the spirits of those long-dead who, fearing the journey to the planes of the dead, remain with the living as ethereal creatures. Wights are most often the spirits of gross materialists and powerful people, people unwilling to let go of the influence they enjoyed whilst alive. They are bound to some aspect of their ancient power, sometimes an old castle, but more frequently their treasure hoard or tomb complex.

Wights are jealous and suspicious of the living, who they suspect of usurping their power or stealing their treasure. They will defend their bound areas against all defilers. Wights drain life by touch and in the process gain their own power.

Physique. Wights have no material form, they are ethereal creatures which may appear as dark, gaseous shapes.

Alignment. Any as appropriate

Base Size. 20 x 20mm.

Special Rules

1. Wights are immune to all psychological effects.
2. Wights cause *fear* 12" +1 in all living creatures regardless of size.
3. Wights cannot be damaged except by magical weapon attacks. Attacks from demons, elementals and *chill attacks* from Vampires and other elemental creatures are considered to be magical.
4. Wights have a *chill attack*: any hits automatically cause 1 wound, no damage roll is made. A normal *saving throw* is allowed. *Chill attacks* do not necessarily involve weapons, but are considered to be magical weapon attacks nonetheless, and consequently affect other ethereal creatures, demons and creatures vulnerable to magical weapons.
5. Wights may be used as part of an ethereal host, but because of their special ties, only a 10 *magic point* or greater binding will work. A Wight cannot be used as part of a 5 point binding. Wights used as part of an ethereal host are subject to *instability*. A Wight occupying its own bound area is not subject to *instability*, but such a spirit could only be employed by the GM in non-competition games. The bound area is defined by the GM, but should be limited to a single terrain feature such as a house.
6. Wights are ethereal and may pass through all solid objects and scenic features without penalty.
7. Wights may be placed on the table and controlled by the GM as part of his own scenario. In competition play, Wights may be formed into units as part of an ethereal host.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Wight	4	3	0	3	4	3	3	1	5	5	5	5	100

WRAITHS

The Wraith finds itself trapped, compelled to remain in the world of the living as a result of some long-forgotten task, duty or obsession. It is confused and lacking in proper mental faculties. Deprived of rest, Wraiths have become warped and vengeful, so that they haunt tombs or ruins. They will attack and slay living creatures that intrude upon them.

Physique. Wraiths have no material form, they are ethereal creatures which may appear as dark, gaseous shapes.

Alignment. Any as appropriate

Base Size. 20 x 20mm.



Special Rules

1. Wraiths are immune to all psychological effects.
2. Wraiths cause *fear* 12" + 2 in all living creatures regardless of size.
3. Wraiths cannot be damaged except by magical weapon attacks. Attacks from demons, elementals, and chill attacks from Vampires and other ethereal creatures are considered to be magical.
4. Wraiths have a *chill attack*: any hits automatically cause 1 *wound*, no damage roll in made. A normal *saving throw* is allowed. *Chill attacks* do not necessarily involve weapons, but are considered to be magical weapon attacks nonetheless, and consequently affect other ethereal creatures, demons and creatures vulnerable to magical weapons.
5. Wraiths used as part of an ethereal host are subject to *instability*. A Wraith occupying its own bound area is not subject to *instability*, but such a spirit could only be employed by the GM in non-competition games. The bound area is defined by the GM, but should be limited to a single terrain feature such a house.
6. Wraiths are ethereal and may pass through all solid objects and scenic features without penalty.
7. Wraiths may be placed on the table and controlled by the GM as part of his own scenario. In competition play, Wraiths may be formed into units as part of an ethereal host.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Wraith	4	3	0	3	4	3	3	2	5	5	5	5	150



DEMONS

Demons are the material manifestations of entities or powers which have a natural home amongst the raw stuff of Chaos. Their physical shape embodies a certain amount of raw power drawn from this realm. A demon's body may be slain, dispersing the power that drives it, but that power cannot be destroyed as such. A slain demon is merely banished, its driving energies returned to the Chaos voids from which they came.

Upon its summonation, the essence of a demon's form and temperament are moulded by the wills of other demonic creatures, gods, human summoners or even the unwitting *fears* of innocent creatures. Gods and demons whose forms are traditionally delineated as a result of worship, common knowledge, or folk-lore manifest in their stereo-typical form. However, demonic creatures can manifest in any form, and can be consciously manipulated or 'summoned' by a sufficiently strong will. A demon or deity formed from the stuff of Chaos does not therefore have to be Chaotic - Chaos encompasses all possibilities, harmonious as well as discordant.

Such is the precept of one major school of magical theory. The beliefs of wizards and students of demonic lore are many and varied. Some would argue that the Gods are stable forms of extremely powerful demonic manifestations. Others prefer to think of them as distinct spiritual personalities with the ability to transcend the material universe and that of Chaos. Of course, a manifestation as powerful as a God could probably perpetrate itself indefinitely, willing sub-universes into existence for itself to inhabit, irrespective of its origin.

All demons are creatures of magic, their bodies and minds are moulded from the raw stuff of Chaos, the same energy that gives power to spells and imbues magic items with their enchantment. This means that all demons are, in a sense, enchanted, and all their attacks are considered to be magical. An attack from a demon therefore has full effect against undead, ethereal and demonic creatures. Conversely, because their bodies are powered by enchantment, they cannot be harmed by normal weapons or attacks. Gaping wounds heal instantly, decapitated limbs live-on to rejoin bodies or new ones sprout from gouging stumps. Because a demon is an alien creature in the material world it is liable to the effects of *instability*, and may find it impossible to remain manifest for very long. These powers are common to all demons:

1. Demons cannot be harmed except by magic weapon attacks. They can be harmed by *chill attacks* from Vampires or ethereal creatures, and by attacks from elementals and other demonic creatures. All magical weapons have full effect regardless of their individual abilities.
2. All attacks from a demon are magical, regardless of any weapon it wields. A demon's attacks have full effect against creatures which can only be affected by magic weapons, such as ethereal creatures and demons. No *saving throw* is allowed for creatures suffering damage from a demonic attack.
3. Demons are liable to the rules given for *instability*.
4. Demons are not normal living creatures, and cannot be affected by psychological factors caused by living creatures no matter how large. They are not affected by psychological factors caused by undead, ethereal or elemental creatures. They are affected by *psychology* caused by a higher ranking demon or deity, but not a lower or equal ranking demon.

The demons described below have been designed to give you stock demons of various sizes. However, there are so many actual demons (with the possibility of an infinite number of new ones) that we cannot hope to cover them all. You will find examples of other demons in *Realm of Chaos*, and *Warhammer Fantasy Roleplay*. If you have a copy of *Warhammer 40,000* you can use any warp entity as a demon and vice versa.

GREATER DEMONS

Demons come in all shapes and sizes, from giants as tall as a tower to tiny creatures no larger than a man's little finger. However, for the sake of the game, we divide them into the following categories: Greater Demons, Lesser Demons, Demonic Servants, and Demonic Familiars.

Of these the most powerful are Greater Demons. Some of these creatures are so powerful that they are worshipped as Gods in their own right, although technically they fall below Gods in the cosmic hierarchy. Many Greater Demons owe their allegiance, if not their very existence, to Gods (as described in *Realm of Chaos*). Greater Demons in the service of a God conform to a fixed physical type which his followers will recognise. This varies from deity to deity, and, to some extent, from manifestation to manifestation.

Rather than begin to list the peculiarities of each and every type of known Greater Demon, we provide a generation chart to establish the salient characteristic details and any special rules that apply. A single specific Demon

is also included, with pregenerated characteristics to give an example of just one possibility from amongst the cosmic horde.

Physique. The common manifestation of Greater Demons in the Old World is basically humanoid. This probably reflects the human-orientated cultures and pantheons of the summoners found there. Greater Demons are also invariably large creatures, well over 10 feet tall and occasionally much larger. They also have wings and often have bestial features or distorted animal heads.

Alignment. Not all demons are evil or malicious, although all are powerful creatures. Demons are part of every pantheon, including those of good or kindly Gods as well as the blood-curdling deities of Chaos and evil. Demons can therefore be of any alignment.

Base Size. 40 x 40mm or as appropriate for larger models.

Special Rules

- Greater Demons suffer *psychological* effects only from Gods.
- Greater Demons have wings and the ability to fly.
- Greater Demons cause *fear* 12" +3 in creatures under 10 feet tall and *fear* 12" +2 in larger creatures.
- The generic special rules for demons apply in full.
- A player employing a Demon on the gaming table must generate its characteristics under the supervision of the GM either before the game or as soon as the being is summoned.
- Greater Demons may cast any battle magic or demonic spell they wish, and always succeed to casting spells - no *magic points* are expended.
- In competition games players are obliged to use the profiles as generated and the rules as given. For non-competition battles a player may add colour and interest to the Demon by giving it D4-1 randomly generated *Chaotic attributes* if it is a Demon of Chaos, D3-1 *attributes* if Evil, D3-2 *attributes* if Neutral, but none if Lawful or Good.

Profile

A Greater Demon's profile is variable in the same way as is that of a Creature of Chaos. The player must roll a D6 for each characteristic in turn and note



the result. All generation must be supervised by the GM.

D6	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	5	7	7	5	5	7	7	7	7+3	7+3	7+3	7+3
2	5	7	7	6	6	7	7	7	8+3	8+3	8+3	8+3
3	6	8	8	7	7	8	8	8	8+3	8+3	8+3	8+3
4	6	8	8	8	8	8	8	8	9+3	9+3	9+3	9+3
5	7	9	9	9	9	9	9	9	9+3	9+3	9+3	9+3
6	7	9	9	10	10	10	10	10	10+3	10+3	10+3	10+3

Demons may be armed or armoured in any way, but this makes no difference to their attacks and does not give them an *armour based saving throw*. No points are therefore charged for this. Their energies are not strictly physical, and physical weapons and armour do not necessarily affect their capabilities. Note that the *Ld*, *Int*, *Cl* and *WP* modifiers are always +3 when leading other units, although the personal characteristic value may vary tremendously. In any case, the modifier may not take a unit's characteristic value above that of its leader.

Flying Profile

	Minimum Speed	Maximum Speed	Acc/dec
Demon	0"	32"	8"

Greater Demons have a standard points value of 750 points.

A typical Greater Demon - Baalrukh

The Baalrukh is a typical example of how powerful a Greater Demon can be. Baalrukhs are huge, threatening creatures and it is doubtful whether they serve any God, owing allegiance only to themselves. In all, there are said to be only 6 Baalrukhs. Their true names are a secret known only to themselves, many wizards believe that to utter the true name of a Baalrukh would give complete power over it.

Baalrukhs have a special affinity with fire, and are immune to any attacks with have a fire-base, as well as to all non-magical attacks. Any hits on a *flammable* target cause fire-damage (+1 *strength* and may set it alight). Baalrukhs don't always appear in exactly the same form, but are always well over 10 feet tall, and have huge bat-like wings. Their heads may be those of goats or other animals, whilst a human-headed example always appears slightly goatish and has horns.

In addition to their normal attacks, Baalrukhs can breath fire like a Dragon. They may also cast any battle magic or demonic spell they wish, and always succeed in casting spells - no *magic points* are expended. A Baalrukh is the 'stock' Greater Demon type summoned by a Greater Demon summonation spell.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Baalrukh	6	9	9	7	7	10	10	10	10+3	10+3	10+3	10+3

LESSER DEMONS

Lesser Demons differ from their large masters in size and power. They are lesser creatures in every sense of the word, both less powerful in terms of their abilities and of a lower standing in the cosmic scale. They are the workers, the fighters, the slaves and the common-run of demonkind. To their masters they are as lowly and as dispensable as animals.

Like Greater Demons, most Lesser Demons owe allegiance to a God, usually as the vassals of a particular Demon Lord. Also like Greater Demons, their physical appearance will depend on which God they serve and can vary a little from manifestation to manifestation. Rather than begin to list the peculiarities of each and every type of known Lesser Demon, we provide a generation chart to establish the salient characteristic details and any special rules that apply. As examples, two specific Demons are also provided with pregenerated characteristics.

Physique. The common manifestation of Lesser Demons in the Old World is basically humanoid and, in essence, a smaller version of the Greater Demon. These creatures are man-sized and winged.

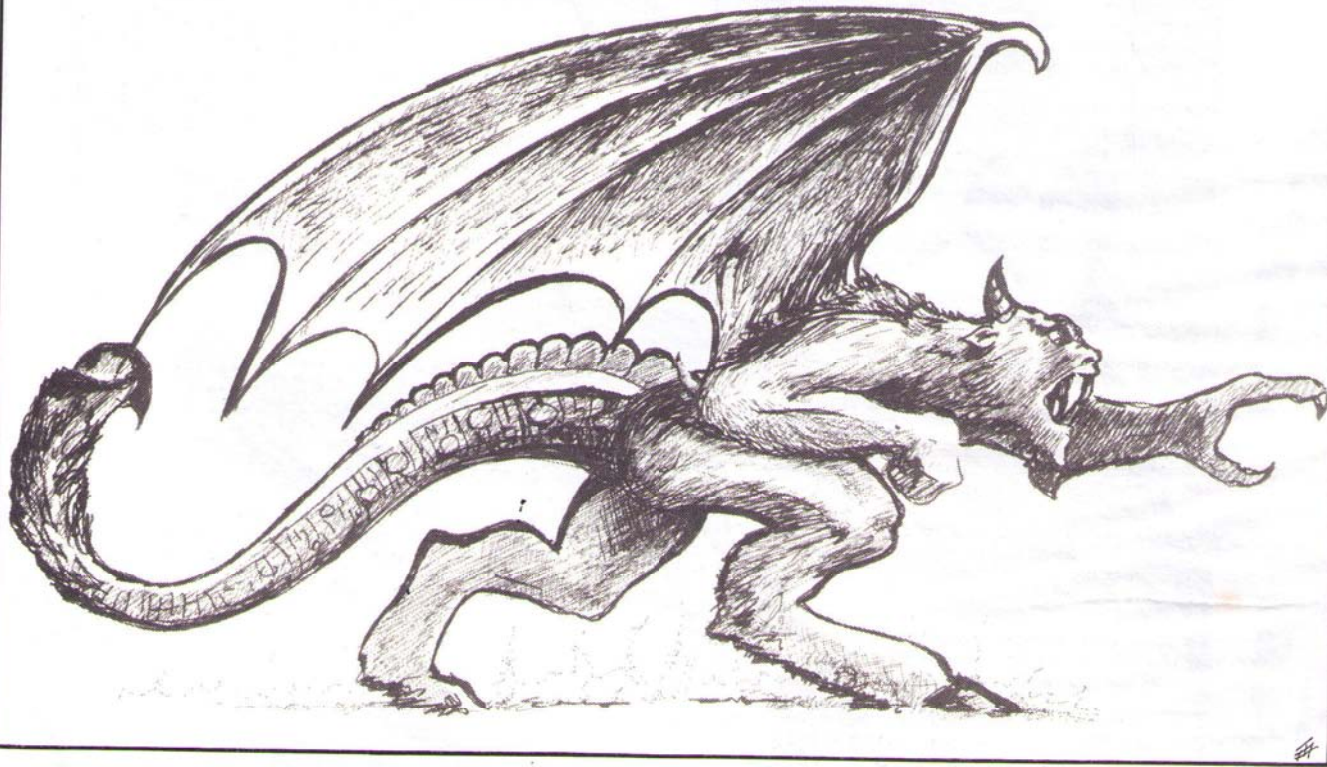
Alignment. Not all demons are evil or malicious, although all are powerful creatures. Demons are part of every pantheon, including those of good or kindly Gods as well as the blood-curdling Gods of Chaos and Evil. Demons can be of any alignment.

Base Size. 25 x 15mm.



DEMONS





Special Rules

1. Lesser Demons suffer *psychological effects* only from Gods and Greater Demons.
2. Lesser Demons have wings and the ability to fly.
3. Lesser Demons cause fear 6" + 1 in creatures under 10 feet tall and fear in larger creatures.
4. The generic special rules for demons apply in full.
5. A player employing a Demon unit on the gaming table must generate its characteristics under the supervision of the GM either before the game or as soon as the being is summoned.
6. In competition games players are obliged to use the profiles as generated and the rules as given. For non-competition battles a player may add colour and interest to the Demons by giving them D4-1 randomly generated *chaotic attributes* if Evil, D3-2 *attributes* if Neutral, but none if Lawful or Good.

Profile

A Lesser Demon's profile is variable in the same way as is that of a Creature of Chaos. The player must roll a D6 for each characteristic in turn and note the result. All generation must be supervised by the GM where possible.

D6	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	4	3	3	3	3	1	4	1	7	7	7	7
2	4	4	4	3	3	1	5	1	8	8	8	8
3	4	4	4	4	5	1	6	2	8	8	8	8
4	5	5	5	4	5	1	7	2	9	9	9	9
5	5	5	5	5	5	1	8	2	9	9	9	9
6	6	6	6	5	5	1	9	2	9	9	9	9

Demons may be armed or armoured in any way, but this makes no difference to their attacks and does not give them an *armour based saving throw*. Their energies are not strictly physical, and physical weapons and armour do not necessarily affect their capabilities.

Flying Profile

	Minimum Speed	Maximum Speed	Acc/dec
Demon	0"	32"	8"

A Lesser Demon has a value of 35 points.

A Lesser Demon - Gargoyle

The Gargoyle is a typical form of Lesser Demon. It is found in the service of more than one Neutral, Evil and Chaotic deity. Gargoyles can therefore be regarded as a 'stock' demon type, and this is the type normally summoned by a Lesser Demon summonation spell. Gargoyles are humanoid and human-sized, and have ugly, bestial heads with one or more pairs of horns. Their hands and feet are clawed and powerful, whilst their long tails end in a conspicuous barb. They have bat-like wings. Gargoyles are dark coloured, reddish or black.

Gargoyle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	6	2	9	9	9	9

A Lesser Demon - Angel

Angels are another typical form of Lesser Demon, the Lawful or Goodly equivalent of the Gargoyle. They are also 'stock' demons, and can be summoned by appropriately aligned wizards using Lesser Demon summonation spells. Angels are humanoid and human-sized, they have child-like radiant features, milky-white eyes and pale skin. They wield some sort of weapon and are usually clad in flowing robes, although they may be naked. They have white bird wings.

Angel

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	6	2	9	9	9	9

DEMONIC SERVANTS

Demonic servants are the most humble of all demons, creatures whose status ranks below that of Lesser Demons and whose primary role emulates that of beasts of burden, hunting animals and other non-intelligent creatures. Like other demons they are often members of a pantheon headed by a God and including Greater and Lesser Demons.

Their physical appearance is according to the pantheon to which they belong. Rather than begin to list the peculiarities of each and every type of known Demonic Servant, we provide a generation chart to establish the salient

DEMONS

characteristic details. As examples, two Demons are also included with pregenerated characteristics.

Physique. The common manifestation of a Demonic Servant is as either a large hound-like or horse-like animal. They are, if anything, more likely to vary in appearance than other demons.

Alignment. Not all demons are evil or malicious, although all are powerful creatures. Demons are part of the pantheon of every deity, including those of good or kindly Gods as well as the blood-curdling Gods of Chaos and Evil. Demons can therefore be of any alignment.

Base Size. 25 x 25mm.

Special Rules

1. Demonic Servants suffer *psychological* effects only from Gods, Greater demons and Lesser Demons.
2. Demonic Servants cause *fear* in all creatures irrespective of size.
3. The generic special rules for demons apply in full.
4. A Demonic Servant may act as a *riding animal* to its summoner (assuming he is under 10 feet tall). If its rider is slain the Demonic Servant automatically returns to its God and is removed from the tabletop.
5. A Demonic Servant may have the ability to fly regardless of whether it has wings or not. The player must roll a D6 at the beginning of the game or as soon as the Demon is summoned. On the roll of a 4, 5 or 6 the creature can fly.
6. A player employing a Demonic Servant on the gaming table must generate its characteristics under the supervision of the GM either before the game or as soon as the being is summoned.
7. In competition games players are obliged to use the profiles as generated and the rules as given. For non-competition battles a player may add colour and interest to the Demon by giving it D4-1 randomly generated *Chaotic attributes* if it is a Demon of Chaos, D3-1 *attributes* if Evil, D3-2 *attributes* if Neutral, but none if Lawful or Good.

Profile

A Demonic Servant is variable in the same way as is that of a Creature of Chaos. The player must roll a D6 for each characteristic in turn and note the result. All generation must be supervised by the GM where possible.

D6

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	8	3	0	3	3	1	2	1	4	4	4	4
2	8	3	0	3	3	1	3	1	5	4	5	5
3	8	4	0	4	4	1	4	1	5	4	5	5
4	8	4	0	4	4	1	5	1	6	4	6	6
5	9	5	0	5	5	1	6	1	6	4	6	6
6	9	5	0	5	5	1	7	1	6	4	6	6

Flying profile

	Minimum Speed	Maximum Speed	Acc/dec
Demon	0"	32"	8"

Demonic Servants can only be summoned, they cannot be bought before a battle and consequently have no points value. In a series of games or campaigns, a wizard must resummon servants prior to every battle.

A typical Demonic Servant - Steed

The Demonic Steed is a typical servant, a great dark horse with flaming eyes and breath. Such creatures can be found in the service of many pantheons; they make loyal steeds and terrifying allies.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	4	3	1	3	1	4	4	4	4

Steed

A typical Demonic Servant - Hell Hound

Hell Hounds are terrible demonic hunters. They have the ability to trail a creature through the voids of psychic-space as well as upon the earth. They are said to be the servants of Khaine Lord of Murder. When Kemler, the most famous necromancer of his day, fled from his enemies in The Empire, he was magically pursued by a pack of Hell-Hounds. They take the form of giant mastiff-like dogs with slobbering jaws and slicing fangs. It is not possible to ride a Hell Hound, but they may be summoned and ordered to destroy a specific foe.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	5	0	5	4	1	6	1	4	4	4	4

Hell Hound



DEMONIC FAMILIARS

Demonic Familiars are the smallest of all demons. They may be imagined as the demonic forms of small animals, or as miniature versions of the Lesser Demons or 'imps'. They are Demonic Familiars summoned by the faithful. An individual may have only one such familiar at a time. Familiars need not be represented on the tabletop if the player wishes - they are assumed to perch upon their summoner's shoulder or to curl about his feet. They will never stray far from their summoner for long, and will always appear suddenly if required.

Alignment. Not all demons are evil or malicious, although all are powerful creatures. Demons are part of every pantheon, including those of good or kindly Gods as well as the blood-curdling deities of Chaos and Evil. Demons can therefore be of any alignment.

Base Size. 25 x 25mm.

Special Rules

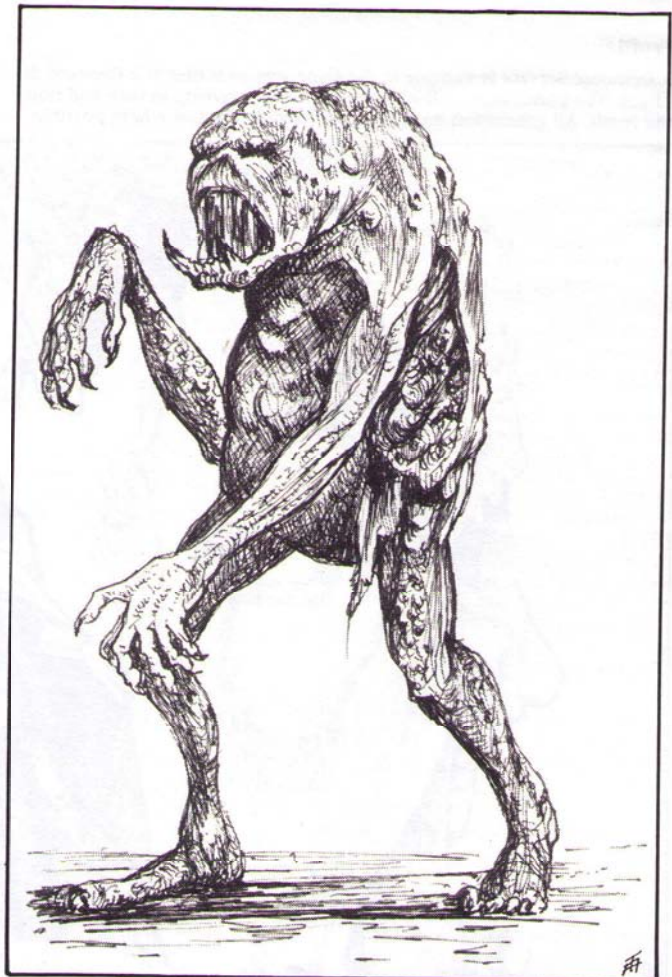
1. Familiars suffer *psychological* effects only from Gods, Greater demons, Lesser Demons and Demonic Servants.
2. Demonic Familiars never leave their summoner, and fight in hand-to-hand combat along with him. They cannot be struck or harmed, but will flee back to their god if their summoner is killed. A summoner may have only one familiar.
3. A familiar acts as a repository of magic, giving the wizard and additional 5 *magic points* which can be drawn upon at any time desired.
4. The generic rules for demons apply in full.
5. Within the context of the battlegame the exact appearance of the familiar is of little consequence. All have comparable fighting abilities and powers.
6. In competition games players are obliged to use the standard demon. For non-competition battles a player may add colour and interest by giving the familiar D4-1 randomly generated *Chaotic attributes* if it is a Daemon of Chaos, D3-1 *attributes* if Evil, D3-2 *attributes* if Neutral, but none if Lawful or Good.

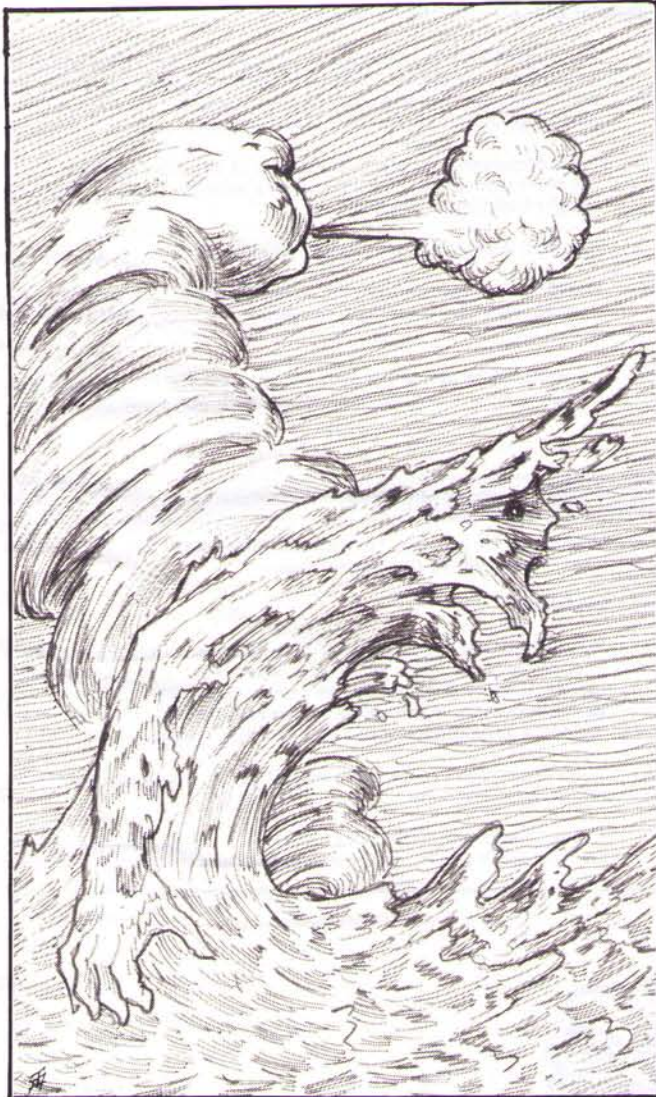
Profile

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	6	0	3	3	1	6	1	6	6	8	8

Familiar

Familiars can only be summoned, they cannot be bought before a battle and consequently have no points value. In a series of games or campaigns, a wizard must resummon a familiar prior to every battle.





ELEMENTALS

Elementals are spirits of nature, forces inherent in the four elements of Air, Earth, Fire and Water. They can take many different forms, but like demons they usually mimic humanoid form. Each of the four Elemental types has powers unique to itself. However, all Elementals conform to the common rules given below.

Elementals are temporary manifestations of the magical forces bound to the material universe. How or why the material universe should retain this 'captive magic' is not known for sure. The Slann Mages maintain that it was not until the collapse of their inter-dimensional gateways and the *IncurSION of Chaos* that magic forces entered the world in this way. Some Old World theorists have forwarded the idea that Elementals share the same substance of demons, but long ago took their shape and form from immaterial influences and became bound within the material universe. Whatever their origin, Elementals have little in the way of personal identity or individual intelligence. They lack human, or animal, feelings and are motivated purely by their summoner, obeying him until destroyed.

Base Size. 40 x 40mm.

Special Rules

1. Elementals are categorised into ten sizes of 1 to 10. A '10' Elemental has characteristic scores of 10, a '5' Elemental has characteristic scores of 5, a '1' Elemental has scores of 1, and so on. The profile for a standard size '10' Elemental is given below.
2. Elementals are capable of splitting into smaller fragments at the beginning of their *movement phase*. A '10' Elemental may split into two '5's, or three '3's and a '1', or whatever the player wishes so long as the total remains the same as the original Elemental.
3. Every time an elemental receives a *wound* all of its characteristics are

reduced by 1. So, a '10' Elemental taking a single *wound* becomes a '9' Elemental, a '9' Elemental taking three *wounds* becomes a '6'. A '1' Elemental taking 1 *wound* is destroyed.

4. Elementals are magical creatures in the same way as demons, and like demons they can only be harmed by magic weapons. *Cbll attacks* from vampires and ethereal creatures, and all attacks from demons or Elementals are counted as magic weapon attacks and have full effect.
5. All attacks from an Elemental are magical, regardless of any weapon it wields (most do not wield weapons at all). An Elemental's attacks have full effect against creatures which can only be affected by magic weapons, such as ethereal creatures, demons and other Elementals. No *armour saving throw* is allowed for attacks made by Elementals.
6. Elementals are liable to the rules given for *instability*.
7. Elementals are not normal living creatures, they cannot be affected by *psychological* factors at all, not even those caused by a demon or God.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Elemental	10	10	10	10	10	10	10	10	10	10	10	10	1000

AIR ELEMENTALS

Air Elementals are invisible or else take the form of a swirling figure of mist or clouds.

Special Rules

1. Air Elementals may only move through the medium of air. This they do at their normal *move* rate and not by flying. They may move over and attack anything that is exposed to the air including flying models.

They suffer no *movement* penalties.

2. An air Elemental may not move through a solid barrier composed of an element other than air. It may move round or over them as appropriate. It may not move through the earth or underwater.
3. Air Elementals with of size 5 or more may cast one *wind blast* spell per turn. Spells are always cast successfully and cost no *magic points*

EARTH ELEMENTAL

Earth Elementals appear as giants made from rock or stone, often with moss or lichen growing upon their stony bodies.

Special Rules

1. Earth Elementals may move through any solid object as if it wasn't there, including fortifications, buildings and stone walls. They may move through solid ground if they wish, and so may move underground on the tabletop, appearing suddenly and unexpectedly behind enemy lines or inside a fortress. Underground movement must be supervised and recorded by the GM. They suffer no *movement* penalties.
2. An Earth Elemental may not cross a barrier composed of an element other than earth. An Earth Elemental may not move through the air, for example - at least some part of it must remain in contact with the ground or a solid building. Streams and rivers can be crossed by walking along the bed or by tunnelling underneath.
3. Earth Elementals with a size of 5 or more may cast one *assault of stone* spell per turn. Spells are always cast successfully and cost no *magic points*

FIRE ELEMENTALS

Fire Elementals are tall, fiery, bright burning humanoids.

Special Rules

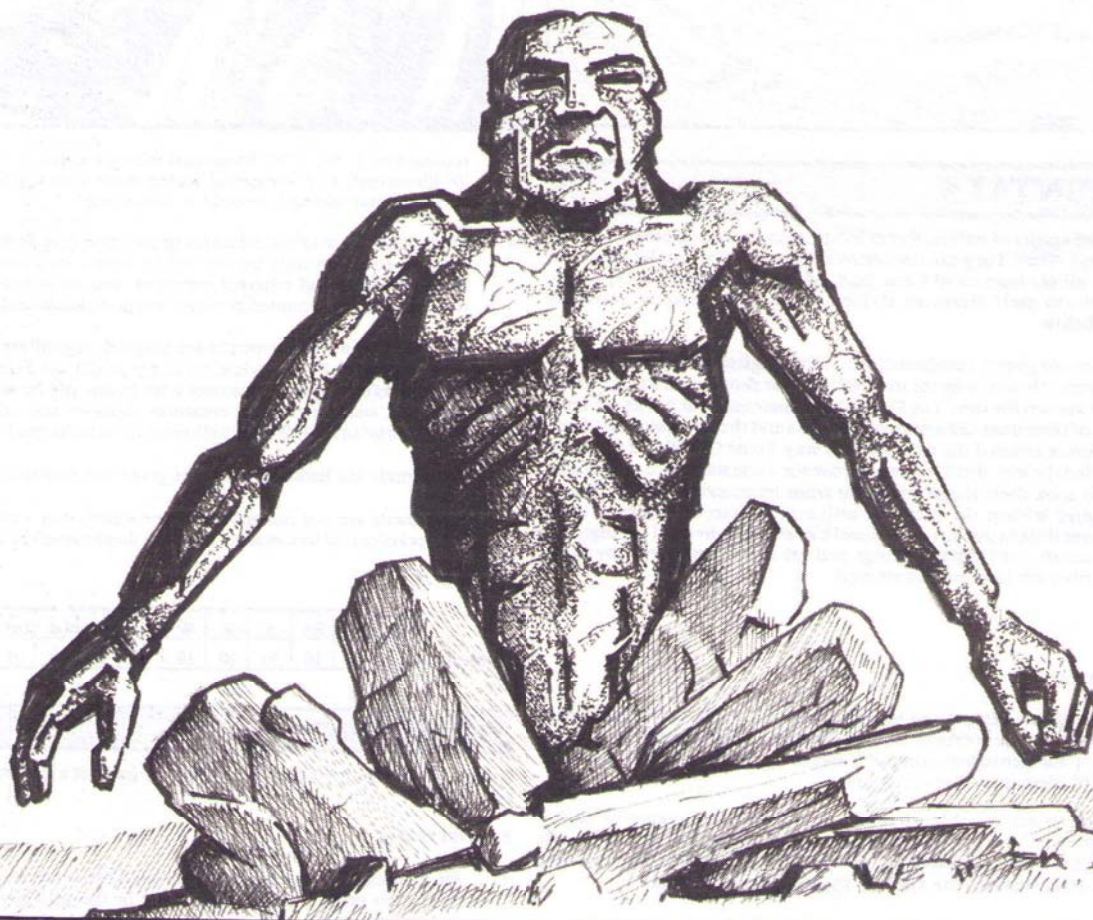
1. Fire Elementals may move may move freely over the table and suffer no *movement* penalties. They move upon the ground/air barrier, and may move over the surface of buildings, walls etc. They cannot enter into the ground (as can Earth Elementals) or the air (like Air Elementals).
2. A Fire Elemental may not cross a barrier of any other element. It may not move through solid objects or over water. It can 'seep' into non-airtight buildings at normal rate.
3. Rain will destroy a Fire Elemental automatically.
4. Fire Elementals automatically set *flammable* targets alight if they cause damage. They automatically set *flammable* scenery alight by passing over it.
5. A Fire Elemental of size 5 or more may cast one fire ball spell per turn. Spells are always cast successfully and cost no *magic points*.

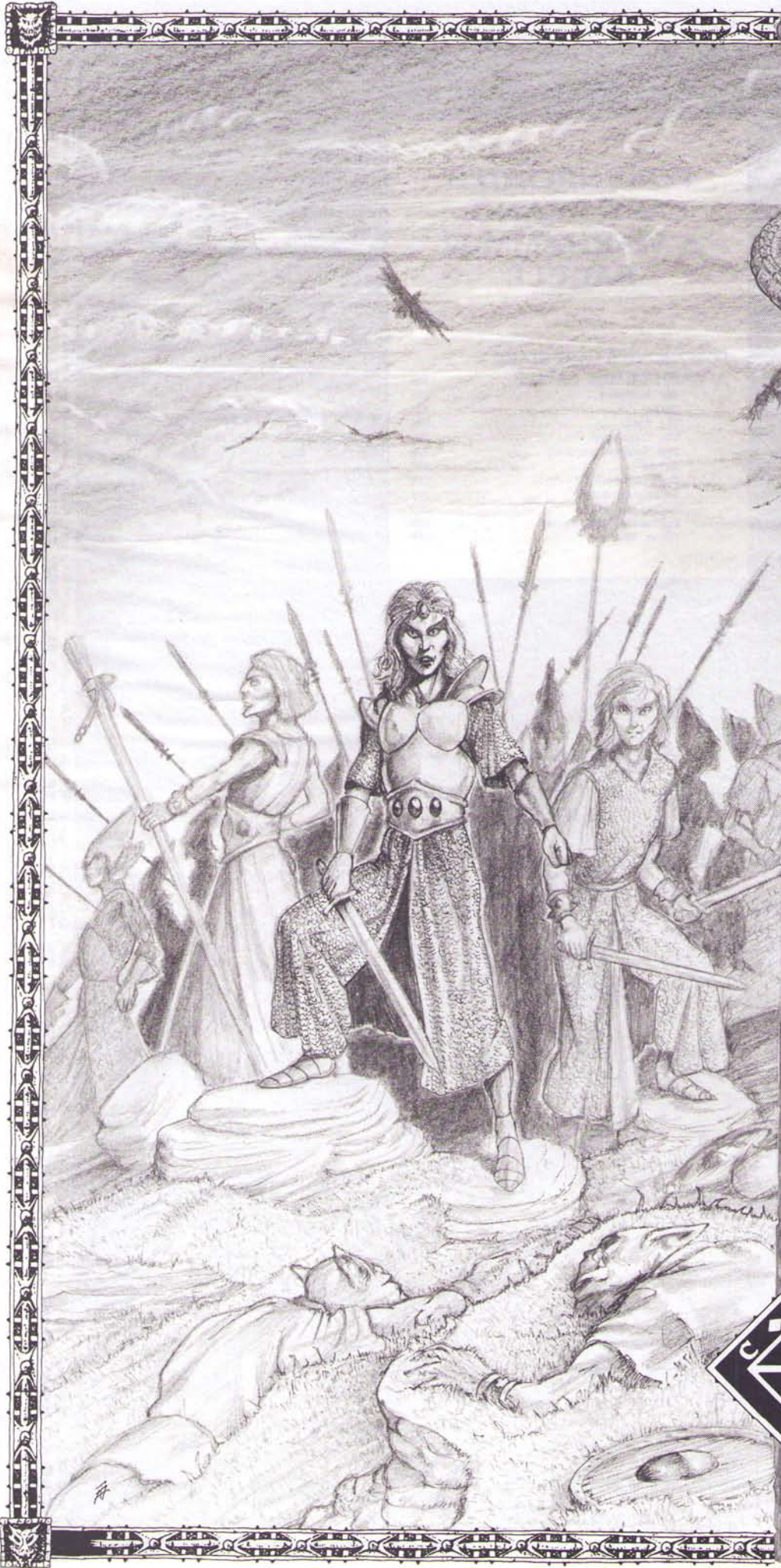
WATER ELEMENTALS

Water Elementals are aqueous. They may be humanoid or may take the form of a wave, waterspout or thunderous rain.

Special Rules

1. Water Elementals may move freely over the table, suffering no penalties or restrictions except as given here. They move over the air/ground barrier (like Fire Elementals) but cannot enter either the ground or air. They may move through all forms of water, into and over water, including underground rivers and drainage systems.
2. Water Elementals cannot pass a barrier of fire, nor move over a solid barrier such as a wall.
3. A Water Elemental of size 5 or more may cast one lightning bolt spell per turn. Spells are always cast successfully and cost no *magic points*.





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**LAST
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FORENROND'S LAST STAND - A WARHAMMER BATTLE

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FORENROND'S LAST STAND - A WARHAMMER BATTLE

Forenrond's Last Stand is an interesting and fun battle; the kind of game a GM may set up for an evening's entertainment. A narrative sets the scene for the GM and introduces some of the *character models* involved. The forces are split into two commands - an Elf command and an Orc command. But before we get into the technical stuff, let's roll the action!

THE NARRATIVE

Our story starts in a small Elf settlement on the fringes of the Loren forest. The village is built amongst carefully grown trees at the centre of a large forest clearing. Amongst the trees is a column of Elvish soldiers. They are surrounded by friends and relatives, who have assembled for farewells and to witness their departure.

Forenrond Breezenimble, the famed Elven hero sits on horseback at the head of the colourful parade. The Elves are awaiting the command to march. They stand expectant and tense. Banners flutter in the breeze, the sun glints off polished swords. There is an odd silence, even the horses, and the audience of kinsfolk and children are quiet.

Forenrond has his head slightly inclined, his nose tilted upwards towards the sky. He looks around, sees that all is ready and pauses for a while, savouring the drama and pageantry of the moment. Then, with a graceful movement he draws his sword, lifts it in the air and points along the road leading into the forest. He shouts "Forwards!" and spurs his horse into a trot. Behind him the cavalry regiments spring into life and follow, hard on his horse's hooves. The audience breaks into rapturous applause and Forenrond, egged on by it, forces his horse into a gallop - the cavalry follow suit.

Behind the cavalry, archers snatch up their bows and run forwards, straining to keep pace with the riders. Behind the archers, the swordsmen break into a run, but after even a few paces they are hard pushed to keep up. Before they reach the forest wall, the swordsmen are already well back from the main column. From the rear comes the rumble of wagons as the wagoners lash their horses into a gallop. Shouting, "Get out of the way", the wagoners swerve and career dangerously through the flagging swordsmen, who gasp and splutter in the dust thrown up around them.

As the wagons crash through the ranks of infantry, the retainers, cooks and armourers at the rear give up the chase and watch the column's tail disappear into the trees. From the darkness of the gloom they hear an angry voice shouting "Slow down!"

By sundown the army is making camp. Forenrond is explaining to his cavalry lieutenants how the loss of the baggage train and most of the swordsmen is no particular problem. They sit around an intricately woven elven picnic mat, fastidiously

partaking of a meagre feast of woodland fowl and berries. With them is Gratnak, their Half-Orc scout. Gratnak's coarse features and yellowish skin mark him out from the Elves, as much as his revolting table manners. The Elven lieutenants can barely disguise their disgust as he greedily snatches and gobbles, pausing only to spit out the bones, the gristle, and gobbets of phlegm.

"We are facing Orcs, mere Orcs", Forenrond explains. "Gratnak assures me that there are less than a hundred of them in the warband. Gratnak will lead us straight to them." Hearing his name mentioned Gratnak looks up, stops chewing, and grins nervously at his companions.

Corma Lightmantle, Forenrond's second in command, looks skywards with dismay, but Forenrond continues. "Gratnak has warned me that they are close and may try to come upon us in the night. They will try any stealth, even mimicking Elven voices. You must order your troops to be wary, to shoot at anything which moves and be not fooled by their vile trickeries".

The dinner continues and ends in silence. The officers exchange doubting glances and expressions of disapproval. The sun goes down and the night passes. It is punctuated by voices calling from the trees. They sound disturbingly Elven and familiar, but the guards follow their orders and shoot at the callers. Deadly Elven accuracy ensures that each 'hallo' is followed by agonised screams, as arrows speed through the darkness and unerringly find their targets.

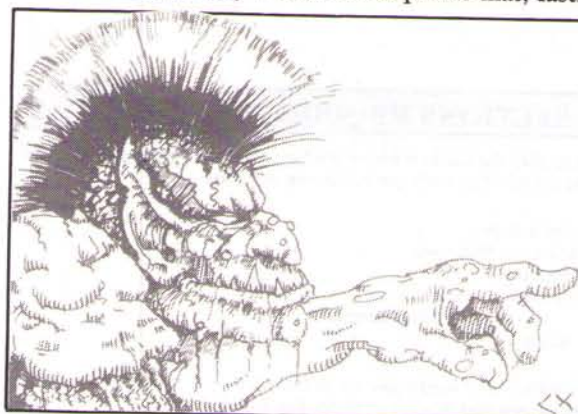
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The next morning's preparations to move on are interrupted by the dozen or so corpses borne into the camp. Each one is stuck with an Elven arrow and they all bear a disturbing resemblance to the army's cooks and swordsmen. Their faces still twisted with horrified astonishment and anguish.

Once more the column forms up and moves off. Forenrond and Corma riding at its head. "We should reach their camp by noon", says Forenrond. Later, as the sun reaches its zenith, Gratnak joins them.

The column has left the dense forest of Loren behind and now travels through a plain broken by scattered corpses. In the distance the low foothills of the Grey Mountains can be seen. Gratnak points up ahead to where a stream curves away to be lost behind a patch of wood. "Their camp's over there, jus' round the next bend."

Forenrond orders the column to group up, and in silence, he invokes Lliadrel's blessing for their venture. They round the wood and follow a trail leading down to a stream. On the other side of the stream is the Orc camp. While crossing the stream, Forenrond becomes suddenly suspicious. He looks puzzled, shakes his head and starts to speak. "It's too quiet...", before he can finish his sentence three crude red, Goblin arrows embed themselves in his neck. Forenrond clutches at the shafts as he falls dying to the ground. The last thing he sees are the volleys of Goblin arrows raining down onto the army and Gratnak running for the trees.





The battlefield depicts a valley with a small stream running through the centre. The stream should be 3" wide and is considered to be *very difficult ground* except at the ford which is 2" wide and is classed as *difficult ground*. A unit may not reserve move across the ford.

All of the woods are classed as *difficult ground*. In addition they provide soft cover to any model within them. Models within the woods, which are more than 2" from the edge, cannot be seen by models from outside the wood.

The hedges provide soft cover and count as linear obstacles (half movement cost to cross).

The hills slope gently and can be crossed at no penalty. They still give the +1 'to hit' modifier for higher ground to any model further up the hill than its opponent.

The Orc camp consists of hide and canvas tents. It is treated as *difficult ground* and provides soft cover to any model within its boundaries. As with woods, models inside the camp and who are more than 2" from its edge, cannot be seen by models outside.

DEPLOYMENT

The normal rules on deploying armies are not used for this battle. Instead the Orc player should mark the position of each regiment on the deployment map on his Command Sheet. Only approximate positions need to be marked on the map. The Orc player should also indicate on a piece of paper how the units are drawn up, i.e the number of ranks and files in each unit.

Orc units may be deployed anywhere within 12" of any table edge. Gratak may be deployed any where north of the stream.

The Elf player should then deploy his army within his deployment zone. Each unit must be deployed in a column - so that it has at least as many ranks as files. Each column must be positioned so that at least one model in each rank is on the track.

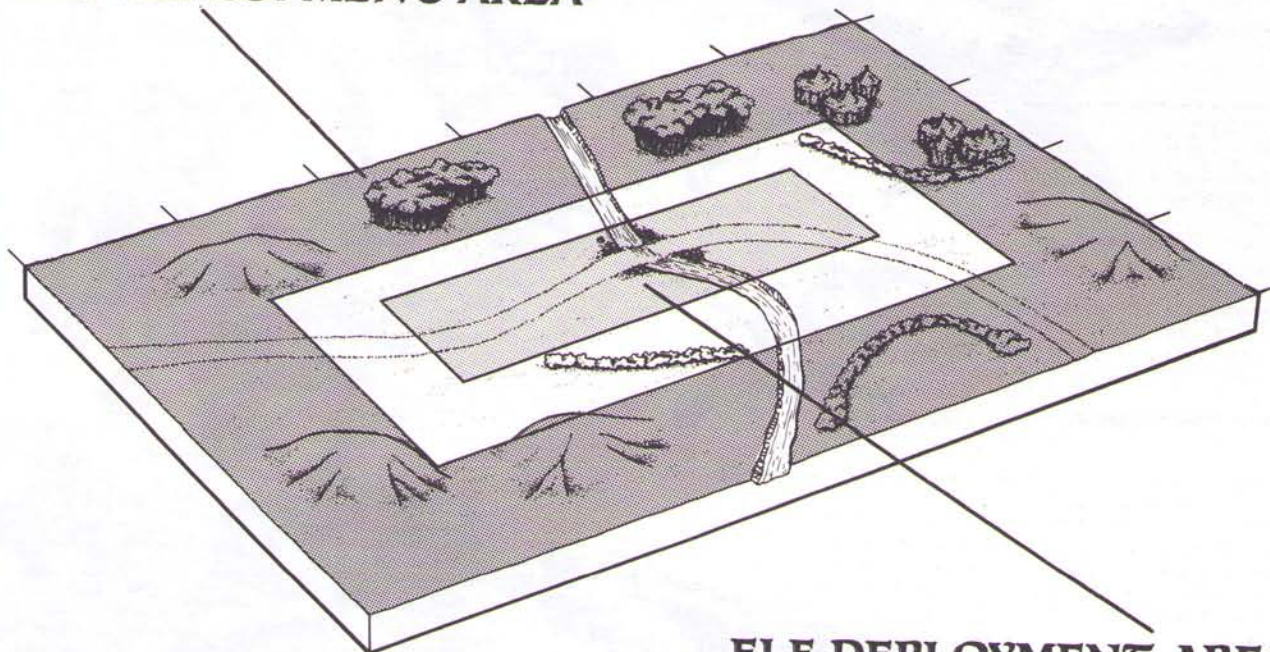
In addition the Elves must have two cavalry units and one infantry unit positioned on the northern side of the stream. No figures in a unit may be placed in the stream or ford. The rest of the army must be deployed on the south side of the stream. At the beginning of the battle, Forenrond is on the north side of the stream, positioned in front of one of cavalry units. His isolated position results in his death as the battle begins.

Once the Elves are positioned on the table, the Orc player and the GM should place the Orc models in the locations indicated on the deployment map.

TERRAIN

The terrain layout for this battle is shown on the accompanying map. The terrain should ideally be set out on a table in the region of 6' x 4'. If your table is smaller, position the hills, woods and village right at the table edge, the rest of the scenery can then be placed in the available space. On larger tables, simply allow more space around the edges of the Orc deployment zone table.

ORC DEPLOYMENT AREA



ELF DEPLOYMENT AREA



STARTING THE BATTLE

The events immediately preceding the battle are described in the narrative and on the Command Sheets. Following the death of Forenron and Gratnak's desertion, the battle itself begins with start of the Orc side's turn. The battle then progresses normally.

ENDING THE BATTLE

Systems for ending the game and assessing who's won are given in the section on *Winners & Losers* in the *Advanced Rules*. The battle may be fought until the Orcs or Elves are all slain or routing, or for a set time period or number of turns. In order to maintain play balance, players fighting against a time limit should ensure that the game finishes with the completion of one of the Elf side's turns.

Determining The Winner

To determine who has won, calculate the points values of the troops remaining on the table and add in any points for the possession of enemy standards and terrain. Whoever controls the ford at the end of the battle gains 50 points. The player with the most points wins.

FUTURE BATTLES

Once this battle is over it may be refought using different points or different armies. You may like to allow the players to choose their own armies using a predetermined number of points - 1000, 2000, 3000 etc. Alternatively the same armies can be used in different situations. For example, the Elves may meet the Orcs in a more straight forward battle - you could use the rules for setting up scenery and deploying armies or even design your own battlefield.

When playing narrative games invented by the GM, it's sufficient to make notes on the games outline, make sure they are consistent and tell the players what the want GM wants them to know. There is nothing to stop the information given to the players being insufficient, false or even deliberately misleading.

Friendly games don't have to be based on points values. GMs and players soon develop a feel for the relative values of two armies - it's quite easy for an intuitive estimation of strength which is just as accurate as one worked out using the points value system. There's also no reason why a friendly game should be fought between balanced armies.





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ELVEN COMMAND SHEET



Corma Lightmantle

For four long years now you have accompanied the meteoric rise of Forenronnd Breezenimble, the youngest general anywhere in the Forests of Loren. You have watched with an attitude ranging from surprise, to sheer astonishment as Forenronnd has risen through the ranks after a series of famous, although not entirely victorious battles.

You were at Forenronnd's side in his first engagement, The Glorious Charge at Barak Vale. At a time of an uneasy alliance between Elves and Dwarves, Forenronnd erroneously committed his cavalry squadron to a protracted and devastating charge on the Dwarf's engines of war. Songs are still sung of how the gallant Forenronnd was one of only a dozen or so who reached the engines and realised their mistake.

You were with him too during the The Burning of Loren, when Forenronnd skilfully managed to avoid a large and surprisingly mobile enemy. Nobody seems to remember that this was only at a price of allowing vast tracts of the forests to be pillaged and razed.

At Neandral Peak, Forenronnd's army was all but annihilated, but the poets recite how Forenronnd's small band had never stood a chance from the start. The poets become more lyrical and energetic when they tell of how Forenronnd fought on until, when all was lost, he heroically escaped pursuit.

At Forenronnd's last battle, the Flight across the Sorr, Forenronnd managed to get his entire army pinned against a river bank by thirteen ravening Skaven tribes. Forenronnd and a handful of Elves managed to escape across the river in a number of small boats. The battle is remembered not for the appalling loss of Elven lives but for the spirit and resilience shown by the Elves as they fled across the river in a row boat.

Now Forenronnd has trusted the words of the Half-orc Gratak, and led you - and the rest of the army - into an obvious trap. Gratak promised to lead Forenronnd to the encampment of the pesky Open Sore Orc tribe. You have reached the camp but as you suspected the Orcs were forewarned and have encircled the army. Your forces are divided by a stream and floods of arrows are raining down onto them. Fortunately Forenronnd was one of the first casualties, so you are now in command. Before issuing your first order, one troubling thought crosses your mind - if no-one survives the battle, this day will always be remembered as *Forenronnd's Last Stand*.

Tactics

When, at the start of the battle, you take over from Forenronnd you're in a classic sticky situation. Totally surrounded and surprised by foul smelling Orcs and Goblins. Things look bad, real bad. Not only are you

at a tactical disadvantage, but those disgusting creatures have taken advantage of the surrounding cover. It's going to be hard fight, but you're going to win. This is going to be your victory and not another of Forenronnd's disasters.

Your first priority should be to regroup, get your forces together on one side of the stream and try and stop any goblinoids from crossing it. This gives you the defensive advantage from attacks from the other side of the stream, while allowing the army freedom of movement to counter attack Orcish forces on the same side. Use the wizard's *wind blast* spell to cover this operation.

Once your forces are in position, attack en masse, using at least two cavalry units. Leave the other cavalry unit to cover your archers. However, avoid getting caught in a shooting match, although you have the better archers, you are outnumbered and your best chance is to use them in hand-to-hand combat against the Goblin archers. Leave the Orcs for the cavalry.

If possible avoid pursuing fleeing goblinoids. Conserve your strength for hitting and breaking units, not for pursuit. However, don't halt a pursuit, if it is going to result in a counter attack by a nearby enemy unit. Pursue just far enough to get your troops out of danger. Reform and hit another unit. Keep at them. You're Elves and you're superior to smelly greenies.

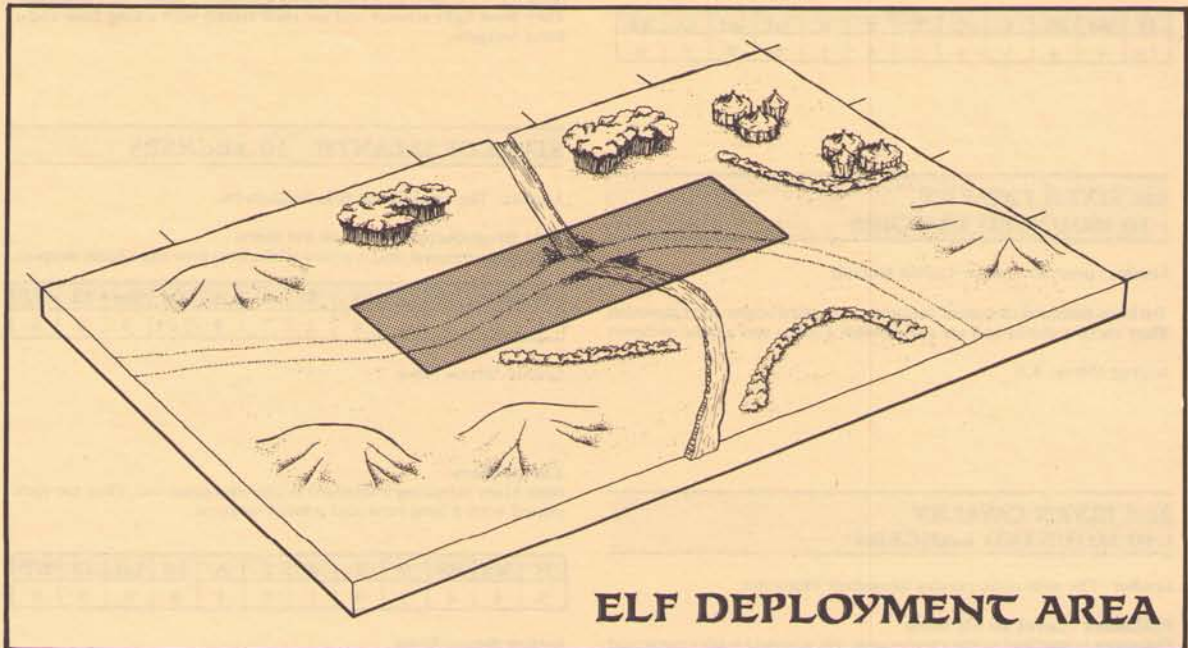
DEPLOYMENT

Map - with shaded area

Because you have been ambushed, you're at a definite disadvantage. This means you have to set up your forces without knowing where the enemy is. Fortunately the location of the Orcish's forces will have been marked by your opponent before your troops are set up. So the best they can do is guess where you are going to be.

Once your opponent has marked his map to show where his forces are, its time to put your units on the table. Deploy your army in the shaded area shown on your map of the battlefield. Each unit must be deployed in a column - so that it has at least as many ranks as files. Each column must be positioned so that at least one model in each rank is on the track.

In addition you must have two cavalry units and one infantry unit positioned on the northern side of the stream. No figures in a unit may be placed in the stream or ford. The remainder of your forces must be positioned south of the stream. Once you have positioned your forces, the Orc player and GM will place the Orc units in the locations indicated on the Orc's deployment map. The Orcs then begin the first turn of the battle. Good luck!



ELF DEPLOYMENT AREA

CHARACTER MODELS

CORMA LIGHTMANTLE - Elf General - Level 15 Elf Hero

Corma is armed with a lance and a hand weapon. He carries a shield, wears light armour and rides a barded warhorse.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6½	6	5	4	4	3	8	3*	10+2	9	10+1	9+1
	3		4	3		3	1				

*Plus one extra attack from the Warhorse with the characteristics given beneath Corma's profile.

Saving throw: 3,4,5,6

ATLANTA - Elf Wizard - Level 5 Elf Wizard

Atlanta is unarmoured and armed with a hand weapon. Atlanta is mounted on a warhorse.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	5	4	4	3	1	6	1*	8	10+1	10+1	9+1
3	4	3	3	1							

*Plus one extra attack from the Warhorse with the characteristics given beneath Atlanta's profile.

Saving throw: 6

Spells

	Spells	Magic Points
B1.15	Wind Blast	2+1 per round
E1.1	Assault of Stone	3
I1.2	Bewilder Foe	4

RANK & FILE

THE ELVEN CAVALRY

The three elven cavalry units all have the following profile:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
7½	4	4	3	3	1	6	1	8	9	9	8

1st ELVEN CAVALRY - 10 MOUNTED LANCERS

Leader: normally led by Corma himself.

Ten Elves mounted on horses, including a standard bearer and a musician. They carry a shield and are armed with a lance and a hand weapon.

Saving throw: 5,6

2nd ELVEN CAVALRY - 10 MOUNTED LANCERS

Leader: The notorious cavalry lieutenant Philander.

Philander - Level 10 Elf Hero

Philander is attached to the cavalry unit. He is armed with a spear and

a hand weapon. He carries a shield and rides a horse.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
7	6	5	4	4	2	7	3	9+1	9	9	8

Saving throw: 5,6

The 2nd Cavalry Troopers

Nine Elves mounted on horses, including a standard bearer. They carry a shield and are armed with a spear and a hand weapon.

Saving throw: 5,6

3rd ELVEN CAVALRY - 10 MOUNTED ARCHERS

Leader: A nominated figure in the unit.

Ten Elves on horses. They wear light armour and are armed with a bow and a hand weapon.

Saving throw: 5,6

ELVES OF GALDRALLA - 10 ELITE ARCHERS

Leader: The dashing Labriele.

Labriele - Level 10 Elf hero

Labriele wears light armour and is armed with a long bow and hand weapon.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	6	5	4	4	2	7	3	9+1	9	9	8

Saving throw: 6

+1 Missile Elites

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	5	3	3	1	6	1	8	9	9	8

Saving throw: 6

Nine Elf +1 missile elites including a standard bearer and musician. They wear light armour and are each armed with a long bow and a hand weapon.

ELVES OF IALANTH - 10 ARCHERS

Leader: The sensational Sola Brighthelm.

Sola Brighthelm - Level 10 Elf Hero

Sola is unarmoured, and is armed with a long bow and a hand weapon.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	6	5	4	4	2	7	3	9+1	9	9	8

Saving throw: None

The Archers

Nine Elves including a standard bearer and musician. They are each armed with a long bow and a hand weapon.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

Saving throw: None



ORC COMMAND SHEET



Mandraks the Murderer & The Open Sore Orcs

Open Sore Boys bin 'ere all year. "Bin stompin' and grindin', stealing from them pansy Elves - s'bin great.

Then one day, Nobbla sez "Ere, them Elves gonna gang up and come down 'ere on 'orses, loads of 'em. Gonna crump us fer sure."

Now you ain't scared o' no pansy Elves, an' you tell Nobbla "Let 'em try it".

Gratnak's bin sittin' stuffin' 'is face, but now 'e pipes up.

"Yerr," 'e sez, "I'll go an' fetch em. Izzat alright f'yers?"

Ev'ryone 'as a laff, an' Drilla nearly chokes on a bone, so Nobbla slaps 'im 'ard on the back. Soon they's a-kickin' and a-punchin' the stuffin' out of each other, an' ev'ryone's 'avin' a good time.

Then Gratnak sez "'Ang on - this might work." Everyone looks round and even Drilla an' Nobbla stops fightin'.

"I cud go down their pansy tree-ouse" sez Gratnak, 'an' tell 'em I know where they can find the Open Sore boys." 'E's got a strange look in 'is eyes, an' yer can see 'e's up t' summat. Least, you can see it, but Drilla looks at 'im all funny-like.

"Yer plottin' wiz them skinnies", 'E sez, fingerin' 'is knife. Gratnak looks at 'im and sez "No no no no no, no no no Jon. You thick s'well as ugly?" Drilla don't go a bundle on that, but you stops 'im stickin' Gratnak cuz you're already gettin' the idea.

So you pulls 'em apart an' steps on Drilla's neck to slow 'im down a bit.

"Wotcher mean?" you sez, "Ambush 'em?" Gratnak grins and nods, so you sez "Brill! Off yer go, and bring 'em back 'ere!" Everyone 'as a laff an' starts sharp'nin' their neck slicers, an' Gratnak gives Drilla a playful kick in the hurly-bits, picks up 'is kit, an' off 'e goes.

You don't 'ave ter wait none too long, an' ...well.. not too many days later one o' the look-outs come runnin' in, yellin' "'E's dunnit! 'Ere they come! It's pansy-crumpin' time!"

So they cum ridin' across the watar with Forenronnd posing in front. TeeHee! Bit of cake, that's wot its going to be. The bow boys open up on Forenronnd and turn 'im into a panny thing with 'oles in it. The other pansies stare around, don't know what's 'it 'em. So you move on 'em and fire again. Them Elves ain't gonna botha ya no more! An' this is 'ow yer goin' do it.

Taktiks

Wurr, yer might try jus' standin derr and shooting dem Elves to lotsa a' little bits. Dis might work ta start wiv coz' yer got lotsa bows and ya can put 'em where an' dey can shoot down dem skinnies, but it won't work furreva, coz all dem pansy Elves gonna get togevva and cum an' stomp ya in one big lot. If ya jus' put yer boys in a fin line they'z gunna get crumped, an they might even start crumpin' one annuva if sum scraps break out.

So what ya gotta do is *attack*. Keep the Elves in two lots an' they'z rilly in trubble. The ones wiv the waffy bows ain't much cop when

it come to real close crumpin' work, so if you can keep them on 'orses occupied, ya won't be avin' much in the way of problems stompin' all ovva 'em.

Keep your littl'uns back, at least to start wiv'. Littl'uns got mean little bows but wurf crumpin' all, when it comes to a bit of kickin'. Use 'em to 'elp the big lads and soften up dem pansy Elves 'fore you 'it 'em and wiv real steel. Send the big lads in quick, use the little 'uns on da doggies ta keep the 'orse riders offa their backs while they'z stompin the archers or da 'orse riders. If yer remember all dis, ye shun't 'ave no problem wipin' ve floor wiv dem skinnies an' good luck t'ya!

DEPLOYMENT

*** Map - with shaded area

Hey Mandraks! This being teknikal stuff, we've wrote it in English fer ya.

Well it's your table, so you can set your forces up anywhere within 12" of any edge (within the shaded area). Your forces can be positioned so that some are at the north, others at the south, and more to the east and west. The best place to put your archers is in the woods and behind the hedges where they will be protected from any Elvish archers. Gratnak may be deployed anywhere north of the stream.

Instead of placing your units onto the table, mark where they are on the deployment map and give it to the GM. Once you have done this, the Elves will be placed on the table. You and the GM then place your units in the locations indicated on the deployment map and the game starts with your first turn.

CHARACTER MODELS

MANDRAKS THE MURDERER - ORC GENERAL - LEVEL 20 ORC HERO

Mandraks is armed with a hand weapon and a double-handed axe. The axe is a magical weapon with *Mighty Strike* ability (Mandraks may make 1 *strength* 10 attack). Mandraks wears heavy armour.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3½	6	4	4	5	4	5	4	10+3	5	8+1	8+1

Saving throw: 5,6

GRATNAK NAKK - LEVEL 15 HALF-ORC HERO

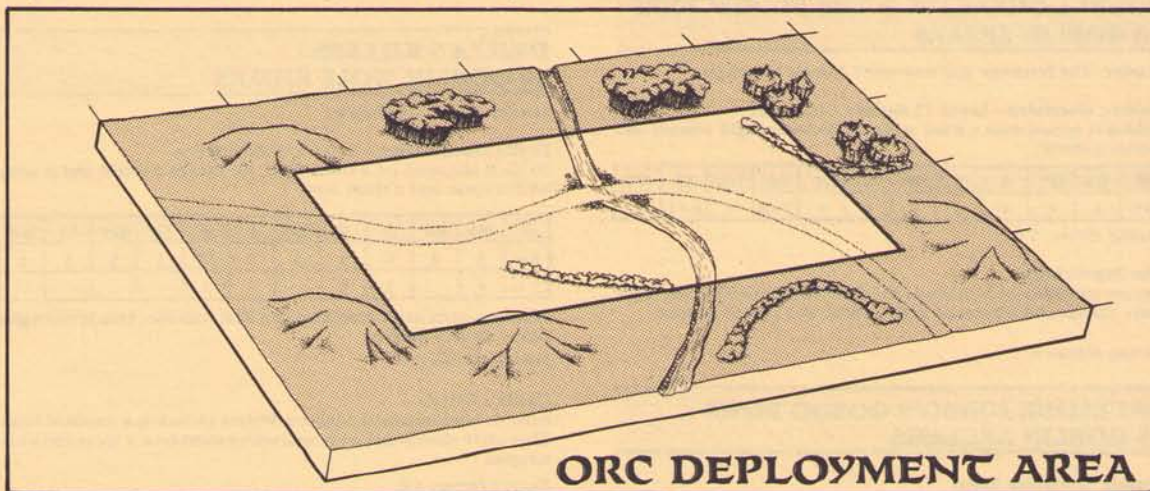
Gratnak is armed with a hand weapon and a spear. He wears light armour and carries a shield.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3½	5	4	4	4	3	5	3	9+2	6	8+1	8+1

Saving throw: 5,6

RANK & FILE

MANDRAKS THE MURDERERS' MAD MOLESTERS - 18 ORC SHOCK ELITES



ORC DEPLOYMENT AREA

Leader: Normally led by Mandraks.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3½	4	3	3	4	1	2	1	7	5	7	7

Saving throw: 5,6

Eighteen Orc +1 shock elites including a standard bearer. They wear light armour, carry shields and are each armed with a hand weapon.

GOBSMACKIN', STUNTY CRUMPIN', LEGBREAKIN', 'EYEGUGIN', PEPPS'S KILLERS - 20 ORC WARRIORS

Leader: Pepps 'The Real Fang' Sawtooth.

Pepps 'The Real Fang' Sawtooth - Level 15 Orc Hero
Pepps is armed with a hand weapon. He wears light armour and carries a shield.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3½	5	4	4	5	3	4	3	9+2	5	8+1	8+1

Saving throw: 5,6

The Killers

Nineteen Orcs including a standard bearer and musician. They wear light armour, carry shields and are each armed with a hand weapon.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3½	3	3	3	4	1	2	1	7	5	7	7

Saving throw: 5,6

OPEN SORE BOYS SCABBY SHOOTERS - 10 ORC ARCHERS

Leader: Any nominated figure in the unit.

Ten Orcs. They are each armed with a long bow and a hand weapon.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	2	1	7	5	7	7

Saving throw: None

THE GOBLINS

The Goblin infantry all have the following profile:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	1	2	1	5	5	5	5

Both units of wolf riders have the following profile:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8½	2	3	3	3	1	2	1*	5	5	5	5
	4		3	3		3	1				

* Plus one extra attack from the Giant Wolf with the characteristics given beneath the rider's profile.

NOBBLA GHENKINS & THE PIGSTICKERS - 30 GOBLIN SPEARS

Leader: The fearsome and renowned Nobbla Ghenkins.

Nobbla Ghenkins - Level 15 Goblin Character
Nobbla is armed with a hand weapon. He wears light armour and carries a shield.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3½	4	4	4	4	3	4	3	7+2	5	6+1	6+1

Saving throw: 5,6

The Pigstickers

Twenty-nine Goblins including a standard bearer and musician. They carry shields and are armed with a spear and a hand weapon.

Saving throw: 6

GRUESOME JOBBO'S GOBBO BOWS - 15 GOBLIN ARCHERS

Leader: Gruesome Jobbo

Gruesome Jobbo - Level 10 Goblin Hero

Jobbo carries a shield and is armed with a short bow and a hand weapon.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	3	3	6+1	5	5	5

Saving throw: 6

Gobbo Bows

Fourteen Goblins including a standard bearer and musician. Each one is armed with a short bow and a hand weapon.

Saving throw: None

NEO'S NASTIES - 26 GOBLIN ARCHERS

Leader: Neo Nutcracker

Neo Nutcracker - Level 10 Goblin Hero

Neo carries a shield and is armed with a short bow, a double-handed weapon and a hand weapon.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	3	3	6+1	5	5	5

Saving throw: 6

The Nasties

Twenty-five Goblins including a standard bearer and musician. Each one is armed with a short bow and a hand weapon.

Saving throw: None

DEATH'S HEADS - 2 GOBLIN FANATICS

Whirling, mindless, manic, death-crazed maybem...

These two Goblin fanatics may be concealed in any Goblin infantry regiment.

ERNY'S ROAMERS - 10 GOBLIN WOLF RIDERS

Leader: Erny Roam

Erny Roam - Level 5 Goblin Hero Mounted on a Giant Wolf
Erny carries a shield and is armed with a spear and a short bow.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8½	3	4	4	3	1	3	2*	5	5	5	5
	4		3	3		3	1				

* Plus one extra attack from the Giant Wolf with the characteristics given beneath Erny's profile.

Saving throw: 5,6

The Roamers

Nine Goblins mounted on Giant Wolves including a standard bearer. They carry shields and are armed with a short bow, a spear and a hand weapon.

Saving throw: 5,6

DRILLA'S KILLERS - 10 GOBLIN WOLF RIDERS

Leader: Drilla Deathdefier

Drilla Deathdefier - Level 5 Goblin Hero

Drilla is mounted on a Giant Wolf. He carries a shield and is armed with a spear and a short bow.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8½	3	4	4	3	1	3	2*	5	5	5	5
	4		3	3		3	1				


















































* Plus one extra attack from the Giant Wolf with the characteristics given below Drilla's profile.

Saving throw: 5,6

Drilla's Killers

Nine Goblins mounted on Giant Wolves including a standard bearer. They carry shields and are armed with a short bow, a spear and a hand weapon.

Saving throw: 5,6

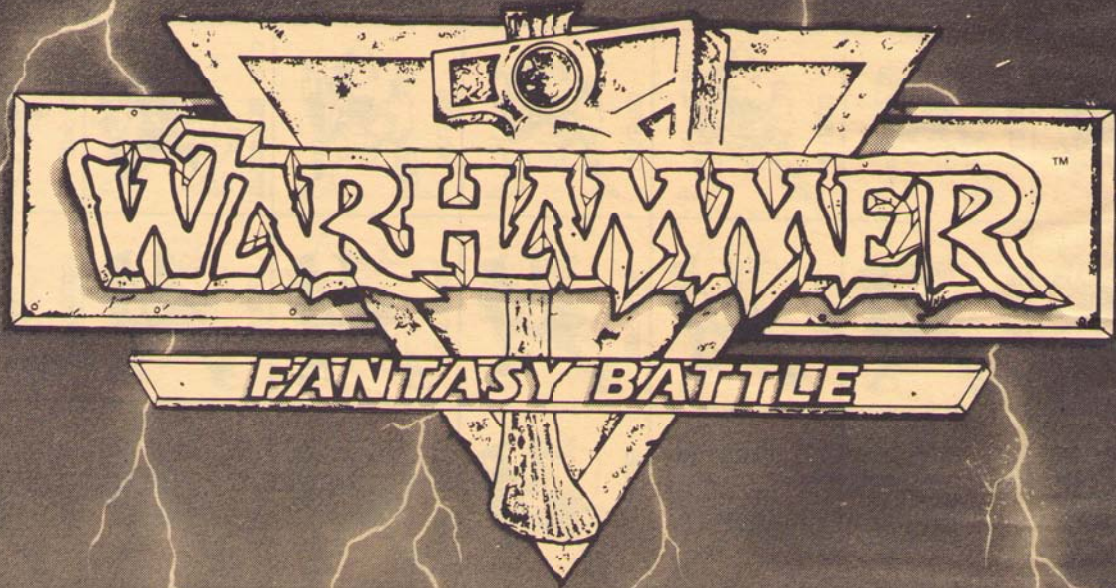
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ORC INFANTRY



①	②	③	④	⑤	⑥
MOVEMENT	SHOOTING	H-TO-H COMBAT	RESERVES	MAGIC	RALLYING

PHASE RECORD TRACK



WARHAMMER
FANTASY BATTLE

The logo is centered on a dark, textured background with several jagged, white lightning bolts striking downwards. The word "WARHAMMER" is rendered in a large, stylized, blocky font with a metallic, three-dimensional appearance. Below it, "FANTASY BATTLE" is written in a smaller, simpler, sans-serif font. The entire text is framed by a decorative border consisting of repeating geometric patterns. At the top and bottom of the page, there are horizontal bands with similar decorative motifs.

CORMA LVL. 15 	ATLANTA LVL. 5 	1ST ELVEN CAVALRY 	1ST ELVEN CAVALRY 	1ST ELVEN CAVALRY 	1ST ELVEN CAVALRY 	1ST ELVEN CAVALRY 
1ST ELVEN CAVALRY 	1ST ELVEN CAVALRY 	1ST ELVEN CAVALRY 	1ST ELVEN CAVALRY 	1ST ELVEN CAVALRY 	PHILANDER LVL. 10 	2ND ELVEN CAVALRY 
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2ND ELVEN CAVALRY 	3RD ELVEN CAVALRY LEADER 	3RD ELVEN CAVALRY 	3RD ELVEN CAVALRY 	3RD ELVEN CAVALRY 	3RD ELVEN CAVALRY 	3RD ELVEN CAVALRY 
3RD ELVEN CAVALRY 	3RD ELVEN CAVALRY 	3RD ELVEN CAVALRY 	3RD ELVEN CAVALRY 	ELF CAVALRY		























The logo features the word "WARHAMMER" in a large, stylized, blocky font with a metallic, beveled appearance. Above the letters is a circular emblem containing a hammer. Below "WARHAMMER" is the text "FANTASY BATTLE" in a smaller, simpler font, all contained within a rectangular frame. The background is dark with several jagged lightning bolts striking downwards.





















WARHAMMER

FANTASY BATTLE

GOBLIN CAVALRY

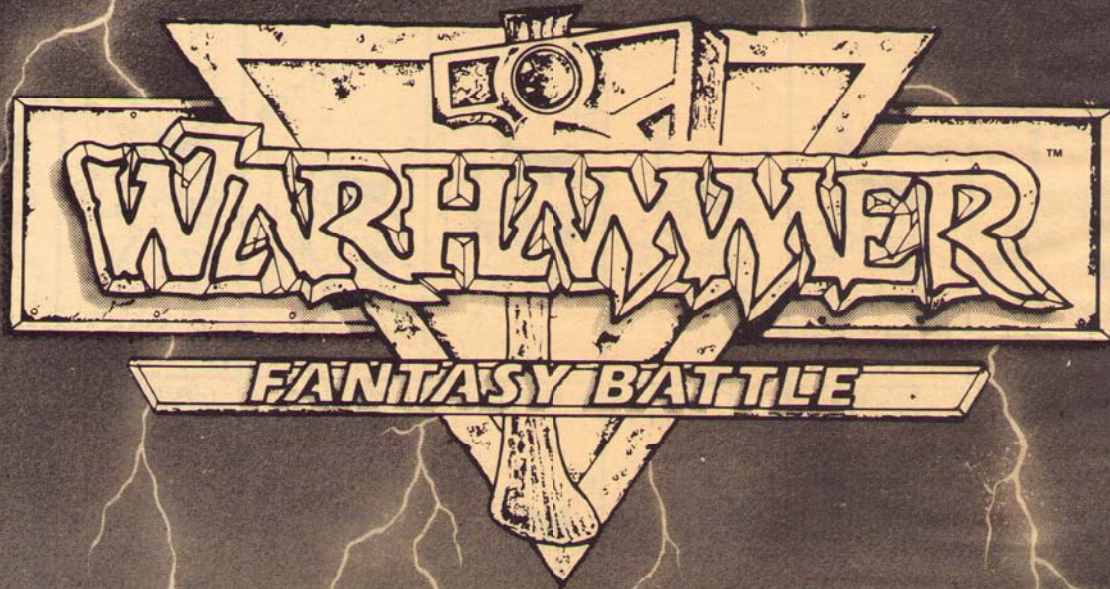
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ELF INFANTRY

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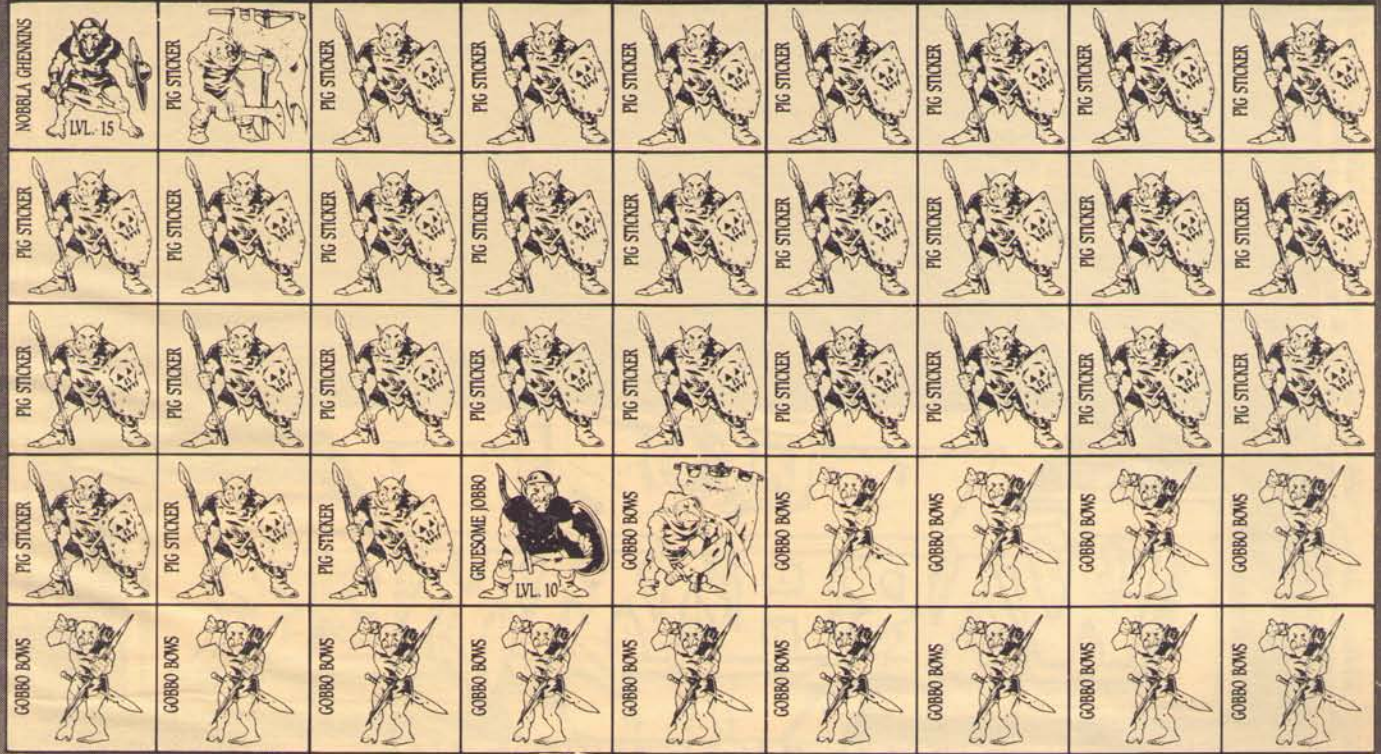
HEIGHT LEVEL MARKERS

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ATTACK LEVEL	LEVEL + 10	LEVEL + 20	LEVEL + 30	LEVEL + 40
ATTACK LEVEL	LEVEL + 10	LEVEL + 20	LEVEL + 30	LEVEL + 40
ATTACK LEVEL	LEVEL + 10	LEVEL + 20	LEVEL + 30	LEVEL + 40

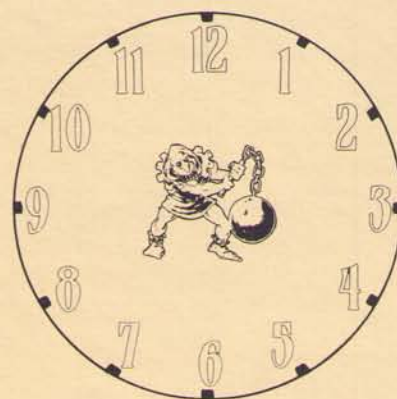
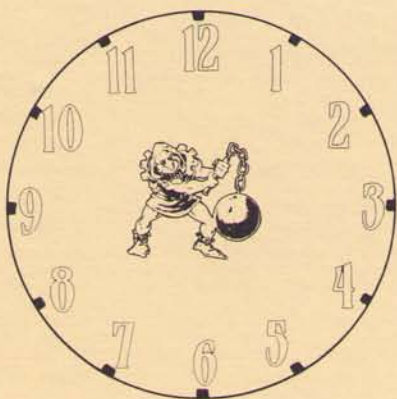
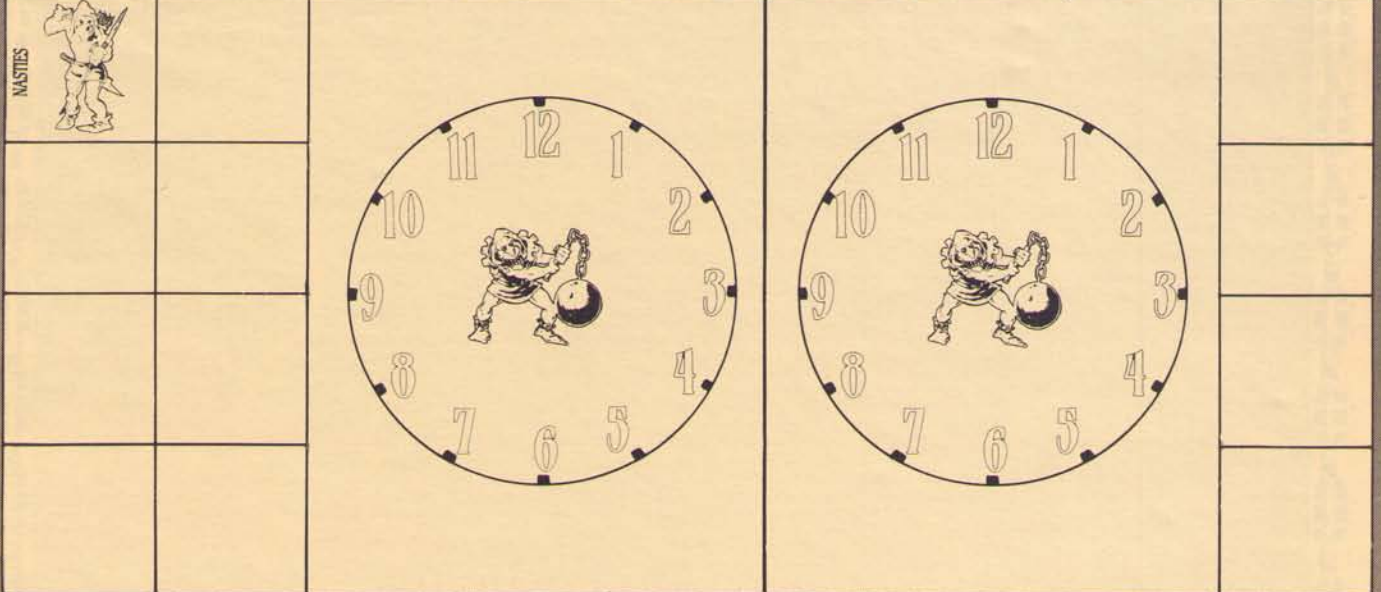
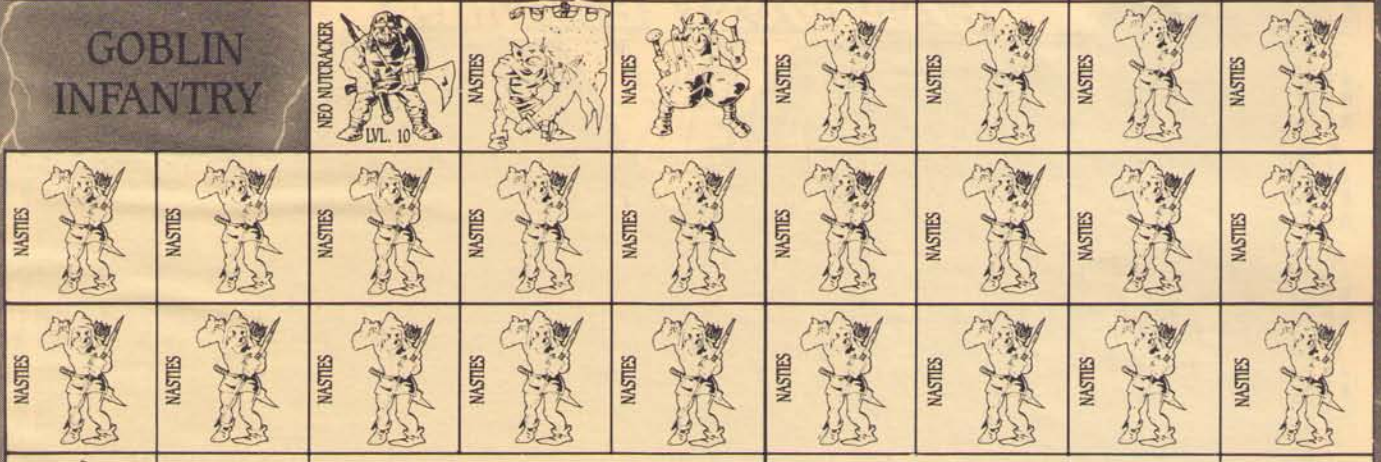


WARHAMMER
FANTASY BATTLE

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**GOBLIN
INFANTRY**





WARHAMMER™
FANTASY BATTLE



RULES SUMMARY & REFERENCE

A. TURN START

Wizards who did not move, fire missiles, fight or use magic during their last turn gain IMP (up to power level).

Wizards employing *Magic Awareness* last turn become aware of the presence and magic level of any other wizards within 48".

Spells: resolve any effects beginning to act in this turn. Dispel any which expired at the end of the previous turn.

Miscellaneous

Roll for (see also *J. Psychology*):

- burning buildings and creatures: D3 damage points/wounds (p137).
- damaged buildings (see also *E. Damage*).
- unexploded mortar shells: 6 on 1D6 indicates an explosion (p111).
- entry of trailing units: roll under unit's highest **Ld** on 2D6 for each unit meant to appear this turn or earlier (p141).
- return of off-table aerial units: 6 on 1D6 indicates the unit returns from collecting missiles (p124).
- *panic*: if within 4" of friendly rout (p73).
- *stupidity*: if subject to stupidity (p73).
- *animosity*: if subject to animosity against a unit within 12" (p205).
- *instability*: if within 12" of a wizard using an appropriate *zone* spell (p206).

B. MOVEMENT PHASE

Associated Characters may be moved away from units (p92). If the character is a leader, abandoning the unit must be declared now to take effect next turn (p93).

ENCUMBRANCE PENALTIES (p40)

Armour Type	Penalty
None	-
Shield	-
Light armour	-
Light armour & shield	½"
Heavy armour	½"
Heavy armour & shield	1"
If mounted	+ ½"
(unless unarmoured, then no penalty)	
If cloth or metal barding worn by mount	+ ½"

TERRAIN MOVEMENT PENALTIES (p40)

Difficult ground (half movement): bush, scrub, woods, dense foliage, debris, wreckage, loose rocks, boulders, fords, shallow water, marshes, bogs, stairs, steps, ladders, steep or treacherous slopes.

Very difficult ground (quarter movement): includes areas of arduous terrain which are hazardous but not impassable.

Obstacles (half movement): can only be crossed if the model has sufficient movement left when it reaches the *obstacle*: walls, hedges, fences, barricades, ditches, trenches, streams, etc.

Single characters and units in single file suffer no penalty for *difficult ground*, treat *very difficult* as *difficult ground* and only lose a quarter of their move for *obstacles*.

MANOEUVRES (p47 and p125)

Units may make 1 *complex manoeuvre* or up to 3 *simple manoeuvres*. The first *simple manoeuvre* is automatic. All other manoeuvres require a leader and a 2D6 roll under **Ld** or the unit immediately halts. If a *complex manoeuvre* is failed the unit also loses its *reserve move*.

Simple manoeuvres comprise:

Formation changes, turns, wheels (p48). Changing ranks, deploying flanks (p125). Wedges, archer wedges, shieldwalls (p126).

Complex manoeuvres comprise:

Moving backwards, wheeling backwards, wheeling from the centre (p49). Squares (p125), testudos (p128).

Units in single file can follow snaking paths without penalty. Single characters can make as many turns as desired without penalty.

A unit with a musician in the front rank adds +1 to **Ld** tests for manoeuvres.

AERIAL MOVEMENT (p121)

Limitations

- maximum speed: flyer's top speed.
- minimum speed: flyer crashes if slower.
- acceleration: number of inches flyer can increase speed per turn.
- deceleration: number of inches flyer can decrease speed per turn (double acc. rate), & max landing speed.
- turning: made in an arc with a radius equal to the distance to be moved.
- climbing: flyer may climb 1 height level for each 20" moved (or part thereof).
- diving: flyer may dive 1 height level for each 10" moved (or part thereof); diving faster causes a crash.
- coherence: each model need only be within 2" of one other in the unit.

Aerial troops may leave the table to collect suitable missiles to drop; requiring at least 1 full turn off-table before returning.

CHARGING (p57)

Units in single file may not charge. Charging units may not *manoeuvre* within 4" of the enemy except to wheel to within 22½° of the enemy line. A unit failing a manoeuvre (**Ld**) test while charging may complete the charge, and may still *wheel*, but attacks *unformed*. A unit that meets the enemy at an angle greater than 22½° or that fails to complete a charge is also *unformed*. *Unformed* units receive no charge bonuses, make all **Ld**, **Int**, **Cl** and **WP** tests at -1 and automatically *rout* if *pushed back* during the first round of combat (see *E. Damage*).

Units *must* charge a *bated* enemy if possible (roll under **Cl** on 2D6 to resist, see *J. Psychology*).

Charged Units may: (p59)

Shoot, provided the enemy begins more than half of its charge move away. Measure the range before charge begins, or at maximum range if the enemy begin out of range. Unit must make a **Ld** test to fire, and must receive at the halt if it fails. Once it has fired, the unit receives at the halt.

Turn to face: if charged in the side or rear, unengaged models may turn to face the enemy (unless crossing an obstacle).

Run away: requires **Ld** test to avoid a rout. If successful, unit turns and moves away from enemy at double rate. It may move next turn but cannot charge. This option *must* be taken by units in single file if charged. Attackers may try to charge a different enemy unit if they can still *wheel*.

Roll for (see *J. Psychology*):

- *fear*: if charged by a feared enemy (p71).
- *frenzy*: if charging and subject to frenzy (p72).
- *panic*: if charged in the side or rear, charged while crossing an obstacle or entering a building, or a character leaves while unit is engaged (p73).
- *reform*: p70

Units that became *unformed* last turn are now considered reformed and may act normally.

C. SHOOTING PHASE

This phase covers shooting and similar attacks, such as hawks cast by falconers (p97), Dragons' breath weapons (p243) and firing Engines of War (p105).

Roll for (see *J. Psychology*):

- *fear*: if wishing to fire missiles at a feared enemy within charge range (p71).
- *hatred*: if wishing *not* to shoot at a *bated* enemy within range (p72).

HITTING THE TARGET (p51)

Roll 1D6 for each model firing:

Roll	FIRER'S BS									
	1	2	3	4	5	6	7	8	9	10
To Hit:	6	5	4	3	2	1	0	-1	-2	-3

Modify the roll as follows (p53):

- +1 large target: over 10' high or long (not models on normal-sized riding animals).
- 1 small target: under 1' high or long.
- 1 firing while moving: applied to any model that moved or turned in the preceding *movement phase*.
- 1 firing at a rapidly moving target: any target that moved more than 6" during its side's last *reserve phase*.
- 1 firing at charging enemy.
- 1 within *fear* range of enemy creature.
- 1 firing at over half range.
- 1 throwing an improvised weapon.
- 1 target is behind soft cover: hedge, woods, wagon etc (p52).
- 2 target is behind hard cover: wall, corner of building, palisade, pit, ditch, at window or door etc (p52).

GRENADES (p90)

Specify target point within 6" range (this may be a rear rank) and roll a D20:

- 1-12 deviates D3" with 12 o'clock as direction of throw.
- 13-19 lands at specified target point.
- 20 explodes prematurely at D6-1".

All models wholly or partly within a 1" diameter template are hit once.

AERIAL SHOOTING (p123)

Height levels may alter the effective range (attack level being treated as ground level):

- +10" for each +10 of level target is above firing model
- +10" for each +10 of level target is below firing model after first 20+ difference

Aerial models may drop objects rather than shooting normally. Nominate a target and roll a D6, modifying it by:

- 1 if the attacker is at level +20
- 2 if the attacker is at level +10
- 3 if the attacker is at attack level

0 or less = a direct hit. A positive score is a miss in a random direction by a number of inches equal to the result. Damage is rolled at the flyer's S plus 1 per level above attack.

For missiles dropped from level +30 and higher, roll 1D20 and deduct 1 to give the number of inches from the target.

Damage: Roll for damage (see E. Damage).

Rout: Test for rout in any unit that has just lost a quarter of its current strength to missile fire (see K. Victory).

D. COMBAT PHASE

Either player may reveal concealed special troop types in engaged units.

Either player may make *personal challenges* with characters and leaders: these are fought separately and other models cannot interfere. A leader that refuses a *challenge* loses face (Ld bonus reduced to -1 for rest of game) though a character may take up a challenge on behalf of a leader. *Unfair challenges* may be refused without losing face (pp76 and 94).

All models, in base-to-base contact exchange blows - this covers similar attack forms such as the Gorgon's gaze (p253). Models with the highest *Initiative* strike first, making all their attacks at once. Attacks versus leaders, standard bearers, characters and so forth must be declared before the dice are rolled.

HITTING THE ENEMY (p62)

Roll a D6 for each model attacking:

W e a p o n k e y s i g n i t	Defender's Weapon Skill									
	1	2	3	4	5	6	7	8	9	10
a	5	5	6	6	+4	+4	+5	+5	+6	+6
t	4	5	5	6	6	+4	+4	+5	+5	+6
a	4	4	5	5	6	6	+4	+4	+5	+5
c	3	4	4	5	5	6	6	+4	+4	+5
n	3	3	4	4	5	5	6	6	+4	+4
k	2	3	3	4	4	5	5	6	6	+4
e	2	2	3	3	4	4	5	5	6	+4
s	2	2	3	3	4	4	5	5	6	+4
i	2	2	2	3	3	4	4	5	5	6
l	2	2	2	2	3	3	4	4	5	5
i	2	2	2	2	2	3	3	4	4	5

+4, +5 or +6 - roll a 6 then the indicated number on a 2nd roll (eg +5 means roll 6, then 5, 6). A roll of 1 always means a miss.

Modify the roll as follows (p62):

- +1 if charging: provided no *wheels* made within 4" and the unit is not *unformed* at the end of the charge.
- +1 *following up* an attack: bonus given to the side which won the previous turn (see E. Damage).
- +1 advantage of higher ground: does not include being taller than the enemy.
- +1 if the unit is *frenzied*.
- +1 if attacking a *bated* enemy.
- 1 enemy behind *obstacle*: eg hedge or wall.

- 1 within *fear* range of enemy creature.
- 1 to right-hand attack if using 2 weapons.
- 2 to left-hand attack if using 2 weapons.
- 2 attacking unarmed: does not apply to natural attacks such as *stomp* or *bite*.

E. DAMAGE

DAMAGE CHART (p54)

Roll a D6 for each successful attack:

Weapon's Strength	Target's Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	N	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

N - no damage can be caused

Note that a roll of 1 always means no damage.

Frenzied units add +1 to the roll.

SAVING THROW (p55)

Armour Type	Saving Throw	
	On foot	Mounted
None	-	6
Shield	6	5
Light armour	6	5
Light armour & shield*	5	4
Heavy armour	5	4
Heavy armour & shield*	4	3

* shield discounted if using weapon requiring both hands or being attacked from the rear.

+1 to the roll if mount has cloth or metal armour.

+1 to the roll if *frenzied*.

Remember to apply saving throw modifiers due to weapon type (see F. Weapon Tables).

AERIAL CASUALTIES (p125)

Flyers that are killed crash to the ground (landing D12" in a random direction from their current position), receiving and causing D4 wounds/damage points for each height level above ground level.

If the crashing flyer lands on another creature or object, modify the damage to the target by adding the flyer's *Toughness* and deducting the target's *Toughness*.

CHARIOT DAMAGE (p119)

Record hits against chariots and determine the effect at the end of the relevant phase - roll 2D6 and add +1 for each hit sustained:

- 3-7 No effect
- 8 damaged wheel: if the chariot turns, roll D6: 4-6 means the wheel falls off and the axle snaps (see 13 - below).
- 9 reins twisted or severed: all *run amok* tests are failed on a 5 or 6 (p120).
- 10 draft animal slain: reduce move (p118).
- 11 crewman hit: randomly determine which model is hit and resolve with S equal to the crewman's T (save as normal).
- 12 badly shaken: crew may not fight for the rest of this or next turn.
- 13 axle snaps: chariot skids forward D6" in *reserve phase*, causing D4 automatic S 4 hits against any unit struck - crew may leave next turn and fight on foot.
- 14 yoke pole snaps: if in combat, draft animals continue to fight and must pursue if the enemy *rout* - the chariot is now useless and the crew must fight on foot.

- 15 chariot overturned: all crewmen must make a basic *saving throw* or be killed. Survivors continue the fight on foot - all draft animals are slain and the chariot is now useless.
- 16+ massive jolt: crew thrown overboard and must make a basic *saving throw* or be killed. Survivors continue the fight on foot - draft animals *run amok* (p120).

BUILDING DAMAGE (p136)

When the *damage points* taken by a section/level rise to 6, roll a D6 at the start of each turn for the state of the section/level, adding +1 for each *damage point* over 6:

- 1 shaky and unsafe: only 6 models from each side may occupy it - counts as *soft cover* to fire from outside.
- 2 unstable: if occupied by more than 6 models, collapses immediately (see 4) - counts as *soft cover* to fire from outside.
- 3 structurally unsound; if there is more than 1 section/level above or if it is occupied by more than 6 models it collapses (see 4) - counts as *soft cover* to fire from outside and as a *moving surface* for firing models inside collapses: all section/levels above collapse - all models within these section/levels must make their basic *saving throw* or be killed (models with a *Toughness* of 5+, or more than 2 *Wounds* are judged to have a minimum *save* of 4 and take D3 *Wounds* if damaged). Survivors are placed in any adjoining section/level or outside by the door.
- 5 collapses: as 4, but the section/level immediately below also collapses.
- 6 collapses: as 4 but bringing down as many section/levels below as above (minimum 1).
- 7 collapses: as 6, but also bringing down any adjacent section/levels at the same level, and all section/levels above those.
- 8 collapses: as 7, but all adjacent sections collapse entirely (*secondary collapse*).
- 9 collapses: as 8, but any section/levels adjacent to a *secondary collapse* also collapse if they have taken any damage (*tertiary collapse*) - all section/levels above a *tertiary collapse* also collapse.
- 10+ collapses: as 9, but any undamaged section/level adjacent to a *secondary collapse* receives D6 damage points.

Where an upper level is made of a weaker material than its supporting level (eg, wood on stone base), collapse of the level will not affect lower levels. Damage to free-standing walls is treated as above but the effects are confined to the wall itself.

COMBAT RESULTS (p64)

To establish the winner, total the number of *Wounds* caused to the opponent and add:

- +1 if the unit charged this turn.
- +1 if the unit *followed up* last turn.
- +1 for each complete rank after the first - to qualify a rank must have four or more models and at least as many as the front rank, to a maximum bonus of +3.
- +1 if unit standard in front rank.
- +1 if army standard in front rank.

Test for *rout* in any unit that has lost a quarter of its numerical strength and has just lost a round of combat (see K. Victory).

PUSH BACK (p64 and p128)

The models of a losing unit that has not routed are *pushed back 2"*, with the victors *following up* to continue the engagement - models must always follow up, unless:

- behind prepared defensive positions.
- protected by *zone* spells.
- in combat with a friendly unit due to *animosity*: make a Ld test to decline the *follow up* and break off combat.
- mercenaries.

Roll for the continuing presence of Chaotic (p251) and Ethereal hosts (p263) that have just completed a combat engagement.

F. WEAPON TABLES

MISSILE WEAPONS (p87)

WEAPON	RANGE	STRENGTH	SAVE MODIFIER	NOTES
			Up to ½/over ½	
Bow	24"	3	-/-	
Short Bow	16"	3	-/-	
Long Bow	30"	3	-1/0	
Crossbow	30"	4	-1/0	cannot move and fire during the same turn.
Repeating crossbow	16"	3	-/-	may be fired twice per turn at -1 to hit
Throwing Spear/Axe	4"	S	-1/-	may be thrown as model charges into combat
Throwing Dart/Knife	6"	S	-/-	may be thrown as model charges into combat
Javelin	8"	S	-/-	may be thrown as model charges into combat
Sling	18"	S	-/-	may fire twice at ½ range if no move that turn
Blowpipe	12"	D6	-/-	
Improvised Weapon	3"	S-2	+1/+1	

S - use the firer's Strength

GUNPOWDER WEAPONS (p88)

WEAPON	RANGE	STRENGTH	SAVE MODIFIER	NOTES
			Up to ½/over ½	
Arquebus	24"	4	-2/-1	cannot move and fire; no consecutive fire
Blunderbuss	16"	1	-2/-1	cannot move and fire; no consecutive fire
Pistol	6"	4	-1/-1	no consecutive fire
Grenade	6"	3	-2/-2	no move if throwing but may reserve move
Torinoko Grenade	6"	see below	-/-	no move if throwing but may reserve move

Torinoko types

Explosive: as normal grenade but only Strength 2.

Flash: blind all in template until end of next turn; blind models are hit automatically.

Firecracker: bounce through unit reducing WS and I by -1 during the next turn.

Missile weapons that cannot move and fire in the same turn may only shoot at charging enemy if no move was made in the previous turn; *gunpowder weapons* that may not fire during consecutive turns may not shoot at charging enemy if a shot was fired in the previous turn.

See pages 105 to 118 for **Engines of War**

HAND WEAPONS (p84)

WEAPON TYPE	I MODIFIER	TO HIT MODIFIER	STRENGTH	SAVE MODIFIER	NOTES
Hand Weapon	-	-	-	-	
Improvised Weapon	-	-1	-	+1	
Dagger	+1	-	-1	+1	
Double-handed Weapon	-1	-	+1	-1	Cannot be used with shield
Flail	-	-	+1	-	Charge at normal rate
- if pushed back	-1	-	-	-	
- if WS less than 3	-	-1	-	-	
Halberd	-	-	+1	-	Cannot be used with shield
- Vs. aerial/mounted targets if not pushed back	+1	-	-	-	
Pike	-	-	-	-	Cannot be used with shield; 2nd, 3rd and 4th ranks may attack; all mods lost if pushed back, when only 1st rank may fight
- Vs. mounted enemy	+6	-	-	-	
- Vs. aerial enemy	+1	-	-	-	
Spear	-	-	-	-	Half of 2nd rank may attack
- Vs. ariel enemy	+1	-	-	-	
- in 1st turn	+1	-	-	-	
- Vs. mounted enemy if not pushed back	+2	-	-	-	
Pistol	-	-1	-	-2	Only fire once in a combat

MOUNTED WEAPONS (p86)

WEAPON TYPE	I MODIFIER	TO HIT MODIFIER	STRENGTH	SAVE MODIFIER	NOTES
Hand Weapon	-	+1	-	-	
Improvised Weapon	-	-1	-	+1	
Dagger	+1	-	-1	+1	
Flail	-1	-*	+1	+1*	*if WS less than 4
Lance	+2	-	+2	-1	hand weapon after 1st turn
Spear	+1*	+1**	+1***	-	*in 1st turn; **Vs. enemy under 10' if not pushed back; ***if charging
Pistol	-	-1	-	-2	only fire once in a combat

G. RESERVE PHASE

Units making a reserve move may not approach within 4" of an enemy unit (including routing enemy units).

COMMITTED UNITS (p71)

The following may not *reserve move*:

- units divided by an *obstacle* or with any models on *difficult ground*
- units which failed a *complex manoeuvre* in their previous movement phase
- units which failed a *fear test* before charging a *feared enemy*
- units engaged in hand-to-hand combat
- routing and pursuing units
- units within 4" of friendly or enemy routing troops
- units within range of a feared creature
- units hurling insults at friendly troops while subject to *animosity*
- flying creatures of any type
- large vehicles and war machines (this does not include 1 and 2 horse chariots)

H. MAGIC PHASE

Dispel any spells whose duration has now expired and remove relevant effects from play. The GM or player may move or redirect existing spells where appropriate.

Wizards who were wounded during the combat phase or who are routing may not cast spells.

Wizards with less than 12 magic points left must roll under their *Intelligence* or the number of remaining points (whichever is higher) on 2D6 successfully to cast a spell (p147) - the relevant magic points must be expended regardless of the spell's success or failure.

Spell targets may be allowed a *magic save*, requiring a 2D6 roll under the target's *WP*. Wizards may augment their *magic save*, gaining +1 to their roll per magic point expended: the caster may enhance his spell and reduce the target's save by -1 per extra point expended - these points must be spent before the *saving throw* is made.

Test for *rout* in any unit that has just lost a quarter of its current strength to the combined effects of missile and magical attacks this turn (see *K. Rout*).

I. RALLYING PHASE

The player may roll under *Ld* on 2D6 to rally any units that began routing last turn or earlier. Rallied units may not move but can adopt any permitted formation and facing, reverting to normal after this phase.

RALLYING UNITS (p68)

To qualify for *rallying*, a unit must:

- not be in base-to-base contact with pursuing troops.
- have at least a quarter of its original numerical strength (rounding odd numbers down) - characters who joined during the game do not count.
- have a non-routing, friendly unit of at least 5 models closer than any enemy units.
- not be within *fear* range of any *feared enemy*.

If their general or a subordinate commander of their own race is within 12", the unit may use this model's *Ld* bonus instead of their own leader's. Units within 12" of their army standard may add +1 to *Ld* (max. *Ld* of 10).

J. PSYCHOLOGY

Units are subject to their own psychology and that of their leader. Leaders and characters are always subject to the psychology of the unit they accompany. Unless otherwise noted, tests are made against the unit's CI.

FEAR (p71)

Test if the unit:

- wishes to fire missiles at a *feared* enemy within that creature's charge range; failure means no shot is fired.
- wishes to charge a *feared* enemy; failure causes the unit to halt immediately for the remainder of the turn.
- is charged by a *feared* enemy; failure causes the unit to *rout* immediately.

Any unit pushed back and followed up by a *feared* enemy is automatically routed. Models with a *ranged fear* ability affect enemy units within *fear* range as follows:

- all attacks are made at -1 to hit.
- no attempt may be made to *rally*.
- no *reserve move* may be made.

Bonuses to the *fear* ability (eg *fear* +2) are applied to the enemy's dice roll against CI.

FRENZY (p72)

Test when a unit *subject to frenzy* charges - characters may use CI bonus points either to reduce or increase a unit's CI for *frenzy* tests only. The following rules apply:

- *frenzy* continues while the unit remains in base-to-base contact with the enemy.
- the unit must always *follow up* and *pursue*
- the unit never takes other *psychology* tests or *rout* tests.
- models gain +1 to hit, +1 to wound, and +1 to any *saves* made.

HATRED (p72)

Units *subject to hatred* must always charge *bated* enemy, or shoot at them if outside charge range, unless a CI test is passed.

Models in hand-to-hand combat with *bated* enemy gain +1 to hit, and +1 to *Ld* for *rout* tests. They must always pursue routing enemy.

PANIC (p73)

A unit must pass a *panic* test under the following circumstances or *rout* immediately:

- unit is within 4" of a visible, friendly, routing unit at the start of their turn.
- unit is charged in the side or rear while engaged in combat to the front (unless models have *stomp* or *tail* attacks).
- unit is charged by an enemy unit that has emerged from concealing cover.
- unit is charged while crossing an *obstacle* or entering a building (the unit cannot turn models to face the attack).
- a friendly unit within 12" routs due to close combat losses - CI bonus of +1 if the unit outnumbers the routers by 4:1.
- a character model leaves a unit while it is engaged in combat (unless the character is the one with the lowest level of 3 or more characters with the unit).
- unit *fears* fire and is attacked by fire or comes within 4" of a burning building.
- at any time the GM thinks appropriate.

STUPIDITY (p73)

Test at the start of the side's turn, effects lasting until the beginning of its next turn.

If the unit becomes *stupid* while engaged in combat, half of the models fail to fight (roll a D6 for odd models and characters, with 1-3 indicating inaction). If not in combat at the start of the turn, roll a D6:

- 1-3 unit moves at half speed in a random direction (no penalty for turning).
- 4-6 unit remains inactive with models staring mindlessly or falling asleep.

A *stupid* unit that encounters an enemy unit while wandering rolls a second D6:

- 1-2 halt immediately and stare stupidly.
- 3-4 each model makes 1 attack.
- 5-6 attack as normal.

Units affected by *stupidity* ignore all other *psychology* tests. If routed they revert to normal status while being pursued, but become *subject to stupidity* once pursuit stops.

ANIMOSITY (p205)

Test if a unit causing animosity is within 12" at the start of the turn, unless:

- enemy troops are within 12" or charge range.
- there are *bated* enemy within sight.
- the unit is already engaged in combat.

Only the closest unit causing *animosity* is considered for the test. Roll a D6, deduct the leaders' *Ld* bonus and modify by:

- +1 if the unit causing *animosity* lies directly in front and in charge range.
- +1 if the unit causing *animosity* is of a different race.
- +1 if there are no enemy in sight.

This result determines the unit's action:

- 7+ charges the other unit - if beyond charge range, moves as close as possible and fires missiles (hurling deadly insults if no missiles are available).
- 6 fires missiles if available, or moves as close as possible (no closer than 1") and exchanges jeers and spittle with its allies - neither unit can *reserve move*.
- 5- unit behaves normally.

Units gripped by *animosity* will fight unless enemy units approach to within 12" (or charge range) or *bated* enemy appear. Leaders may try to restrain their troops from *following up* (*Ld* test) thus breaking off the combat.

SAGA ANIMOSITY (p206)

As normal *animosity*, except no *Ld* test is required to break off combat after a *push back* (if the combat is drawn, both sides pull back 2") - the remainder of the turn is spent jeering at the opposition.

INSTABILITY (p206)

Test if:

- the unit is pushed back in combat.
- the unit begins its turn within 12" of a wizard using a relevant zone spell.
- a wizard casts *dispel magic* at the unit.

Roll a D6 to determine the effect:

- 1 unit cannot cause physical damage, but is affected by weapons and magic as normal: paralysis and chill attacks plus psychological effects still work. The effect is permanent - another test immediately dispels the unit.
- 2 unit may not move, fire missiles or employ magic during this turn or, if the enemy's turn, during its next turn - if in combat, it attacks at -1 to hit for the remainder of the engagement.
- 3 roll a further D6 for each model: 4-6 - remove from play (character models receive a magic save - 2D6 roll under *WP*).
- 4 as 3 but only remove on 5 or 6.
- 5 unit may strike an extra round of blows this turn, or may double its movement or fire missiles twice - if it is the enemy's turn, these effects apply during the unit's next turn.
- 6 any casualties caused this turn (before or after the test) are returned to the unit, though they are still counted for establishing the winner of a combat.

K. ROUT

Test (roll 2D6 under unit's *Ld*) if the unit:

- has just lost 25% of its current strength to missile and magical attacks.
- has lost 25% of its original strength and has just lost the current turn of combat.
- loses a combat fought to capture a standard.
- has been penetrated by a *wedge*.

The unit automatically routs if it has:

- failed a *panic test* (see *J. Psychology*).
- been *pushed back* while *unformed*.
- been *followed up* by a *feared* enemy.
- failed to break free of pursuers after a voluntary withdrawal from combat.

Frenzied units never take *rout* tests.

If a rout is caused, the enemy gets a *free back* for each model remaining in the front rank: the routers are hit automatically - armour saves are allowed, ignoring shields.

The routing unit is turned and moved away at double rate. It moves at this rate during its side's *movement phase* (with no *reserve move*) towards the nearest table edge until it has rallied (see *G. Reserve Phase*) or has left the table. Terrain penalties apply, but no *manoeuvres* are made.

The enemy which caused the rout will pursue the fleeing unit unless a 2D6 roll under *Ld* is made (in which case the unit need not reform). Units routing a *bated* enemy must always pursue. If pursuit occurs, the unit follows the routers at double rate, gaining a second *free back*. Pursuers that keep contact make all subsequent attacks as *free backs*.

If a pursuing unit loses contact because the routers are faster, or kills all the routers, it becomes *unformed* and remains so until the end of its next *movement phase*. An *unformed* unit makes *Ld*, *Int*, *CI* and *WP* tests at -1, and automatically *routs* if *followed up*.

Once pursuit has begun, the pursuers may only be restrained by a *Ld* test made with a -1 penalty, the unit becoming *unformed* as above. If the pursuers are charged while in pursuit, they break off and turn to face the new attackers. They are not *unformed*, but if *pushed back* are automatically *routed*.

L. VICTORY

Determine the winner and loser according to the victory points gained by each side - if the side with the highest number has 10% more points it has won, otherwise the battle is declared a draw (the higher scoring side gaining a winning draw if in competition).

Victory Points (p142)

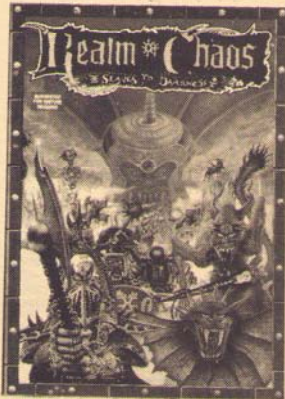
Specific conditions with points bonuses may be determined in advance, otherwise add up the points values of surviving troops on each side and award the following bonus points:

- 50 points for each hill occupied by 5 or more friendly models and no enemy.
- 50 points for each scenery zone occupied by at least 1 friendly unit and no enemy units; if the zone contains enemy models they must be outnumbered by at least 3:1 (with characters or models over 10' tall outnumbered 3:1 by similar types).
- 50 points if the enemy general is dead.
- 50 points for every captured unit standard.
- 50 points if the enemy baggage area is being looted at the end of the game.
- 100 points for each bridge occupied by 1 or more friendly models with no enemy in charge range - unoccupied bridges go to the side controlling that zone.
- 100 points if the enemy baggage is captured.
- 100 points for a captured army standard.
- 100 points if the friendly baggage area is intact and unoccupied by enemy units.

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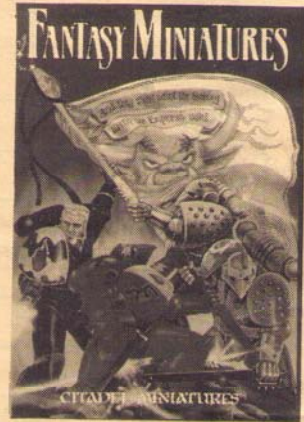
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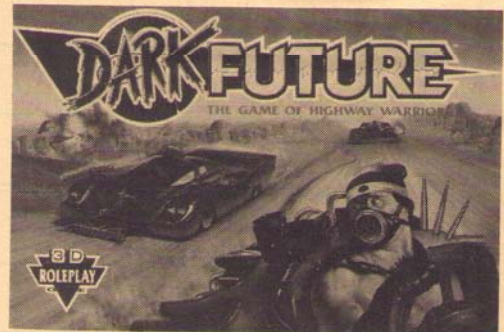
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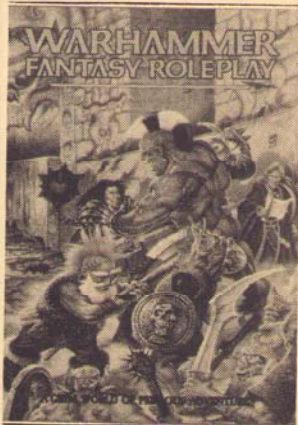
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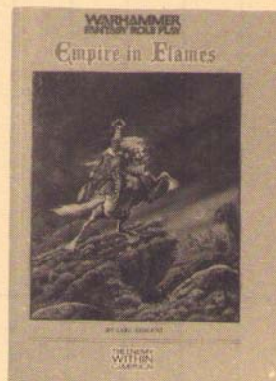
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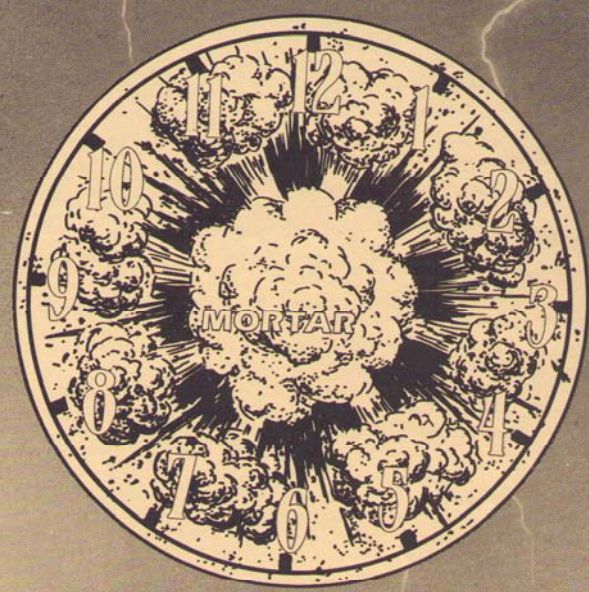
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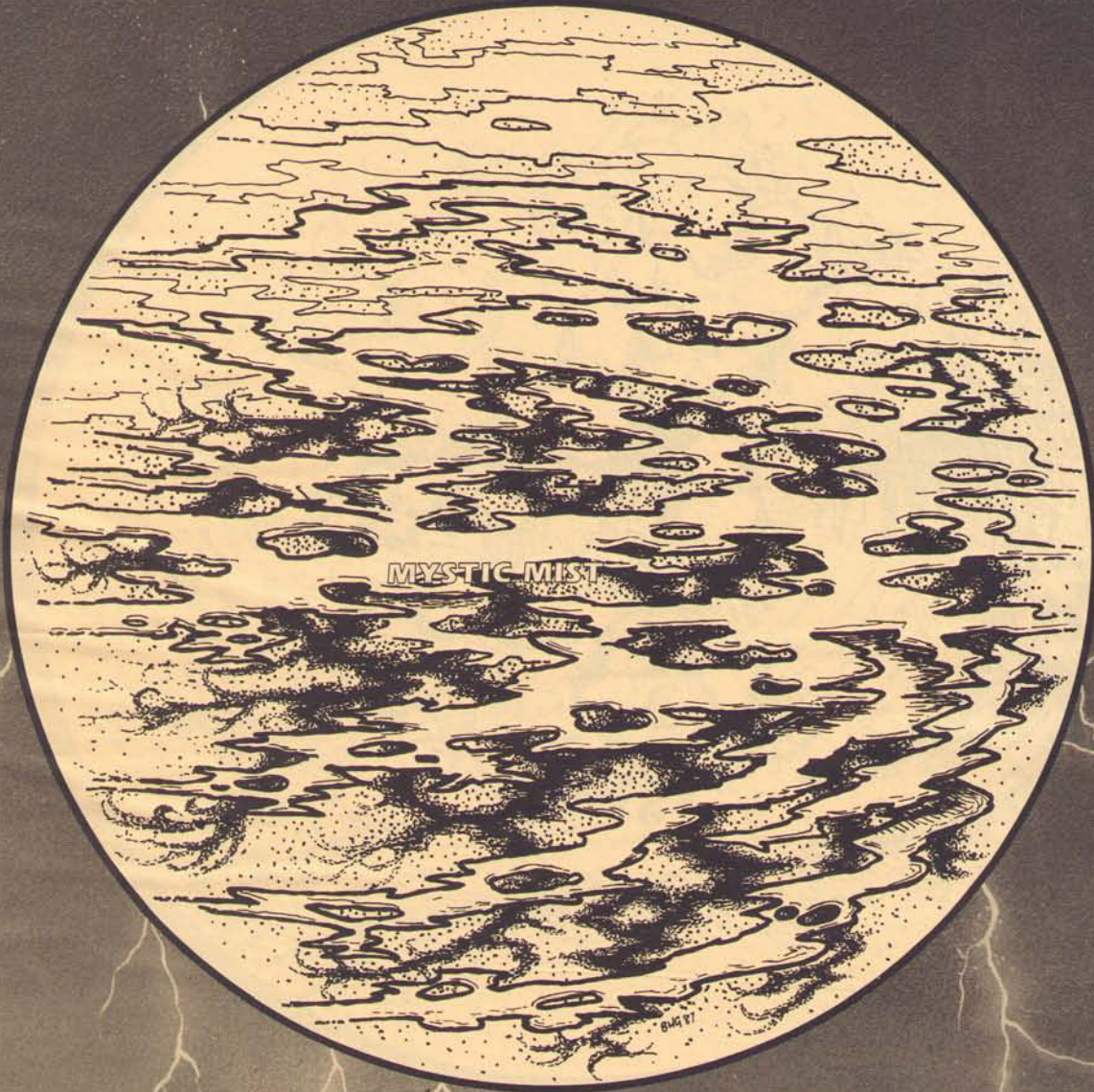


The logo features a large, stylized hammer with a circular head and a textured handle, positioned vertically behind the text. The background is dark with several jagged, white lightning bolts striking downwards. The entire scene is framed by a decorative border with repeating geometric patterns.

WARHAMMER™

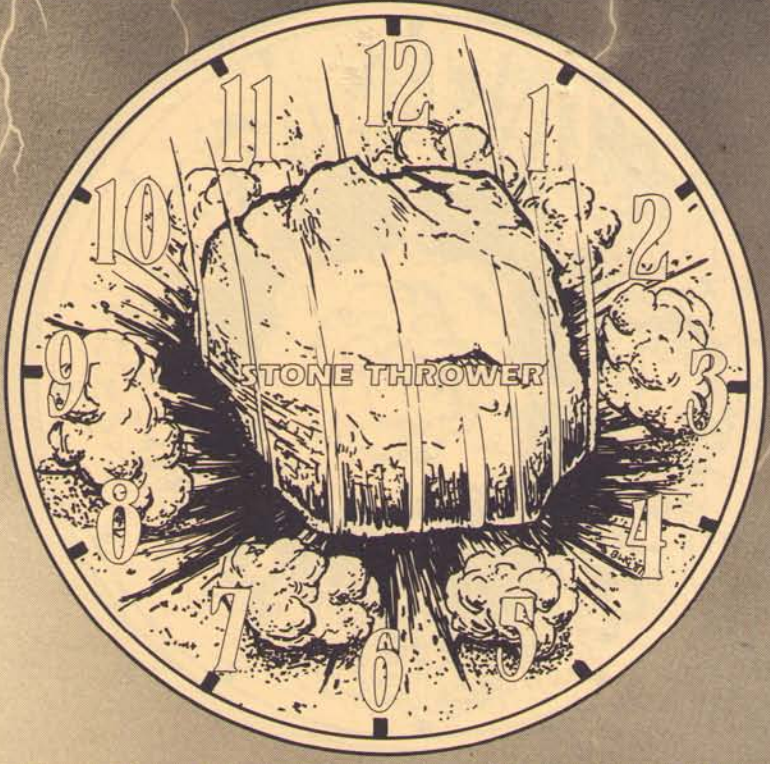
FANTASY BATTLE





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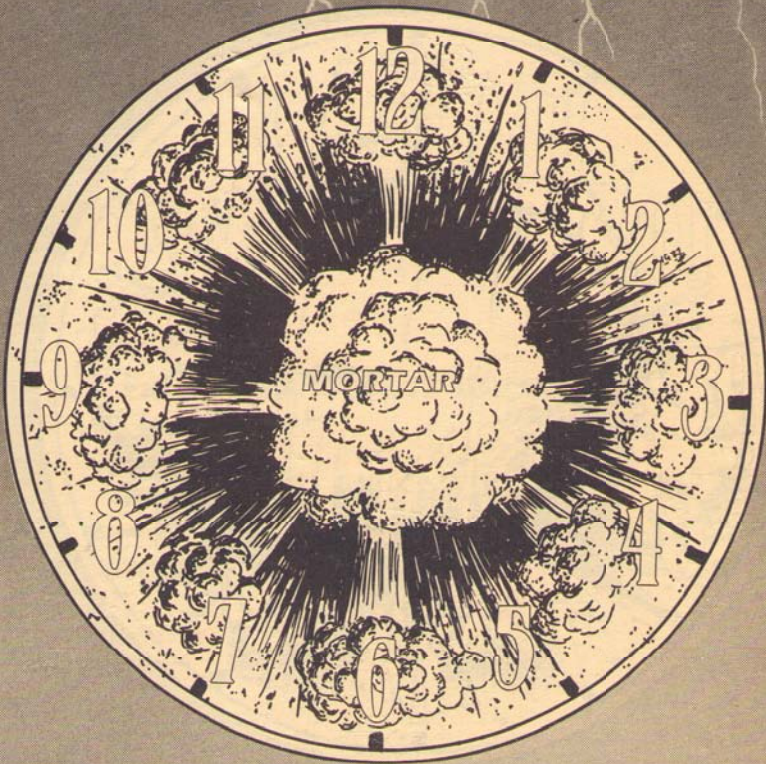
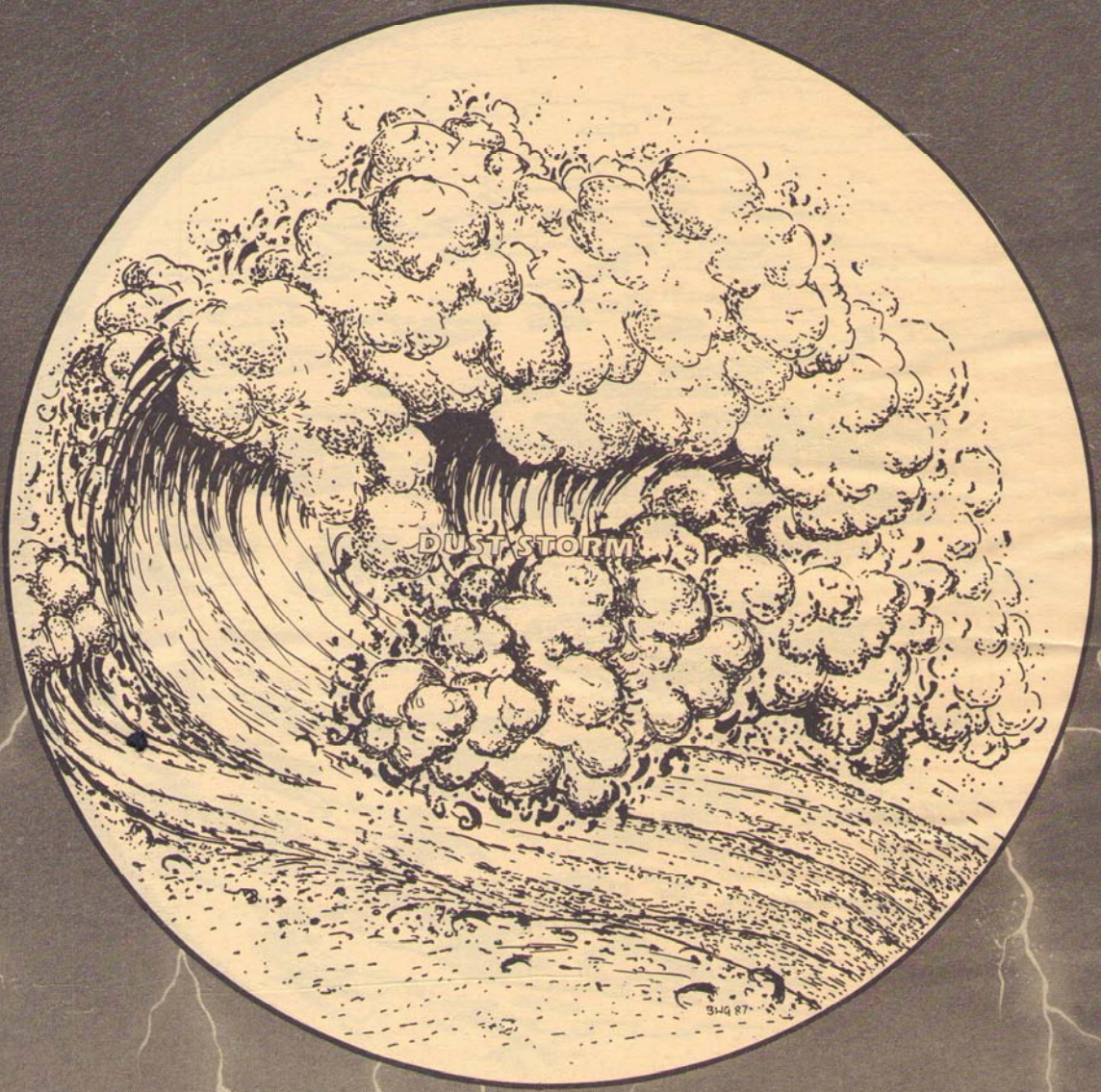
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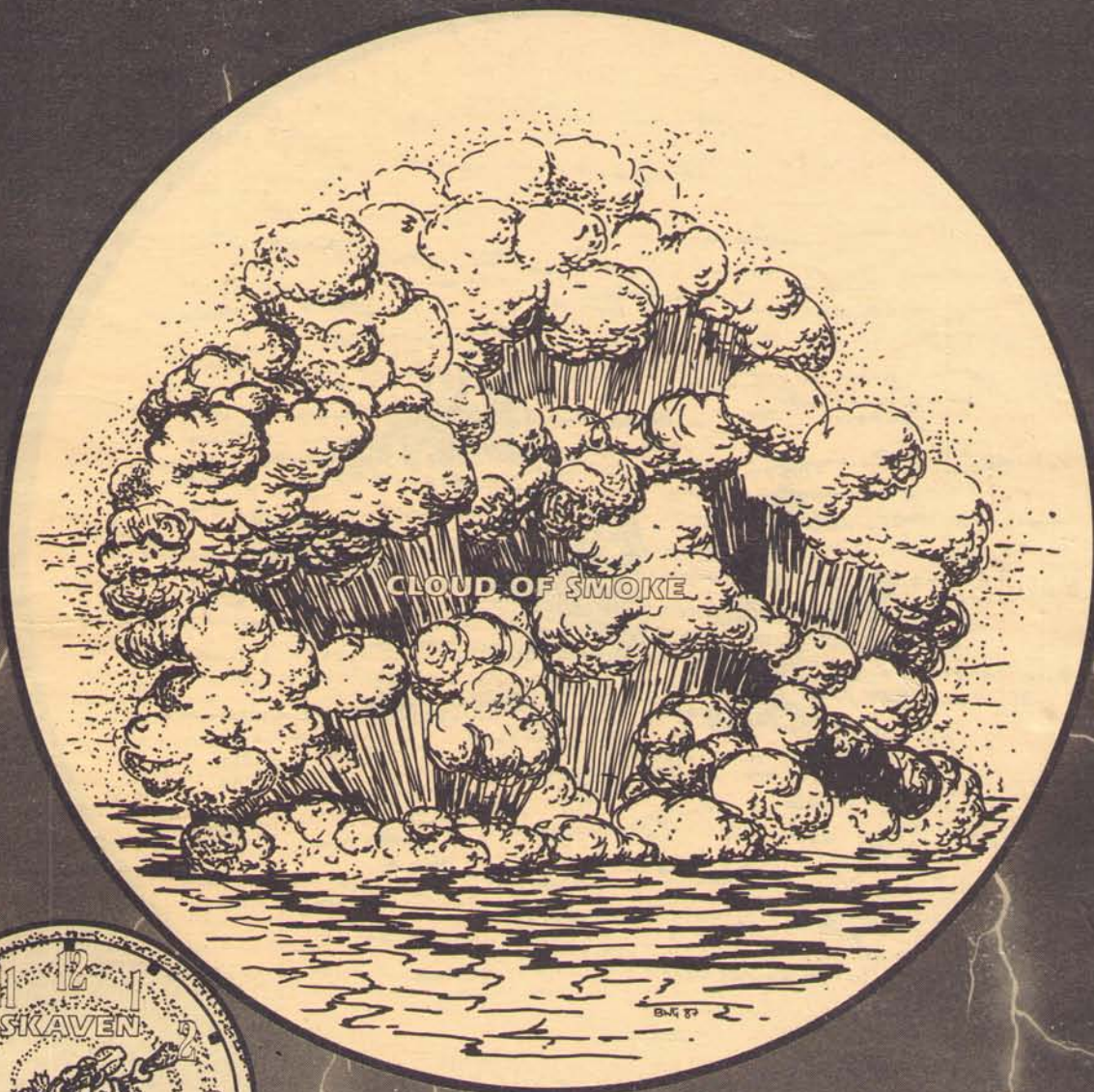


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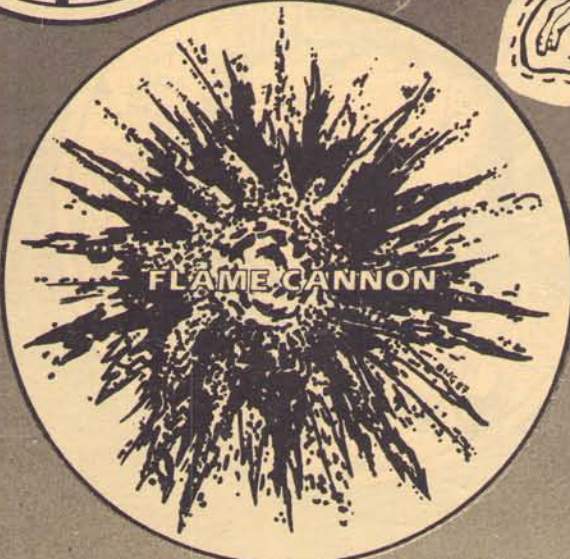


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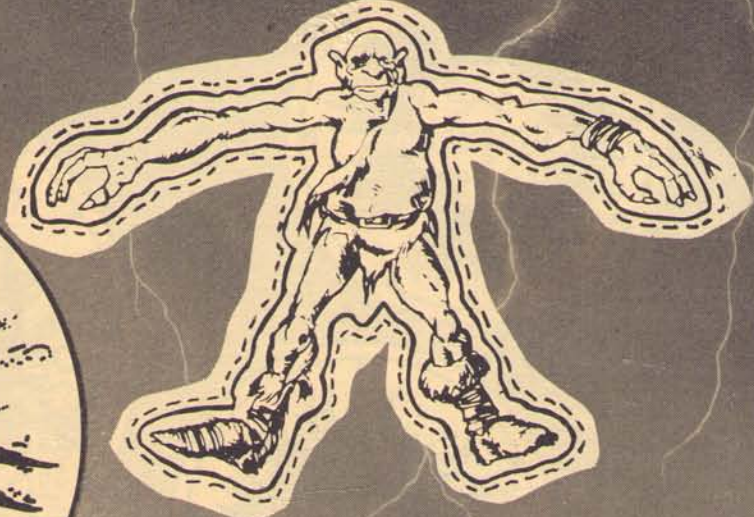




CLOUD OF SMOKE



FLAME CANNON





QUICKSAND



BAZOOKA



WARP FIRE
THROWER



STONE
THROWER



WARHAMMER

FANTASY BATTLE

Cold, dank mists flowed over the discordant blare of horns. Hurriedly and prepared to meet the advancing

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DATA

NUMBER OF PLAYERS: 2 or more
Age: 16 to Adult
Playing Times: 1 or more hours
Cover Art: John Sibbick
 CODE: 001146
 ISBN: 1-872372-04-X