

WARHAMMER WARBANDS

Guidelines for Playing Small-Scale Games of Warhammer, Revised for Seventh Edition, September 2006

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Since their first publication in *White Dwarf* 296-298 in 2004, the guidelines for playing Warhammer Warbands have become popular in clubs, home games, GW Hobby Centers, independent retailers, and elsewhere. Since that time, the members of the U.S. *White Dwarf* staff have played a lot of games of Warbands, and we have also received a slew of feedback from gamers all over the world. Armed with a wealth of information and new ideas as well as the new rules for Warhammer Seventh Edition, we felt that a revision to the Warbands guidelines was warranted. While these Warbands guidelines are not official rules, this document presents the definitive, streamlined Warhammer Warbands Seventh Edition guidelines in a single download for gamers everywhere to enjoy. Waaagh!

WHAT ARE WARBANDS?

Warbands are simply scaled-down Warhammer armies. In essence, Warbands are

the same as standard, tournament-sized armies but are simply in a growing stage. For our purposes, the term Warband describes a Warhammer force in the range of 100 to 500 points. Warbands are not quite large enough to be called armies but are big enough for unit-level gaming (as opposed to gaming on the individual-warrior level, as is the case with games like Warhammer: Skirmish or Mordheim). Players can imagine their Warbands as patrols, reinforcements, special contingents sent off to accomplish specific tasks (e.g., raids, sabotage, assassinations), or simply a small force in the growing stages. When you think about the characteristics of the different armies of the Warhammer world, it's easy to imagine stories for the various types of Warbands: an aspiring Orc Boss and his small mob of recruits, a young High Elf noble out to prove himself with a band of loyal volunteers, or a Captain leading a patrol through the wilds of the Empire.

WARBANDS RULES

The rules for doing battle with Warbands are exactly the same as those for playing standard games of Warhammer. Units fight in formation; ranks, standards, flanks, and so on count toward combat resolution; and only units with the *Skirmish* rule may adopt a skirmish formation.

The only differences, beyond specific scenario rules, are in the minimum sizes for each unit and the selection of your troops and characters. Once Warbands have been assembled per the Warband composition rules, play progresses exactly as it does in a standard game of Warhammer. The following lists explain how to create Warhammer Warbands at the 1- to 199-point level and the 200- to 500-point level in conjunction with the standard Warhammer Army books.



FOR SMALL WAR BAND GAMES (1-199 PTS)

- Warbands must include at least two Core Units
- Warbands may not include more than eight units
- Warbands at this scale may NOT include
 - Special or Rare Units
 - Lord-Level Characters
 - War Machines
 - Chariots
 - Flyers
 - Magic Items of any kind
- Warbands must include one Commander model, which is nominated by the controlling player. This model can be either a Hero-level character worth no more than 75 points (including all equipment, upgrades, abilities, and the like) or a Unit Champion. If a Unit Champion is selected as the Commander, he must remain with his unit at all times. The Commander functions as the Warband's General in all respects. (Vampire Counts and Tomb Kings armies, which normally require a spellcaster of some sort to animate the Undead, need not include such a model in a Warband. Assume that the Undead have been animated by some spellcaster near the battlefield. See *Army-Specific Rules* for more details.)
- Warbands must obey the army list restrictions placed on the maximum number of certain unit types (e.g., Vampire Counts Warbands may include 0-1 Bat Swarm, and Empire Warbands may include 0-1 unit of Huntsmen).

FOR LARGE WAR BAND GAMES (200-500 PTS)

- Warbands must include at least two Core units.
- Warbands may not include more than 10 units.
- Warbands may include up to one Special and up to one Rare choice. However, if the controlling player does not select a Rare choice, he may select an additional Special choice instead.
- Warbands may include 0-2 Hero-level characters, though their combined points cost (including all equipment, upgrades, abilities, and the like) may not exceed 150 points. Warbands may never include Lord-level characters.
- Warbands must include one Commander model (see the rules and restrictions listed in For Small Warband Games). If a Hero-level character is chosen as the Commander, his point cost counts against the 150-point maximum described above.
- Warbands may include 0-1 war machine or Chariot. (Note that this rule applies even when the Army book allows more than one such item per selection. For instance, 1-2 Goblin Wolf Chariots normally count as only 1 Special Unit choice. However, an Orc & Goblin Warband could include only one Goblin Wolf Chariot.)
- Warbands may include one flying unit or creature.
- Warbands must obey the army list restrictions placed on the maximum number of certain unit types as described in *For Small Warband Games*.

FOR SMALL AND LARGE WAR BAND GAMES

WHAT COUNTS AS A CORE SELECTION FOR WAR BANDS? All Warbands must include a minimum of two Core selections. Core units that do not count toward the minimum number of Core units in the regular army list (e.g., Warhounds in a Chaos army or Huntsmen in an Empire army) do not count toward the minimum two Core selections for a Warband. Of course, these units can still be included in a Warband; they simply don't count toward the minimum Core units required.

WHAT COUNTS AS A MAGIC ITEM?

Per the basic Warbands rules, Warbands of 199 points or less cannot take magic items. Exceptions to this rule are magic items that are available to regular troops (i.e., not exclusive to character models) and that are not listed in the magic item list of the Army book (e.g., Wight blades, Chaos armor, tomb blades, and Skaven warp weapons). It is permissible to take models with these items in small Warbands, and the items count as magical per the normal Warhammer rules.

UNIT SIZES AND OPTIONS

The minimum unit sizes in a Warband are smaller than those in a standard Warhammer army to reflect both the small size of the force and the Warband's tactical flexibility. See the Warband Unit Size Table.

However, no Warband regiment may take any unit options, other than weapon and armor upgrades, unless the regiment meets its normal unit minimum listed in the Army book. Thus, only when the unit meets its regular unit minimum listed in the Army book can it take normally available options such as:

- Command models
- Magic standards (only available to units in Warbands of 200+ points)
- Upgrades in status such as those that promote Empire Knights to Knights of the Inner Circle, Orcs to Big'Uns, Chaos Warriors/Knights to Chosen, Chaos units to a Mark of Chaos other than Undivided, Saurus Warriors or Skink Cohorts to a Sacred Spawning, Grave Guard to Drakenhof Guard, and the like.

Exceptions to these restrictions can be found in *Army-Specific Rules*.

Note also that some units have a maximum unit size. Of course, these unit maximums apply to Warbands just as they do to regular Warhammer armies.

WARBAND UNIT SIZE TABLE

Base Size of Models in Unit	Minimum Unit Size (Not Unit Strength)
20 x 20 mm 25 x 25 mm	3 models
25 x 50 mm	2 models
40 x 40 mm or larger	1 model

ARMY-SPECIFIC RULES

BRETONNIANS

Bretonnian Knightly units may take the free upgrade to champion (i.e., Cavalier, Gallant, or Paragon) only if the unit meets its regular unit minimum listed in the Army book.

Bretonnian Warbands need not include two characters, one of whom is the Battle Standard Bearer. Bretonnian Warbands can include 0-2 Hero-level characters like normal Warbands if the controlling player wishes; however, points limitations will prevent one of these Heroes from carrying a Battle Standard. Bretonnian Warbands are NOT allowed one more character than most other Warbands, as are regular, full-sized Bretonnian armies. Thus, the only way to include an Army Standard Bearer in a Bretonnian Warband is to have a Unit Champion act as the Warband commander and to include a Paladin as the Battle Standard Bearer.



Bretonnian warbands are devastating on the charge.

HORDES OF CHAOS AND BEASTS OF CHAOS

Chaos Warbands, like Chaos armies, must be Beast, Mortal, or Daemon Warbands. Each type of Chaos Warband may include troops from the other types (e.g., a Chaos Mortals Warband can include Beasts of Chaos) per the normal rules.

One Spawn of Chaos counts as a single Rare choice. Two Spawn can never be included in a Warband.

Hordes of Chaos Daemon Warbands are possible. However, as there are no Daemon characters in the Hordes of Chaos Army book under 150 points, Hordes of Chaos Daemon Warbands must be led by a Bloodhowler or, if the Warband totals 200+ points, a Mortal Hero equipped with the Chalice of Chaos. As such, Daemon players may find it more practical to use the Daemonic Legions list from the Storm of Chaos campaign sourcebook to create Daemon Warbands.

Units of Horrors less than 5 strong cannot include Flamers; units 5-9 strong can include up to 2 Flamers; units 10 or stronger can include up to 4 Flamers.

Chaos Warbands, except those led by a Daemonic Commander, can include a Dragon Ogre Shaggoth, which will use up both the Special choice and the Rare choice. The Shaggoth cannot be promoted to a Shaggoth Champion.



A Hordes of Chaos warband has many elite and deadly warriors.



A Beasts of Chaos warband uses cunning tactics and great mobility to emerge victorious.



DARK ELVES

Use the updated rules for Dark Elves published in *WD286* (also available at us.games-workshop.com/warbands/darkelves/). Otherwise, there are no army-specific rules that apply to Dark Elf Warbands.

HIGH ELVES

The *Intrigue at Court* rule works a bit differently for High Elf Warbands. If the Warband includes two Heroes, dice off as normal to determine the Commander of the Warband. If the Warband includes a single Hero, he is the Commander. If the Warband includes no Heroes, the controlling player may nominate a Unit Champion to be the Commander, and no *Intrigue at Court* roll is made.

Pure of Heart is not a mandatory Honor for High Elf Warbands but may be selected for a character at the controlling player's discretion.

DOGS OF WAR

Dogs of War Warbands need not include a Paymaster.

Dogs of War Warbands may include a single Regiment of Renown, which counts as a Core, Special, or Rare choice per the normal rules for that Regiment. However, the normal unit minimums and maximums for unit size for Regiments of Renown are never adjusted by the Warbands rules. Thus, for instance, you must take a minimum unit size of 10 for a unit of Ricco's Republican Guard, whereas a normal unit of Pikemen in a Dogs of War Warband has a minimum unit size of 3. Dogs of War Warbands that include a Regiment of Renown that comes with a character or characters may include no other characters in the Warband, and the character who leads the Regiment of Renown will act as the Commander of the Warband.

No other types of Warbands may include Dogs of War units or Regiments of Renown (except where they are mentioned specifically in the army list, such as Long Drong's Slayer Pirates in the Slayer Army of Karak Kadrin or Ruglud's Armored Orcs in Grimgor's 'Ardboyz).



This Druchii warband takes great advantage of Elven speed.



High Elven warbands are highly skilled and have good Leadership.



Dogs of War warbands have a large variety of units at their disposal.

OGRE KINGDOMS

Ogre Warbands must include at least one unit of Bulls.

Per the normal Warbands rules, Ogres have a minimum size of 1, and Gnoblar have a minimum unit size of 3.

Ogre Warbands of 199 points or less must be led by a Unit Champion (though not a Groinbiter or Snarefinger) per the normal Warbands rules. Warbands at this size cannot be led by an Ogre Hero, as all Ogre Heroes' point costs exceed the 75-point Warband maximum.

Ogre Warbands of 200+ points may be led by a Bruiser or a Unit Champion (though not a Groinbiter or Snarefinger) per the normal Warbands rules.

In addition, Ogre Warbands of 200+ points may be led by a Maneater, who may join only units of other Maneaters but otherwise acts like a normal Warband Commander/General.

If a Maneater or Unit Champion acts as the Commander/General, Warbands of 200+ points may include a single Butcher or Hunter. This character may not act as the Warbands Commander, and his total cost (including all equipment, upgrades, abilities, and the like) may not exceed 150 points.

Ogre Warbands of 200+ points may include a single unit of one Leadbelcher OR a Gnoblar Scraplauncher OR a Hunter with Harpoon Launcher. Any one of these choices counts as the one war machine choice the Warband is allowed.

In Warbands campaigns, Ogre Maneaters acting as Commanders may adopt the Archetypes indicated on the Archetype Table. Note that this rule is an exception to the normal practice, whereby only character models can adopt Archetypes. Also, in Warband campaigns, Maneaters acting as Commanders recover from injury as characters.



An Ogre Kingdoms warband uses brute strength and resilience to overcome its lack of numbers.



Orc & Goblin warbands are flexible, characterful, and fierce in combat.

ORCS & GOBLINS

Units of Common Goblins and Night Goblins need be only 10 models strong before they qualify for command models.

Night Goblin units under 10 models strong cannot include Fanatics; units 10-14 models strong can include one Fanatic; units 15-19 models strong can include up to two Fanatics; and units 20+ models strong can include up to three Fanatics.



Tomb King warbands have unique tactics that can be both unexpected and deadly.



TOMB KINGS

Khemrian armies rely on their Generals, their Hierophants, and their Incantations when their forces march to war. Tomb King Warbands, however, are mustered quickly for specific strategic objectives or to respond to small threats, when the full might of a Tomb King army is not required. Thus, when a Warband is animated, different rituals are performed, and the Undead officers are imbued with different powers. As such, both the animating magic and the chain of command of a Tomb King Warband function somewhat differently than those of a full-sized Nehekharan army.

Tomb Kings Warbands cannot take both a General and a Hierophant per the normal Tomb King rules because of Warband points restrictions on Heroes. Tomb King Warbands may be led by a Tomb Prince, an Icon Bearer, a Liche Priest, or a Unit Champion. Regardless of the type of model serving as the Commander of the Warband, the Commander acts as both General and Hierophant. If this model is destroyed, the Undead models in the Warband will begin to crumble per the rules described on p. 21 of the Tomb Kings Army book.

Tomb Princes and Liche Priests who lead Warbands use Incantations per the normal rules.

If, and only if, an Icon Bearer or Unit Champion is acting as the Commander (and thus General and Hierophant) and there is no Tomb Prince or Liche Priest in the Warband, the rules for Incantations work differently. Each Magic Phase, any Undead Tomb King unit with a champion, standard bearer, and musician may cast any one of the four Tomb King Incantations as a bound spell with a power level of D6 – though Smiting, Urgency, and Summoning may be cast only on the unit performing the Incantation. If, at any time, the unit loses its champion, standard, or musician, it may no longer cast Incantations. When selecting your Warband, remember that only those units that meet the normal unit minimums listed in the Army book (e.g., 10 for Skeleton Warriors) may include command models.

Chariot units always count as Special choices in Tomb King Warbands. Tomb King Warbands may take only a single Chariot unit. However, this unit may include 1-5 Chariots. This rule is an exception to the normal Warbands rule that restricts a force to a single war machine or Chariot.

LIZARDMEN

Lizardman Warbands may be selected from the standard army list or the Lizardmen of the Southlands army list.



Lizardman warbands boast exceptional hand-to-hand combatants and are hard to break.



Skaven warbands use weight of numbers and technology to defeat the competition.



Warbands of the Empire are flexible and can fit any combat role.

SKAVEN

Units of Clanrats and Clanrat Slaves need be only 10 models strong before they qualify for command models or a Weapon Team.

The *Mainstay* rule applies to Skaven Warbands. *Mainstay* Clanrat units must be at least 10 strong.

The following choices count as war machines in Warband games and cannot be included in Warbands of 1-199 points: Warfire Throwers, Ratling Guns, and Warp-Lightning Cannons. Only one of these selections can be included in a Skaven Warband of 200+ points as its single war machine choice.



Warbands of the Vampire Counts use Fear and nasty characters to win battles.

EMPIRE

Detachments must still meet minimum Warband unit size requirements. Thus, the minimum unit size for a detachment is three, and only units six or stronger may take a detachment.

VAMPIRE COUNTS

Vampire Counts Warbands need not include a Wizard (i.e., a model with the entry "Magic" in its army list box). Vampire Warbands thus may be led by a Vampire Thrall, Wight Lord, Wraith, or Unit Champion as well as a Hero-level Necromancer. Assume that whichever Wizard animated the Undead is nearby and has dispatched a small Warband to do his bidding. However, the destruction of whichever model acts as the Commander of the Warband will initiate the slow collapse of the Undead units in the Warband per the rules described on p. 25 of the Vampire Counts Army book.



Wood Elf warbands have excellent archers and use deadly hit-and-run tactics.

WOOD ELVES

The *Woodland Ambush* rule does not apply to Warbands games.

Nobles who are members of Wardancer or Alter Kindreds as well as Bladesingers cannot act as Warband Commanders.

Wild Riders of Kurnous may take the free upgrade to Musician only if the unit meets its regular unit minimum listed in the Army book.



DWARFS

Dragon Slayers and Giant Slayers may NOT act as Commanders of Dwarf Warbands.

Dwarfen warbands are made up of resilient and skillful warriors.



ARMY-SPECIFIC RULES FOR OTHER WARHAMMER ARMIES

Archaon's Horde. As a Hellcannon counts as two Rare choices, it may never be taken in a Warband. Chosen Warriors and Knights of Chaos count as Special choices in an Archaon's Horde Warband. Thus, these units do not have to meet the normal army list minimums for unit size, unlike Chosen units in a Hordes of Chaos Warband, which must meet the normal army list minimums for unit size to take the upgrade to Chosen status. Do not play the Halting the Tide scenario with Warbands. One Spawn of Chaos counts as a single Rare choice. Two Spawn can never be included in a Warband.

Army of Middenland. Detachments must still meet minimum Warband unit size requirements. Thus, the minimum unit size for a detachment is three, and only units six or stronger may take a detachment.

Army of Sylvania. Sylvanian Warbands may be led by a Von Carstein Vampire Thrall, Wight Lord, Wraith, or Unit Champion. The destruction of whichever model acts as the Commander of the Warband will initiate the slow collapse of the Undead units in the Warband per the rules described on p. 25 of the Vampire Counts Army book. Sylvanian Warbands of any size place two Grave Markers on the battlefield. One Grave Marker must be placed on the Sylvanian half of the table.

Bubonic Court of Nurglitch. Bubonic Court Warbands cannot and are not required to include Nurglitch.

Chaos Dwarfs. No special rules apply. Remember that Hobgoblins do not count toward the minimum number of Core units the Warband must include.

Cult of Slaanesh. The Commander of the Warband must be either a Sorceress with the Mark of Slaanesh or a Unit Champion whose unit has the Mark of Slaanesh. One Spawn of Chaos counts as a single Rare choice. Two Spawn can never be included in a Warband. Cult of Slaanesh Warbands may not include Knights of Chaos.

Daemonic Legions. Daemonic Heralds and Daemonic Unit Champions may act as Warband Commanders. Units of Horrors in a Daemonic Legion Warband cannot be accompanied by Flamers. Flamers are organized into units of their own.

Errantry War. Errantry War Warbands must include at least two units of Knights Errant. Units of Knights Errant need not take a standard bearer per the *Errantry Fervor* special rule; however, any unit of Knights Errant with five or more models may take a standard bearer, who, if and only if the Warband is 200 points or larger, must always carry the free Errantry Banner.

Grimgor's 'Ardboyz. A Grimgor's 'Ardboyz Warband may be led by a Black Orc Big Boss, Orc Big Boss, or Unit Champion. A mounted Black Orc Big Boss counts as two Hero choices. Thus, a mounted Black Orc Big Boss can lead only Warbands of 200+ points. Also, if a mounted Black Orc Big Boss leads the Warband, he will be the only Hero in the Warband. If an Orc Big Boss leads the Warband, the army may include an Orc Shaman. The Warband cannot include a Shaman under any other circumstances. This is an exception to the normal rules for Shamans in an 'Ardboyz army. Any number of units of Orc Boyz or Orc Boar Boyz can be upgraded to Big'Uns, provided that these units meet the normal army list minimums for unit size. Grimgor's 'Ardboyz Warbands cannot include Effigies of Gork. If Ruglud's Armored Orcs are included in the Warband, Ruglud will be the Warband Commander, and he and Maggot are the only characters the Warband may include.

High Elf Sea Patrol. High Elf Sea Patrol Warbands of 199 points or fewer need not and cannot include any units of Lothorn Sea Rangers. Warbands of 200 points or more must take one and may take two if no Rare choices are selected.

Red Host of Tehenhauin. Rest Host Warbands cannot and are not required to include Tehenhauin. The Warband may include a maximum of two Heroes, even if all Heroes are Skink Chiefs.

Skaven Clan Eshin. A Clan Eshin Warband may be led by a Chieftain, an Eshin Sorcerer, or a Unit Champion – never an Assassin. The *Mainstay* rule applies to Clan Eshin Warbands. *Mainstay* Night Runner units must be at least five models strong. The Clan Eshin special rule that gives the army +100 Victory Points for each enemy character killed does not apply to Warband games. Units of Clanrats and Clanrat Slaves need be only 10 models strong before they qualify for command models or a Weapon Team. The following choices count as war machines in Warband games and cannot be included in Warbands of 1-199 points: Warpfire Throwers and Ratling Guns. Only one of these selections can be included in a Clan Eshin Warband of 200+ points as its single war machine choice.

Slayer Army of Karak Kadrin. A Dragon Slayer or Unit Champion must be nominated the Warband's Commander. If Long Drong's Slayer Pirates are included in the Warband, Long Drong will be the Warband Commander, and he is the only character the Warband may include. Similarly, if Malakai Makaiisson's Goblin Hewer is included in the Warband, Malakai will be the Warband Commander, and he is the only character the Warband may include.



WARBAND SCENARIO – A LITTLE WAR

OVERVIEW

Unless otherwise stated by campaign or escalation league rules or other special circumstances, Warbands games are played per the terms of the Little War scenario.

ARMIES

The Little War scenario should be played between two forces of equal size, arranged per the Warbands composition guidelines described above.

In league and campaign play, it is possible that two Warbands of different sizes could do battle. This is acceptable, but players should note the footnote to the Victory Points table in this case.

BATTLEFIELD

This battle takes place on a 4' x 4' playing area. Lay out the terrain in any mutually agreeable manner.

After terrain is set, arbitrarily number each side of the table as side 1, 2, 3, or 4. Roll a D6. On a result of 1, side 1 is north; on a 2, side 2 is north, on a 3, side 3 is north; on a 4, side 4 is north. Reroll results of 5 and 6.

DEPLOYMENT

Roll a D6. On a 1, use Map A. On a 2 or 3, use Map B. On a 4 or 5, use Map C. On a 6, use Map D.

Both players dice off. The higher-scoring player may choose to be Player A or Player B, takes the corresponding Deployment Zone (or Zones), and deploys the first unit.

Taking it in turns, each player deploys one unit at a time in his Deployment Zone. (If you are using Map D, each of Player A's Deployment Zones must contain at minimum a third of Player A's units.)

Unit Champions are always deployed with their units. Character models may be deployed with a unit if they will start the game associated with that unit or may be deployed on their own as a unit of one.

Scouts and other units with special deployment rules may be deployed per those rules.

WHO GOES FIRST?

Both players roll a D6. The player who rolls highest may choose to go first or second.

LENGTH OF GAME

The game lasts 6 turns.

SPECIAL RULES

Unknown Objectives. Battle has been joined, as the Warbands are bitter enemies. However, each Commander can only guess at his opponent's tactical objective. Before deployment, each player should privately roll a D6, consult the Unknown Objectives Table to determine his objective for the game, and secretly write down which goal his Warbands must fulfill. At the end of the 6th turn, the *Unknown Objectives* are revealed, and a winner will be determined!

VICTORY CONDITIONS

Per the rules described in the Warhammer rulebook, calculate VPs for enemy units and models that have been destroyed, are fleeing, have fled off the table, or have been reduced below half strength. (Note that no VPs are scored for table quarters, slain Commanders, or captured unit or battle standards, unless one of these is an *Unknown Objective*.) In addition, a Warband that achieved its *Unknown Objective* in battle may claim a bonus number of VPs equal to 20% of the enemy Warband's starting points value. Use the Victory Conditions Table to determine the victor (D = Draw, V = Victory, M = Massacre).

VICTORY CONDITIONS TABLE*

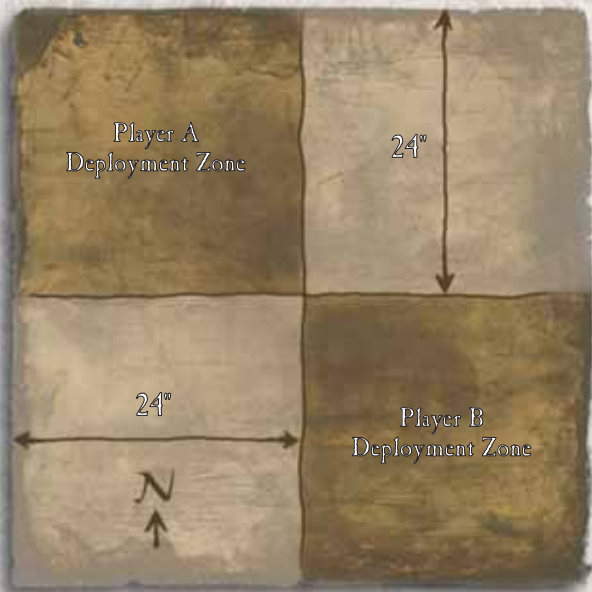
Difference in Victory Points	Size of Battle (Points)				
	1-99	100-199	200-299	300-399	400+
0-24	D	D	D	D	D
25-49	V	V	D	D	D
50-75	V	V	V	V	D
50-99	M	V	V	V	V
100-149	M	M	V	V	V
150-199	M	M	M	V	V
200+	M	M	M	M	M

*In Warband games in which the sizes of the two Warbands aren't equal, use the column corresponding to the size of the Warband that accrued the greater number of Victory Points.



UNKNOWN OBJECTIVES TABLE

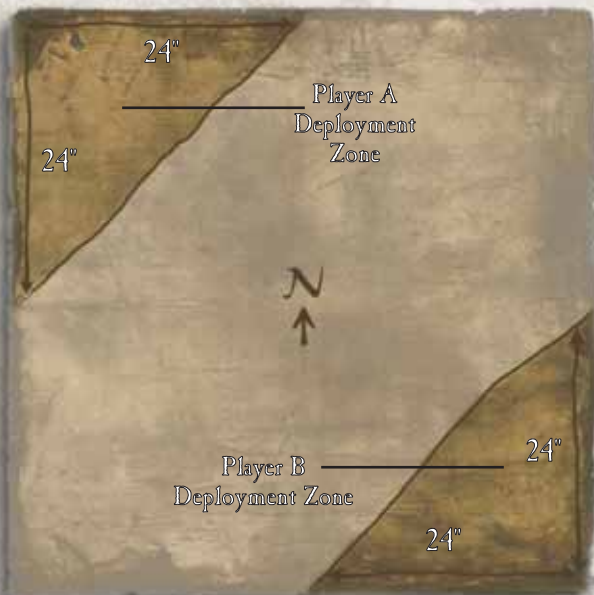
D6 Result	Objective
1	Assassinate. Your Warband must slay the enemy Commander (or cause him to flee off the table or be fleeing) by game's end.
2	Invade. At least one-third of the starting Unit Strength of your Warband must end the game in your opponent's Deployment Zone (or Zones). Fleeing models don't count toward this total.
3	Capture the Colors. Your Warband must capture at least one standard from the enemy and control it at the end of the game. If, after deployment, you discover that your opponent has no standard, you must announce your original <i>Unknown Objective</i> and then secretly choose a replacement (choose – don't roll) and write it down.
4	Annihilate. Your Warband must destroy the enemy by reducing the enemy Warband to 50% of its starting Unit Strength by the end of the battle. Units or models that are fleeing at the end of the game or that have fled off the board count as destroyed.
5	Hold Territory. Your Warband must attempt to control the battlefield. At the end of the game, divide the table into four quarters. You must control more table quarters than the enemy. To control a table quarter, you must have a unit at minimum starting size in the quarter. Fleeing units don't count. Independent character models cannot control table quarters.
6	Choose. Inform your opponent that you may choose your <i>Unknown Objective</i> . Secretly choose any objective from those listed above for your Warband and only reveal it at game's end.



MAP A



MAP B



MAP C



MAP D

WARBAND ESCALATION LEAGUES



Participating in an escalation league is a fun way to get in a lot of games of Warhammer and can encourage you, your friends, and your fellow club members to assemble and paint a few new miniatures or possibly start a new army. Players begin an escalation league with a small Warband of 200 points. As the participants play games over the course of the league, their Warbands will slowly increase in size. By the end of the month-long escalation league, each player will have a good sense of the effective tactics for his new Warband, probably a few ideas about how he wants to expand his Warband into a full-fledged Warhammer army, and most importantly, at least 500 points worth of painted models!

ESCALATION LEAGUE WARBAND POINT-SIZE TABLE

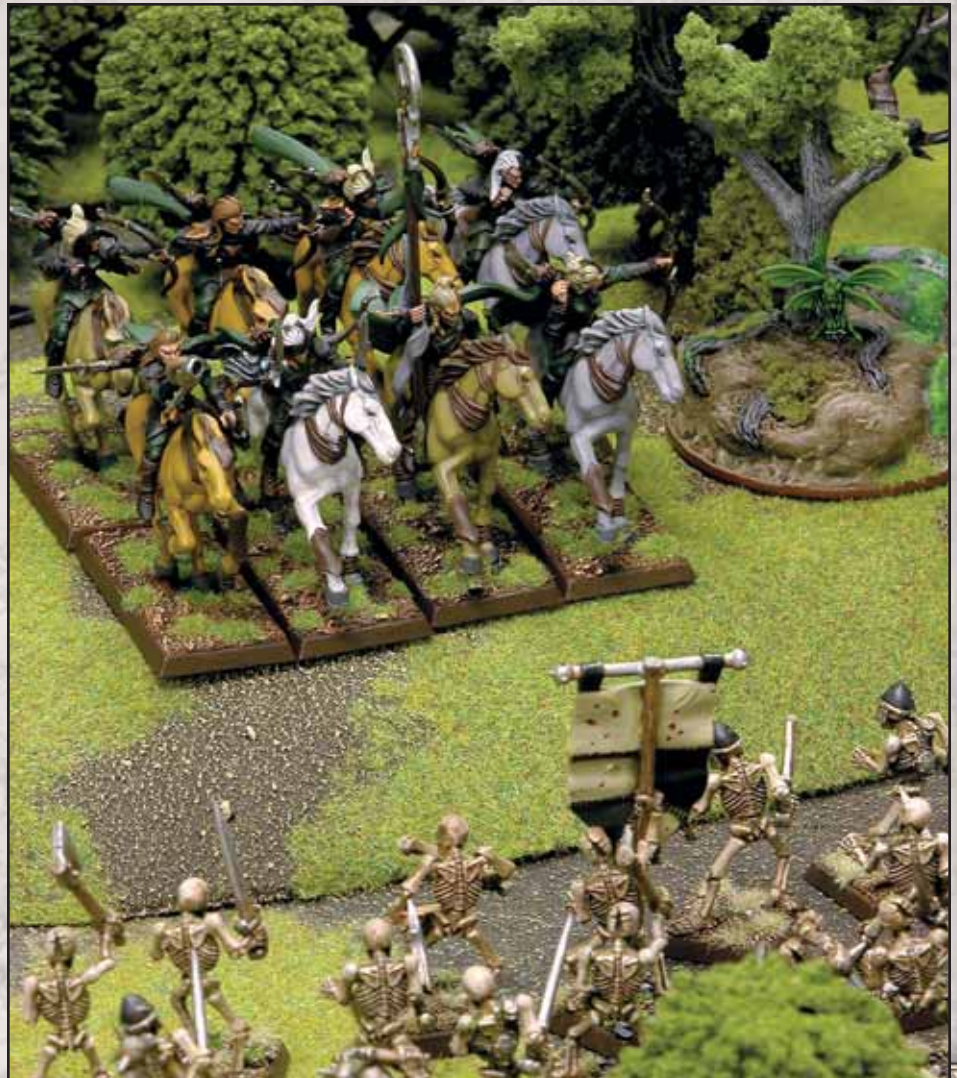
Week	Starting Warband Size	Maximum Warband Size	Points Added for a Massacre	Points Added for a Victory	Points Added for a Draw	Points Added for a Loss
1	200	225	10	5	0	0
2	300	350	15	10	5	0
3	400	450	20	15	10	5
4	500	570	25	20	15	10

ESCALATION LEAGUE STRUCTURE.

Each player begins by creating a 200-point Warband according to the guidelines listed above. Any two league players can get together to play a game of Warhammer Warbands, though players should not play the same person more than twice in a row. It is up to the players to organize games for themselves, but league organizers can certainly set up “Bring and Battle” nights to facilitate league play. There is no formal schedule of games, however. Players use the Little War scenario for each regular league game.

The base size of each Warband – or starting Warband size – increases each week. In addition, each time a participant plays a game, he adds to his Warband a number of points, determined by whether he massacred his opponent, scored a victory, tied, or lost (see table below). Warbands are restricted to a maximum size, regardless of the number of games played. For instance, in the middle of Week 3, Ross’s Warband has won two victories and lost once; thus, his Warband size is 435 points [i.e., starting Warband size of 400 + (bonus of 15 each for two victories) + (bonus of 5 for the loss) = 435]. If Ross played more games, his Warband would continue to increase in size but could never exceed 450 points, the maximum Warband size for week 3.

Unlike the more complicated Warband Campaigns, Escalation Leagues are relatively simple, and players do not have to keep track of casualties, experience, or other such matters.



Each week, players start anew at the starting Warband size given for that week. Thus, regardless of the number of games played or the number of massacres, victories, draws, and losses a player scored in the previous week(s), he will always begin each week of the escalation league at the starting Warband size listed on the table.

Players may change their army lists from game to game to reflect both the increased size of their Warbands as well as whichever models and tactics they prefer to use against a particular opponent and/or Warbands type.

Participants should keep track of the number massacres, victories, draws, and losses as well as the number of "league points" they have earned. Players earn 6 league points for massacring an opponent, 4 for a victory, 2 for a draw, and 1 for a loss (whether the loss was a result of a massacre or a victory). League points accrue over the course of the entire escalation league and are not reset at the beginning of each week as is the starting Warband size. Players may want to post a scoreboard like the one shown below, which represents an escalation league in progress somewhere in the middle of week 3.

At the end of the 4-week period, the two players with the highest number of league points play a championship match per the terms of the Little War scenario to determine the overall champion of the Escalation League. Of course, if multiple players are tied for first or second place, semi-final matches may become necessary.



ESCALATION LEAGUE SCORECARD

Player	Warband Name	Warband Type	Warband Size	Number of Massacres (6 pts each)	Number of Victories (4 pts each)	Number of Draws (2 pts each)	Number of Losses (1 pt each)	Total No. of League Points
Steve	Toran's Bones	Vampire Counts	420	1	5	3	6	38
Drew	Dreylas Host	Wood Elves	450	2	4	2	4	36
Ross	The Sea Lizards	Lizardmen	435	1	3	1	5	25
Jeremy	Karak Azul Scouts	Dwarfs	410	0	1	3	1	11
John	The Gore Hooves	Chaos	400	1	2	3	4	24



WARBANDS CAMPAIGNS



Any of the 250 starting points that are not spent on troops are converted into Experience Points on a 1-for-1 basis (e.g., a player whose Warband costs 243 points would begin the game with 7 Experience Points). Experience Points can be spent later in the campaign to buy more troops and abilities for your Warband.

As part of the appeal of playing in a campaign is the sense of an ongoing story, players are encouraged to name their Warbands, characters, and units to provide a little local color for the campaign.

CAMPAIGN MANAGEMENT

As in escalation leagues, there are no formal schedules of games in Warband campaigns. Any two players can get together at any time to play a campaign game. However, players cannot play each other more than twice in a row. All campaign games are played with the Little War scenario.

After each campaign game, players should, while still in one another's presence, make rolls for Recovery, calculate and spend the Experience Points they earned in the battle, and update their Warband rosters and Warband Rating. All of these processes are described in detail below.

If the campaign participants so desire, they can choose to set their campaign in a particular place and time in the history of the Warhammer world, such as the eastern fringe of the Empire during the Invasion of Mannfred von Carstein or the Tilean city of Miragliano during a Skaven invasion. Such a setting can add a lot of local color and flavor to the campaign and may influence the types of terrain used in the battles. Ultimately, however, the choice of setting will have no effect on the rules and structure of the Warbands campaign.

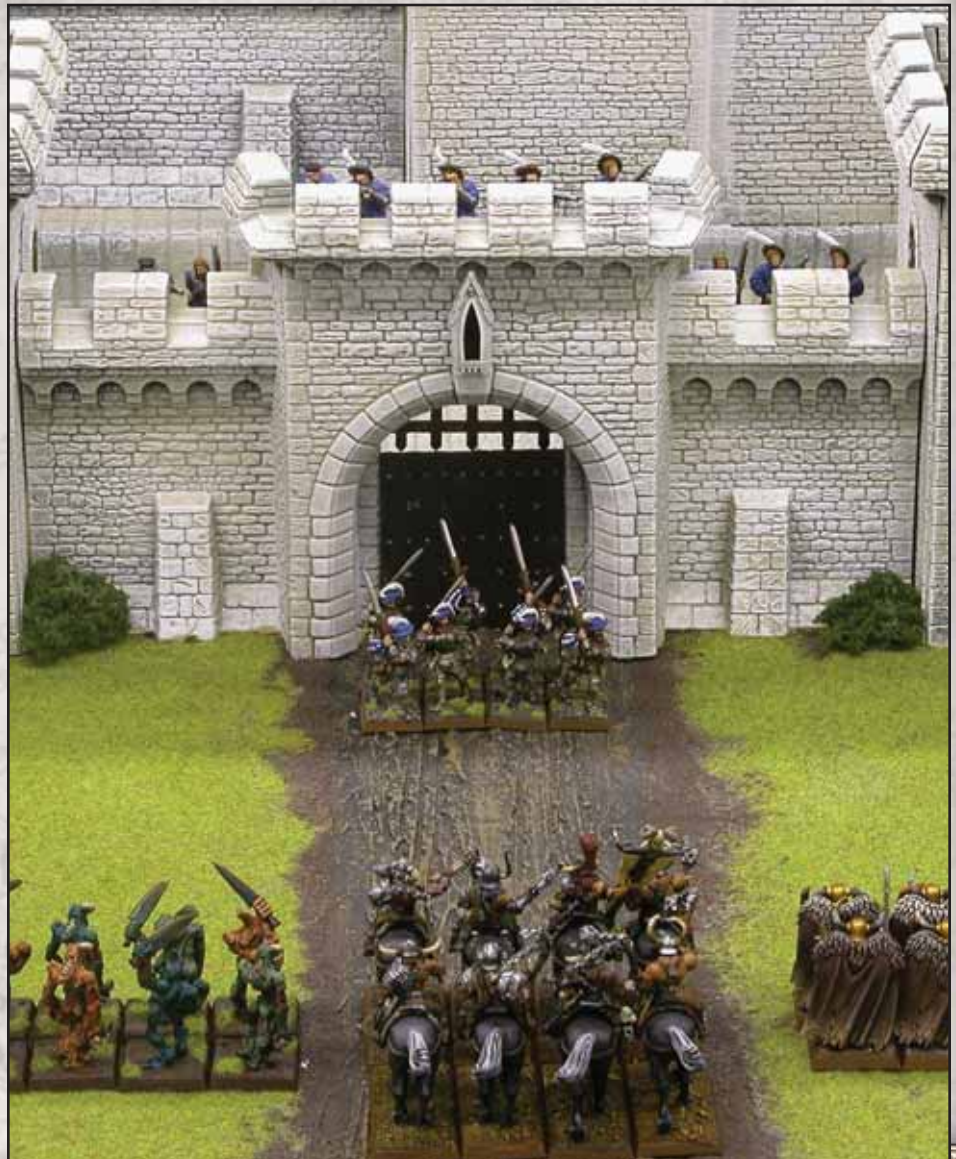
Warband campaigns share a few things in common with the escalation leagues described above. In both escalation leagues and Warband campaigns, the same group of players play a series of linked games in a quest for overall victory. However, in an escalation league, players can completely rewrite their Warband rosters from battle to battle, whereas in a Warbands campaign, players must play every battle with mostly the same troops, characters, and equipment. Players must keep track of injuries, experience, and recruitment and must also manage their Warbands' resources such that casualties are replaced, the Warband grows, and the troops gain in ability in such a way that the Warband remains an effective fighting force.

The appeal of this type of campaign for most players is seeing a small Warband grow, evolve, and hopefully become more effective. Gamers who have played Mordheim or a Games-Mastered campaign similar to the type described in *The General's Compendium* will be familiar with this style of campaign.

STARTING CAMPAIGN WARBANDS

Each player begins the campaign by creating a Warband of up to 250 points per the guidelines described above. Though the Warband will evolve, expand, and lose casualties as it fights battles, this starting Warband will form the basis of the player's fighting force for the duration of the campaign.

Players who include character models in their campaign Warbands must also select an Archetype for each (see *Character Archetypes and Advancement*). Players must select an Archetype as the character is added to the Warband, and this Archetype cannot change as long as the character is alive and part of the Warband. Archetypes give characters a few special skills and abilities that are unique to Warbands campaigns and add an interesting angle to campaign games.



EARNING EXPERIENCE POINTS

After each game, players' forces earn Experience Points depending on how the Warbands performed. Consult the Experience Point Table to determine how many Experience Points a Warband earns after a game.

EXPERIENCE POINT TABLE

Battle Result	Base Experience Earned
Massacred Opponent	100
Won a Victory	75
Played to a Draw	50
Lost	25

UNDERDOG BONUS

In addition, weaker Warbands are entitled to an Underdog Bonus each time they fight a battle against a stronger Warband. Before each game begins, players should compare their Warband Ratings (WBR, see below). The Warband with the lower WBR is entitled to a number of bonus Experience Points equal to a quarter of the difference between the players' WBRs (round down). Thus, if a Dwarf Warband had a WBR of 625 and High Elf warband had a WBR of 505, regardless of who won or lost, the Elves with their lower WBR would be entitled to an Underdog Bonus of 30 Experience Points [i.e., $(\text{WBR of } 625) - (\text{WBR of } 505) = 120$, and $120 \div 4 =$ an Underdog Bonus of 30 Experience Points].



SPENDING EXPERIENCE

Experience can be spent in the following ways.

- To purchase new troops or replace casualties (1 Experience Point = 1 point to be spent on new recruits)
- To purchase new equipment, magic items, or abilities for existing models in your Warband (1 Experience Point = 1 point to be spent on new equipment, magic items, and abilities)
- To upgrade a regiment to Veteran Status:
 - Spending 10 Experience Points upgrades a unit to +1 Veteran Status.
 - Spending 10 additional Experience Points upgrades a unit from +1 Veteran Status to +2 Veteran Status.
 - Spending 10 additional Experience Points upgrades a unit from +2 Veteran Status to +3 Veteran Status.
- To make a roll on the appropriate Archetype Advancement Table for one of the character models in the Warband (25 Experience Points = 1 roll on a table)
- To reroll a result on the Character Injury Table (25 Experience Points = 1 reroll; the second roll stands regardless of the result)

Experience Points need not be spent immediately after the game in which they are earned and can be saved for future use. For instance, it is a wise player who keeps at least 25 Experience Points in the "bank" to allow for a reroll on the Character Injury Table should one of his valued character models kick the bucket or suffer a debilitating injury.

Note that players may spend Experience Points to include "one use" items like Dispel Scrolls. However, once used, these items (along with their points cost) must be deleted from the Warband roster and are not automatically replaced for the next game. "One use" troop types, like Night Goblin Fanatics, may also be purchased, but regardless of the status of these models at game's end, they must make a roll for Recovery.

After spending Experience Points, players should make a note of how many Experience Points they have left (if any).





WARBAND RATINGS

Each Warband in the campaign has a Warband Rating or WBR, a measure of the Warband's size and experience, which will (likely) change after each game. Calculate your WBR by adding up the total point cost of all the models currently in your Warband and add to this sum any of the modifiers listed in the Warband Rating Modifier Table.

Thus, a Warband with 395 points worth of models, two units with +2 Veteran Status, and a single character model with two Archetype Abilities beyond his Starting Ability would have a WBR of 485 [i.e., 395 (for the point cost of all the models in the Warband) + 20 (for a unit with +2 Veteran Status) + 20 (for a second unit with +2 Veteran Status) + 25 (for the first Archetype Ability beyond the Starting Ability) + 25 (for the second Archetype Ability beyond the Starting Ability) = WBR of 485].

Players should recalculate their WBRs after each game (i.e., each time they make Recovery/Injury rolls and calculate/spend Experience Points).

WARBAND RATING MODIFIER TABLE

WBR Modifiers	Increase in WBR Value
Each unit with +1 Veteran Status	+10
Each unit with +2 Veteran Status	+20
Each unit with +3 Veteran Status	+30
Each Archetype Ability beyond the Starting Ability	+25

WARBAND SIZE VS. WARBAND RATING

In a Warbands campaign, no Warband may ever be larger than 500 points in size. However, there is no maximum limit on a Warband's WBR. Thus, two Warbands may be of equal size, say, the maximum of 500 points each. However, those equally sized Warbands could have vastly different WBRs. One 500-point Warband could have a WBR as low as 525 or lower, whereas another 500-point Warband could have a WBR of 765 or higher.

VETERAN STATUS

Warband units that survive battles have the potential to learn from their experience and improve. Any unit that survives a battle with more than 50% of its starting numbers is eligible to be upgraded to Veteran Status. If the controlling player spends 10 Experience Points, he can upgrade eligible units to +1 Veteran Status. If a +1 Veteran unit survives a subsequent battle with more than 50% of its starting numbers, it is eligible to be upgraded to +2 Veteran Status for an additional 10 Experience Points. Similarly, if a +2 Veteran unit survives a subsequent battle with more than 50% of its starting numbers, it is eligible to be upgraded to +3 Veteran Status (the highest level of Veteran Status) for an additional 10 Experience Points.

For each level of Veteran Status, the unit may, once per game, reroll a single die rolled to hit, to wound, to pass a Leadership Test, or to make an armor save. Thus, a unit of Chaos Warriors with +3 Veteran Status could reroll three single dice (e.g., a failed roll to wound, a failed armor save, and one of the two dice rolled on a failed Break Test).

Players with Veteran units may expand their units' sizes by simply spending Experience Points to purchase additional recruits for the Veteran units. These new additions to Veteran units cost no extra points (i.e., they cost no

more than the points value listed in the Army book).

If, in any game, a unit with Veteran Status loses 50% or more of the number of models with which it began the battle, the unit instantly loses its Veteran Status. The points the unit's Veteran Status added to the Warband's WBR are immediately deducted from the WBR. Note that the rate of survival for units with Veteran Status is always determined AFTER rolling for Recovery. Thus, a unit could be completely wiped out on the battlefield, but as long as more than 50% of the models Recover, the unit is still eligible for Veteran Status. A unit learns as much from bitter defeat as it does from glorious victory.

CHARACTER ARCHETYPES AND ADVANCEMENT

When a character model is added to a Warband, either when the Warband is first created or over the course of campaign play, the controlling player must select an Archetype for that character to represent his personality and style of leadership. A character's Archetype entitles him to one special Starting Ability and determines a possible course of advancement for that character as he gains experience and wisdom. Consult the Archetype Table to see which Archetypes are available for your Warband of choice. A character's Archetype can never change over the course of the campaign. A Warband can have two different characters with two different Archetypes, however.

Keep track of the number of battles your character model fights. Each time a character survives three or more battles (as with units, survival is determined after any required Injury rolls), he is eligible to roll for a new Archetype Ability. The controlling player may spend 25 Experience Points, which entitles him to roll once on the appropriate Archetype Advancement Table. Archetype Abilities can never be lost unless the character dies or suffers from amnesia (see the Character Injury Table). When a character gains a new Archetype Ability, he must survive three or more games subsequently before he is eligible for another roll on the Archetype Advancement Table. A character may never have more than six Abilities (i.e., five Archetype Abilities plus the Starting Ability).

Characters with more than one Archetype Ability or with Archetype Abilities and other abilities and bonuses gained from special rules, magic items, other skills, or in any other way can use both at the same time or in the same turn. For instance, a Magician character could use his Counter Magic and Nullifier Archetype Abilities in the same turn. However, Archetype Abilities never "stack." Similarly, Archetype Abilities and other abilities and bonuses never stack. In other words, an Archetype Ability that allows a reroll under certain circumstances, coupled another special rule or ability that allows a reroll under those same circumstances, does

not allow two rerolls. Similarly, if a character model like an Aspiring Champion of Khorne is affected by *Frenzy* normally, an Archetype Ability, such as Berserker Rage, that causes *Frenzy* will have no additional effect. As another example, if a character or the unit he is with has a magic item that adds inches to its charge distance, the controlling player could not add the charge bonus gained from the Furious Charge Archetype Ability to increase the charge distance even further; that player would have to pick either the magic item's effects or the effects of Furious Charge when determining his charge distance.

Note that some of the Archetype Abilities

affect a character's or unit's Psychology or ability to pass Leadership Tests. Characters that are *Immune to Psychology* or that would otherwise be unaffected by such Abilities (i.e., characters for whom such an Ability would be useless) may reroll the skill in question. Note, however, that characters can never change their Starting Ability, even if the Starting Ability is useless to the character or Warband in question.

Note also that many Abilities, such as the Barbarian Ability Lay of the Land, allow the controlling player to set some of the terms of the scenario that will be played. If both players have characters with the

same Ability (or two different Abilities with the same effect), the Abilities cancel each other out. For instance, if both players had characters with the Lay of the Land Archetype Ability, terrain would be set up in any mutually agreeable manner as normal, rather than one player setting up the terrain as he likes.

Below are descriptions of the character Archetypes along with Archetype Advancement Tables for each. Unless noted otherwise, Archetype Abilities function only when the character is on the tabletop, that is, Archetype Abilities have no effect after the character has been removed from the table as a casualty or for any other reason.

ARCHETYPE TABLE

Warband Type	Barbarian	Intellectual	Intimidator	Magician	Noble	Psychopath	Trickster	Veteran
Beasts of Chaos	⌘		⌘	⌘		⌘	⌘	⌘
Brettonnia		⌘		⌘	⌘			⌘
Chaos Dwarfs	⌘		⌘	⌘		⌘	⌘	
Dark Elves		⌘	⌘	⌘		⌘	⌘	
Dogs of War	⌘	⌘		⌘			⌘	⌘
Dwarfs	⌘	⌘			⌘			⌘
Empire	⌘	⌘		⌘	⌘		⌘	⌘
High Elves		⌘		⌘	⌘		⌘	⌘
Hordes of Chaos	⌘		⌘	⌘		⌘		⌘
Lizardmen		⌘		⌘			⌘	⌘
Ogre Kingdoms	⌘		⌘	⌘		⌘		⌘
Orcs & Goblins	⌘		⌘	⌘		⌘		⌘
Skaven	⌘		⌘	⌘		⌘	⌘	
Tomb Kings	⌘	⌘			⌘		⌘	
Vampire Counts	⌘	⌘		⌘	⌘			
Wood Elves		⌘		⌘	⌘		⌘	⌘
Archaon's Horde	⌘		⌘	⌘		⌘		⌘
Army of Middenland	⌘	⌘		⌘	⌘		⌘	⌘
Army of Sylvania	⌘	⌘		⌘	⌘			
Cult of Slaanesh		⌘	⌘	⌘		⌘	⌘	
Daemonic Legions	⌘	⌘		⌘			⌘	
Errantry War	⌘	⌘		⌘	⌘			
Grimgor's 'Ardboyz	⌘		⌘	⌘		⌘		⌘
High Elf Sea Patrol		⌘		⌘	⌘		⌘	⌘
Skaven Clan Eshin	⌘	⌘	⌘	⌘		⌘	⌘	
Slayer Army of Karak Kadrin	⌘	⌘			⌘	⌘		
Bubonic Court of Nurglitch			⌘	⌘		⌘	⌘	
Red Host of Tehenhain		⌘		⌘			⌘	⌘

CHARACTER ARCHETYPES

INTELLECTUAL

Intellectual characters are not necessarily bookish, ascetic, scholarly types – rather, they are students of the art of battle and see battlefields as giant chessboards on which to practice their strategies and tactics.

STARTING ABILITY

Advantage of Ground. A player controlling a Warband with an Intellectual character in it may choose whether to be Player A or Player B in the Little War scenario.



An Empire Intellectual

D6 Roll	Intellectual Ability
1	Speedy Deployment. After deployment but before the game begins, one friendly unit or model within 12" of the character with this Archetype Ability may make a bonus move up to 2D6".
2	Flankers. One unit in the Warband of no greater than Unit Strength 10 may be nominated as a flanking unit. The flanking unit will enter the board from any spot on any table edge (controlling player's discretion) on a D6 roll of 6 on Turn 2, of 5+ on Turn 3, of 4+ on Turn 4, of 3+ on Turn 5, and of 2+ on Turn 6. If the flankers do not show up at all, they have lost their way and must make a Recovery roll as though they had been removed as casualties.
3	Perceptive. Once per game, the controlling player may declare that this character is employing his exceptional powers of perception and tactical assessment. The controlling player's opponent must reveal all "secrets" and hidden items and troops (e.g., magic items, Night Goblin Fanatics, Assassins) within 18" of the character with this Archetype Ability.
4	Military Intelligence. The opponent must reveal his <i>Unknown Objective</i> to a player who controls a Warband that includes a character with this Archetype Ability.
5	Dictate Terms. A player who controls a Warband that includes a character with this Archetype Ability can choose whether to use Map A, B, C, or D in the Ongoing Little War scenario and may choose to be Player A or Player B.
6	Choose. The player may choose one of the Abilities listed above.

VETERAN

Veteran characters have seen many battles over the span of decades, and it is very difficult to shake their nerves. While age and mileage may have dulled their once-perfect fighting skills, they will eat their guts and ask for seconds before fleeing the battlefield.

STARTING ABILITY

Iron Nerves. The character and any unit he leads automatically pass the first *Panic* test they are called upon to make.



A Dwarf Veteran

D6 Roll	Veteran Ability
1	Commander's Discretion. A player who controls a Warband that includes a character with this Archetype Ability can always choose his <i>Unknown Objective</i> in the Little War scenario.
2	Fearless. The character and any unit he leads automatically pass the first <i>Fear</i> or <i>Terror</i> test they are called upon to make.
3	Disciplined. The character and any unit he leads may reroll failed Leadership Tests to restrain pursuit.
4	Strong Blows. Once per game, the character and any unit he leads may reroll all their to wound rolls in Close Combat.
5	Grizzled Fighters. Once per game, the character and any unit he leads may reroll all their to hit rolls in Close Combat.
6	Choose. The player may choose one of the Abilities listed above.

INTIMIDATOR

Intimidators control their troops with harsh punishment and convincing threats. Most of the soldiers who serve under an Intimidator fear their Commander at least as much as they do the enemy.

STARTING ABILITY

Raider. After randomly determining the Warband's *Unknown Objective*, a player controlling a character with this Archetype Ability may replace the objective with *Invalidate* instead.



A Chaos Intimidator

D6 Roll	Intimidator Ability
1	Hold Fast. Once per game, the character and any unit he is with may reroll one failed Break Test.
2	Executioner. After Combat Resolution has been calculated but before a Break Test has been made, this character may execute a number of models in the unit with which he is associated up to his number of Attacks. Do not roll to hit or wound; simply remove the models as casualties. These casualties do not count toward Combat Resolution. For each model executed as punishment for failure in combat, subtract 1 from the result of the dice when rolling the Break Test to represent the renewed sense of resolve that the Intimidator's leadership has inspired. Casualties so caused must make Recovery rolls after the battle as normal.
3	Reckless Charge. Once per game, the character and any unit he is with may add D3" to its charge move but will hit only on a result of 5 or 6 in the 1st round of combat.
4	Hold Your Ground. Any fleeing friendly unit, even units with less than 25% of their original numbers, within 12" of a non-fleeing Intimidator will automatically Rally.
5	Mighty Blow. Once per game, the character may make give up all of his usual Attacks to make a single Attack at +3S (no other Strength bonuses, such as the bonus bestowed by a halberd or great weapon, apply to this Attack).
6	Choose. The player may choose one of the Abilities listed above.

TRICKSTER

While many observers might call this character a coward, this hero has become a master of tactics such as the fighting withdrawal, the feint, the ambush, and other sneaky maneuvers.

STARTING ABILITY

Withdraw. Any unit/model in the Warband, even one with less than 25% of its starting numbers, will automatically Rally after choosing *Flee* as a charge reaction. *Fast Cavalry* may use this ability and still move thereafter.



A Skaven Trickster

D6 Roll	Trickster Ability
1	Pick Your Fights. A player who controls a Warband with a character with this Archetype Ability may always choose his <i>Unknown Objective</i> .
2	The Whites of Their Eyes. Any unit in the character's Warband that is armed with missile weapons may opt to stand and shoot at any charging opponent regardless of circumstances (i.e., the missile units may shoot at chargers that begin the charge within half their charge range, at chargers who are charging only because they are pursuing fleeing troops into a fresh enemy, and so on). In addition, missile units may ignore the -1 penalty for shooting at charging opponents.
3	Even the Odds. A player who controls a Warband that includes a character with this Archetype Ability will never be outnumbered in a campaign game. As long as the Trickster takes to the battlefield, the opponent must deduct a number of troops such that his Warband's points value is equal to or less than that of the Trickster's Warband.
4	Sneaky. The Trickster character may refuse a challenge but still remain in the front rank to continue the fight.
5	Press the Advantage. Each time the Warband achieves a victory or massacre in battle, it earns an additional 25 Experience Points. This ability may be used whether the character is on the tabletop at the end of the game or not; however, the character must survive the battle to earn the extra Experience Points.
6	Choose. The player may choose one of the Abilities listed above.

BARBARIAN

Barbarian characters hail from wild and savage lands or simply fight as though they do. Barbarians rely on enthusiastic charges, weight of numbers, and savage attacks to win battles.

STARTING ABILITY

Bravado. This character and any unit he leads automatically pass the first *Panic* Test they are called upon to make.



An Orc Barbarian

D6 Roll	Barbarian Ability
1	Furious Charge. Once per game, any unit led by a Barbarian character (or the Barbarian character himself if he is acting alone) may add +D3" to its charge distance.
2	Lay of the Land. The player controlling a Warband with a character that has this Archetype Ability may set up the terrain on the board in any manner he wishes.
3	Absolute Direction. The player controlling a Warband with a character that has this Archetype Ability may nominate which table edge represents north after terrain is set up and may select his Deployment Zone (or Zones if using Map D).
4	The Mob Rules. Once per game, a unit with a Unit Strength of 15 or more that is led by this character may double its normal rank bonus in combat (up to a maximum of three ranks for a total rank bonus of six).
5	Berserker Rage. Once per game, the character and any unit he leads may fight a single round of combat as though they are <i>Frenzied</i> . The controlling player must declare that he is using this Ability before the combat round begins.
6	Choose. The player may choose one of the Abilities listed above.

NOBLE

For a Noble character, personal honor is more important than victory and even life itself. The character's sense of personal honor can be a great asset on the battlefield, though occasionally, it can be a liability as well.

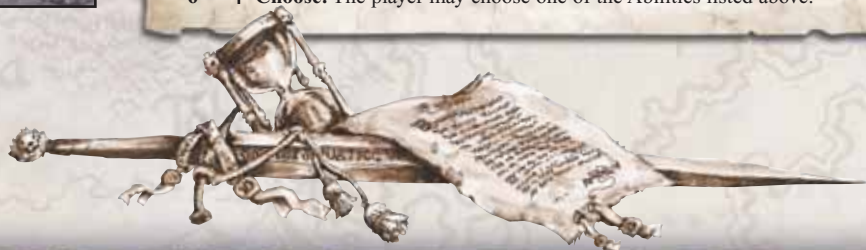
STARTING ABILITY

Noblesse Oblige. The Warband can never fight toward the Assassinate *Unknown Objective*. If this objective is generated, the controlling player must choose another. Also, the character's nobility inspires his troops. As such, he will always pass *Look out, Sir* rolls; he can make and will always pass *Look out, Sir* rolls even when there are fewer than five models in his unit.



A High Elven Noble

D6 Roll	Noble Ability
1	Duelist. The character fights at +1 to hit any time he is fighting in a challenge. This bonus does not extend to the character's mount.
2	Despise Cowardice. Any unit or model that chooses the flee reaction in response to the Noble character's charge inspires disdain in the Noble. For the rest of the game, the character and any unit he is with <i>Hates</i> the unit or model that fled.
3	Choose Your Ground. Nobles often view battles as set-pieces and try to maneuver such that battles are fought far away from villages, towns, and cities. A player who controls a Warband that includes a character with this Archetype Ability can choose whether to use Map A, B, C, or D in the Ongoing Little War scenario and may choose to be Player A or Player B.
4	Gentlemanly Restraint. This character and any unit he is with automatically pass the Leadership Test for Restraining Pursuit.
5	Challenger. The character must always accept a challenge when one is issued. However, the character adds +2 Ld to his score (to a maximum of 10) in every turn in which he is fighting the challenge.
6	Choose. The player may choose one of the Abilities listed above.



PSYCHOPATH

Some characters are driven by their inner demons. In the Warhammer world, these demons can be psychoses, deeply held spiritual beliefs, strict codes of conduct, new philosophies, and sometimes actual Daemons! Whatever the case may be, such characters often engage in extreme behaviors on and off the battlefield.

STARTING ABILITY

Vicious Pursuit. The character and any unit he leads must always pursue a fleeing enemy. However, they may add D3" to their pursuit move each time they do so.



A Beastman Psychopath

D6
Roll

Psychopath Ability

- | | |
|---|---|
| 1 | Dauntless. Once per game, the character and any unit he is with may reroll a failed Break Test. |
| 2 | Crazed. Once per game, the character and any unit he is with may fight a round of combat as though they are <i>Frenzied</i> . |
| 3 | Murderous. After randomly determining the Warband's <i>Unknown Objective</i> , a player controlling a character with this Archetype Ability may always replace the objective with Annihilate instead. |
| 4 | Resilient. This character may reroll any result on the Character Injury Table. The second result stands. Obviously, this ability may be used only when the character has been removed from the tabletop. |
| 5 | Determined. Once per game, the character and any unit he is with may fight a single round of combat as though they were <i>Stubborn</i> . |
| 6 | Choose. The player may choose one of the Abilities listed above. |

MAGICIAN

Only those characters who are Wizards may adopt the Magician Archetype. Other characters who are not Wizards but are associated with Magic – such as Tomb Princes, Warrior Priests, and Runesmiths – cannot adopt the Magician Archetype. Magician characters are preternaturally attuned to the Winds of Magic and all things arcane.

STARTING ABILITY

Calmer of the Winds. As long as the Magician character is on the tabletop, the controlling player may reroll any result on the Miscast Table. The second result always stands.



A Lizardman Magician

D6
Roll

Magician Ability

- | | |
|---|---|
| 1 | Nullifier. Once per game, the Magician character may add an additional die to the Warband's pool of Dispel Dice. |
| 2 | Enhancer. Once per game, the Magician character generates an additional Power Die, which is added to the communal pool available to any friendly Wizard. |
| 3 | Potential. The Magician character has the potential to be a great mage. If the controlling player spends an additional 75 Experience Points, the character gains one magic level. The player does not have to spend the Experience Points right away and may do so at any future point in the campaign as long as the Magician character still lives. The level increase does not change the character's stat line at all but does increase the number of spells the Wizard can take, the number of Power Dice he generates, and potentially, the number of Dispel Dice he generates. This Ability may be used once per magician per campaign. |
| 4 | Scrying. The Magician may spy on his opponent by magical means. Each game, the opponent must reveal his <i>Unknown Objective</i> to the player who controls the Magician with this Archetype Ability. |
| 5 | Counter Magic. Once per game, the Magician character can ignore the fact that an enemy spell was cast with Irresistible Force and may attempt to dispel the spell as normal. |
| 6 | Choose. The player may choose one of the Abilities listed above. |



UNIT RECOVERY FROM INJURY

Any non-character model that is removed from the table for any reason (e.g., casualty, fled off the table) over the course of game must make a roll for Recovery. Just because a model fell in battle does not necessarily mean that the model is lost or dead. Roll a D6 for each of your models removed from the table. On a result of 1 or 2, that model is dead or lost and should be removed from the Warband roster permanently. On any other roll, the model Recovers and lives to fight another day.

Teams – such as war machines and their crews, Skaven Jezzails, Chariots and their crews (though not characters who ride Chariots who must make a separate roll), Salamander Hunting Packs, and so on – automatically Recover if the team suffered less than half of the team's total number of Wounds. For instance, if a Cannon with 3 Wounds with a crew of three, each with 1 Wound, suffered 1 Wound to the Cannon and lost one crewman, the Cannon and crew would automatically Recover. If, however, the team suffered half or more of its total number of Wounds, it must make a Recovery roll. Either the entire team Recovers, or the entire team is lost.

After Recovery rolls are made, players should check to make sure each unit has the minimum number of models required by the Warbands rules. If, after Recovery rolls, a unit

does not meet its required minimums, players may spend Experience Points to buy more troops to reach the minimums. If players do not have enough Experience Points to do so or choose to spend the Experience Points elsewhere, units that fail to include the minimum number of troops required by the list in the Army book will lose their ability to take command models and other upgrades. Units that fail to include the minimum number of models per the Warbands rules (i.e., three models for units with 20- or 25-mm bases and two models for units with cavalry bases) are disbanded, and the models and the points are lost.

After all Recovery rolls are made and Experience Points are spent, players should update their Warband rosters to reflect the new sizes of each unit, delete units that have been destroyed or disbanded, and update the new total points cost of the Warband as well as the Warband's WBR.

CHARACTER RECOVERY FROM INJURY

Character models are made of slightly hardier stuff than the average rank-and-file trooper, and thus Injury and Recovery work a bit differently for these special models. Whenever a character is removed from the field of battle over the course of a game, roll a D66 and consult the Character Injury Table to determine how the character was affected by his wounds. (To roll a D66, choose two different colored dice. Nominate one to be the

tens digit and the other to be the ones digit. Roll the dice. A roll of 4 and 5 would be a 45 on the table, whereas a roll of 2 and 6 would be a 26.)

Apply the effects of the Character Injury Table immediately. Unless stated otherwise in the table, all effects are permanent. Most effects are cumulative. Thus, if a character rolls Nervous Condition three times, he would suffer from a –3 penalty to his original Initiative score. Similarly, if a character receives two Old Battle Wounds, the character would have to roll 2D6 prior to each game. If either roll resulted in a 1, the character would have to miss the battle.

If ever a character accumulates so many Injuries that the controlling player feels he is no longer a viable part of the Warband, the player may retire the character. Also, if ever a character has so many injuries that one of his stats reaches zero (unless, of course, the statistic begins as a zero on the model's profile), the character must be retired. For all intents and purposes, the character is dead, although the retired character's equipment and magic items can stay with the Warband to be used by another character model.

Make sure to update your Warband roster after rolling for Injury by noting any permanent Injuries, deleting dead or retired characters from the Warband list, and deducting the point cost of any dead or retired characters from the Warband's total points value and WBR.



CHARACTER INJURY CHART

D66 Roll	Result
11-15	Dead. Remove the character, his equipment, his abilities, and his points value from the Warband roster.
16-21	Multiple Injuries. Roll D2+1 times on this table. Reroll any “Dead,” “Full Recovery,” “Survives Against the Odds,” or further “Multiple Injuries” results.
22-23	Leg Wound. –1 M.
24-25	Arm Wound. Roll D6. 1-3, Lose an arm (can no longer use a shield or a weapon that requires two hands). If both arms are lost, the character must be retired. 4-6, Light wound, –1 WS.
26-31	Madness. Roll D6. 1-3, <i>Stupidity</i> . 4-6, <i>Frenzy</i> . (If this result is rolled for a character who already has one form of madness, he automatically gains the other form.)
32-33	Chest Wound. –1 T.
34-35	Blinded in One Eye. –1 BS. Keep track of which eye has been lost (i.e., roll D6: 1-3, left eye; 4-6, right eye). If both eyes are lost, the character must be retired.
36-41	Old Battle Wound. Roll a D6 before each battle. On the result of a 1, the old wound is acting up, and the character cannot participate in the battle.
42-43	Nervous Condition. –1 I.
44-45	Deep Wound. The character must miss the next D3 games the Warband plays.
46-51	Robbed. The character lives but his equipment and magic items are lost. New gear can be purchased as normal.
52-53	Amnesia. The character survives the battle but forgets who he is. The character will still fight for the Warband but no longer can take advantage of any Archetype Abilities including Starting Abilities.
54-65	Full Recovery. No effect.
66	Survives Against the Odds. The character survives and rejoins his Warband. Because of his adventures after being knocked unconscious, the Warband gains an additional 15 Experience Points.



WINNING THE CAMPAIGN

Before the campaign begins, players should determine a real-world date for its conclusion. Players should also select one of the following two Victory Conditions for the campaign: one, highest WBR, or two, best win-loss record. The first and second place players should play a final battle per the terms of the Little War scenario to determine the overall champion. In the event of ties, it may become necessary to set up a semi-final round.





ADDITIONAL IDEAS FOR WARBANDS

We've heard suggestions from gamers all over the world about how these Warband guidelines can be adapted to suit a variety of types of leagues, tournaments, campaigns, and styles of play. Below, we list a few of the suggestions we've received in hopes that they will inspire ideas for your own gaming. Of course, like the Warbands guidelines themselves, none of these suggestions are official. As always, feel free to let us know what you think and send us suggestions at WhiteD@games-workshop.com. Good gaming!

- The Warband rules can make campaigns of all types – particularly lengthy map-based campaigns – a bit more manageable. Because most warband games can be completed in under half an hour, a gaming group can likely conclude several campaign turns over the course of an evening's session.
- The same goes for tournaments. Fast Warband games make for more manageable tournaments, enable players to play more games, and allow players to face more

opponents over the course of the day or weekend.

- In almost any context – one-off home games, in-store games, tournaments, campaigns, or leagues – a Warband game can make an interesting lead-in to a regular game of Warhammer of 1,000, 2,000, 3,000 or more points. The player who wins the preliminary Warband game will gain some predetermined advantage (e.g., extra points to spend, choice of Deployment Zone, option to take the 1st turn) in the next game.
- Incorporate the Warband Campaign rules for Archetypes into regular Warband games, Warband escalation league games, or regular games of Warhammer.
- Try out rules for multi-player games, such as two-on-two (or more) Warband games, every Warband for himself free-for-all between three or more Warbands, battles pitting five 500-point Warbands against a single Warhammer army of 2,000 to 2,500 points, and any other combinations you can dream up.
- Allow Warbands to include Dogs of War regiments.

- Allow Warbands to include allies contingents.

- Allow regular Warhammer armies of 2,000 points or more to ally with a 500-point Warband of a different type, e.g., a 2,500-point Empire army allied with a 500-point Dwarf Warband could do battle against a 2,500-point Chaos army with a 500-point Dark Elf Warband.
- Allow players to use the "Appendix" army lists from the back of the Warhammer Armies books (e.g., the Necromancer's Army from the Vampire Counts book) at the Warbands scale.
- Impose additional limits, e.g., point cost limits, only one Hero per Warband, only one Hero with Archetype Abilities per Warband, no Rare choices, and the like.
- Use regular (or special) Warhammer scenarios, with or without *Unknown Objectives*, at the Warbands scale.
- Play a Warbands campaign without Archetype rules and/or the rules for Veteran Status.