

ATHEL LOREN SETTING

The Origin of the Wood Elves

By Teale Fristoe

In the Imperial year –4119, the first of the High Elves landed on the shores of the Old World. There to greet them were the Dwarves, ancient inhabitants of the Old World, who had already built up an underground empire there. The Elves and Dwarves lived in peace for thousands of years before the great War of the Beard broke out between the two races. After almost four hundred years of fighting, and over two thousand five hundred years of colonization, the High Elves abandoned the Old World to fight the more important threat of the Dark Elves. Some of the High Elves refused to leave the Old World and take refuge in the Forest of Athel Loren, to the South East of the future Brettonia. The Wood Elves are born.

The King and Queen of the Forest

In the winter of –1125, a huge orc army invaded Athel Loren. The Elves were helpless to stop them. As the winter passed, the Elves became more and more hopeless. Then, upon the first signs of spring, a huge creature ran through the forest, followed by a huge pack of hounds. The Elves decided that it was Kurnous, the god of the wild hunt. He rampaged through the orc camps and forced them to flee the forest. Although the scouts and mages tried to keep up with Kurnous, he was much too fast for them, and eventually disappeared. The Elves continued their search, but couldn't find him. They eventually found the Oak of the Ages, a huge tree that had been growing since the beginning of time. When they reached this tree, a strange voice said, 'Who summons Kurnous?' The bravest Elves went into the tree through a crack, and found two huge figures sitting on thrones. They were Kurnous and Isha, the Earth Mother. Upon more careful inspection, the Elves discovered that the figures were actually Orion and Ariel, two young elves who were lost the fall before. They had taken aspects of Kurnous and Isha, and had become demigods. Although immortal, they died every winter and were then put into the Oak of the Ages, where they were reborn at the first signs of spring to protect their people and forest from invaders.

The Glades

The Wood Elves separated the forest into several glades, each with their own position in their society. The King Glade is located near the Oak of the Ages and is where the Wood Elves hold their council. It functions as the capital of the Forest. The Ash Groves supply spears for Glade Guards and hunting. The Meadow Glades are the only place in the forest

where there is enough space to keep horses. This glade supplies Glade Riders and Chariots, which protect the forest from invaders. The Pine Glade houses many beasts, from wild cats to birds of prey, which the Wood Elves have tamed. The Pine Glades supply Warhawks and Beastmasters to the armies. The Yew Glades are scattered throughout the forest. The Yew trees make excellent bows and magic wands. All of the glades work together to form an intricate society in which, without one, the Wood Elves would be vulnerable to any attack.

History

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2358- A Wood Elf by the name of Winizel is born in the Meadow Glade.

2380- As Winizel grows older and begins to learn to ride the elven steeds and protect his forest homeland, it becomes more and more apparent that there is something wrong with his interactions with the beasts.

2401- Winizel becomes skilled enough to become a glade rider, one of the protectors of the forest. He takes several years longer than the average Elf.

2443- Winizel struggles to keep up with his fellow Elves as they defend the forest. He becomes very frustrated and curses his fellow Elves.

2476- Winizel vows to take revenge upon the Wood Elves after a stray arrow hits him while he is chasing a goblin wolf rider.

2495- After almost 20 years of trying to come up with a plan, Winizel takes part in the battle against the Lichemaster Kemmler. He is seriously injured, but is inspired by Kemmler's genius and decides to mimic him by attacking the Wood Elves while Orion and Ariel are regenerating during the winter.

2505- Winizel finally recovers from his injury and begins to look for a partner, with a large army, to help him get his revenge against his kin.

2514- During a skirmish with some orcs who came from the Grey Mountains, Winizel meets the orc warlord Razgul and makes a deal with him. If Razgul agrees to build up a huge army and attack in the winter of 2515, he may rule the forest and reign high in the ruins of the glorious Wood Elf civilization. Of course, Razgul agreed.

2515- As planned, Razgul constructed an enormous army, with more orcs and goblins than there are even Elves in the forest. After Orion and Ariel are placed into the Oak of Ages, the army storms out of the Grey Mountains and into the Meadow Glades. Winizel

distracted the Glade Riders while the army got into a good position. The orc army attacks various villages while the Elves are distracted, destroying everything in their path.

The Story

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In the winter of 2515, a huge army of orcs and goblins attacked the Meadow Glade under the leadership of the orc Razgul with help from the Wood Elf Winizel. They took the Elven defenders unexpectedly, taking the Glade within a few days. The army was so huge that the entire defense of the Wood Elves could not stop them. Then, without warning, the army just stopped.

Although the Elves were relieved when the army stopped, as it could have taken the entire forest, they were not about to stop fighting. A council in the King's Glade was held and it was decided that a full frontal assault would be suicidal and was out of the question. The council decided to send several scouting parties into the very inside of the army to see what was really going on. Most of the parties never returned.

All of the scouting parties described hordes of orcs and goblins running amuck in the forest, cutting down trees and destroying villages. One party, however, had something much more awful to report. While spying on the general of the orc army, they saw a fellow Wood Elf walk right through all of the orcs and begin to speak to the general. The Elves were disgusted. If they could not trust their own kind, who could they trust?

After this, the council decided to send small warbands into the Meadow Glade and try to recover lost artifacts. If they could get enough of these relics, they decided, they could drive off the army once Orion and Ariel awakened in the spring. They sent messengers to Brettonia and the Moot to request assistance from their allies. They also talked with the Dryads and Treemen of the forest in an attempt for more help.

The orcs are not the only threat to the Wood Elves. Since there are almost no Glade Riders guarding the forest, many of the Elves' oldest enemies have come for revenge, treasure, or other, more foul reasons. Kemmler, who narrowly escaped the Elves in 2495, has been reported to have been raising the dead around cairns. Dwarves, who are always looking for treasure, have been seen planning attacks on scattered orcs in an attempt to find some gold. The scaven have tunnels under the forest, but have never before been allowed to surface until now. Human mercenaries have been spotted in the forest recently, most likely there to find rare artifacts for some wealthy merchant's collection. The very creatures of Chaos, the Beastmen, have also been seen in the forest, most likely seeking a new home.

Although all of these races have gathered in the once peaceful forest, none of them has been able to make a powerful enough force to stand a chance against Razgul. They are

forced to sneak in the shadows, avoiding the orcs, trying to find away to complete their quests.

Income

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Exploration procedure

1. Roll a D6 for each hero and a D3 for each henchman that didn't go out of action in your last game. Add one more D6 if you won the last game. Roll any extra D6s from skills and equipment.
2. Do any other things that modify these rolls, such as adding +/-1 or re-rolling any dice.
3. Add all of the scores together, then subtract the number of warriors in your warband, even the ones that went out of action. Roll this many D6s to see how many gold crowns you find.

Trading

Going to a Shop

After every battle, your warband may go to one shop. A shop is not actually one building, but is one community or location that sells similar items, and is called a shop for simplification. Your entire warband must go, so there's no splitting your warriors up. Choose one shop available to your warband type, and then roll on the appropriate hazard tables an appropriate number of times. Your warband has made it to the shop.

Buying equipment

Every shop has a different supply and cost for equipment. Check the individual shop for availability and costs, then use the normal rules for buying equipment.

Recruiting henchmen

Every shop has a different amount of recruits. If you would like to buy some new recruits, you may buy as many as you'd like. However, if you would like to buy experienced troops, you have to roll on the rarity value for the troop you'd like to recruit. Roll the appropriate number of D6s, then add your scores together. You may recruit up to that many with one experience, one with that many experience, or a combination therein. For example, if you'd like to recruit troops with 3 experience and a rarity of 2D6, roll 2D6. If you scored 8, you can buy 2 since $3 \times 2 = 6$ and you cannot exceed 8 experience total.

Selling equipment

You may sell equipment for ½ of the cost of the equipment in that location, even if you spent more in another location.

Recruiting Hired Swords and Dramatis Personae

You may search for up to two hired swords or one dramatis personae after every battle. When searching for hired swords or dramatis personae, roll on the appropriate hazard tables to find the character.

If you are searching for a hired sword, take an initiative test for the warrior in your warband with the highest initiative. A 6 always fails. If you pass, you found that hired sword. Pay for him and he will fight for you in your next battle.

If you are searching for a Dramatis Personae, roll a D6. If you roll a 6, you have found the character you were searching for. Pay for him and he will fight for you in the next battle.

Hazard Chart Notes

Hazard Charts are a very important part of an Athel Loren campaign, so it is important to make a few notes to clear them up. The following notes apply to all Hazard Charts.

1. Unless otherwise noted by a hazard roll, your warband always makes it to a shop after rolling for all hazards. This means that your warband will make it to a shop even if it loses a mini-battle, a warrior dies, or anything else bad happens. The only way that a warband will not make it to a shop is if a particular hazard directly states that your warband doesn't make it to a shop.
2. When a hazard says 'hero,' it means one of your heroes. When a hazard says 'henchman,' it means one member of a henchmen group. When a hazard says 'warrior,' it means that it is either one of your heroes or a member from a henchmen group.
3. A mini-battle as a result of a hazard does not shorten the number of battles that a warrior has to wait before he can continue to fight again because of a result on the serious injury table. Mini-battles are not treated as normal battles except for the core rules and that which is specifically stated in the hazard description. Serious injuries are treated as normal. Do not apply the normal experience rules or roll for finding gold or artifacts after a mini-battle. Levels up are issued as normal.

Forest Hazards

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Every time you need to roll for a Forest Hazard, roll a D66 and consult the following chart:

11: Goblin Ambush

As a few of your heroes were walking through the forest alone at night, some forest goblins jump out of the bushes and try to steal their equipment. There are D6 forest goblins. Determine D3+1 random heroes. Those heroes may either give all of their equipment (except for one concealed dagger) to the goblins, or fight them. If they choose to fight, 2D6 more forest goblins jump out of the bushes. Set the heroes up on the middle of a 2'x2' table. Surround them with the forest goblins. The goblins should all be at least 6" away from the heroes. They are each armed with a spear. The goblins get the first turn. If the heroes win, then they find D6 gold on the goblin bodies. If the goblins win, then the heroes automatically get the 'robbed' serious injury instead of a normal one. Your heroes will never need to take a rout test in this skirmish, but the goblins do. Note that heroes don't gain experience for taking goblins *out of action*, but they do gain 1 experience if they don't go out of action during the ordeal. The goblins have stats as follows:

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	2	1	6

12: Wild Treeman

All of the commotion in the forest upset a treeman, who wandered into the orc army and was wounded by them. He has been wandering around the forest aimlessly since then, and just happened to meet one of your warriors alone. Randomly determine which hero it was. Put the hero and a treeman on a 2' x 2' battlefield, each on opposite table edges. If the hero was a Wood Elf, a Halfling, or a Dryad, then the treeman goes first, as those races don't expect a treeman to hurt or attack them. If the hero was of any other race, then they get to take the first turn. The treeman causes *fear*, has a 5+ save against any attacks other than fire based attacks, takes double damage from fire, and can move through forest with no penalty. His giant arms count as clubs. If the hero wins the combat, he gains +1 experience, unless he's a Wood Elf, a Halfling, or a Dryad, as he's too ashamed. If he loses, roll for a serious injury as normal. The Treeman's stats are:

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	6	0	6	6	4	1	3	9

13: Falling Tree

As your warband walks down a path in the forest, a tree suddenly falls on one of the

warriors. Randomly determine which warrior the tree fell on. If the warrior passes an initiative test, he nimbly dodges the tree. If he fails, the tree falls on him and he must take a serious injury. A roll of 6 always fails an initiative test.

14: Traps

Your warband suddenly finds itself caught in a wide variety of traps, most likely left by a waywatcher in some long forgotten battle. Take an initiative test for each of your warriors. A roll of 6 always fails an initiative test. Warriors that pass are safe. Those that don't were caught in traps. Each warrior that was caught in a trap suffers D3 strength 4 hits. Note that the 'knocked down' and 'stunned' injury rolls have no affect on warriors not in a battle.

15: Spider's Web

One of your warriors has been caught in a spider's web while on his own. Randomly determine which warrior. That warrior must pass a strength test to break free. A roll of 6 always fails a strength test. If the warrior passes, he has broken free and makes it back to the camp safely. If he fails, the spider comes back before he has a chance to free himself. He suffers a serious injury before he barely manages to get back to the camp.

16: Uneventful Trip

Your warriors don't seem to come across anything that's very eventful for this portion of the trip.

21: River Troll

While the warband forges a river, a long, slimy arm quickly darts out of the water and grabs one of your warriors. Randomly determine which warrior. That warrior needs to take a toughness test to see if he can withstand the time that he's under water. A roll of 6 always fails a toughness roll. If the warrior passes, he can hold his breath for long enough before he fights his way free. If the warrior fails, he's exhausted from his time under water and must miss the next battle while he recovers. Undead warriors do not have to breath so they don't have to take a toughness test, but they are slower than other warriors, so they have to take an initiative test instead.

22: Wandering Necromancer

A cloaked necromancer attacks your warband as they make their way through a dense spot in the forest, hoping to further his collection of zombies. Set up D3 of your warriors on one side of a 3' x 3' table, and then set up the necromancer, D6 zombies, and D6 skeletons on the other side. Every turn, D3 more of your warriors come onto the table on your starting side. The necromancer is armed with a staff and has one randomly determined necromancy spell. The skeletons are each armed with an axe, shield, and light armor. The skeletons and zombies have the following special rules: 'Cause Fear,' 'May

not Run,’ ‘Immune to Psychology,’ ‘Immune to poison,’ and ‘No pain.’ Warriors do not gain experience for taking skeletons or zombies out of action, but do gain +1 experience for taking the necromancer *out of action* and +1 experience for not going *out of action* during the battle. Their stats are as follows:

Profile	M	WS	BS	S	T	W	I	A	Ld
Necromancer	4	2	2	3	3	1	3	1	8
Skeleton	4	2	2	3	3	1	2	1	5
Zombie	4	2	0	3	3	1	1	1	5

23: The Wrong Path

After several days of wandering, the leader of your warband declares that they must have taken the wrong path somewhere. Roll on this table two more times.

24: Sick

A day or two after drinking from a questionable spring, some of your warriors begin to get sick. D3 of your heroes may not buy equipment at the shop you were headed to as they are too sick. Determine which heroes randomly. Warriors who are immune to poison are also immune to the affects of this disease.

25: Uneventful Trip

Your warriors don’t seem to come across anything that’s very eventful for this portion of the trip.

26: Wood Elf Camp

In the clearing your warband sees a camp of wood elves dancing around the fire and enjoying a nice meal. Wood Elves and Halflings may join the festivities. Savage Orcs, Undead, Beastmen, and Skaven may raid the camp. Any warband may just pass by.

If a warband stays, all of its heroes gain +1 experience after listening to tails by the fire, eating a hefty meal, and dancing around for several days. It costs 2D6 gold crowns to stay, however, and the warband will not go to a shop.

If a warband just passes by, then nothing happens. Treat this as an Uneventful Trip.

If a warband raids the camp, they find 5D6 gold crowns worth of loot after scaring off the peaceful Elves. However, news spreads quickly, and in the next battle that the raiders fight Wood Elves, all of the warriors in the Wood Elves warband will hate everyone in the raiding warband.

31: Trapped Child

While exploring the woods around the warband's camp alone, one of the heroes finds a small Wood Elf child who's trapped in a pit. Determine which hero randomly. As the hero goes down to the child (either to help it in the case of Wood Elves, Dryads, Halflings, Humans, and Dwarves or kill it in the case of Orcs, Undead, Beastmen, and Skaven), the hero realizes too late that it's a trap set by a Necromancer. D3 zombies spring up out of the ground and start attacking the hero. Put the zombies into base contact with the hero and start fighting. The zombies get the first turn, but no one counts as charging. The hero does not gain experience for taking individual zombies *out of action*, but he does gain +1 experience for taking all of the zombies *out of action*. If the zombies win, the hero automatically dies. The warband might see him some time as a zombie. If the hero wins, the necromancer runs away and the hero can complete what he wanted to do with the trapped child. The zombies have the following special rules: 'Cause Fear,' 'May not Run,' 'Immune to Psychology,' 'Immune to poison,' and 'No pain.' Their stats are:

Profile	M	WS	BS	S	T	W	I	A	Ld
Zombie	4	2	0	3	3	1	1	1	5

32: Waywatcher Ambush

As one of your heroes scouts ahead of the rest of the group, arrows fly, without warning, from a tree nearby into his flesh. One randomly determined hero takes D6 strength 3 hits, with -1 armor save. Note that the 'knocked down' and 'stunned' injury results have no affect here.

33: Wild Cats

Your warband comes across a pack of hungry wild cats that are in desperate need of food. Set your warriors up on one side of a 4' x 4' table, and then set 2D6 wild cats up at the other end. Warriors who take individual wild cats *out of action* don't gain experience, but warriors who do not go *out of action* get +1 experience. The wild cats get the first turn. Wild cats are animals but can climb trees. Wild cats have the following stats:

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

34: Giant Boulder

While walking down their normal path, your warband suddenly comes across a gigantic boulder in the path. The entire warband needs to work together to move it. Take a strength test for every warrior in the warband. If at least half of the models pass, then the

boulder has been moved and you may continue onto your shop as normal. If less than half of the models pass, then the boulder is too huge and you must go on an unfamiliar path. Roll two more times on this chart.

35: Uneventful Trip

Your warriors don't seem to come across anything that's very eventful for this portion of the trip.

36: Dead Goblin

One of your warriors trips on the corpse of a dead goblin, littered with arrows. You find 3D6 gold crowns on it.

41: Skaven Tunnel

As your warband is walking along, one of your heroes suddenly falls through the ground. He finds himself in a tunnel that is being dug out by skaven slaves. They quickly come to their senses and attack the warrior. Randomly determine which hero falls. Place that hero in the middle of a 2' x 2' table. Put D6 skaven slaves surrounding him, each at the edge of the table. They get the first turn. The hero doesn't get experience for taking individual skaven slaves *out of action*, but if he wins he gets +1 experience. If the skaven win, he will suffer 2 serious injuries before the skaven have to continue working. After that, the hero escapes, assuming he is still alive. The skaven slaves are each armed with picks(count as axes). The skaven slaves have the following stats:

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	2	2	3	3	1	4	1	4

42: Beastman Shrine

Your warband spots some beastmen praising the gods of Chaos at one of their shrines. You may either leave them alone or fight them. If you choose to leave them alone, roll a D6. On a 1, they catch up to you and fight you anyway. Treat it as if you stayed and fought, but they get the first turn. Any other roll means that you got away safely. If you stay and fight, set your warriors up on one edge of a 4' x 4' table, with D6 gors and D6 ungors on the other edge. Your warband gets the first turn, unless you tried to get away and they caught you. Gors are armed with axes and shields and wear light armor. Ungors are each armed with one spear. Your heroes gain +1 experience for taking gors *out of action* and anyone who didn't go *out of action* gains +1 experience at the end of the battle. Who ever routes first loses. In addition, if your warband is Beastmen, after you win you may stay and worship at the shrine and your leader gains an extra +1 experience. The beastmen have the following stats:

Profile	M	WS	BS	S	T	W	I	A	Ld
Gor	4	4	3	3	4	2	3	1	7
Ungor	4	3	2	3	4	1	3	1	6

43: War Hawk Nest

While marching through the forest, one of your warriors notices a nest in one of the trees. Upon closer inspection, one of your heroes recognizes it as a War Hawk nest and decides to climb the tree to reach the nest. Determine which hero randomly. Have that hero take an initiative test. A roll of 6 always fails an initiative test. If the hero passes, he made it to the top of the tree where the nest is. If he failed the test, he cannot reach the top before the rest of the warband begins to get bored and has to get down. If the hero passed the test, he gets a War Hawk egg. Wood Elves can raise the baby War Hawk. After every battle roll a D6. On a 6 the War Hawk is ready for battle. Your warband gains a free War Hawk that they may sell or use in battle. Dryads, Halflings, Humans, Undead, and Dwarves will just sell the egg. They gain 5D6 gold crowns. Orcs, Bastmen, and Skaven will eat the War Hawk inside the egg. After next battle, they do not have to subtract dice for their income roll for the members of their warband. While in the nest, the parent War Hawks might return. Roll a D6. On a 1-3, the parents return in time to find their egg being stolen and attack the thief. That hero takes a serious injury.

44: Lost Tileans

Some Tileans who have gotten horribly lost meet up with your warband. They beg for help, no matter what race your warband is. Right before your warband is about to help, hurt, or steal from the men, one pulls a pistol from his belt and shoots your leader. He takes a serious injury unless he can pass a toughness test. A roll of 6 always fails a toughness test.

45: Uneventful Trip

Your warriors don't seem to come across anything that's very eventful for this portion of the trip.

46: Injured Elven Steed

One of your heroes happens to find an injured Elven Steed, one of the few surviving ones in the forest, left for dead under a tree. If your warband is Wood Elves, Dryads, Halflings, Humans, or Dwarves, your warband will try to recover it. It will take D3 battles before it's fully recovered, but it might die before then. After every battle, before it fully recovers, roll a D6. On the roll of 1, the Steed suddenly died. If the Steed survives until it's fully recovered, it may then be used in battle, by Wood Elves, or sold for 60 gold crowns by any warband. Orcs, Beastmen, and Skaven will eat the Steed. After next battle, they do not have to subtract dice for their income roll for the members of their

warband. Undead will kill the horse and just leave it there for the carrion to eat.

51: Imperial Noble

An Imperial Noble who has wandered into the forest in search of treasure and to make a name for himself has taken offense to something one of your heroes said and challenges him to a duel. Randomly determine which hero insulted the noble. The hero can accept the challenge and fight him or can decline and further insult the noble. If the hero accepts, take a weapon skill test. A roll of 6 always fails a weapon skill test. If the hero passed, that means he beat the Imperial Noble. Roll a further D6. On the roll of 6, he killed the noble and gains a free sword, buckler, pistol, and 3D6 gold crowns. If the hero failed his weapon skill test, he lost to the noble and suffers a serious injury. If the hero declined the noble's challenge, the noble got so insulted that he shoots the hero with his pistol as he walks off. The hero must take a toughness test. A roll of 6 always fails a toughness test. If the hero passes, he is unharmed and continues on with the rest of the warband. If the hero fails, he takes a serious injury.

52: Little Thief

While walking through the forest, the leader of your warband suddenly feels his gold pouch get lighter. He turns just in time to see a short, fat figure run off into the bushes. Your warband loses 5D6 gold crowns. If you don't have that much, then all of your gold crowns are stolen.

53: Night Visitors

During the night, your warriors hear strange sounds coming from the forest and start to panic. Your leader tries to assure them that the sounds are nothing and that they should stay their ground. Take a leadership test for your leader. If he fails, the warband turns tail and runs, abandoning their camp to the mysterious noise. When they get back, they find 10D6 gold crowns missing. If the warband didn't have that many gold crowns, then all of their gold crowns are gone. If the leader passes his test, then the warband stays, only to find that the noise was by a few goblins trying to make some easy money. The warband chases the goblins off and your leader gains +1 experience. Undead never have to take this test as they know no fear, but the leader doesn't gain the +1 experience.

54: Dwarf Lumberjacks

One of your heroes spots some Dwarves cutting down some trees and reports it to the leader. You may choose to continue on or fight the dwarves. Wood Elves and Dryads must fight the dwarves. If the warband wishes to continue on treat this result as an 'Uneventful Trip.' Otherwise, place your warband at the edge of a 4' by 4' table, and place 3D3 dwarves at the other edge. Your warband gets the first turn as you catch the dwarves by surprise. Each dwarf is armed with a double-handed axe used for chopping down trees and wears light armor. Heroes do not gain experience for taking individual dwarves *out of action*, but warriors do get +1 experience for not going *out of action*.

Whoever routes first loses. The leaders of Wood Elf and Dryad warbands gain +1 additional experience for defeating the Dwarves. If your warband wins, you gain D6 gold crowns for each Dwarf that you took *out of action*. Dwarves have the following stats:

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

55: Uneventful Trip

After next battle, they do not have to subtract dice for their income roll for the members of their warband.

56: Secret Path

One of the warriors in your warband happens to come across a secret path. It is a shortcut and your leader quickly jots down its location. For now on, whenever you have to roll 2 or more times on the Forest Hazards chart, you only have to roll on less than you normally would have to. Note that this is not cumulative and has no affect if it is rolled more than once.

61: Snipers

While walking down a forest path, your warband is suddenly littered with arrows from the trees. If the warband is a Wardancer, Waywatcher, Dryad, Brettonian, or Beastmaster warband, roll a D6. On a 4-6, or 2-6 for a Waywatcher warband, the Waywatchers sniping the warband decide that it is good and do not fire. 3D6 arrows hit your troops. Randomly determine who each arrow hits. Hits are at strength 3 with a -1 armor save. Note that the 'knocked down' and 'stunned' injury results have no affect here.

62: Druid

A lone Druid stumbles across one of your heroes as he was wandering through the forest. Unless your warband is a Dryad warband, one of your heroes determined randomly, will miss D3 games as he is trapped in a wooden prison made by the Druid. If the warband is a Dryad warband, one of your heroes, determined randomly, will be at +1 strength next battle, even if this takes him over his maximum characteristic.

63: Harpy Swarm

While walking through a clearing in the forest, your warband is suddenly attacked by some Harpies who are looking for a quick meal. D6 harpies attack. Set your warband up in the middle of a 2' by 2' table. Put the harpies in base contact with the troops with the lowest strength value first. The harpies will try to attack models on a one to one basis, but they will only be set up in base contact with models with the lowest strength. The Harpies count as charging on the first turn. The Harpies do not have weapons, but don't need

them to fight. The Harpies can fly. Every Harpy put *out of action* gives the hero that took the Harpy *out of action* +1 experience. The Harpies have the following stats:

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	4	4	1	2	2	6

64: Uneventful Trip

After next battle, they do not have to subtract dice for their income roll for the members of their warband.

65: Dead Waywatcher

One of your heroes comes across a dead Waywatcher which was killed in a battle. His body was already looted, but the hero manages to find something hidden on his body. Roll a D6 and consult the following chart to see what he found.

<u>D6 Result</u>	<u>Item Found</u>
1	Long Bow
2	Elf Bow
3	Elven Cloak
4	Elven Boots
5	Healing Potion
6	An Artifact

66: Battle Scene

Your warband comes across a battle scene between some Orcs and some Wood Elves. The battle is long since over and the area is littered with bodies. After hours of searching, your warband manages to find the following items. Roll a D6 for each item, except the ones marked auto.

<u>D6 Required</u>	<u>Items</u>
Auto	5D6 Gold Crowns
Auto	D6 Swords
3+	D6 Axes
4+	D3 Long Bows
4+	D6 Short Bows
4+	D6 Spears

5+	D3 Suits of Light Armour
5+	Roll a D6. 1-2: Elven Cloak 3-4: Elven Boots 5-6: Healing Potion
5+	An artifact

Orc Army Hazards

By Teale Fristoe

Every time you need to roll for an Orc Army Hazard, roll a D66 and consult the following chart:

11: Angry Giant

While walking along the tents through Razgul's army, one of your heroes accidentally angers a Giant. Randomly determine which hero made the Giant mad. Roll a D3. That hero must pass that many toughness tests. A roll of 6 always fails. For every test that the hero fails, that hero takes a serious injury. Re-roll 'Bitter Enmity,' 'Captured,' 'Sold to the Pits,' and 'Survives Against the Odds.'

12: Sick Trolls

One of your henchmen groups comes across a group of Trolls who ate a few too many Goblins the night before and are now feeling sick. Suddenly, the Trolls erupt in vomit, and your unfortunate henchmen group finds most of it heading their way. Randomly determine which henchmen group is being vomited on. Take an initiative test for that group. A roll of 6 always fails. If the group passes, they are lucky enough to avoid most of the vomit. If they fail, they aren't so lucky and all of their weapons and armor melts away from the corrosive goo.

13: Goblin Fanatic

While strolling through an area of the army that is very Goblin dense, a Night Goblin Fanatic bursts from the crowd, having had too much fungus brew, and smashes one of your heroes with his steel ball. Randomly which hero was hit. That hero takes a strength 5 hit, with no armor saves possible, which causes D6 wounds. Note that 'Knocked Down' and 'Stunned' have no effect when received outside of a game.

14: Unfortunate Shaman

As your warband passes a straw hut, a Shaman trying to practice some of his spells accidentally miscasts and explodes. Each of your warriors takes a strength 4 hit. Note that 'Knocked Down' and 'Stunned' have no effect when received outside of a game.

15: Ogre Posse

A group of Ogres who think they own the army decide that they don't like the looks of your warband. They push the warband out into the forest and keep a close watch to make sure you don't return into the army. Your warband cannot continue looking for the shop they were headed to, although they can start searching for another shop as long as you don't have to roll on the Orc Army Hazard Table to find that shop.

16: Uneventful Trip

Other than a few scraps with some Goblins, the trip is pretty much uneventful.

21: Loose Wolves

Some Goblins have lost control of their Giant Wolves and the Wolves are now rampaging through the army, only to come across your warband. Set up your warband on one side of a 4' by 4' table and place 2D6 Giant Wolves on the other side. The Wolves get the first turn. The warband that doesn't route wins. Warriors that take out individual Wolves don't gain experience, but Heroes and Henchmen groups that don't go *out of action* gain 1 experience. The Wolves have the following stats:

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	3	1	3

22: Prank

While one of your heroes is out on his own, a few Night Goblin Netters get the idea that it would be funny to club that hero. They plan on catching him in a net and then beating him over the head, repeatedly, with a big club. It's the perfect joke. Randomly determine which hero gets attacked by the Goblins. Take an initiative test for the hero. The roll of 6 always fails. If the hero passes, he manages to escape the net thrown by the Goblins and returns to the warband. If he fails, the Goblins have caught him in the net. Take a toughness test for that hero. The roll of 6 always fails. If he fails, then the Clubber got him in the head and he misses the next D3 games while he's unconscious and struggles to get free from the net. If he passes, the Gobbo didn't get him very hard and he just has to break free of the net. He will only miss one game.

23: Bossy Black Orc

One of your henchmen groups is mistaken to be a part of the army by a big Black Orc Boss. Your henchmen group has no choice but to obey the Black Orcs commands and has

to do some training to strengthen their skills. Randomly determine which henchmen group is caught by the Black Orc. That group misses D3 games but gains that many experience points.

24: Snotling Mob

As one of your heroes pushes around a weedy little Goblin, as he usually does when he meets a lone goblin, a huge mob of Snotlings charges your hero. They obviously look up to that particular Goblin and won't let your hero push him around. Randomly determine which hero is attacked. Place that hero in the middle of a 2' by 2' table, then put 3D6 Snotlings in base contact with him. If there isn't enough room to fit all of the Snotlings in base contact, place them as close as possible. The Snotlings get the first turn and count as charging. The hero doesn't gain experience for taking individual Snotlings *out of action*, but does gain 2 experience points if he doesn't go *out of action*. Whichever side takes all of the other side's models out of action first wins. Neither side will rout. The Snotlings have the following stats:

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	1	1	1	1	1	3	1	4

25: Uneventful Trip

Other than stepping on a few Snotlings, this trip was pretty uneventful.

26: 'Da Trezure Map'

One of your heroes finds a scrap of paper that has the words 'Da Trezure Map' written across the top and a map of a nearby area drawn on it. Randomly determine which hero finds the map. That hero can either follow the map or continue to the shop. If the hero continues, treat this as an 'Uneventful Trip.' If the hero follows the map, he cannot buy items at the shop. Roll a D6. On a 1 or a 2, the map was a phony and the hero hears some laughter as he looks puzzled at the spot where the 'Trezure' should be. On a 3-5, the hero manages to find 2D6 gold crowns. On a 6, the hero manages to find an artifact buried underneath a tree.

31: Chariot Race

As your warband makes its way through the legions of orcs, two chariots crash through the crowd, right into your warband. D6 random members must pass an initiative test to see if they can dodge the chariots. If one passes, then he manages to avoid the scythed wheels. If one fails, then it is hit with the spinning blades and takes a serious injury.

32: Da Challenge

One of your heroes has offended an orc and the orc challenges your hero. Randomly

determine which hero insulted the orc. That hero may accept the challenge or be considered a coward through the entire army. If the hero accepts, take a strength test for him. The Roll of 6 always fails. If he fails, he is beat to a bloody pulp by the orc and takes a serious injury. If he passes, he manages to defeat the orc and earns 1 experience. If the hero declines, he may not go to the shop as the entire army soon hears what a weedy grot he is. In addition, roll on the Forest Hazard Table just for him since he's forced to fend for himself.

33: Sneaky Guide

The leader of your warband has noticed that a small Goblin has been watching your warband from a distance as it struggles through the dense army. Finally, it approaches you and, in a squeaky, little voice, asks if it can help you find your way. It assures you that it knows the army like the back of its hand and says that it will take you to where you want to go for a measly 3D6 gold crowns. If you accept, deduct 3D6 gold crowns from your treasury and roll a D6. On a 1-4, the whole thing was a scam and the Goblin runs off with your hard earned gold. On a 5 or a 6, the Goblin was telling the truth and shows you where you want to go. You do not have to roll on any more Hazard Tables and you make it to where you want to go safely. If you decline him, take an initiative test for your leader. The roll of 6 always fails. If you succeed, continue on your way and treat this as an 'Uneventful Trip.' If you fail, the Goblin steals 5D6 gold crowns from you anyway. Subtract 5D6 gold crowns from your treasury. If you don't have 5D6 gold crowns, take away all of your gold crowns.

34: Civil War

Two large regiments of orcs seem to think that one has been insulted by the other, which has caused a huge skirmish between the two. This, of course, has attracted a huge crowd of viewers. Your warband, wanting no part in this chaos, has decided to avoid the whole thing, but this requires a large detour. Roll two more times on this table.

35: Uneventful Trip

Other than occasionally having to fight off an attempting thief, this trip was pretty uneventful.

36: Big Buddy

A large Ogre has taken a liking to your warband and agrees to help it get through the lawless army. You automatically make it to the shop without further rolls on the Orc Army Hazard Table. In addition, every time you need to roll on the Orc Army Hazard Table to get to a shop, roll a D6. On a 5 or a 6, you meet up with him and have to roll one less time on the Table. On a 1-4, you don't meet up with your Ogre friend and have to roll as normal. This bonus isn't cumulative, so if you roll this result again treat it as an 'Uneventful Trip.'

41: 'I fink itz workin''

Some Orcs decided to test out a recently repaired rock lobber... right on your troops. One of your warriors takes a direct hit from the stone. Randomly determine which warrior was hit. Take a toughness test for that warrior. The roll of 6 always fails. If the warrior passes, he manages to take the hit safely. If he fails, he takes a serious injury.

42: Furious Orcs

Upon discovering that your warband's leader was cheating while gambling, the Orcs he was playing with decide to attack him. Of course, they were cheating too, but they seem to have forgotten. D3 of your other heroes and D3 henchmen groups, randomly determined, were with the leader when the Orcs attacked. Set up 3D3 Orcs on one side of a 4' by 4' table, then set up your leader and the heroes and henchmen groups that were accompanying him on the opposite side. The Orcs get the first turn. The first group to route loses. Your models don't get experience for taking individual Orcs *out of action*, but any hero or henchman group that doesn't go *out of action* gets 1 experience. Roll a D6 for each Orc to see how he's armed. 1-3: club; 4 or 5: axe; 6: sword. The Orcs have the following stats:

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	2	1	7

43: Face Eater Squig

A Face Eater Squig has taken a liking to one of your heroes and is showing his preference by chewing on his face. Randomly determine which hero is attacked. Your hero must take a strength test to take the Squig off before he does any damage. The roll of 6 always fails. If the hero passes the test, he pulls the Squig off with only minor cuts and scratches. If the hero fails, he is badly hurt. He takes a serious injury. Re-roll the results of 'Multiple Injuries,' 'Leg Wound,' 'Arm Wound,' 'Smashed Leg,' 'Chest Wound,' 'Hand Injury,' 'Robbed,' 'Bitter Enmity,' 'Captured,' 'Sold to the Pits,' and 'Survives Against the Odds.'

44: Boar Stampede

A large groups of boars has gotten loose and is now rampaging through the army. Some of the boars have detoured into your warband. D6 boars hit your warband. Randomly determine who each boar hit. Each hit is at strength 4. Note that 'Knocked down' and 'Stunned' have no effect when received outside of a game.

45: Uneventful Trip

Other than avoiding a few orc mobs, this trip was pretty uneventful.

46: Forest Goblin Mob

Your warband finds a mob of Forest Goblins in a muddle. Upon investigating, you find the group all attacking one. You fight the group off and the one being attacked thanks you incredibly. He decides to pledge his life to you. You get either a Forest Goblin Guide or Forest Goblin Spider Rider next game for free. After that, you must pay normally. A Goblin's word is not the most honorable...

51: Bouncy Squig

A Bouncer Squig has gotten loose from its Goblin and is now causing havoc throughout the army! It happens to land right in the middle of your warband, bouncing on some of your warrior's heads. The Squig bounces 2D6 times in the middle of your warband. Randomly determine which warrior is hit for each time the Squig bounces. Each hit is at strength 4. Note that 'Knocked down' and 'Stunned' have no effect when received outside of a battle.

52: Big Spider

In the middle of the night, while your warband members are all asleep, a Giant Spider wanders into your camp and decides to take a bite out of one of your heroes. Randomly determine the hero. Take a toughness test for that warrior. The roll of 6 always fails. If the test is passed, the warrior can take the poisons that the spider releases through his jaws. If the test is failed, the warrior takes a serious injury from the bite. Re-roll 'Robbed,' 'Bitter Enmity,' 'Captured,' 'Sold to the Pits,' and 'Survives Against the Odds.' Whether or not the test is passed, the entire warband hears the scream of the bitten warrior and starts to panic. Take a leadership test for your leader. If he passes, he manages to control the warband and they don't panic. If he fails, however, the warband scatters throughout the army. Roll again on this table.

53: Brawl

An Ogre, just looking for trouble, has found your warband. He starts a fight by insulting one of your heroes and the argument has escalated into a full-blown brawl. Randomly determine which hero is fighting the Ogre. Take a strength test for that hero. If he fails, he has been beaten and must take a serious injury. If he passes, on the other hand, he has miraculously defeated the Ogre and finds 2D6 gold crowns on him.

54: Pump Wagon Trainee

One of your heroes decides to accept a Goblin's offer to help train some weedy little Snotlings to pump their Wagon. How much damage could some weak Snotlings do, anyway? Determine which hero randomly. Take D3 strength tests for that hero. The roll of 6 always fails. For each passed test, the hero managed to keep the whirling blades pushed far enough back to avoid any serious damage. For each failed test, the hero, unfortunately, could not hold the wheeling blades of death back and they did some

damage. For each failure, that hero takes a serious injury. Re-roll 'Robbed,' 'Bitter Enmity,' 'Captured,' 'Sold to the Pits,' and 'Survives Against the Odds.' The hero gets 3D6 gold crowns for his services, whether or not he is injured.

55: Uneventful Trip

Other than the bump on the head here and there, this trip was pretty uneventful.

56: Coward Orc

Your warband's leader gets into an argument with an Orc which leads to a challenge. The big, bad Orc that the leader was supposed to be fighting was in fact nothing more than a big, bad coward and ran away. Demanding tribute from his boys, they generously give you the following item, once treasured by the Coward Orc. Roll a D6 and consult the following chart to see what they give you.

<u>D6 Result</u>	<u>Item</u>
1	Axe
2	Dwarf Axe
3	Light Armour
4	Crossbow
5	Heavy Armour
6	Gromril Dwarf Axe

61: Quick Little Gobbo

One of your heroes manages to catch a Goblin running away from a large Orc. The Goblin had stolen something of the Orc's, and he wants it back. Randomly determine the hero. Roll a D6 and consult the following chart to see what was stolen. The Orc offers you half the cost of the item according to the Orc Camp Shop. Your hero can either accept the generous offer or bid the Orc good day. If your hero accepts the Orc's proposal, add half the cost of the appropriate item, according to the Orc Camp Shop, but remove the item from your extra equipment. If your hero refuses the Orc's offer, the Orc will get mad and attack the hero. Take a toughness test for the hero. The roll of 6 always fails. If the hero succeeds, he has withstood the blow and sends the Orc running. If he fails, he has been hurt by the swing. He takes a serious injury. Re-roll 'Bitter Enmity,' 'Captured,' 'Sold to the Pits,' and 'Survives Against the Odds.' He gets to keep the item even if he was hurt.

<u>D6 Result</u>	<u>Item</u>
1	Dagger
2	Club

3	Axe
4	Shield
5	Sword
6	Light Armour

62: Drunk Orc

While strolling through the army, one of your heroes stumbles upon an Orc passed out. He decides to rob the drunken Orc. Randomly determine the hero, then take an initiative test for that hero. The roll of 6 always fails. If the hero passes, he manages to steal D6 gold crowns and escape unnoticed. If he fails, the Orc woke up, fining your hero red-handed and calls his boys over. He demands 5D6 gold crowns for his trouble with your hero, or else... Your hero may pay up or try to get away. If he pays up, subtract 5D6 gold crowns from your treasury. If you don't have enough gold, give all of the gold you have. If your hero runs away, he must avoid hurled rocks, bottles, and other projectiles from the angry Orcs. Take D6 toughness tests for the hero. The roll of 6 always fails. If the hero passes all of the tests, he has escaped. Treat this as an 'Uneventful Trip.' If he fails even one of the tests, the Orcs managed to knock the hero out. He takes a serious injury, but the injury is automatically 'Robbed.'

63: Boom-Boom Stick

An Orc that found a pistol on a dead Tilean has attracted quite an audience, including one of your heroes. Randomly determine which hero it is. While experimenting with it, the Orc accidentally shoots the hero! Take a toughness test for that hero. If the hero passes, he withstands the shot and walks away with only minor wounds. If the hero failed, the hero takes a serious injury. Re-roll 'Multiple Injuries,' 'Bitter Enmity,' 'Captured,' and 'Survives Against the Odds.'

64: Uneventful Trip

Other than avoiding a few of Razgul's officers, this trip is pretty uneventful.

65: Robbed Shop

Your warband comes across a shop right as it's being robbed. Among dozens of Orcs, your warband searches through the scattered items, your warband manages to find the following items. Roll a D6 to see whether you get each item, except the items marked auto.

<u>D6 Required</u>	<u>Items</u>
Auto	D6 Gold Crowns
Auto	Club

2+	Axe
3+	Spear
4+	Light Armour
5+	Sword
6+	Halberd

66: Ex-Shaman's Hut

Your warband's leader comes across a Shaman's Hut within which a Shaman accidentally killed himself while practicing a spell. After looking through the runes for the better part of an hour, the leader manages to find the following item. Roll a D6 and consult the following chart.

<u>D6 Result</u>	<u>Item Found</u>
1	Staff
2	Sword
3	Magic War Paint
4	Yew Staff
5	Boar
6	An Artifact

Underground Hazards

By Nick Bate

Every time you need to roll for an Underground Hazard, roll a D66 and consult the following chart:

11: Rockfall!

An earthquake far off - or perhaps even nearby - has caused a rockslide in the tunnel your warriors were using. These falling rocks have smashed into one random henchmen group that was bringing up the rear. Each member of the henchman group takes a Strength 4 hit as the rocks come crashing down on top of them. Note that the injury rolls 'Stunned' and 'Knocked Down' have no effect when received outside of a game.

12: Rat Swarm

Seconds after a squeaking sound is heard in the distance, a tide of biting, snarling fur

comes hurtling into the catacomb that your warband currently occupies. Set up your warband on one short side of a 3' by 2' table and place 2D6 giant rats on the other side. The rats get first turn, and the warband that doesn't rout wins. Warriors that take out individual rats don't gain experience, but heroes and henchmen groups that don't go out of action gain 1 experience. The rats have the following stats:

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	4	1	4

13: Uneventful Trip

Other than an irritating dripping noise that always seemed to be coming from around the next bend, the trip is totally uneventful (and in fact, quite boring).

14: Bats

Your warband's lanterns must have disturbed a nest of gigantic bats, who launch themselves out of an alcove at a random hero, screeching and scratching frantically. Determine which hero has been attacked, and take an Initiative test for that warrior. If the test succeeds, he manages to dive for cover before he takes too much damage. Otherwise, the poisonous fangs of the bats bite deep and he suffers a serious injury. Re-roll the results "Robbed", "Captured" and "Sold to the Pits".

15: Fissure

Your warband comes to a fissure running across the length of the passage you were traveling down. It is too wide to simply step across, so a warrior with a rope has to jump across to create a bridge for everyone else. Choose a hero to make the jump (henchmen aren't getting paid enough to risk it!) and roll a D6 for the distance the warrior manages to leap. On a 4+, he has made it across successfully. Otherwise, he falls and smashes into the side of the fissure, taking a strength 5 hit before he is hauled up by his companions. Regardless of whether or not the warrior makes the jump, he still manages to embed the piton with the rope attached deep enough in the rock for the remainder of your warband to continue. Note that the injury rolls 'Stunned' and 'Knocked Down' have no effect when received outside of a game.

16: Something's Following Us...

A random henchmen group, bringing up the rear of the party, becomes convinced that they are being followed in the dark by some terrible creature. Take a fear test for that henchmen group. If the test is passed, they manage to keep their nerve. If it is failed, they flee blindly off into the dark - roll twice more on this table and apply the result to the henchmen group that has fled (a group of screaming adventurers attracts a lot of attention!). If these additional rolls require something to affect a hero, it affects one member of the henchman group instead. Note that the leader's Leadership cannot be used

for this test.

21: Booby Traps!

Your unsuspecting warband has managed to wander into an area of the underground littered with booby traps laid by its former Skaven occupants. Before they really know what is happening, massive blades swing down, and boulders start to rumble out of hidden passageways towards the warriors. Take an Initiative test for every member of your warband. Each warrior that fails suffers D3 Strength 4 hits. Note that the injury rolls 'Stunned' and 'Knocked Down' have no effect when received outside of a game.

22: Shortcut

Through a total fluke, your warband has discovered a shortcut through the catacombs. They immediately find their way to the shop they were headed for (regardless of any remaining Underground Hazard rolls). Finding a allows you to skip all remaining Underground Hazard rolls - it does not affect rolls on any other tables. On any subsequent trips to the same shop, if you can roll a 6 on a D6 you have found the passage again, and may reduce the number of rolls to be made on the Underground Hazard chart by 1.

23: Skaven Attack

Your warband has managed to accidentally wonder into a catacomb being used as a test site by the Warlock Engineers of Clan Skryre. Before you have a chance to react, you are attacked by Clanrats. Place 3D3 Clanrats on one edge of a 4' by 4' battlefield, and then place your warband on the opposite side. The Clanrats get first turn, and the warband that doesn't rout wins. Warriors that take out individual Clanrats don't gain experience, but heroes and henchmen groups that don't go *out of action* gain 1 experience. The Clanrats have the following stats and are all armed with swords:

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	4	1	5

24: Where did he go?

Looking about himself, your leader suddenly realises that the hero with the least experience in your warband has disappeared. He was there a minute ago, but now no one remembers seeing him. After much frantic searching, the missing warrior is found huddled behind a rock looking terrified. The warrior refuses to say anything about what he has seen, no matter how much he is pressed. Take a Leadership test for this warrior - if he passes, he soon recovers from his fright and suffers no adverse affects. Otherwise, he suffers from the serious injury Nervous Condition as a result of the ordeal.

25: Explosives Test

A group of dwarf miners deep in the tunnels through which you are traveling have decided to test a new explosive. Unfortunately, one of your heroes has strayed too close to the test site! Randomly determine which hero has set the charges off, and make a Toughness test. If you roll equal to or under your warrior's toughness, he manages to shrug off the explosion. If you roll over, he suffers a serious injury. A roll of 6 always fails. Re-roll the serious injury results "Robbed", "Captured" and "Sold to the Pits".

26: Uneventful Trip

Despite banging your head on the low roof too many times to count (and swearing loudly every time it happened), this trip is largely free of mishap.

31: None Shall Pass!

An ancient dwarf Iron Breaker - still convinced of his duty to defend the entrances to a keep that no longer exists - refuses to let your warband pass. You have no choice but to kill him in order to continue with your journey. Determine randomly which warrior attacks the dwarf, and take a strength test for that warrior. If he succeeds, the warband may continue on its way. If he fails, then another warrior (chosen by the player, not randomly determined) may elect to challenge the dwarf. The process is then repeated, until a hero passes his strength test, or you have no heroes left. If you have no heroes left, the dwarf has managed to defend his position, and you may not reach the shop this time. Any warriors that fail their strength tests take a serious injury. You can elect at any stage to stop challenging the dwarf, in which case you cannot reach the shop just as if you had failed with all your heroes.

32: Lanterns

Suddenly, a massive gust of wind rushes down the tunnel your warband is using. All of your lanterns flicker out, and you are plunged into darkness. Unable to re-light the torches, you are forced to grope around blindly in the dark. Roll two more times on this table.

33: Adventurer Stuck in a Pit Trap

As you make your way down the corridor, you hear the cries of a warrior stuck down the bottom of a pit trap. If you elect to save the warrior, make a strength test with a hero of your choice. If the test is successful, the warrior is rescued and rewards your warband with 3D6 gold crowns. If the test is failed, you are unable to free him and must carry on your way. If this happens, treat this as an Uneventful Trip.

34: Uneventful Trip

Apart from a walk through a truly frightening cave littered with bones and smelling of blood, your trip is largely unremarkable.

35: Slave Attack

One of your heroes - forging ahead of the rest of your warband - runs into a group of Skavenslaves excavating a new tunnel. Randomly determine which hero has been attacked, and place him in the centre of a 2' by 2' table. D6 slaves, armed with clubs, are deployed on any table edge, and they get the first turn. Neither side will rout - their master is forcing the slaves into it, and the hero is waiting for the remainder of the warband to arrive. Whichever side takes their opponents *out of action* wins. The hero does not gain experience for taking individual slaves *out of action*, but gains 1 experience point if he is not taken out. Slaves have the following stats:

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	2	2	3	3	1	4	1	4

36: Thieving Snotling

In the flickering light cast by your lanterns, you do not notice the tiny Snotling clawing at your coin purse until it is almost too late. Take an Initiative test for your leader (remembering that a 6 always fails). If the test is passed, you manage to swat the tiny creature as it makes a break for it, forcing it to drop some of the money it has stolen. Remove 2D6 gold crowns from your stores. If you fail the test, the Snotling dodges nimbly out of the way, and your warband loses 4D6 gold crowns. Note that if the amount of gold stolen exceeds the amount that you have, simply remove all of your gold.

41: Uneventful Trip

Despite a brawl nearly breaking out amongst your highly strung-out and tired troops, the voyage is largely uneventful.

42: Enraged Cave Squig

Moments after hearing the evil cackle of Night Goblins, an enraged Cave Squig comes bouncing down the corridor in the direction of your warband. No less than 2D6 of your warband's members are chomped by the squig as it rushes past. Determine randomly who has been attacked. Each of these warriors suffers a single S4 hit. Note that the injury rolls 'Stunned' and 'Knocked Down' have no effect when received outside of a game.

43: Lava Pool

In the centre of the cavern ahead is a massive lava pool, leaving only a crumbling ledge around which your warband can walk. The extreme heat causes each member of your warband to suffer D3 S2 hits, with no armour saves possible. Warriors wearing heavy armour suffer S3 hits instead, as the metal covering their skin is heated by the pit. If any serious injury rolls are necessary, re-roll the results "Smashed Leg", "Robbed", "Bitter Enmity", "Captured" and "Sold to the Pits". Other injuries can be considered the result of

collapsing due to heat stress, or damage from melted armour, clothing, etc.

44: Gigantic Spider Web

Stretched across the passageway ahead is a gigantic spider web. As your warriors begin using their weapons to hack their way through, the owner comes hurtling out of a side passage you hadn't noticed before. The creature attacks a random hero. Take a Toughness test for the warrior attacked. If he passes, he manages to shrug off the attacks (and poison) of the spider until his companions can come to his aid. If he fails, he immediately takes a serious injury. Re-roll the results "Robbed", "Captured" and "Sold to the Pits"

45: Secret Passage

One of your henchmen, taking practice swings at the passage walls with his club or an appropriate piece of wood accidentally discovers a secret passage. It leads to an old, abandoned guardhouse. It looks like its old occupants left in a hurry - possibly when an unexpected attack came through the tunnels. Rummaging through what remains, you manage to find 3D6 gold crowns. Add these to your treasury immediately.

46: Guide

A creature (of the appropriate race - a Skaven if yours is a Skaven warband, a Dwarf if you are Dwarfs, etc) comes out of the gloom ahead, announcing that he knows the way through the tunnels ahead. For a 2D6 gold crown fee, he volunteers to lead your warband to safety. If you pay him, treat this roll as an Uneventful Trip. If you chose not to pay him, however, he manages to smash your lanterns, plunging you into darkness. Roll two more times on this table.

51: Poisonous Fungus

Entering a massive cavern, you notice that every square inch of ground is covered by glowing fungus. After much coaxing, you manage to convince your companions that the fungus is perfectly harmless and safe to cross. Unfortunately, a random henchman manages to pass a little too close to one of the more poisonous specimens. Take a Toughness test for that henchman. If the test is failed, the henchman (just the single warrior - not his whole group) must mix the next two games as he recovers from the effects of the mushroom. Otherwise, there is no effect.

52: Pit Trap

It is the most ancient of cave traps, yet still one of the most effective. A random member of your warband, taking the lead, has triggered a pit trap. That warrior takes a S5 hit from the fall, and the length of time spent underground rescuing the warrior makes additional encounters much more likely. Roll once more on this chart. Note that the injury rolls 'Stunned' and 'Knocked Down' have no effect when received outside of a game.

53: Underground Lake

The caves underground often have small pools and watercourses all over the place. This lake is much larger than the usual pool, and its water is freezing cold. Just as you are about to pass it by, one of your warriors notices something glinting at the bottom of the water. You can choose to send one of your warriors in to have a look, but the water is extremely cold. If you choose to do this, make a Toughness test for your warrior. If you fail, the warrior misses the next two games. If you pass, roll on the following table to determine what he has found:

<u>D6 Result</u>	<u>Item</u>
1	Axe
2	Sword
3	Shield
4	Light Armour
5	Lucky Charm
6	An Artifact

54: Shaky Old Bridge

Across a massive chasm ahead - much too wide for any adventurous individuals to jump - is a shaky old bridge. Its wooden planks are rotten and creak in a worrying fashion. The rope holding the whole structure together is frayed and weak. Still, you bravely forge across, and all looks well until halfway across, a plank shatters under the feet of one random hero. Take an Initiative test for that hero. If it is passed, he manages to stop himself from falling through the gap. Otherwise, he plummets down the chasm, taking a single serious injury, re-rolling the results “Bitter Enmity”, “Captured” and “Sold to the Pits”. In addition, roll again on this chart for that one warrior, representing his efforts to rejoin his warband (if he lives...). Results on this additional roll that would ordinarily affect a henchman group affects the hero instead.

55: Miners

Unfortunately for your warband, you have stumbled across a small group of Dwarf miners engaged in a ‘top secret project’, which they have been ordered to protect with their lives. Set up a 2’ by 2’ table to represent the section of cavern you have found them in. Place 2D6 miners along one edge of the table, and deploy your warband on the other. The miners get first turn, and whichever side does not rout wins. Note that the miners are armed with picks (count as double-handed axes) and follow all the usual rules for dwarfs. Warriors do not gain experience for individual dwarfs taken *out of action*, but do get 1 experience point each if they do not go *out of action*. Miners have the following profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

56: Uneventful Trip

Even though Heinrich (or his equivalent in your warband) insists on singing long and loudly (not to mention badly), you don't attract any attention this time.

61: Lost in the Dark

Trips through the catacombs and tunnels underneath the Old World can be difficult for even the creatures that make the underworld their home. Your warband leader, despite countless years spent underground, has managed to get your warband totally lost. Roll twice more on this table.

62: Night Goblin Attack

Just as the caverns are home to Skaven and Dwarfs, they are also the homes of the Night Goblins. Any venture through the caves and passageways runs the risk of meeting wandering Night Goblins, doubtless searching for someone to rough up. Your warband has run into one of these bands. Place 2D6 goblins on one edge of a 2' by 2' table, and deploy your warband on the other side. Three-quarters of the night goblins are armed with spears, and the remainder with short bows and daggers. Night Goblins get first turn, and the warband that routs first loses. Warriors do not gain experience for taking individual goblins *out of action*, but do get 1 experience point each if they are still standing at the end of the scrap. Goblins have the following stats:

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	4	1	5

63: Long Climb

Ahead of your warband is a solid wall, going up as far as your eye can see in the gloom. You have no choice but to tie yourself to other members of the warband and attempt to climb it. Halfway up, one of your henchman groups (determined randomly) loses its grip and falls. Take Strength tests for each warrior in the henchman group - if the majority pass, they manage to grab hold again and suffer no damage. If the majority fail, all of the warriors that fell are taken out of action (and must make the appropriate injury roll).

64: Skaven Assassin

Slipping silently through the darkness and shadows, a Skaven Assassin deftly manipulates the path of your warriors until 3 random heroes and 1 random henchman

group have become separated from the rest of the warband. Then, it attacks with all its ferocity and skill. Set up a 2' by 2' table and deploy the randomly selected warriors in the middle of it (preferably in a realistic looking travelling group!). Place the Skaven Assassin in base contact with one randomly selected hero - this is who the Assassin has been sent to kill. This mini-scenario is an exception, in that experience is earned for taking the Assassin out of action, as well as for still being standing at the end of the battle. The Skaven Assassin goes first, and the battle continues until the Assassin - or all of your warriors - have been taken *out of action*. Rout tests are not necessary. The Assassin is armed with two weeping blades (may be used for parrying, coated in black lotus poison) and wears light armour. Its stats are as follows:

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	3	2	5	2	7

65: Uneventful Trip

Despite a desperate flight away from a massive herd of Cave Squigs, this is a totally uneventful trip.

66: Ancient Dwarf Tomb

Luck is with your warband, and you manage to find your way into a long abandoned dwarf tomb. It is here that the rulers of the ancient stronghold above (no doubt overrun by Skaven or Goblins) were buried, and there is great wealth scattered about the cavern. Roll a D6 for each item on the following chart (except the gold crowns, which you automatically get) - the number indicates the minimum you need on a D6 to find this piece of equipment.

<u>D6 Required</u>	<u>Items</u>
Auto	3D6 Gold Crowns
2+	D3 Axes
3+	D3 Dwarf Axes
4+	Gromril Hammer
5+	Gromril Armour
5+	Artefact

Shop - Wood Elf Village

By Teale Fristoe

Hazards: 1 Forest Hazard.

Price Chart

Item	Cost	Availability
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Hand-to-hand combat weapons

Axe	5 gc	Rare 8
Staff	3 gc	Common
Dagger	2 gc	Common
Double-Handed Staff	15 gc	Rare 8
Ithilmar Weapon	3 x Price	Rare 12
Lance	40 gc	Rare 8
Morning Star	10 gc	Rare 10
Spear	10 gc	Common
Sword	10 gc	Common
Sword of Orion	20 gc	Rare 8
Yew Staff	35 gc	Rare 8

Missile weapons

Bolas	5 gc	Rare 6
Bow	10 gc	Common
Elf Bow	35 + D6 gc	Common
Fighting Falcons	30 gc	Rare 7
Javelin	5 gc	Common
Long Bow	15 gc	Common
Sling	2 gc	Rare 7
Short Bow	5 gc	Rare 5
Throwing Knives	15 gc	Rare 8
Yew Bow	3 x Price	Rare 10

Armor

Barding	80 gc	Rare 10
Buckler	5 gc	Common
Helmet	10 gc	Common

Ithilmar Armor	90 gc	Rare 12
Light Armor	20 gc	Rare 6
Magic War Paint	10 gc	Rare 7
Shield	5 gc	Common
Yew Armor	25 gc	Rare 10

Miscellaneous

Blessed Water	20 + 3D6 gc	Rare 9
Elven Boots	50 gc + D6 x 10	Rare 8
Elven Cloak	75 gc + D6 x 10	Rare 10
Elven Steed	90 gc	Rare 12
Halfling Cookbook	35 + 3D6 gc	Rare 8
Healing Herbs	20 gc	Rare 5
Healing Potion	50 + 3D6 gc	Rare 8
Holy Relic	30 + 3D6 gc	Rare 10
Hunting Arrows	20 gc	Rare 5
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 6
Net	2 gc	Common
Rope and Hook	5 gc	Common
Tome of Magic	200 + D6 x 50 gc	Rare 12
War Hawk	150 + D6 x 10 gc	Rare 9
Wild Cat	25 + 2D6 gc	Rare 10

Henchmen

Type	Rarity
Wood Elf Archers	3D6
Dryads	D6
Glade Guards	3D6
Wardancers	D6

Shop - Pine Glade

By Teale Fristoe

Hazards: 2 Forest Hazards.

Price Chart

Item	Cost	Availability
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Hand-to-hand combat weapons

Axe	5 gc	Rare 8
Staff	3 gc	Common
Dagger	2 gc	Common
Double-Handed Staff	15 gc	Rare 8
Ithilmar Weapon	3 x Price	Rare 12
Lance	40 gc	Rare 5
Spear	10 gc	Common
Sword	10 gc	Common
Sword of Orion	20 gc	Rare 8
Yew Staff	35 gc	Rare 8

Missile weapons

Bolas	5 gc	Common
Bow	10 gc	Common
Elf Bow	35 + D6 gc	Common
Fighting Falcons	30 gc	Common
Javelin	5 gc	Common
Long Bow	15 gc	Common
Sling	2 gc	Rare 7
Short Bow	5 gc	Rare 5
Throwing Knives	15 gc	Rare 8
Yew Bow	3 x Price	Rare 10

Armor

Barding	80 gc	Rare 10
Buckler	5 gc	Common

Helmet	10 gc	Common
Ithilmar Armor	90 gc	Rare 12
Light Armor	20 gc	Rare 6
Magic War Paint	10 gc	Rare 7
Shield	5 gc	Common
Yew Armor	25 gc	Rare 10

Miscellaneous

Blessed Water	20 + 3D6 gc	Rare 9
Elven Boots	50 gc + D6 x 10	Rare 8
Elven Cloak	75 gc + D6 x 10	Rare 10
Elven Steed	90 gc	Rare 11
Halfling Cookbook	35 + 3D6 gc	Rare 8
Healing Herbs	20 gc	Rare 5
Healing Potion	50 + 3D6 gc	Rare 8
Holy Relic	30 + 3D6 gc	Rare 10
Hunting Arrows	20 gc	Rare 5
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 6
Net	2 gc	Common
Rope and Hook	5 gc	Common
Tome of Magic	200 + D6 x 50 gc	Rare 6
War Hawk	150 + D6 x 10 gc	Rare 9
Wild Cat	25 + 2D6 gc	Common

Henchmen

Type	Rarity
Wood Elf Archers	3D6
Dryads	D3
Glade Guards	3D6
Wardancers	D6

Shop - Yew Glade

By Teale Fristoe

Hazards: 2 Forest Hazards.

Price Chart

Item	Cost	Availability
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Hand-to-hand combat weapons

Axe	5 gc	Rare 8
Staff	3 gc	Common
Dagger	2 gc	Common
Double-Handed Staff	15 gc	Rare 6
Ithilmar Weapon	3 x Price	Rare 12
Spear	10 gc	Common
Sword	10 gc	Common
Sword of Orion	20 gc	Rare 6
Yew Staff	35 gc	Rare 5

Missile weapons

Bolas	5 gc	Rare 6
Bow	10 gc	Common
Elf Bow	35 + D6 gc	Common
Fighting Falcons	30 gc	Rare 7
Javelin	5 gc	Common
Long Bow	15 gc	Common
Sling	2 gc	Rare 7
Short Bow	5 gc	Common
Throwing Knives	15 gc	Rare 8
Yew Bow	3 x Price	Rare 7

Armor

Buckler	5 gc	Common
Helmet	10 gc	Common
Ithilmar Armor	90 gc	Rare 12

Light Armor	20 gc	Rare 6
Magic War Paint	10 gc	Rare 5
Shield	5 gc	Common
Yew Armor	25 gc	Rare 7

Miscellaneous

Blessed Water	20 + 3D6 gc	Rare 9
Elven Boots	50 gc + D6 x 10	Rare 6
Elven Cloak	75 gc + D6 x 10	Rare 7
Elven Steed	90 gc	Rare 12
Halfling Cookbook	35 + 3D6 gc	Rare 8
Healing Herbs	20 gc	Common
Healing Potion	50 gc	Common
Holy Relic	30 + 3D6 gc	Rare 10
Hunting Arrows	20 gc	Common
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 6
Net	2 gc	Common
Rope and Hook	5 gc	Common
Tome of Magic	200 + D6 x 50 gc	Rare 12
War Hawk	150 + D6 x 10 gc	Rare 9
Wild Cat	25 + 2D6 gc	Rare 10

Henchmen

Type	Rarity
Wood Elf Archers	3D6
Dryads	2D6
Glade Guards	3D6
Wardancers	2D6

Shop - Orc Camp

Hazards: 1 Forest Hazard, 1 Orc Army Hazard.

Price Chart

Item	Cost	Availability
------	------	--------------

Hand-to-hand combat weapons

Axe	5 gc	Common
Club	3 gc	Common
Dagger	2 gc	Common
Double-Handed Weapon	15 gc	Common
Dwarf Axe	15	Rare 10
Halberd	10 gc	Rare 7
Mace	3 gc	Common
Morning Star	10 gc	Rare 5
Spear	10 gc	Common
Sword	10 gc	Rare 7

Missile weapons

Bow	10 gc	Common
Crossbow	25 gc	Rare 7
Short Bow	5 gc	Common

Armor

Heavy Armour	50 gc	Rare 10
Helmet	10 gc	Common
Light Armour	20 gc	Common
Magic War Paint	10 gc	Rare 9
Shield	5 gc	Common

Miscellaneous

Black Lotus	10 + D6 gc	Rare 10
Boar	40 + 10D6 gc	Rare 9
Crimson Shade	45 + D6 gc	Rare 10
Dark Venom	45 + 2D6 gc	Rare 10

Hunting Arrows	40 + D6 gc	Rare 9
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 6
Mad Cap Mushrooms	30 gc	Common
Mandrake Root	40 + D6 gc	Rare 10
Net	5 gc	Common
Rope and Hook	5 gc	Common
Unholy Relic	15 + 3D6 gc	Rare 8

Henchmen

Type	Rarity
Forest Goblins	2D6
Orcs	3D6
Savage Orcs	2D6

Shop - Orc Black Market

By Teale Fristoe

Hazards: 1 Forest Hazard, 3 Orc Army Hazards.

Price Chart

Item	Cost	Availability
------	------	--------------

Hand-to-hand combat weapons

Axe	5 gc	Common
Club	3 gc	Common
Dagger	2 gc	Common
Double-Handed Weapon	15 gc	Common
Dwarf Axe	15	Rare 5
Gromril Weapon	4 x Price	Rare 10
Halberd	10 gc	Common
Ithilmar Weapon	3 x Price	Rare 8

Mace	3 gc	Common
Morning Star	10 gc	Common
Spear	10 gc	Common
Sword	10 gc	Common

Missile weapons

Bow	10 gc	Common
Crossbow	25 gc	Rare 4
Short Bow	5 gc	Common

Armor

Gromril Armour	150 gc	Rare 10
Heavy Armour	50 gc	Rare 6
Helmet	10 gc	Common
Ithilmar Armour	90 gc	Rare 10
Light Armour	20 gc	Common
Magic War Paint	10 gc	Rare 5
Shield	5 gc	Common

Miscellaneous

Black Lotus	10 + D6 gc	Rare 7
Boar	40 + 10D6 gc	Rare 9
Crimson Shade	45 + D6 gc	Rare 7
Dark Venom	45 + 2D6 gc	Rare 7
Hunting Arrows	40 + D6 gc	Rare 6
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 3
Mad Cap Mushrooms	30 gc	Common
Mandrake Root	40 + D6 gc	Rare 7
Net	5 gc	Common
Rope and Hook	5 gc	Common
Unholy Relic	15 + 3D6 gc	Rare 5

Henchmen

Type	Rarity
Forest Goblins	2D6
Orcs	3D6
Savage Orcs	2D6

Shop - Dwarf Outpost

By Shep Moore

Hazards: 1 Mountain Hazard, 1 Underground Hazard.

Price Chart

Item	Cost	Availability
------	------	--------------

Hand-to-hand combat weapons

Gromril Weapon	4 x Price	Rare 8
Axe	5 gc	Common
Club	3 gc	Common
Dagger	2 gc	Common
Double-Handed Weapon	15 gc	Common
Dwarf Axe	15 gc	Rare 8
Mace	3 gc	Common
Morning Star	10 gc	Rare 5
Spear	10 gc	Common

Missile weapons

Crossbow	25 gc	Common
Handgun	35 gc	Rare 8
Blunderbuss	30 gc	Rare 9
Crossbow Pistol	35 gc	Rare 9
Duelling Pistol	30 gc (60 brace)	Rare 10
Pistol	15 gc (30 brace)	Rare 8
Throwing Knives	15 gc	Rare 5

Throwing Hammers	20 gc	Rare 5
Throwing Axes	25 gc	Rare 6

Armor

Gromril Armour	150 gc	Rare 9
Heavy Armour	50 gc	Common
Light Armor	20 gc	Common
Helmet	10 gc	Common
Shield	5 gc	Common
Buckler	5 gc	Common

Miscellaneous

Bugman's Ale	10 + D6 gc	Rare 8
Halfling Cookbook	30 + 3D6 gc	Rare 7
Healing Herbs	20 + 2D6 gc	Rare 8
Holy Relic	15 + 3D6 gc	Rare 8
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 6
Net	5 gc	Common
Superior Blackpowder	25 gc	Rare 10
Rope and Hook	5 gc	Common

Henchmen

Type	Rarity
Dwarf Trooper	2D6
Slayer	D6

Shop - Skaven Armoury

By Nick Bate

Hazards: 1 Underground Hazard.

Price Chart

Item	Cost	Availability
------	------	--------------

Hand-to-hand combat weapons

Dagger	2 gc	Common
Club	3 gc	Common
Sword	10 gc	Common
Gromril Weapon	4 x Price	Rare 10
Flail	15 gc	Common
Spear	10 gc	Common
Halberd	10 gc	Common
Ithilmar Weapon	3 x Price	Rare 10

Missile weapons

Sling	2 gc	Common
Warplock Pistols	35 gc (70 brace)	Rare 10
Poison Wind Globes	60 gc	Rare 8
Warplock Jezzail	100 + 4D6 gc	Rare 12

Armor

Light Armour	20 gc	Common
Helmet	10 gc	Common
Shield	5 gc	Common
Warpstone Armour	60 + 3D6 gc	Rare 12

Miscellaneous

Jezzail Support	10 gc	Rare 6
Warpfire Barrel	20 + 2D6 gc	Rare 10
Skavenbrew	25 + 2D6 gc	Rare 8
Black Lotus	10 + D6 gc	Rare 10
Crimson Shade	35 + D6 gc	Rare 9
Dark Venom	30 + 2D6 gc	Rare 9

Skalm (Healing Herbs)	20 + 2D6 gc	Rare 8
Unholy Relic	15 + 3D6 gc	Rare 8
Mandrake Root	25 + D6 gc	Rare 8

Henchmen

Type	Rarity
Clanrats	3D6
Slaves	2D6
Initiates	D6

Shop - Clan Skryre Armoury

By Nick Bate

Hazards: 2 Underground Hazards.

Price Chart

Item	Cost	Availability
------	------	--------------

Hand-to-hand combat weapons

Dagger	2 gc	Common
Club	3 gc	Common
Gromril Weapon	4 x Price	Rare 9
Flail	15 gc	Common
Spear	10 gc	Common
Ithilmar Weapon	3 x Price	Rare 11

Missile weapons

Warplock Pistols	35 gc (70 brace)	Common
Poison Wind Globes	50 gc	Rare 6
Warplock Jezzail	100 gc	Rare 10
Warpfire Thrower	40 gc	Rare 10

Armor

Light Armour	20 gc	Common
Helmet	10 gc	Rare 5
Shield	5 gc	Common
Warpstone Armour	60 gc	Rare 10

Miscellaneous

Jezzail Support	10 gc	Common
Warpfire Barrel	20	Common
Skavenbrew	25 + 2D6 gc	Rare 6
Warpstone Shard	30 gc	Rare 10
Skalm (Healing Herbs)	20 + 2D6 gc	Rare 7
Unholy Relic	15 + 3D6 gc	Rare 8

Henchmen

Type	Rarity
Clanrats	2D6
Slaves	3D6
Initiates	3D6

Shop - Warlock's Inner Sanctum

By Nick Bate

Hazards: 4 Underground Hazards.

Price Chart

Item	Cost	Availability
------	------	--------------

Hand-to-hand combat weapons

--none--

Missile weapons

Warplock Pistols	30 gc (60 brace)	Common
Poison Wind Globes	50 gc	Common

Warplock Jezzail	90 gc	Rare 8
Warpfire Thrower	30 gc	Rare 8

Armor

Warpstone Armour	60 gc	Common
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Miscellaneous

Skavenbrew	25 gc	Common
Warpstone Shard	30 gc	Rare 6
Skalm (Healing Herbs)	20 gc	Rare 6

Henchmen

Type	Rarity
Initiates	4D6

Savage Orcs

By Teale Fristoe

Although Razgul may be ignorant of the power of the magical artifacts his army is sitting on, or the very existence of them for that matter, some of the more powerful shamans, especially the ones who understand the true power of nature, do know of the power the Wood Elves once possessed in their magic items. Taking only a few troops as defense and scouts, the power hungry shamans search for the relics without getting a lot of attention from Razgul or any other orcs in power. They try to gain the power for themselves, and maybe even overthrow Razgul and take over the huge army. The shamans don't even consider themselves, or their servants, a part of the army any more, and only go back for reinforcements.

Orc Special Rules

Animosity. Orcs and Goblins enjoy nothing more than a good scrap, unfortunately they're not always very discerning about who they scrap with! To represent this, at the start of the Orc player's turn, roll a D6 for each Henchman who is either an Orc or a Goblin. A roll of 1 means that the warrior has taken offense to something one of his mates has done or said. Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!). To find out just how offended the model is, roll another D6 and consult the following chart to see what happens:

D6 Result

- 1 "I 'Erd Dat!"** The warrior decides that the nearest friendly Orc or Goblin has insulted his lineage or personal hygiene and must pay the price! If there is a friendly Orc or Goblin that suffers from animosity or Hired Sword within charge reach (if there are multiple targets within reach, choose the one nearest to the mad model), the offended warrior will immediately charge and fight a round of hand-to-hand combat against the source of his ire. At the end of this round of combat, the models will immediately move 1" apart and no longer count as being in close combat (unless one of them fails another Animosity test and rolls this result again). If there are no friendly Orcs or Goblins that suffer from animosity or Hired Swords within charge reach, and the warrior is armed with a missile weapon, he immediately takes a shot at the nearest friendly Orc or Goblin that suffers from Animosity or Hired Sword. If none of the above applies, or if the nearest friendly model does not suffer from Animosity, the warrior behaves as if a 2-5 had been rolled on this chart. In any case the warrior in question may take no other action this turn, though he may defend himself if attacked in hand-to-hand combat.
- 2 "Wud Yoo Say?"** The warrior is fairly certain he heard an offensive sound from the nearest friendly Orc or Goblin, but he's not quite sure. He spends the turn hurling insults at his mate. He may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.
- 3 "I'll Show Yer!"** The warrior imagines that his mates are laughing about him behind his back and calling him silly names. To show them up he decides that he'll be the first one to the scrap! This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Orc or Goblin may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Orc or Goblin within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.

Shops. Savage Orcs may go to the Orc Camp and Orc Black Market Shops.

Choice of Warriors

A savage orc warband must include a minimum of three models. You have 500 gold crowns which you may use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

- Savage Orc Shaman - each Savage Orc warband must include one Savage Orc Shaman: no more, no less!
- Black Orcs - your warband may include up to two Black Orcs.
- Savage Orc Scarboyz - your warband may include up to two Savage Orc Scarboyz.
- Orc Boyz - your warband may include any number of Orc Boyz.
- Savage Orc Boyz - your warband may include up to five Savage Orc Boyz.

- Forest Goblins: your warband may include any number of Forest Goblins, though it may never include more Forest Goblins than Orcs.

Starting Experience

- The Shaman starts with 11 experience
- Black Orcs starts with 11 experience
- Savage Orc Scarboyz start with 8 experience
- All Henchmen start with 0 experience

Savage Orc Skill Tables					
	Combat	Strength	Shooting	Academic	Speed
Shaman	X	X			X
Black Orc	X	X			
Scarboy	X	X			

Equipment Lists			
Savage Orc Equipment List	Cost	Orc Equipment List	Cost
Hand-to-hand combat Weapons		Hand-to-hand combat Weapons	
Dagger	1st free/2gc	Dagger	1st free/2gc
Club	3gc	Mace	3gc
Axe	5gc	Axe	5gc
Spear	10gc	Sword	10gc
		Morning Star	15gc
Missile Weapons*		Double-handed weapon	15gc
Short Bow	5gc	Spear	10gc
		Halberd	10gc
Armour			
Magic War Paint	10gc	Missile Weapons**	
Shield	5gc	Bow	10gc
		Crossbow	25gc
Special (heroes only)			
Boar	60gc	Armour	25gc
		Light Armour	20gc

		Heavy Armour***	50gc
		Shield	5gc
		Helmet	10gc

* Forest Goblins only

** Orcs only

*** Black Orcs only

Heroes

1 Savage Orc Shaman

40 gold crowns to hire

Savage Orc Shamans are the only orcs that know the true power that is hidden in the Meadow Glade. They lead small warbands in search of this power, although they would prefer to stay alone.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	3	1	8

Weapons/Armour: A Savage Orc Shaman may be equipped with weapons and armor from the Savage Orc equipment list. Note that they may take magic warpaint, but may not take shields.

SPECIAL RULES

Wizard: A Savage Orc Shaman is a wizard and uses Waaagh! Magic. See Town Cryer 6 (in White Dwarf 243), page 11 for the Waaagh! spell list.

0-2 Black Orcs

60 gold crowns to hire

Black Orcs are the smartest of the non-magic using orcs, and they know it. They believe they are superior to all other greenskins and show it by bossing them around a lot. Shamans field Black Orcs for leadership that they fail to give and pack that extra punch.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	4	1	2	1	8

Weapons/Armour: Black Orcs may be equipped with weapons and armor chosen from the Orc Equipment table.

SPECIAL RULES

Leader: Any warrior within 6" of a Black Orc may use his Leadership characteristic when taking Leadership tests.

Bossy: Any orc or goblin within 6" of a Black Orc does not have to roll for Animosity.

0-2 Savage Orc Scarboyz

35 gold crowns to hire

Savage Orc Scarboyz have been through countless battles and have learned how to navigate the forest on their own. They are taken by their shamans for the ferocity that only a savage orc can give.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	4	1	2	1	7

Weapons/Armour: Savage Orc Scarboyz may be equipped with weapons and armor chosen from the Savage Orc Equipment table.

SPECIAL RULES

Savage: Savage Orc Scarboyz drive themselves into a state of utter rage before every battle, and therefore are affected by the rules for *frenzy* stated in the Mordhiem rulebook.

Animosity: Savage Orc Scarboyz are subject to the rules for Animosity (see Special Rules for details).

Henchmen (bought in groups of 1-5)

Orc Boyz

25 gold crowns to hire

Although of no real value to the Shamans, they often field Orc Boyz just because of their numbers and cost.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	2	1	7

Weapons/Armour: Orc Boyz may be equipped with weapons and armor from the Orc Equipment list.

SPECIAL RULES

Animosity: Orcs are subject to the rules for Animosity (see Special Rules for details).

0-5 Savage Orc Boyz

30 gold crowns to hire

Savage Orcs are orcs who might be a bit too into battle. They drive themselves into a frenzy before every fight, which ensures lots of blood and bashing.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	2	1	7

Weapons/Armour: Savage Orc Boyz may be equipped with weapons and armor from the Savage Orc Equipment list.

SPECIAL RULES

Savage: Savage Orc Boyz drive themselves into a state of utter rage before every battle, and therefore are affected by the rules for *frenzy* stated in the Mordhiem rulebook.

Animosity: Savage Orc Boyz are subject to the rules for Animosity (see Special Rules for details).

Forest Goblins

15 gold crowns to hire

Although very weedy, shamans often include Forest Goblins to help against wood elves and other forest dwelling enemies. They are natives to the forest and are very abundant in Razgul's army.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	2	1	6

Weapons/Armour: Forest Goblins may be equipped with weapons and armor from the Savage Orc Equipment list.

SPECIAL RULES

Animosity: Forest are subject to the rules for Animosity (see Special Rules for details). Note that a Forest Goblin won't charge an Orc due to animosity, but they will still shoot at one.

Not Orcs: Orcs don't expect much from non-Orcs, and are therefore not unsettled if Forest Goblins break or get cut down in battle. In fact, they expect as much from these weaklings! Therefore, when testing to see if a Savage Orc Warband needs to take a Rout test, each Forest Goblin taken *out of action* only counts as half a model.

Natives: Forest Goblins spend almost all of their lives in forests and therefore do not suffer from movement penalties in forest.

Weedy Grots: Although Orcs need Forest Goblins to help them through the forest, they do not think much of them. Therefore, Forest Goblins may gain experience, but they must re-roll any results of "Lad's got Talent."

Wood Elf Scouts

By Teale Fristoe

The council of the King's Glade set out several bands of Elves to try to stop the orcs, as they knew that they couldn't defeat the orcs if they took them head on. The council set up the "Scout" warbands to find weak points in the orc army, in addition to collecting magic items that the Wood Elves will use when they do attack the orcs. Being led by waywatchers, who know their way around the forest, the Wood Elf Scout warband brings silent death to all enemies.

Wood Elf Scout Special Rules

No Metal. The Forest of Athel Loren does not have very much metal in it, and the Wood Elves use all that it does have on swords and spear heads. Wood Elves may never use crossbows or black powder weapons.

Honourable. Wood Elves are very honorable and may never use drugs or poisons.

Native. Wood Elves spend their whole lives in the forest and learn to move through it like they were walking through a grassy meadow. Therefore, Wood Elves do not suffer movement penalties while moving through forests.

Shops. Wood Elf Scouts may go to the Wood Elf Village, Pine Glade, and Yew Glade Shops.

Choice of Warriors

A Wood Elf Scout warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

- Waywatcher - each Wood Elf Scout warband must have one Waywatcher: no more, no less!
- Scouts - your warband may include up to three Scouts.
- Glade Guards - your warband may include any number of Glade Guards.
- Archers - your warband may include any number of Archers.

Starting Experience

- A Waywatcher starts with 20 experience
- Scouts start with 8 experience
- All Henchmen start with 0 experience

Scout Skill Tables						
	Combat	Strength	Shooting	Academic	Speed	Special
Waywatcher	X		X	X	X	X
Scout			X		X	X

Wood Elf Scout Skills

Infiltrate. This warrior is placed after all other models are placed before a battle. He may be placed anywhere on the battle field, but may not be placed in the enemy deployment zone or within 8" of an enemy. If both sides have warriors with the infiltrate skill, each side roll a D6 and the lowest roll sets up first.

Trapper. Every time that an enemy runs, roll a D6. On a 1 or lower, the warrior sets off a trap that the Trapper placed and takes a strength 3 hit, with no critical hits. If there is more than one warrior with the Trapper skill in a warband, take -1 from the roll to see if a warrior fell in a trap. This will never be lower than -2, no matter how many warriors have this skill.

Expert Hunter. This warrior knows how to use cover to his advantage. When in c over, enemies trying to shoot at him suffer -2 to hit rather than just -1.

Stand and Shoot. When this warrior is charged, he may fire at his charger if he passes a leadership test. He suffers -2 to hit on this shot.

Wild Hunter. This warrior has spent a lot of time running with packs of deer and hunting them on the run. He does not suffer the -1 to hit penalty for moving and shooting.

Pathfinder. This warrior knows the forest very well. This hero can roll to see if he found artifacts if he rolled a 5 or 6, rather than just 6.

Tree Walker. This warrior can climb trees just as if he was walking on ground level. He does not have to take initiative tests when climbing trees and can run and charge up trees.

Sniper. This warrior can shoot without being detected by his prey. This warrior may fire while hiding in a tree, and as long as the enemy he was shooting at failed an initiative test, he remains hidden.

Equipment Lists				
Scout Equipment List	Cost	Glade Guard Equipment List	Cost	
Hand-to-hand combat Weapons		Hand-to-hand combat Weapons		
Dagger	1st free/2gc	Dagger	1st free/2gc	
Sword	10gc	Sword	10gc	
		Spear	10gc	
Missile Weapons				
Longbow	15gc	Armour		
Elf Bow*	35gc	Helmet	10gc	
Javelin	5gc	Buckler	5gc	
		Shield	5gc	
Equipment (heroes only)		Light Armour	20gc	
Healing Herbs	20gc			
Elven Cloak	100gc			
Elven Boots	75gc			
Hunting Arrows	25gc			

* Heroes only

Heroes

1 Waywatcher

80 gold crowns to hire

Waywatchers are very experienced scouts who know the lay of the land well. They know how to fight in the forest and how to use it to their advantage, by hiding in trees and setting traps. Waywatchers have defended the forest from the inside for centuries and are often the last hope of the wood elves when too many enemies get into the forest.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	5	3	3	1	6	1	9

Weapons/Armour: Waywatchers may be equipped with weapons and armor chosen from the Scout equipment table.

SPECIAL RULES

Leader: Any warrior within 6" of the Waywatcher may use his Leadership characteristic

when taking Leadership tests.

Sniper: Waywatchers spend almost all of their time hiding in trees and shooting at game that doesn't even know that they're there. Waywatchers use this skill in battle to keep hidden from their enemies while they bombard them with arrows. If a Waywatcher is hidden in a tree and shoots at an enemy, and the enemy fails an initiative test, then the Waywatcher stays hidden.

0-3 Scouts

55 gold crowns to hire

Scouts are very stealthy Wood Elves who spend much of their time spying on enemies and gathering information for the Council of the King's Glade. They are skilled fighters and bullseye shots and often are sent out to scope the landscape before battles. Scouts are extremely agile and have learned to hide in the forest and strike while enemies aren't prepared.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	5	3	3	1	5	1	8

Weapons/Armour: Scouts may be equipped with weapons and armor chosen from the Scout equipment list.

Henchmen (bought in groups of 1-5)

Glade Guards

35 gold crowns to hire

Glade Guards are the hand-to-hand guards of Athel Loren. They usually take spears into battle, which they can use with the utmost skill, though it is not uncommon to see them fighting with swords. Glade Guards are very abundant in the forest and are almost always seen with small warbands.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	3	3	1	5	1	8

Weapons/Armour: Glade Guards may be equipped with weapons and armor chosen from the Glade Guard equipment list.

Archers

35 gold crowns to hire

Archers are the most common of the Wood Elves. They are citizens who spend most of their free time practicing their aim. They are expert shots and commonly hide in trees while they bombard their enemies with arrows before their enemies even know that they're there.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	4	3	3	1	5	1	8

Weapons/Armour: Archers may be equipped with weapons and armor chosen from the Scout equipment list.

Dwarf Troll Slayers

By Shep Moore

A proud race, Dwarfs do not cope well with failure or personal loss. Dwarfs who have been crossed in love, or who have suffered some personal calamity, will dedicate their lives to the Slayer Cult. Slayers forsake family and fellowship for a life dedicated to hunting out and destroying the largest monsters they can find. Looking for and destroying large monsters like Trolls and Giants is life-threatening work, and as a natural selection mechanism it ensures that surviving Slayers are exceptionally tough, violent, and insanely dangerous. Slayers that fail to get themselves killed become even more angst-ridden as they search for larger and more ferocious monsters. Slayers usually do not travel in groups, but they can be united by a common goal, such as searching Athel Loren.

Dwarf Special Rules

Hard to Kill. Dwarfs are tough, resilient individuals who can only be taken out of action on the roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as *knocked down*, 3-5 as *stunned*, and 6 as *out of action*.

Hard Head. Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out!

Armour. Dwarfs never suffer movement penalties for wearing armor. However, Slayers will never wear armor of any type besides runic tattoos. If they gain armor through exploration, then they will attempt to sell it at the next shop they visit, for whatever price they get for it.

Hate Orcs and Goblins. All Dwarfs *hate* Orcs and Goblins

Grudgebearers. Dwarfs hold an ancient grudge against Elves from the days when the two races fought for supremacy in the Old World. A Dwarf warband may never include any kind of Elven Hired Sword.

Resistant. Dwarfs are resistant to magic, as they simply don't believe in it. When being affect by a spell, a dwarf automatically gains a 6+ resistance save. If they pass their roll, then the spell does not effect them. Each model has to roll individually, so if the spell has a radius, then each dwarf has to roll for resistance individually, and if any of the models pass then those models are not affected by the spell, but the ones that failed are still affected.

Slayers. Slayers have dedicated their lives to dying in battle. To represent this, the Slayer warband may ignore the first two bottle tests they are required to make. In addition, a Slayer warband may not voluntarily bottle.

Close Combat. Slayers only fight with weapons like axes, hammers, and in extreme cases swords. They will never buy long range weapons, and must sell any long range weapons they receive immediately for whatever price they can get. This does not include throwing weapons.

Explore On. All heroes may roll for exploration even when they are taken *out of action*. The side effect is that they only roll one D3 instead of D6. Note, if they are not taken *out of action* they still roll a normal D6. This rule does not apply to henchmen.

Shops. Slayers may visit the Dwarf Outpost, the Runesmith, and the Human Shop.

Choice of Warriors

You must have at least 3 and a maximum of 12 models in your warband. You begin with 500 gold crowns to spend on your warriors. Only 4 dwarf heroes at maximum can be bought. The other two may only be acquired by 'Lads got Talent' rolls.

- Daemon Slayer - you must have one Daemon Slayer to lead your warband, no more, no less.
- Dragon Slayer - you may include up to one Dragon Slayer in your warband.
- Giant Slayers - you may include up to two Giant Slayers in your warband.
- Goblin Slayers - you may include up to three Goblin Slayers in your warband.
- Skaven Slayers - you may include up to five Skaven Slayers in your warband.
- Troll Slayers - you may include any number of Troll Slayers in your warband.
- Squig Slayers - you may include up to five Squig Slayers in your warband.

Starting Experience

- The Daemon Slayer starts with 20 experience
- The Dragon Slayer starts with 11 experience
- Giant Slayers start with 8 experience
- Goblin Slayers start with 0 experience
- All Henchmen start with 0 experience

Slayer Skill Tables						
	Combat	Strength	Shooting	Academic	Speed	Slayer
Daemon Slayer	X	X		X		X
Dragon Slayer	X	X		X		X
Giant Slayer	X	X				X
Goblin Slayer	X	X				

Academics: The academic skill table has been included to represent the different skills and experience the slayers have gained in their previous line of work, before they became slayers. They can get any academic skill that does not deal with magic.

Slayer Skills

Ferocious Charge. The Dwarf may double his attacks on the turn in which he charges. He will suffer a -1 to hit penalty on that turn.

Berserker. The Dwarf may add +1 to his to hit rolls during the turn in which he charges.

Note: The first two skills may not be used in conjunction with each other.

Greased Hair. All Dwarfs within 2" of the Dwarf who has this skill may use his leadership value. If the dwarf already has a leadership-like skill, then his command radius is increased by 2".

Double-Hand Master. This dwarf may not be parried when he uses double-handed weapons.

Survivor. The Dwarf may re-roll the his injury on the serious injury table. He may only re-roll once, and the second result always stands.

Whirlwind. For each model in hand to hand combat with the Dwarf, the Dwarf gains +1 all rolls on the critical hit effect table, up to a maximum of +3.

Equipment Lists			
Slayer Equipment List	Cost	Squig Slayer Equipment List	Cost
Hand-to-hand combat weapons		Hand-to-hand combat weapons	
Dagger	1st free/2gc	Dagger	1st free/2gc
Hammer	3gc	Hammer	3gc
Axe	5gc	Axe	5gc

Dwarf Axe	15gc	Dwarf Axe	15gc
Double handed Axe/Hammer	15gc		
		Thrown Weapons	
		Throwing Knives	15gc
		Throwing Hammers	20gc
		Throwing Axes	25gc

Special Equipment

Throwing Hammer

Availability: 5+

Range	Strength	Special Rules
8"	As User	Concussion, Thrown Weapon

Special Rules

Concussion: Hammers are extremely good at smashing things on the head, and so when rolling for injuries, 1 is *knocked down*, 2-4 is *stunned*, and 5-6 is *out of action*.

Thrown Weapon: Throwing Hammers are used at short range, and have no penalty for throwing over half range or for moving. They still cannot be thrown if the model runs, and cannot be used in hand-to-hand-combat.

Throwing Axe

Availability: 6+

Range	Strength	Special Rules
8"	As User +1	Cutting Edge, Thrown Weapon

Special Rules

Cutting Edge: Axes are very good at penetrating armor, and has an automatic -1 armor save modifier. This can be made more devastating if the user has strength 4 or higher.

Thrown Weapon: Throwing Axes are used at short range, and have no penalty for throwing over half range or for moving. They still cannot be thrown if the model runs, and cannot be used in hand-to-hand combat.

Runic Tattoos

Dwarfs can pay other dwarf tattooists to create special runic tattoos using unique symbols and odd metallic coloring. Tattoos cannot be bought by normal heroes at the start of a campaign, only Dragon Slayers and Deamon Slayers can. Dwarf tattooists can be found in any good dwarf town. Only heroes can buy runic tattoos, henchmen may only have normal tattoos, which have no affect on the game. Note, henchmen that become heroes can still buy runic tattoos. No tattoo may be bought in duplicates. All tattoos have different costs, as displayed below.

Stok Gloves

Cost: 25 gc

The Stok Gloves are four narrow stripes tattooed onto the backs of the slayer's large hands, each one going up to the end of a different finger. Stok means 'to hit or strike', which is much like what the Stok Gloves do. A slayer that has Stok Gloves may re-roll one attack that failed to hit, the second roll must be accepted no matter what it may be. This rule can be used with any close combat weapon.

Ok Band

Cost: 30 gc

Ok Bands are thick wavy strips that wrap around that slayers arm just below the elbow. Ok means 'cunning or skillful', and it enhances the hero's natural reactions. A hero that has an Ok band will always strike before an enemy in hand to hand combat, but will only get to attack first with one attack unless he would attack first anyway. This tattoo does not affect double-handed weapons, which must always attack last.

Klad Swirls

Cost: 25 gc

Klad Swirls normally are three wavy lines swirling out from a center point, and imprisoned by a circle. Klad means 'armor', it allows the slayer to gain an armor save it normally wouldn't get to have. While slayers lack physical armor, Klad Swirls summons a protective layer of swirling colors. The slayer gains a 6+ save, which cannot be modified.

Uzkul Signs

Cost: 20 gc

Uzkul Signs are pictures of bones or death, usually they are tattooed on the shoulder. Uzkul means 'bones or death', two things that slayers go looking for, hoping that their doom will be waiting nearby. A slayer with Uzkul Signs causes *fear* in his enemies, and so is immune to *fear* himself.

Zharr Marks

Cost: 15 gc

Zharr Marks are delicately carved pictures of flame and fire, blazing into the sky or licking up posts of wood. Zharr means 'fire', and this rule was first created by Tonog Gafhammer, the inventor of the flame cannon. When a model has this tattoo all his attacks count as burning and do double wounds to things susceptible to fire. This rule also affects unarmed combat and thrown weapons. Also, he does not suffer the normal effects of having to fight unarmed, he always counts as having a sword with no parry, so to speak.

Skrund Bracelets

Cost: 30 gc

Skrund Bracelets are five jagged lines tattoos on both of the hero's legs, just below his knees. Skrund means to 'hew rock or to get stuck in', and it lets the dwarf feel energized when the prospect of a fight arises. When he is near a fight he suddenly feels a jolt of

energy and his stout legs feel like they could run a mile uphill. The hero can charge his normal movement +d3".

Drung Stripes

Cost: 25 gc

Drung Stripes are one inch thick bands running from the dwarf's shoulder all the way down to the tip of his middle finger on both hands. Drung means to 'defeat or vanquish', and in this case it represents the dwarf being able to defeat the effects of any magic.

When a model has this tattoo they are especially resistant to all types of magic, and gain a 4+ resistance roll against spells. This is not used in conjunction with the special rules for all dwarf resistance, and it is no longer in effect for this model.

Azul Spirals

Cost: 15 gc

Azul Spirals are two long marks spiraling around the dwarf's midsection. Azul means 'metal of any kind; dependable; a sturdy dwarf', this signifies the dwarf's will to stay in battle no matter what he faces. This slayer is now immune to all psychology and *All Alone* tests.

Hunk Symbols

Cost: 30 gc

Hunk Symbols are three interconnecting circles on the dwarfs back, supposing to represent a pile of stones. Hunk means to 'carry heavy rocks or other burden'. It makes the enemy feel as if they are weighted just by looking at the dwarf. Any enemy charging the model subtracts -d3" from it's charge distance. If it fails to make contact the rules for a failed charge apply.

Heroes

1 Daemon Slayer

95 gold crowns to hire

These are the oldest and worthiest slayers there are. Daemon Slayers have been especially successful, or unsuccessful, at finding their doom, and are very respected and feared by other dwarfs.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	4	4	4	1	3	2	9

Weapons/Armour: The Daemon Slayer may be equipped with weapons from the Slayer equipment list.

SPECIAL RULES

Leader: Any model from the warband that is within 8" of the Daemon Slayer may use

his leadership value.

Doomed: Daemon Slayers have devoted their lives to finding the largest monster and either killing it, or being killed *by* it. To show this, Daemon Slayers are immune to all psychology and *All Alone* tests.

Monster-killer: Daemon Slayers have spent their time killing large monsters, and so have a lot of experience in combat. Daemon Slayers will automatically wound any model with a toughness 8 or lower on a 4+, or better if suggested by the 'to wound' chart.

Runic Tattoos: As with all Slayers, Daemon Slayers are covered with tattoos of swirling symbols and patterns. These usually do nothing more than enhance his physical appearance and inspire fear in his enemies, but sometimes when he has saved up enough money they can have special runesmiths inscribe special runic tattoos with magical powers. Daemon Slayers may buy runic tattoos at the start of a campaign, and they cost 5 gc less than normal. This bonus is negated for all other visits after this one.

0-1 Dragon Slayer 80 gold crowns to hire

These slayers are only a step lower than Daemon Slayers. Dragon Slayers still command much respect from the other warriors, and are almost as fierce as Daemon Slayers.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	3	4	4	1	2	2	9

Weapons/Armour: The Dragon Slayer may be equipped with weapons from the Slayer equipment list.

SPECIAL RULES

Respected: Although the Dragon Slayer is not the leader of the warband, he is still highly respected. Any model from the warband that is within 4" of the Dragon Slayer may use his leadership value.

Doomed: Dragon Slayers have devoted their lives to finding the largest monster and either killing it, or being killed *by* it. To show this, Dragon Slayers are immune to all psychology and *All Alone* tests.

Monster-killer: Dragon Slayers have spent their time killing large monsters, and so have a lot of experience in combat. Dragon Slayers will automatically wound any model with a toughness 7 or lower on a 4+, or better if suggested by the 'to wound' chart.

Runic Tattoos: As with all Slayers, Dragon Slayers are covered with tattoos of swirling symbols and patterns. These usually do nothing more than enhance his physical appearance and inspire fear in his enemies, but sometimes when he has saved up enough

money they can have special runesmiths inscribe special runic tattoos with magical powers. Dragon Slayers do not have the same personal image as Daemon Slayers, but may still buy runic tattoos at the start of a campaign, and they costs 5 gc less than normal. This bonus is negated for all other visits after this one.

0-2 Giant Slayers

65 gold crowns to hire

Giant Slayers are slayers who haven't been disgraced for too long, but they have been around and smashed their way up through the ranks.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	3	3	4	1	2	2	9

Weapons/Armour: Giant Slayers may be equipped with weapons from the Slayer equipment list.

SPECIAL RULES

Doomed: Giant Slayer have devoted their lives to finding the largest monster and either killing, or being killed *by* it. To show this, Giant Slayers are immune to *fear* and *All Alone* tests.

Monster-killer: Giant Slayers have spent their time killing large monsters, and so have a lot of experience in combat. Giant Slayers will automatically wound any model with a toughness 6 or lower on a 4+, or better if suggested by the 'to wound' chart.

0-3 Goblin Slayers

30 gold crowns to hire

A lesser known rank, for young dwarfs who are obligated to become slayers, but are not quite sure of their fighting skills yet. Goblin Slayers have only seen combat a few times, and have mostly short beards.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	2	3	4	1	2	1	8

Weapons/Armour: Goblin Slayers may be equipped with weapons from the Slayer Equipment list.

SPECIAL RULES

Doomed: Goblin Slayer have devoted their lives to finding the largest monster and either killing it, or being killed *by* it. To show this, Goblin Slayers are immune to *All Alone* tests.

Monster-killer: Goblin Slayers have spent some of their time killing large monsters, and so have some experience in combat. Goblin Slayers will automatically wound any model with a toughness 5 or lower on a 4+, or better if suggested by the 'to wound' chart.

Henchmen (bought in groups of 1-5)

0-5 Skaven Slayers

45 gold crowns to hire

Great Skaven hoardes inhabit most of the ruined dwarf fortresses, so it is only natural that some slayers should head straight for the mountains to try to meet their doom at the brown tides.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Skaven Slayers may be equipped with weapons from the Slayers Equipment list.

SPECIAL RULES

Frenzy: Skaven Slayers have fought most of their lives against the Skaven that terrorize their Dwarven homeland. Being used to having to kill many of the large swarms that flood their cites, these dwarfs have acquired a bloodthirsty frenzy and so are affected by the rules for *frenzy*.

Doomed: Skaven Slayers have devoted their lives to finding the largest monster, or largest amount of monsters, and either killing them, or being killed by them. To show this, Skaven Slayers are immune to all psychology and *All Alone* tests when frenzied, and immune to *fear* when they are not frenzied.

Troll Slayers

40 gold crowns to hire

The most common rank, there are more Troll Slayers than all the other ranks combined. Most dwarf armies have a regiment of Troll Slayers in their army, due to their death vow. Their lack of great experience is made up for by their extreme willingness.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Troll Slayers may be equipped with weapons from the Slayers Equipment list.

SPECIAL RULES

Monster-killer: Troll Slayers have spent some of their time killing large Trolls, and so have some experience in combat. Troll Slayers will automatically wound any model with a toughness 5 or lower on a 4+, or better if suggested by the 'to wound' chart.

Doomed: Troll Slayers have devoted their lives to finding the largest monster, or largest amount of monsters, and either killing them, or being killed *by* them. To show this, Troll Slayers are immune to *fear* and *All Alone* tests.

0-5 Squig Slayers

45 gold crowns to hire

Slayers are easily aggravated, but there is nothing more annoying to a dwarf than a Squig who bounces into the air every time the Slayer gets a good swing at it. However, some Slayers are sufficiently bothered by this to teach themselves how to throw weapons with extreme accuracy to deal with enemies out of hand-to-hand combat reach.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	4	3	4	1	2	1	9

Weapons/Armour: Squig Slayers may be equipped with weapons from the Squig Slayer Equipment list.

SPECIAL RULES

Monster-killer: Squig Slayers have spent most of their time throwing things at large flying monsters and annoying bouncy red creatures, so have some experience in combat and ranged attacks. Squig Slayers will automatically wound any model with a toughness 5 or lower on a 4+, or better if suggested by the 'to wound' chart. This applies to thrown weapons as well.

Doomed: Squig Slayers have devoted their lives to finding the largest flying monster, or largest amount of flying monsters, and either killing them, or being killed *by* them. To show this, Squig Slayers are immune to *fear* and *All Alone* Tests.

Throwing: Squig Slayers have been specially shown how to throw multiple axes and hammers with deadly accuracy. If a Squig Slayer is armed with two thrown weapons, he may throw each one in the Shooting phase, effectively shooting twice in one turn.

Skaven Clan Skryre

By Nick Bate

The Warlock Engineers of Clan Skryre have always had an interest in the forest of Athel Loren. They know that elves dwell within its boundaries, and where there are elves, there are undoubtedly many items of great power. Items that the Warlock Engineers could make good use of... Unfortunately for the ratmen, those same elves have always guarded their secrets well. Over the long years, many expeditions have been sent into the forest, but none of them ever returned. It is not surprising, therefore, that the Council of Thirteen directed its attentions elsewhere.

Not everyone gave up on the forest, however. A Warlock by the name of Krask was never willing to let his chances at wealth and power go, and repeatedly sent groups of his followers into the forest in the hope that one - just one - would return with something he could use to further his position in the clan. Krask had high hopes that one day he would oust even the great Ikit Claw. He saw Athel Loren as the perfect way to do this - though Skaven magic was a potent thing, the elven artifacts scattered throughout the ancient forest would undoubtedly grant him everything he could ever want.

One day, all of Krask's dreams came true. After years of sending expeditions in, and hearing nothing back, a messenger returned from Athel Loren to inform him that a massive Orc army was encamped within the forest's borders. The Wood Elves were on the run, and the Orc army seemed to have slowed its assault and set up a permanent camp. Already, adventurers from other lands were making their way into the forest, and though many were killed, still more were able to survive - and even thrive.

Seeing that his time had come, Krask gathered his most loyal and skilled Warlock Engineers. He informed them of developments within the borders of Athel Loren, and ordered them to begin to arrange small parties to enter the forest and search for the artifacts of power he so desperately wanted. They were ordered to gather from the ranks of the clan a few loyal apprentices, and plenty of expendable clanrats and slaves to bulk out their numbers - and threats of reprisal were issued should any of them decide to keep anything they found to themselves...

It was a difficult scheme to organise, simply because Krask knew he had to keep it secret from the remainder of the clan if he was to reap all the glory. He contacted assassins from Clan Eshin, making it clear that he may wish to purchase their services at a minute's notice - if anyone within Clan Skryre caught even the slightest hint of what was going on, they were to be assassinated instantly.

Fortunately for Krask, the Warlock Engineers of Clan Skryre were perfect for the task he had granted them. At their lowly ranks - quite a way under the mighty Ikit Claw, and even Krask himself - they were unlikely to come up with any grand designs on the artifacts they discovered within the forest's borders. Each of them believed, however, that if returned with the most for Krask, then they would stand beside him as he rose to the top of the clan.

What's more, Athel Loren is a very dangerous place. Even with the Wood Elves on the run, and the Orc army apparently stalled, there are countless ways that a warrior can die within its borders. What Clan Skryre lacks in raw strength - an area better reserved for

Clans Mor and Moulder - it makes up for in its mastery of magic and machinery. The insane blend of magical warpstone and science has led to the creation of all manner of deadly devices which the clan uses to great effect.

Similarly, the magical skills of the Warlock Engineers themselves are a much-needed protection within the forest's boundaries. Magic is everywhere in the Warhammer World, and the ancient abode of the Wood Elves is even more steeped in it than most locations. Also, without the magical knowledge of these individuals, many of the artifacts of power craved after by Krask might be accidentally left behind.

And so it was that small bands of Skaven warriors made their way into the forest of Athel Loren. The Warlock Engineers in command were under orders to use any means necessary to claim the magical artifacts that must surely litter the forest - including the limited use of other clans if necessary - but ultimately they all report back to Krask. It is he who masterminded the plan to enter Athel Loren, and he who will claim the prizes retrieved by the Skaven. If his followers are successful, the balance of power within the mighty Clan Skryre may see an indefinite and dramatic shift...

Skaven Special Rules

Skryre Special Equipment. The Warlocks of Clan Skryre often produce peculiar - and powerful - weapons for the use of their armies and warbands. Unfortunately for the Skaven, this equipment requires a great deal of maintenance in order to remain operational. Consequently, a Clan Skryre warband must have Apprentices in order to use any of this equipment (jezzails, warpfire throwers, warlock pistols and poison wind globes). If the warband does not have any Apprentices, then none of this equipment may be included in it. The exception is the Warlock Engineer - he may always purchase equipment *for his use only*, even if the warband contains no Apprentices.

Shops. Clan Skryre warbands can go to the Skaven Armoury, Clan Skryre Armoury and Warlock's Inner Sanctum shops.

Choice of Warriors

A Clan Skryre warband must include a minimum of three models. You have 500 gold crowns (representing your resources) which you can use to recruit and equip your initial warband. The maximum number of warriors in the warband may never exceed 20.

- Warlock Engineer - Each Clan Skryre warband must have one Warlock Engineer: no more, no less!
- Stormvermin - Your warband may include up to two Stormvermin.
- Warlock Apprentices - Your warband may include up to two Warlock Apprentices.
- Initiates - Your warband may include a maximum of five Initiates.
- Clanrats - Your warband may include any number of Clanrats.
- Slaves - Your warband may include any number of Slaves, up to a maximum of half your warband.

Starting Experience

- The Warlock Engineer starts with 20 experience

- Stormvermin start with 8 experience
- Warlock Apprentices start with 0 experience
- All Henchmen start with 0 experience

Clan Skryre Skill Tables						
	Combat	Strength	Shooting	Academic	Speed	Special
Engineer			X	X	X	X
Stormvermin	X	X			X	X
Apprentices			X		X	X

Clan Skryre Skills

Tail Fighting. The Skaven may wield a shield, knife or sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

Wall Runner. The Skaven does not need to take an Initiative test when climbing up walls and other sheer surfaces.

Infiltration. This skill is available to Stormvermin only. A Stormvermin with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12” away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Skavenbrew Master. This skill may only be taken by Warlock Engineers or Apprentices. The Skaven has perfected his recipe for skavenbrew. One batch purchased per game may modify the die result for affect by +1 or -1 as if a slave had been sacrificed. Note that this is not cumulative with sacrificing a slave (you can do either but not both).

Warpstone Resistance. This Skaven has developed a level of resistance to the effects of warpstone by years of exposure. If swallowing warpstone chunks, the model is only stunned if a 5-6 is rolled. If hit by a poison wind globe for any reason, the warpstone resistant Skaven only takes a S2 hit. Conversely, skavenbrew no longer has any affect on the warrior.

Equipment Lists			
Engineers Equipment List	Cost	Henchmen Equipment List	Cost

Hand-to-hand combat weapons		Hand-to-hand combat weapons	
Dagger	1st free/2gc	Dagger	1st free/2gc
Sword	10gc	Club	3gc
Flail	15gc	Sword	10gc
Spear	10gc	Spear	10gc
Halberd	10gc		
		Missile Weapons	
Missile Weapons		Sling	2gc
Warplock Pistol*	30gc (70 brace)		
Warplock Jezzail**	100gc	Armour	
Warpfire Thrower**	40gc	Light Armour	20gc
Poison Wind Globes**	50gc	Shield	5gc
		Helmet	10gc
Armour			
Light Armour	20gc		
Helmet	5gc		
Warpstone Armour	60gc		
Misc. Equipment***			
Jezzail Support	10gc		
Warpfire Barrel	20gc		

*Heroes only

**Warlock Apprentices and Initiates only

***Initiates only

Special Equipment

This equipment is only available to Skaven of Clan Skryre, and no other warbands may purchase it. See the Trading section for full rules on acquiring rare items. All of these items require a deal of maintenance to keep them operating, meaning that only warbands containing Warlock Apprentices may use them. The exception is equipment given to the Warlock Engineer - he will look after his own tools.

Warplock Pistol

Warplock pistols are terrifying weapons,

Warpstone Armour

Warpstone armour is a carefully crafted

testimony to the mad genius of Clan Skryre engineers. Warplock pistols shoot ammunition made of magically treated warpstone and wounds caused by warplock pistols are horrible to behold and often cause infections.

Range	Strength	Special Rules
8"	5	Prepare Shot, Save Modifier

Special Rules

Prepare Shot: A warplock pistol takes a complete turn to reload, so your model may only fire every other turn. If he has a brace of warplock pistols, he may fire every turn.

Save Modifier: Warplock pistols are even better at penetrating armour than their Strength 5 suggests. A warrior wounded by a warplock pistol must make his armour save with a -3 modifier.

Warplock Jezzail

Warplock jezzails are used exclusively by Clan Skryre to provide armies and warbands with ranged punch. They are carefully crafted by the Warlock Engineers, and only granted to Initiates and Apprentices for use in battle. Using similar warpstone ammunition to their smaller cousins, the warplock jezzail's range and punch makes it perfect for taking down heavily armoured enemies.

Range	Strength	Special Rules
36"	5	Prepare Shot, Move or Fire, Difficult to Use, Save Mod.

Special Rules

Prepare Shot: A warplock jezzail takes a complete turn to reload, so your model may only fire every other turn.

suit of heavy armour, with small amounts of warpstone dust added to it during its creation. Though the scholars of the Empire do not fully understand why, the addition of this warpstone makes it possible for Skaven Warlocks to cast spells even while wearing the armour - a very important ability for the Warlock Engineers of Clan Skryre.

Special Rules

Heavy Armour: Warpstone armour counts as heavy armour, granting a 5+ save. Note that since it is heavy armour, it will reduce the wearer's movement by 1 if he is also armed with a shield.

Magical: The addition of warpstone dust in the forging of warpstone armour grants the armour the unusual property of not encumbering magic users. A Skaven spellcaster wearing a suit of warpstone armour may still cast spells as per usual.

Poison Wind Globes

Poison wind globes are a weapon associated with Clan Skryre and Skaven armies. They are small fragile globes filled with swirling warpstone gas, which can be easily thrown. It is just one more of the ways that the insane Warlock Engineers have found to make use of warpstone.

Range	Strength	Special Rules
6"	4	No Armour Save, Template, Fragile

Special Rules

No Armour Save: Hits caused by poison wind globes do not permit an armour save - armour is no protection against gas!

Template: When thrown, poison wind globes target an area rather than a particular person. Roll to hit as usual. If

Move or Fire: You may not move and fire a warplack jezzail in the same turn, other than to pivot on the spot to face your target or stand up.

Difficult to Use: In order to get the range and punch needed for jezzails to be so useful, they are long and unwieldy pieces of equipment. To represent this, all shots fired from a jezzail are at -2 to hit.

Purchasing a separate support, which is used by a second Initiate or Apprentice, can alleviate this penalty. Details can be found below.

Save Mod.: Warplack jezzails are even better at penetrating armour than their Strength 5 suggests. A warrior wounded by a warplack jezzail must take its armour save with a -3 modifier.

Jezzail Support

The addition of a jezzail support helps to steady the long barrel of a warplack jezzail, increasing the accuracy of shots fired by the device. Unfortunately, these supports cannot be made out of any old wood - it needs to be specially shaped and strong enough to withstand the recoil and movement generated by a firing jezzail. What's more, it requires Skaven to cut down trees and whittle wood - hardly one of their favourite past times!

Special Rules

Steady Jezzail: When a warrior with a jezzail support is in base contact with warrior armed with a jezzail in the shooting phase, the warrior firing the jezzail does not suffer the usual penalties from the difficult to use special rule.

May Not Shoot: When using a jezzail support, a warrior may not fire any other shooting weapons in his possession. All his strength is focussed on holding the

the to-hit roll is successful, anyone within 1" of the point targeted takes a S4 hit (Note that this means models up to 7" away from the thrower can be hit - the central point of the template must be within 6"). If the to-hit roll fails, the template deviates D3" in a random direction. Deviation can carry the template further than its maximum range.

Fragile: By their very nature, poison wind globes are extremely fragile. If a model carrying poison wind globes is knocked down or stunned, roll a D6. On a 1, a poison wind globe has burst. Resolve this as if a globe had been thrown at a point centred on the model carrying the globes.

Warpstone Shard

Poison wind globes are a weapon associated with Clan Skryre and Skaven armies. They are small fragile globes filled with swirling warpstone gas, which can be easily thrown. It is just one more of the ways that the insane Warlock Engineers have found to make use of warpstone.

Special Rules

Casting: If a Warlock Engineer (and only a Warlock Engineer - warpstone is too valuable to give to apprentices) swallows a shard of warpstone before casting a spell, the difficulty of the spell will be reduced by two for that casting only. This is a one use only item.

Side Effects: Warpstone has a powerful corrupting influence on anyone who maintains contact with it. Though Warlock Engineers are somewhat hardened, swallowing a chunk can be quite dangerous. Immediately after a warpstone shard is used, roll a D6. On a

support steady.

Warpfire Thrower

The armies of the Skaven are renowned for their deadly warpfire throwers - dangerous machines that spray sticky, highly flammable 'warpfire' on their foes. Unfortunately (for the Skaven), the fuel to power such devices is extremely time consuming to make. The result is that the warpfire throwers seen amongst the Skaven in Athel Loren are smaller versions of their battlefield cousins - covering a smaller area in their deadly ammunition, but much more economical, and still quite deadly.

Range	Strength	Special Rules
6+2D6"	4	Random Range, Move or Fire, Dangerous, Fuel Hungry

Special Rules

Random Range (courtesy of Tommy Punk): The distance traveled by a gout of warpfire is determined randomly. When a warpfire thrower is fired, work out the range and draw a straight line from the firer up to that distance. Any models within 1" of this line will take a single S4 hit from the stream of burning warpfire.

Move or Fire: You may not move and fire a warpfire thrower in the same turn, other than to pivot on the spot to face your target or stand up.

Dangerous: Warpfire throwers are notoriously unstable. If you roll a double for the distance that the warpfire travels

4+ the Warlock Engineer is stunned. Note that the effects of the spell are worked out before you determine whether or not the Engineer becomes stunned.

Skavenbrew

Skavenbrew is a bubbling concoction of warpstone mixed with drugs and herbs put together by a Warlock Engineer. It is fed to a warrior before battle, and can produce quite dramatic affects. Unfortunately, it is also prone to occasional failure, so it is often tested on slaves before it is given to anyone important...

Special Rules

Drug: Skavenbrew is a drug. Each batch can be given to a single warrior, and its effects last for a single game. When giving it to a warrior (this must be a hero - henchmen are not deemed worthy of skavenbrew), roll on the following table to determine the results:

D6	Effect
5-6	The model enters a killing fury and is affected by the psychology rules for <i>frenzy</i> for the next battle.
3-4	The model hates all non-Skaven and is affected by the psychology rules for hatred for the next battle.
1-2	The brew has no effect.

Side Effects: After a game in which a warrior has used skavenbrew, roll 2D6. On a roll of 2-3, the model loses a point of Initiative permanently. If this would reduce Initiative to 2 or below, the model suffers from stupidity instead. Note that you do not need to make this roll if the skavenbrew had no effect.

then something has gone wrong. Roll another D6 - if the result is a 5+, then warpfire has been splattered on the crew of the machine. Resolve this as if their own weapon had hit them, instead of firing as usual.

Fuel Hungry: Warpfire throwers are incredibly fuel hungry - each gout of flame uses up a substantial amount of fuel. To represent this, a warpfire thrower may only fire twice per battle. This penalty can be removed by purchasing a fuel tank, detailed below.

Warpfire Barrel

A warpfire barrel serves a very important purpose for Skaven warbands using warpfire throwers. The extra warpfire that can be stored in the barrel allows the deadly weapon to continue firing for a much longer duration. This makes it a vital investment for most warbands.

Special Rules

Store Fuel: If a warrior with a warpfire barrel is in base contact with a warrior armed with a warpfire thrower in the shooting phase, the warrior with the warpfire thrower does not suffer the normal penalties from the fuel hungry special rule. (This means the warpfire thrower is no longer restricted to two shots per battle).

Must Remain in Base Contact: In order for the warpfire barrel to be any use, the warrior carrying the barrel must be in base contact with the model holding the warpfire thrower. If for any reason the model carrying the barrel is killed, the warpfire thrower it is attached to will only be able to fire two more times before running out of fuel. Note that if a warpfire thrower carrier is killed, the Skaven with warpfire barrel may

Test Subject: In order to improve the chances of skavenbrew being exactly right, Warlock Engineers may opt to test it out on a slave. This is, after all, what the slaves are used for. If you choose to do this, roll a D6. If a 6 is rolled, there is no effect on the slave. Otherwise, immediately remove the slave from your roster (he is considered dead - the tests often go wrong!). Regardless of the roll's result, you may now add +1 or -1 to the D6 roll for the effect of skavenbrew.

separate and join a different warpfire thrower armed model. There is no benefit from having more warpfire barrels than warpfire throwers (apart from the decreased likelihood of running out of fuel!).

Unstable: Warpfire is notoriously unstable, and a large amount of it sloshing about in a barrel is decidedly dangerous. A model carrying a barrel may not move further than 5" per turn - i.e. he may not run and can only charge up to his normal movement. If for any reason the model is forced to move faster than this, roll a D6. On a 1, the barrel bursts, and warpfire goes everywhere. Every model (including the barrel bearer) within D3+1" takes a S4 hit. This may not be done deliberately - no suicide rats!

Similarly, if a model carrying a fuel barrel suffers a critical hit in close combat, roll a D6. On a 5+, the barrel explodes with the same effect as indicated above. Once damage for the explosion has been worked out, the critical hit is resolved as usual.

Heroes

1 Warlock Engineer **65 gold crowns to hire**

Warlock Engineers are the crazed scientists of Clan Skryre, creating a curious blend of engineering and magic. A select few, loyal to the Warlock Engineer Krask, have been chosen to enter the forest of Athel Loren to extract as many artifacts of power as possible, in order to elevate Krask within the Clan.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	4	3	3	1	4	1	6

Weapons/Armour: Warlock Engineers may be armed with weapons and armour chosen from the Engineers Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Warlock Engineer may use his Leadership instead of his own.

Wizard: A Warlock Engineer is a wizard and uses the Magic of the Horned Rat. See the Magic section of the Mordheim rulebook for details.

0-2 Stormvermin 40 gold crowns to hire

Warlock Engineers are scientists and magicians, not fighters. Consequently, in order to provide them protection both in the forest and at home, they often select bodyguards for protection. For the wealthy and powerful, these are often animals supplied by Clan Moulder, but those entering Athel Loren, rats known as Black Skaven or Stormvermin are the best bet.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	4	3	1	5	1	6

Weapons/Armour: Stormvermin may be armed with weapons and armour chosen from the Engineers Equipment list.

0-2 Warlock Apprentices 30 gold crowns to hire

Warlock Apprentices are Skaven who train under the guidance of a Warlock Engineer. They have shown a grasp of magic, and are taught the abilities necessary to create and care for the evil devices created by the full-blown Engineers. In the warbands entering Athel Loren, they are largely used to maintain this valuable equipment.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	2	3	3	3	1	4	1	4

Weapons/Armour: Warlock Apprentices may be armed with weapons and armour chosen from the Engineers Equipment list.

SPECIAL RULES

Trainees: Warlock Apprentices are (funnily enough) the apprentices of the Warlock Engineer, and are being trained in the ways of Clan Skryre. As such, they do not begin

with any spells, but when they roll a new skill as an experience advance, they may choose to take a randomly determined spell rather than a normal skill.

Inexperienced: Warlock Apprentices do not have the years of practice and training of the Warlock Engineer, and as such are prone to miscasting more often than their more skilled leader. All spells cast by a Warlock Apprentice count as +1 difficulty.

Henchmen (bought in groups of 1-5)

0-5 Initiates

30 gold crowns to hire

Initiates are the Clanrats of Clan Skryre who have proven themselves dedicated enough to be initiated into the clan's higher ranks. Some may make it as Engineers or Apprentices, but many others will spend their lives operating the machinery created by others. It is just this that is their task in Athel Loren - to operate the machinery created (or purchased) by the Engineer and maintained by his Apprentices.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	4	1	5

Weapons/Armour: Initiates may be armed with weapons and armour chosen from the Engineers Equipment list.

SPECIAL RULES

The Lad's Got Talent: If an Initiate group rolls 'the lad's got talent' as an experience advance, he has been singled out by the Warlock Engineer as capable of learning the arts of magic. He must chose spells as one of his two skill lists, and from this point forward all rules for Apprentices will apply to the newly promoted Initiate.

Clanrats

20 gold crowns to hire

Every clan has its Clanrats. These are the minions who live within the clan's stronghold, and they provide the main muscle when the clan goes to war. They live brutish lives, working, fighting and dying for their clan and their superiors. They provide the bulk of the fighting force sent into Athel Loren.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	4	1	5

Weapons/Armour: Clanrats may be armed with weapons and armour chosen from the Henchmen Equipment list.

Slaves

10 gold crowns to hire

All clans maintain a body of slaves - captured from conquered clans, or occasionally humans, elves or dwarfs taken in battle. These are especially important for Clan Skryre, in that they can be used for the most dangerous of tasks, and as test subjects for the Warlock Engineers.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	2	3	3	3	1	4	1	4

Weapons/Armour: Slaves may be armed with weapons chosen from the Henchmen Equipment list. They may carry shields, but may not wear helmets or light armour - they are not expected to live, and nothing is invested in their survival.

SPECIAL RULES

Expected to Die: Slaves are expected to die - they are used as cannon fodder to protect the more valuable members of the warband. When testing to see if a Skaven warband needs to take a Rout test, each Slave taken *out of action* counts as half a model. Therefore, a band of 10 slaves and 6 other skaven (16 models) would only have to take a test if 4 models fell (8 slaves or 4 other skaven, or some combination thereof).

Doomed (courtesy of Tommy Punk): Slaves have only two things to look forward to: a hard life with long working days, and constant abuse. If the slave becomes ever becomes a hero, (i.e. he rolls the "the lad's got talent" advance) he is quickly executed by the warband's leader, who fears an uprising. This happens regardless of whether or not you have a full quota of heroes. Remove the unfortunate Slave from your roster and roll for an advance again if the Slave had other members in his henchmen group.