

WARMASTER®



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WARMMASTER[®]

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Multitudes march to war. Innumerable bodies merge into a single mass like insects beneath the eye of a colossus. Columns stretching invisibly into the distance twist their way along roads pounded to dust beneath iron-shod feet. Before them lie the border lands of the enemy, dark forests that swallow armies as easily as a toad swallows a fly, swelling rivers whose distant banks shimmer under a hazy sun and finally, a wall of black-towered fortresses whose serried battlements rise in stony defiance of would-be conquerors.




There can be few people who have collected and gamed with armies of model warriors who have not dreamed of recreating the ultimate big battle. Such a battle wouldn't be just a battle – or rather not just the immediate confrontation between rival warriors – but would encompass the manoeuvre and counter-manoeuve of armies, the disposition of whole brigades and the execution of bold strategies as imaginative as they are ambitious. As venerable generals will know, few games offer such opportunities, preferring instead to restrict themselves to the minutiae of individual combat and the intricate details of weapons and armour. Such things have their place, without doubt, but there surely beckons a bigger and altogether grander challenge.

And that, I guess, is what the Warmaster game is all about! I haven't enough room here to tell you the details. Flick through the book and you'll get an idea of how the game is structured. The photographs will show you what the model armies look like far more effectively than words can describe. What I would like to say is that Warmaster is a very different game to games you might have played before. Indeed, it is very different from Games Workshop's well known Warhammer game, for example, because it represents an entirely different level

of conflict. Veteran players who have become expert at other games, particularly at Warhammer, may at first find some of the concepts in Warmaster disturbingly unfamiliar. As these concepts underpin the whole game it's probably worthwhile taking a look at these from the start.

Warmaster is fundamentally a game based on a general's ability to command rather than on his troops' ability to fight, although that will come in useful too! Each turn of the game reflects the time taken to consider, formulate, communicate and enact decisions made by the general rather than the literal time it might take for a man to walk or run a certain distance or shoot an arrow. Indeed, as in real wars, we must assume that our warriors spend a great deal of time awaiting orders and relatively little time actually moving or fighting. This idea underpins the whole Warmaster game. Enough pre-ambling for now! I've expounded further upon the thinking behind the game at suitable points in the book where I felt it helped explain why specific rules work in certain ways. Therefore it only remains for me to say that I hope you enjoy exploring, playing and (as I would make no claims to perfection) improving upon the Warmaster game as much as I've enjoyed creating it.



Stone shatters with a crack like thunder and broken towers tumble upon the crowds below. Hundreds are crushed in a moment as a mass of dark stone crashes to the ground but the undiminished tide surges forwards, scrambling over the ruins of the fortress wall. With a thousand voices, the horde proclaims its possession of the land it has won – a new nation forged in battle to rule all others! Through the smoke and ruin of destruction they advance, an unstoppable army whose ranks spill into the broad plain as effortlessly as a flood tide. You look upon them with the unshakeable pride of the indomitable Warmaster.

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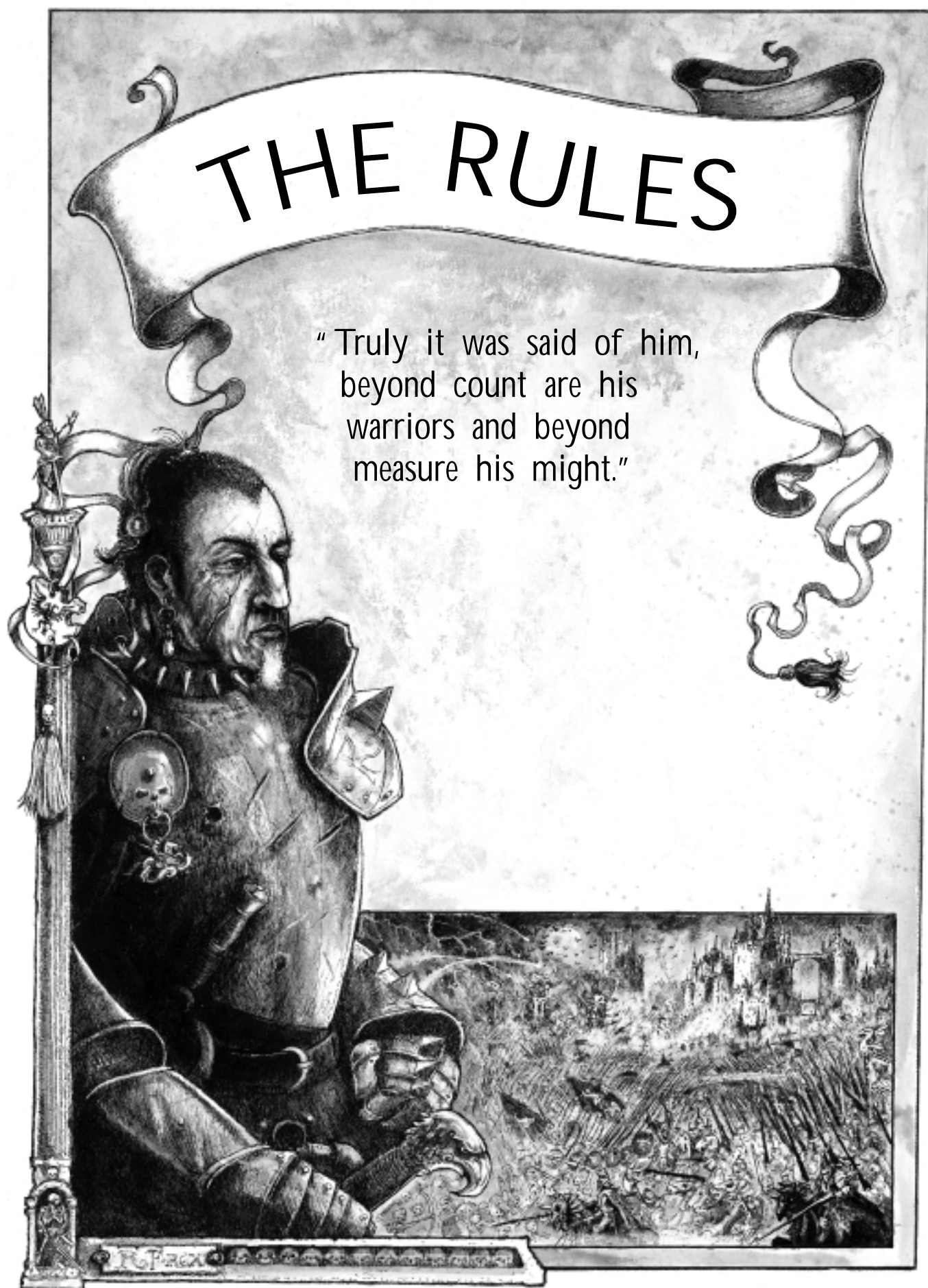


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INTRODUCING WARMASTER

Warmaster is a game of conflict on a grand scale, fought over an area of ground that we might imagine to be many miles square. Although our models are approximately 10mm high this should not be taken as a literal representation of scale when it comes to the size of the battlefield.

The area occupied by a regiment of models is assumed to encompass hundreds of warriors including all of their supporting elements such as mules laden with spare ammunition, surgeons' wagons, preachers, servants, messengers, scouts and all the paraphernalia of warfare. Never mind that the actual number of warriors depicted is typically about 30-40 in the case of an infantry regiment – we must imagine the formation whole and glorious as it marches to battle! This abstraction, by which a few models are taken to represent many more actual warriors, shouldn't concern us too much during play, although it has a direct bearing on the way the rules have been formulated.



Similarly, when considering the distances moved by our troops it is wise to think of a standard move of 20cm or 30cm as representing a unit redeploying into a new position from which it is able to launch attacks or push groups of warriors forward to shoot, skirmish or scout ahead. Where troops charge their enemies it would be inappropriate to imagine them running hell for leather over this entire distance – rather, they march into position, deploy their ranks appropriately and cover only the very final part of their manoeuvre at anything like a hurried pace. Hence, movement distances in Warmaster are dependent upon a unit's deployment and command structure rather than on the notional speed of an individual warrior.

Because Warmaster units represent such large bodies of troops, the rules for combat emphasise the position of units rather than the weapons with which individual warriors are armed. Troops that are in advantageous terrain or supported by friends obviously fight more effectively. Even poor quality troops will fight relatively well in these circumstances. On the other hand, casualties suffered have a direct bearing on a unit's effectiveness, not only making it weaker in combat but also eroding its logistical support, making it harder for the general to direct as he wishes.



A comparable approach has been taken to missile ranges. In the game, a bow can shoot as far as 30cm but this represents a longer distance than a bow could really shoot. This distance is not based on the range of a bow but the tactical area that a missile armed regiment is able to cover. We might imagine the regimental commander sending individual detachments forward or edging the line to and fro to entice the enemy to their doom! For this reason missile ranges are not based entirely on theoretical weapon ranges – we are interested in the much broader ability of a missile-armed regiment to dominate the ground in front of it.

The most important aspect of the game is the role allotted to the armies' commanders. Warmaster is based around the ability of generals and their subordinate commanders to control the action around them. In the game this is accomplished by dice rolls but in reality we might picture the general and his staff bent over maps, eagerly awaiting word from their subordinates, reading reports of distant fighting and dispatching messengers with fresh orders. Generals influence the action around them by directing troops – their role as combatants is not especially significant – although a commander's immediate presence can inspire troops to that extra bit of effort at critical moments!

THE GAME RULES

The following pages contain all the rules for the Warmaster game. We suggest that you read through them before attempting to play but don't worry about trying to learn the game by heart. It's far better to get stuck in! You can always check out the rules as you go along. After a few games you'll find the basic routines are easily remembered whilst more unusual rules can be looked up as required.

The rules are presented with summaries at the beginning of each section. There is also a glossary of terms at the back. For players already familiar with the game there is a reference section at the end of the book.



DICE

The Warmaster game uses dice to represent the chance element of shooting and close combat. To save space we refer to an individual six-sided dice as a 'D6'. So when we instruct you to roll a D6 we are simply asking you to roll a dice.

Sometimes you'll be required to roll two dice and add the scores together, in which case we will ask you to roll '2D6'. Occasionally, you will need to roll one dice and multiply the score by another number, in which case we write this as 10 x D6, or 5 x D6 and so on.

In a few instances the rules will also ask you to roll a 'D3'. This is simply a convenient way of referring to a random roll of between 1 and 3 achieved by rolling a normal D6 and halving the score rounding up. So, a D3 roll of 1-2 = 1, 3-4 = 2, and 5-6 = 3.

Sometimes you will be given the chance to roll a dice again to see if you can get a better result. Occasionally you may even be obliged to roll a dice again because of some action by your opponent. Rolling a dice again is called a 're-roll' and a re-roll can result in the same, a worse, or a better result depending on your luck. Regardless of the result a dice can only be re-rolled once and a re-rolled result always stands. In other words you cannot re-roll a re-roll!

RULERS & TAPE MEASURES

In the Warmaster game, units move across the battlefield by a measured distance. When troops shoot it will be necessary to measure to ensure that they are in range. All distances are given in centimeters. We recommend that players purchase one or more retractable tape measures for measuring distances.

Players who prefer to play using inches can do so by halving the value of all the distances given. This gives slightly longer moves and ranges but makes no practical difference so long as both sides use inches.

GET STUCK IN

Although the scope and pageant of the game can only be realized by playing with miniature armies, for the purpose of learning the rules you might want to improvise by making your own troop stands from card. This will enable you to get a feel of how the game works right from the start.

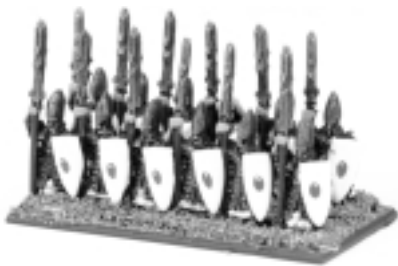
Similarly, you may want to field unpainted models that you buy. You can paint your army later but this will take time so it's best to learn the game and fight a few battles first.

Nothing else is needed, though a pen and paper are useful for making notes and a nice hot cup of tea is always a good idea!



GAME VALUES

Some troops are better fighters than others, some are better trained, some are more naturally violent and so on. So that we can represent these different qualities in the warriors, monsters and weird creatures that are found in the game, we assign three values to each piece or 'stand'. These are **Attacks**, **Hits** and **Armour**.



Attacks 3 **Hits** 3 **Armour** 5+

This is the basic number of dice rolled in combat – the more dice, the better at fighting the stand is and the more hits it will be able to inflict.

The number of hits the stand can suffer before it is removed.

The stand's Armour value indicates the chance of nullifying hits scored against it. A value of 6+ indicates that a dice roll of 6 is required to nullify a hit, a 5+ that a 5 or 6 is required and so on. A value of 0 means that the stand has no armour.

Infantry, cavalry, chariots, monsters, artillery & machines

Broadly speaking, armies consist of infantry, cavalry, chariots, monsters, artillery and machines – this last category includes various oddball devices, as we shall discover.

The rules distinguish between these six types of troops. Monstrous creatures of small to medium size are usually classified as either cavalry or infantry – Ogres are clearly infantry, for instance, although their appearance is no less monstrous for all that.

Shooting attacks

If troops carry bows or other missile weapons then they will have two Attack dice values divided by a slash, for example 3/1 or 2/2. In this case, the first number is always that used in hand-to-hand combat and the second value is that used for shooting.



Attacks

3 / 1

Roll 3 dice in hand-to-hand fighting.

Roll 1 dice when shooting.



COMMAND

Command is another game value and a very important one too! Only your General and other important characters have a Command value and they use it when issuing orders. Values vary from as low as 7 to as high as 10 but only the very best Generals have a value as high as 10. More about command in due course.

UNITS

Infantry, cavalry and most other types of troops fight in formations of several stands each consisting of a number of metal castings glued to a 40mm x 20mm Warmaster base. A number of stands form a regiment of infantry, a squadron of cavalry, a battery of artillery, and so on. All the stands in the same formation are always arranged so they are touching, either side-by-side, one behind the other, or contacting at a point.

For convenience, we shall refer to all of these formations as **units**. Units usually consist of three stands of the same type but this can vary and sometimes a unit can be just a single stand, as we shall see later.

Up to four units can be temporarily placed together to form a **brigade**. We'll be covering brigades in much more detail in the rules that follow.

CHARACTERS

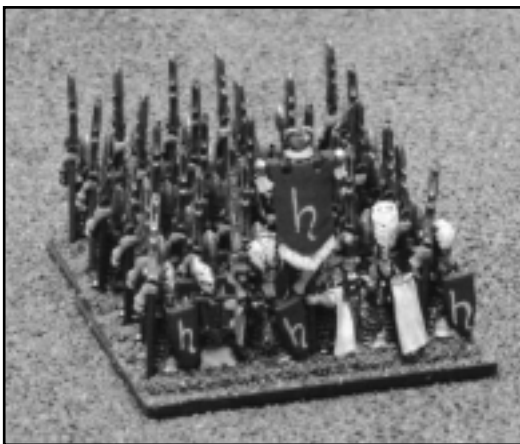
In addition to the troops described, armies always include a General and can include other Heroes and Wizards as well. These consist of a single stand which includes the mighty individual as well as assorted helpmates and hangers on. These stands are referred to as **characters**.

MEASURING

Players are free to measure distances prior to making moves or shooting, and in many cases this will be necessary to determine which target to shoot at or charge. There is no restriction on measurement during play itself; players can take measurements as and when they wish.

ANYTHING ELSE TO LEARN?

Most armies have unique troops of one kind or another, many of which have special rules to reflect their sorcerous and fantastical abilities. You don't need to know about these to begin with, so don't worry about them. Later you'll see that this is what makes each army a different and challenging force to command.



Troops are arranged into units consisting of a number of 'stands' – usually three but sometimes two or even just one. This page shows typical infantry, cavalry and chariot units.

Infantry stands are always oriented along the long edge of the base as demonstrated by the High Elf unit shown above. Generally speaking, all other troops, including monsters and artillery as well as chariots and cavalry are oriented towards the short edge of the base as demonstrated by the units shown to the right. Any exceptions are indicated in the Army Lists section.

Machines do not usually have bases but are self supporting or can be mounted onto card bases of appropriate size.





GAME SEQUENCE

1 DEPLOY ARMIES

At the start of the battle both players line up their armies at least 80cm apart.

Armies are deployed secretly by making a map of the battlefield with the positions of units indicated or, if players prefer, by placing one unit at a time, starting with the player whose army has the most units.

See the Battlefields section (p.78).

2 COMMENCE BATTLE

Each side takes a turn one after the other, starting with the player who rolls the highest score on a D6.

A turn is divided into three phases, as shown below. These phases are completed in the order shown, starting with the Command phase and ending with the Combat phase.

Players can either set a number of turns to play or fight until one side is forced to withdraw.

See the End Of The Battle section (p.63).

COMMAND

Orders are issued and troops moved.

The player whose turn it is issues orders to troops in the Command phase. Troops move on their initiative or in response to orders as they receive them.

See the Command section (p.13).

SHOOTING

Troops shoot with missile weapons.

The player whose turn it is can now direct missile fire. Shooting includes short-ranged weapons such as bows, as well as longer ranged weapons like cannons, and magic spells. Often these will be out of range of the enemy, so there will be no shooting that turn.

See the Shooting section (p.24).

COMBAT

Both sides fight hand-to-hand combat.

After shooting is complete, the players work out any hand-to-hand combat. In the Combat phase both sides fight. This phase is a bit different to the other phases because it is not just the player whose turn it is that takes part. In the Combat phase both players fight with all their troops that are engaged.

See the Combat section (p.31).

3 THE BATTLE ENDS

The game finishes when one player concedes defeat or an army is forced to withdraw from the battle or, if players prefer, when an agreed number of turns have passed.

Once a player has completed his Combat phase his turn is over and it's his opponent's turn. His opponent then takes a turn in the same way, starting with Command and ending with Combat. It is then the first player's turn again and so on until both players have completed the predetermined number of turns or until one side concedes defeat or is forced to leave the battlefield.

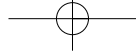
See the End Of The Battle section (p.63).

4 HAIL THE VICTOR!

Once the game is over and the dust of battle settles, it is time to work out who has won.

Once the battle is over, both players add up the number of victory points they have scored. The more enemy units they have destroyed, the more victory points they will accrue.

See the End Of The Battle section (p.63).



COMMAND AT A GLANCE

ORDERS

1. Units move by initiative or by orders.
2. Units using initiative are moved first.
3. Other units require orders to move.
4. You must finish giving orders from one character before giving orders from another character.
5. The same unit may be given several orders in succession.
6. You must finish giving orders to one unit before giving an order to another.

COMMAND

1. A character must roll equal to or less than his Command value on 2D6 to issue an order.
2. If a roll is failed, the order is not given and no further orders can be issued by that character.
3. If the General fails to give an order, no further orders can be given by any other characters.

COMMAND PENALTIES

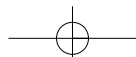
Per full 20cm distance	-1
Each successive order to the unit	-1
Enemy within 20cm of unit	-1
Unit within dense terrain	-1
Per casualty	-1

ISSUING ORDERS TO BRIGADES

1. Up to four touching units may be brigaded together and issued a single order.
2. Units moving as a brigade complete their entire move as a brigade unless charging.

CHARGE

1. A unit that moves into an enemy is said to have charged.
2. Once units are touching enemy they are engaged in combat.
3. Units in contact with an enemy cannot be issued further orders.





Units are moved in the Command phase. A unit usually requires orders before it will move but if the enemy is very close, a unit is able to react directly to its presence. Otherwise, if a unit receives no orders it remains where it is and awaits further instructions.

The Command phase proceeds in the following sequence:

1. Initiative Movement

Any units moving by initiative do so.

2. Ordered Movement

Orders are given to other units to move.

INITIATIVE MOVEMENT

Units within 20cm of the enemy at the start of the Command phase can use their initiative to move without orders. They do not have to do so – it is up to the player to decide whether to use initiative or to issue an order. If the player requires any of his units to use their initiative, they must do so **before** any orders are issued.

Before we concern ourselves further with initiative movement, we need to understand how ordered movement works. For this reason, an explanation of initiative movement and further rules for it are given in the Movement section of the rulebook.

ORDERED MOVEMENT

Issuing orders is one of the most important features of Warmaster. An order is given to a unit to enable it to move. Once a unit has moved, another unit may be given an order and moved and so on. This represents the process of relaying instructions by messenger, or a local commander's interpretation of orders either given by signal or arranged before the battle.

Orders are issued by Generals, Wizards and Heroes, collectively known as characters. Specific rules for Generals, Wizards and Heroes are given in the Generals, Wizards & Heroes section of the rulebook.



The Command phase

GIVING AN ORDER

The player begins giving an order by choosing a unit which he wishes to move. He must then take a dice test to determine if the order is received and acted upon. This works in the following way:

Roll 2D6 (ie, roll two dice and add the results to get a score of between 2 and 12). If the score is equal to or less than the character's Command value then the unit has received its order and can move. If the score is more than the character's Command value then the unit has not received its order and so cannot move.

Once a character has begun to issue orders, he must finish issuing all of his orders before another character can start to do so. It is not permitted for a character to issue an order, then a different character to issue one, then the first character again.

COMMAND VALUES

This table shows the Command values for different Generals. As you can see, there are three basic values and some are better than others.

High Elf	10
Dwarf	10
Empire	9
Undead Tomb King	9
Chaos	9
Orc	8

Once a character has failed to give an order, he cannot issue any more orders in that Command phase. Once the General has failed to give an order, no further orders can be issued by any other characters in that

Command phase even if they have not done so already. The character has run out of time, the distance between him and the unit he is issuing orders to is too great for his signals to be discerned, or the message may have been lost or confused (perhaps the messenger has been caught up in nearby enemy action and killed).

Giving further orders

When a unit is given an order, it moves to a new position. Usually this enables the unit to move 20cm if it is infantry or 30cm if cavalry but some troops move at different speeds, as we shall see later.

Once a unit has moved, the character can give it a further order to move again or he can attempt to give an order to a different unit. However, he is not permitted to go back to a previously moved unit once he has moved another unit. Nor is a different character permitted to give a unit an order if that unit has already been given an order that turn, even if the order was failed. This is an important rule so it is worth remembering right from the start. If you want to move a unit several times, the character must finish ordering it to move completely before he can try to issue an order to a different unit.

The player continues issuing orders and moving his units until he no longer wishes to move or until he can issue no more orders. It is possible to fail to issue any orders at all during a Command phase, although this happens rarely. More commonly, a player might manage to move only one or two units before a dice roll ends movement. This represents the confusion of battle, the indecisiveness of unit leaders, occasional stupidity and all those other annoying things that bedevil the process of waging war.



COMMAND PENALTIES

Circumstances can sometimes make it harder to issue an order. For example, a unit might be a far distant speck on the horizon or it might be obscured within dense terrain. All of these things make it harder for the character to identify what is going on and less likely that an effective order will be formulated or received. To represent this, we apply the following penalties:

1. If the distance between the character and the unit you wish to move is more than 20cm, the character suffers a Command penalty of -1 per full 20cm of distance. When measuring distances between characters and units in this way, measure the shortest distance between them.

Distance to Unit	Command Penalty
Up to 20cm	none
Up to 40cm	-1
Up to 60cm	-2
Up to 80cm	-3
per +20cm	minus a further 1

2. If a unit has already been issued an order during the Command phase then there is a Command penalty of -1 each time the character gives it a further order. This accounts for fatigue and the limits of time, so a unit which has already moved several times is harder to move again. This penalty is cumulative, so a unit's second order is at -1, its third order is at -2 and so on.

Order	Command Penalty
First	None
Second	-1
Third	-2
Fourth	-3
Each additional	minus a further 1

3. If the distance between the unit you wish to move and the closest enemy unit is 20cm or less, there is a Command penalty of -1. Units close to the enemy are naturally inclined to use their initiative to react, so it is harder to give them a specific order.

Closest Enemy	Command Penalty
Up to 20cm	-1
More than 20cm	none

4. If the unit you want to move is in dense terrain then there is a Command penalty of -1. The penalty applies if at least one stand is even partially within dense terrain. Typical dense terrain features are woods, in and around buildings, ruins and such like but see the Movement section for more about dense terrain.

Dense Terrain	Command Penalty
Within feature	-1

For example, a General (Command value 9) wishes to order a unit of infantry to move forward. The unit is 25cm distant (-1 distance penalty) and within a wood (-1 dense terrain penalty). The player therefore requires a dice roll of 7 or less to successfully issue an order.

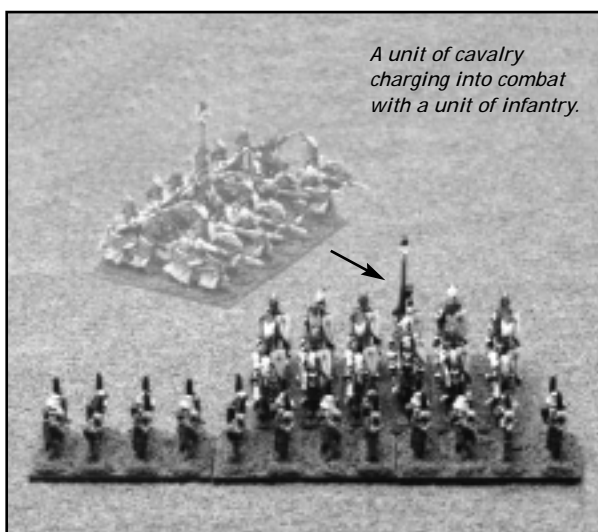
5. If the unit has lost one or more stands as casualties then there is a Command penalty of -1 per stand lost. Units which have suffered casualties are harder to motivate than fresh units.

Casualties	Command Penalty
Each Stand	-1

Example: The General has a Command value of 9. He has already moved his cavalry forward once. Now he wishes to move them again, hoping to capture a village that lies on the enemy's flank. The cavalry are 65cm away and have already moved once, which means a whopping -4 Command penalty (-1 per 20cm and -1 for the second move). The player will have to roll 5 or less to give the unit an order. He knows this is unlikely but decides to take the risk anyway as he considers the village an important objective. He rolls 2D6 and scores 4... success! The player moves the cavalry into their new position. Next, he attempts to give orders to a unit of infantry 10cm away. Although he only needs 9 or less, this time he is unlucky and rolls a 10. The unit does not move.



The Command phase



CHARGE!

A move which brings a unit into combat with the enemy is called a **charge**. A charge does not imply that the unit concerned covers the whole distance at a mad gallop but, nonetheless, we will use this word as a convenient and dramatic term to describe a move into confrontation.

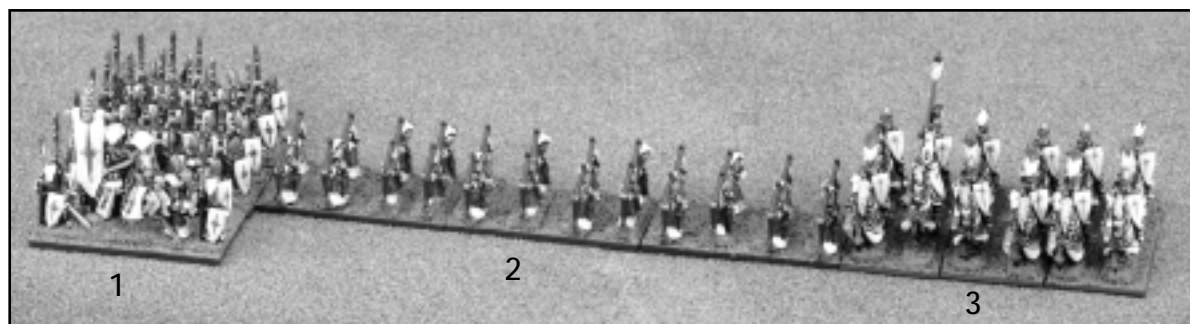
Once it has charged, a unit cannot receive any further orders that turn. It is committed to battle and must fight in the ensuing Combat phase. See the Combat phase section for further explanation.

BRIGADES

In order to save time, it is permitted for an order to be issued to up to four adjacent units simultaneously. This means that fewer tests need to be taken to issue orders to the entire army and ensures that units move at the same time, maintaining a coherent battle plan. If you find this a bit confusing, don't worry. You can safely ignore the Brigade rules for your first few games. Later on, once you've got the hang of other aspects of the game, you can have a go at giving orders in this way.

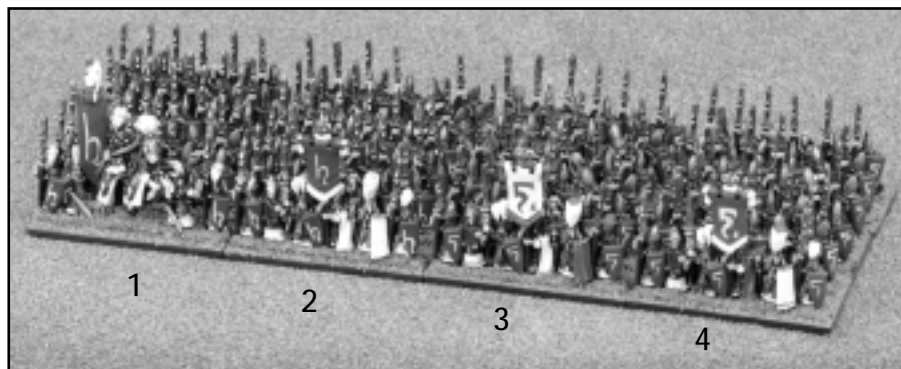
A brigade consists of up to four units arranged so that they touch, forming a single body. Units comprising a brigade at the start of the ordered movement part of the Command phase can be given a single order and are moved together as a body. Once it has moved, the brigade can be given further orders if required, potentially moving several times in just the same way as individual units.

Bear in mind that it is not obligatory to move units as a brigade simply because they happen to be touching at the start of the Command phase. A brigade is not a formal division of the army but a convenient ad hoc formation that can be changed from one turn to the next. Units formed up together can be given separate orders if you prefer, or two or three units can be divided from a larger formation and treated as a completely separate brigade. It is really up to you whether you choose to move touching units as a brigade or not.



Above
These three units can be formed into a brigade.

Right
These four units can also be formed into a brigade. Each unit is arranged into a column that is three stands deep.



To give orders to a brigade, measure to the most distant unit in the brigade and take one test. Remember to apply the -1 penalty if any units in the brigade are within 20cm of the enemy, in dense terrain, if the brigade has moved before or if any units have lost casualties. Don't apply any penalties more than once (if two units are in dense terrain for example) and in the case of casualties apply the penalty for the unit which has lost the most stands. If your test is successful, the entire brigade is in receipt of an order, whereas if you fail, it is not and the whole brigade does not move.

Assuming an order is successfully issued, the brigade can move. Except when units wish to charge, brigades move as a body, with each unit remaining in touch with the brigade as a whole.

Individual units in the brigade can change their relative positions but must still form a brigade once its move is complete. Individual units in the brigade can change formation as they move. No stand in any unit in the brigade may move further than its permitted move distance.

Conceivably, some units in a brigade might wish to charge enemy whilst others do not, as shown in diagrams 17.1 to 17.4. Any units in a brigade that wish to charge do not have to remain in touch with the rest of the brigade as a whole. Even though a single brigade order has been issued, individual units can always charge. They do so individually, one at a time, exactly as if they had been issued separate orders. Units which do not charge still have to end their move touching.

Once a brigade has moved, the player may not want to move the whole brigade again but might wish to move an individual unit or subset of touching units. Alternatively, he may wish to divide the brigade into two and move it in two different directions. To do this, the player must issue a separate order to each unit or sub-brigade. The individual units or sub-sets will carry over any Command penalty for a second or subsequent move.

Once a brigade has moved, the player must finish moving all the units in the original brigade before he moves other units. If he divides a brigade into two (say A and B), he must complete the movement of each subset in turn before moving anything else (so he must finish moving group A, then group B and then he can move other units in the army).

Brigades cannot use initiative as a body. Units using initiative must be moved at the start of the Command phase in the usual way.

During a battle, units may be moved into touch to form a new brigade. However, a brigade cannot be formed and subsequently moved in the same Command phase. Units must be in a brigade at the start of the ordered movement part of the Command phase to move as a brigade.



Brigade received an order

Diagrams 17.1



Units A charges enemy 2



Diagrams 17.2



Units C & B can see enemy 1.

Unit B can no longer see enemy 2.

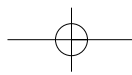
Unit D can see nothing.

Diagrams 17.3



Units B & D can now move, no other charges are possible. If they do so they must finish their moves touching - as they are moving under brigade orders.

Diagrams 17.4



MOVEMENT AT A GLANCE

DISTANCE

1. Units move in the Command phase either by initiative or if they receive orders.
2. Units receiving one order after another are able to move several times during the Command phase.

Types	Full Pace	Half Pace
Infantry	20cm	10cm
Cavalry	30cm	15cm
Chariots	30cm	15cm
Artillery	10cm	5cm
Monsters	20cm	10cm
Machines	Move distances vary	
Flying Units	100cm	100cm
Characters	60cm	60cm

3. Charging units and evading units move at up to full pace. Regular formations of columns and units in a straight line move at up to full pace unless fortified. Fortified units and units in an irregular formation move at up to half pace.

TERRAIN

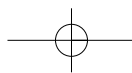
1. Infantry can move into any terrain.
2. Cavalry and monsters cannot move into or over terrain features other than hills, bridges, shallow fordable rivers and low obstacles.
3. Chariots, artillery and machines (in general) cannot move into or over terrain features other than hills and bridges.

INITIATIVE

1. A unit within 20cm of enemy can use its initiative to move.
2. A unit using its initiative must either **charge** or **evade** the closest enemy unit.
3. A unit cannot use its initiative and be given orders in the same turn.

GENERALS, WIZARDS & HEROES

1. Characters move once after the Command phase and can move up to 60cm.
2. Characters do not need an order to move.
3. Characters treat terrain in the same way as infantry.



MOVEMENT

Units move when given an order as explained in the Command section or by using their initiative as explained later in this section. The distance a unit can move depends upon its troop type and formation. Some troops are naturally faster than others, cavalry are faster than infantry for example. Also, troops arranged in a regular formation are able to move more quickly than units in an irregular formation.

MOVEMENT DISTANCES

Broadly speaking, infantry units and monsters move up to 20cm at a time, cavalry and chariots move 30cm and artillery, such as stone throwers and cannons, move 10cm. Flying troops can move up to 100cm but their movement is governed by special rules, as described later. The chart below gives the full pace move distances for each troop type plus the half pace movement. In each case, distances are maximums and the player can move the unit a shorter distance if he wishes.



Movement Chart

Types	Full Pace	Half Pace
Infantry	20cm	10cm
Cavalry	30cm	15cm
Chariots	30cm	15cm
Artillery	10cm	5cm
Monsters	20cm	10cm
Machines	Varies – See the Artillery & Machines section	
Flying Units	100cm	100cm
Characters	60cm	60cm

You'll find a few exceptions to these moves in the army lists later in the book but for now we don't need to worry about these oddities.



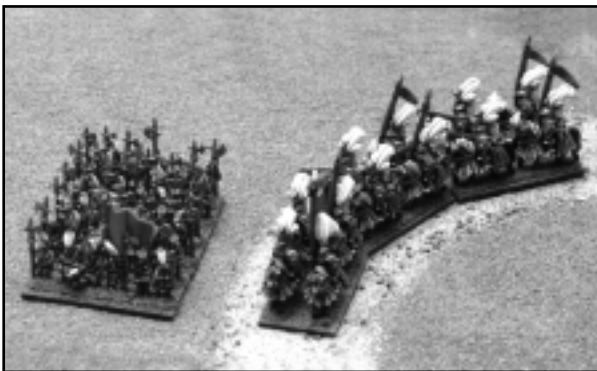
Movement



FORMATION & MOVEMENT

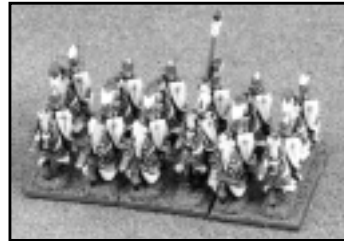
Units must be arranged in formation, by which we mean that all stands in the unit must touch at least one other stand in the unit. Players can arrange the stands as they want so long as they touch either along an edge or at a point.

1. Units charging or evading can move up to full pace regardless of their formation. Charging is discussed in detail in the Combat phase section and evading is described later in this section under Moving By Initiative.
2. All units wholly or partially in a fortified position at the start of their movement can only move at half pace regardless of their formation unless they are charging or evading, in which case they move at full pace as noted above. We'll be introducing further rules for fortified troops in the Combat phase section.
3. Units arranged in a column with stands placed one behind the other can move at full pace unless in a fortified position as noted above. Units in a column are said to be in a **regular** formation.

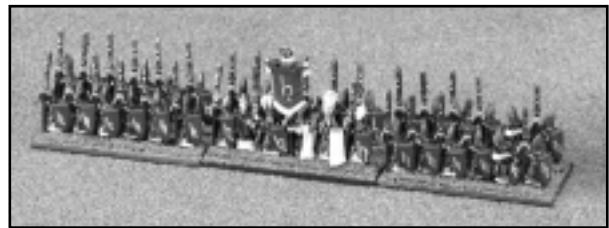


In a column stands are placed behind each other either edge to edge (as on the left) or so that they touch at a point forming a curved column (as on the unit following the road). This formation is primarily suited to movement.

4. Units arranged in a straight line with all their stands facing in the same direction and butted edge-to-edge move at full pace unless in a fortified position, as noted earlier. Units in a line are said to be in a **regular** formation.



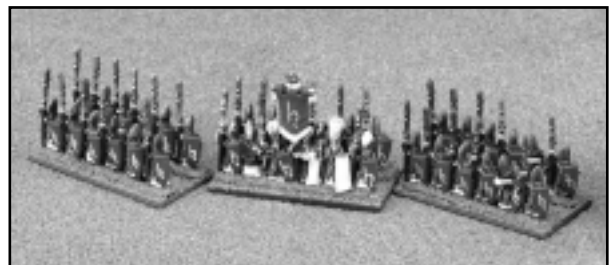
Infantry and cavalry arranged into a straight line. This is the most effective fighting formation.



5. All units in other formations or circumstances move at half pace. For example, infantry are able to move up to 10cm, cavalry up to 15cm and so on. This represents the fact that the unit is out of regular formation and that it is necessary to regroup in order to move. For convenience, we refer to all these formations as **irregular**. Note that the only situation where an irregular formation moves at full pace is when it charges or evades.



Units in irregular formations move at half pace to represent the fact that their ranks are disrupted.



6. In some circumstances, units move a distance determined by rolling dice or by the results of combat (such as **drive backs**, **retreat moves** and **advances**). These distances are not affected by the unit's formation.

Moving the stands

As a unit moves, you can rearrange its stands as you wish. Stands must remain touching but can be turned round or arranged into a line, column, or an irregular formation. When each stand is moved, no part of the stand can move further than its permitted maximum movement distance.

When a stand moves it cannot move through another stand of a different unit whether friend or foe. Stands can move through other stands of their own unit that have not yet moved and which are not already engaged in combat. Otherwise, stands cannot move through other stands of the same unit. This allows units to flow in a realistic manner without stands getting in each other's way.

There is an exception to the rule that prevents stands moving through other units – this happens when a unit bursts through another during an evade and is described later (p23). Stands can always move through characters as described in the Generals Wizards & Heroes section (p53).

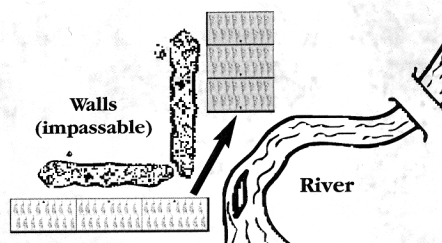
The gap rule

When a stand moves it can be oriented to pass through any gap so long as the gap is at least as wide as the stand's shortest edge, usually this will be 20mm. For example, an infantry stand might be turned to its side to move through a gap between impassable walls and a river.

The exception to this rule is that a stand cannot pass through a gap between two enemy stands, or between an enemy stand and any feature or friendly stand, unless the gap is wider than the stand's own frontage. For example, there must be a gap of more than 40mm for an infantry stand to pass between two enemy stands, between an enemy stand and a friendly stand, or between an enemy stand and the edge of a river.

This rule prevents units moving through gaps whilst close to enemy units and where

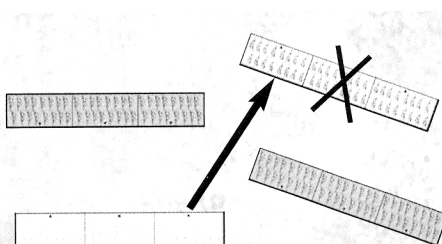
there is little room for effective manoeuvring. Note that although stands are not permitted to pass between enemy stands as described, this does not prevent them moving between such stands to charge them, assuming there is room to do so (See Moving Chargers p32).



Infantry move through a gap – this is allowed so long as the gap is at least 20mm wide.

The unit has been moved into a column – but stands could equally well be placed into a line in irregular formation within the defile.

Diagram 21.1



This infantry unit cannot move through the gap between the two enemy units.

A gap between enemy or between enemy and impassable terrain must be wider than a stand's front for it to pass through

Diagram 21.2

Movement

Terrain

Later on we'll discuss ways that you can make woods, rivers, hills and other such terrain features for your battlefield. For now, it is enough to know that these features radically affect strategy, providing strong points to defend as well as obstructions to movement.

Infantry can move into or over terrain features with no reduction to their movement distance.

Cavalry and monsters can't move into or over terrain features on the battlefield except for hills, bridges, shallow fordable rivers and low obstacles (hedges, walls, fences or ditches, for example).

Chariots and artillery cannot move into or over terrain features on the battlefield except for hills and bridges.

Machines have special rules but in general treat terrain in the same way as chariots.

Any other feature large enough to warrant representation on the tabletop is considered to form a barrier to cavalry, chariot, monster, machine and artillery movement (unless players choose to agree otherwise before the game).

Hills can be moved over by all troops if they are essentially open and quite shallow but steep, rock strewn or wooded hills are considered impenetrable to all units except infantry.

In some exceptional cases, terrain might be considered a barrier to all troops, including infantry as well as cavalry, etc. Obvious examples include a huge canyon, a lake of molten lava, the ocean or an

especially large river. These are unusual and entertaining features but don't really enter into the majority of games, so we won't concern ourselves with them any further. If you refer to the To Arms! section you'll find further examples of rules for unusual terrain.

Rules occasionally oblige units to move into terrain they cannot cross. If units attempt to move into terrain they cannot cross they will halt at the edge. If they are **driven back** into impassable terrain as a result of shooting or magic, they may become **confused** (see the Shooting phase section (p.28) and the Confusion section). If a unit is forced to retreat into impassable terrain during combat, then stands may be destroyed as a result (see the Combat phase section p41 & 43).

Fortifications and buildings

High walls, tall towers and large buildings block movement as you might reasonably expect. In these cases, troops must move through gateways or gaps. The exception to this is flying troops and this is covered in detail in the section on Flying Units.

The only time when ground troops can move across an intact curtain wall, tower or similar fortification is when infantry are making an assault as described in the Sieges & Fortresses section. Assaulting troops come prepared with scaling ladders, grappling hooks, siege towers and a hefty dose of grim determination.



APPENDIX 2 – NOTES ON TERRAIN

Hills and ridges can be represented in several ways and you will see photographs of examples elsewhere in this book (See To Arms! p.97). An ideal battlefield is fully three-dimensional with slopes and dips just like it would have in real life. However, in practice players are often obliged to make do with simple representations of hills consisting of shapes that are cut from a sheet of polystyrene or some other similar material.

Whilst this is perfectly fine as a way of representing hills it poses a problem in terms of the game rules because it introduces a degree of abstraction – real terrain doesn't consist of perfectly flat plains punctuated by raised platforms of uniform height. Depending upon how the model hills are represented, different rules are needed when deciding if stands are positioned higher up than others. As players inevitably make their own scenery it has always struck me as appropriate that they figure out for themselves how the model scenery relates to real terrain.

If your scenery is fully contoured it isn't a problem to decide which troop stands are higher than others. What you see is what you get! Occasionally, a stand will be placed so that one part of the stand is higher than another part of the same stand. Where this introduces doubt about the relative heights of different stands, a stand is taken to be higher than another stand if no portion of it is lower and at least part of it is higher. In practice this means that combatants straddling a slope are usually at the same height, whilst units arranged along contours will be higher than enemies charging from below.

If your hills consist of a single sheet of polystyrene tile, board, etc, of uniform thickness, then the representative 'flat' hill is assumed to be highest at its centre and to slope evenly down on all sides to its edge. Stands that are placed in the centre of the hill are 'on top' and stands placed half way between the middle and edge are 'above' stands placed on the lower edge. If all your hills consist of a single sheet in this way it is best to assume that all are of equal height relative to each other, so a stand that is on top of one hill is higher than a stand which is half way down another. Mark the centre of the hill so that you can be sure exactly where it is.

Some players make hills by taking a sheet of material and gluing a smaller sheet on top of it, and possibly a small sheet on top of that. This produces a hill which rises in 'steps' conveying the impression of a hill whilst providing flat areas on which the troops can stand. This is taken to represent a gently sloped hill, with each step equivalent to some notional fixed height. Thus, a three stepped hill is higher than a two stepped hill or a one stepped hill, and so on. As with a single flat sheet the hill is assumed to be highest at its centre and to slope evenly to its base. A stand that is placed on the top of a three stepped hill will therefore overlook the top of a two stepped hill, for example.

When constructing stepped hills it is a good idea to leave a sufficient distance so that you can position a stand on each level. An area of 40mm is required to position a cavalry stand so this is a good minimum size. However, if you want to represent a steep slope which is passable only by infantry, then you could do this by reducing the width of the contour down to 20mm. If you wanted to make an impassable sheer drop you could align the contours less than 20mm so it becomes impossible to place stands altogether. In this way you can turn the abstract stepped hill into an advantage, as it becomes clear which troops are allowed to move onto it and which cannot.

Roads, bridges & lanes. In Warmaster scale roads, bridges and lanes look ridiculous if you make them wide enough for an infantry stand to deploy across. Quite right too – in reality there is no way that a third of a regiment (several hundred men) could deploy across a road. On the whole it is best to make these features wide enough to take a cavalry stand or an infantry stand sideways (20mm).

Unfortunately infantry stands moving onto bridges or along roads do look a bit naff shuffling along sideways. There is an additional problem along narrow country lanes or ravines where charging units are normally obliged to move 'front edge first' into contact. In these cases it is permitted for infantry to charge in 'sideways' although they still suffer the -1 attack penalty if fighting against an enemy's front. In practice this doesn't happen except where players deliberately create narrow restrictions, the most common examples being on a bridge and between buildings.

If players wish to they can make infantry stands that face to their side for use in these situations (though not otherwise... infantry stands are intended to have a 40mm frontage not 20mm). However, even though the stands look better they don't gain any advantage when fighting – the 20mm edge still counts as the infantry stand's 'side' when calculating combat and the 40mm sides count as its front/rear. This not only affects the unit's attacks (-1 if enemy face to your side) but also the bonus from supporting stands.

Woods, ruins, villages & other dense terrain. Dense terrain is anything the players consider to be as such, whether natural or otherwise, but will generally consist of stands of trees or other thick vegetation, ruins, built up areas, scattered rocks and boulders, or rugged and scrubby ground, which not only impedes movement but also conceals troops from sight. Troops in dense terrain suffer a -1 Command penalty because they may be hard for messengers to find, flag signals may be hidden from them, and horn calls muffled by their surroundings.

The best way to make this kind of feature is to cut a base board from card, hardboard, or thin fibre board. This defines the edge of the area. Then fix on such features as are required, trees, buildings, bits of ruin, and whatever, leaving enough gaps so that troops can be positioned as required. Such a feature can incorporate a road, woodland track, path or lane which would be passable to all units, but otherwise dense terrain is passable only to infantry.

It is best to leave enough space around the outer edge of the feature to position troops along its edge. Bear in mind that if you make the edge an irregular shape, units will have to adopt an irregular formation to defend it – perfectly appropriate in dense terrain. In the case of villages you will find that the edge can be defined nicely with a low hedge, fence or wall, in which case leave space behind it to place defending troops. Areas of woodland can be surrounded with low earthbanks or hedges too (they were often enclosed in this way in medieval times to keep animals out).

Marshes, bogs, pools, & low features. These are easily represented in a similar way to dense terrain and differ only in that they are essentially flat. Troops can see across low terrain features even if they cannot move across them. Large expanses of this kind of feature don't make for a very exciting game as they restrict movement, but can be useful for delineating flanks.

Rivers. The general rule for rivers is that if they are shallow and fordable they can be crossed by infantry, cavalry and monsters, and otherwise they can only be crossed by infantry without penalty. In the latter case the river is assumed to be fairly narrow and troops are assumed to either wade across or swim. However, in reality river can be narrow and fast, wide and sluggish, or huge and torrential. Players wishing to make provision for wider or more dangerous rivers can do so by inventing suitable rules – two examples are included in the battlefield scenarios 'The Battle of the Little Big Bash' and 'The Battle of Grimm-on-Sour'.

Rivers work best when incorporated into a sculpted terrain board. Otherwise players can make separate lengths which can be laid down of the tabletop. If each length is made 50-60cm long several can be placed together to produce rivers of varying design. A handy way of representing shallow fordable streams is to use sections no more than 40mm wide, whilst larger rivers can be represented by sections more than 40mm wide.

Our Terrain Notes

RIVERS: All rivers are stop-and-go for infantry only. All other units must use a bridge. A unit must have one stand flush with the river to cross it. A brigade must have one unit flush with the river to cross it. You may stand and fight in the river without penalty, but you may not redeploy or evade over the river. Shooting drive backs into the river cause confusion.

STREAMS: Streams are shallow and fordable. They are stop-and-go for infantry, cavalry and monsters only. All other units (chariots, artillery and machines) must use a bridge. A unit must have one stand flush with the river to cross it. A brigade must have one unit flush with the river to cross it. You may stand and fight in the river without penalty, but you may not redeploy or evade over the river. Shooting drive backs into the river cause confusion.

CREEKS or BROOKS: Creeks and Brooks are shallow and fordable. They can be crossed by infantry, cavalry and monsters without penalties or restrictions. All other units (chariots, artillery and machines) must use a bridge.

BRIDGES: Bridges are 60cm wide, allowing one brigade of cavalry-based units or one stand of infantry-based units to cross. They do not do not block line of sight (regardless of the bridge model used).

SWAMPS: Swamps cannot be entered except by infantry. Swamps give a “-1” modifier for command, but do not block line-of-sight. Movement is full pace for units moving across a swamp.

FORESTS: Forests cannot be entered except by infantry. Forests give a “-1” modifier for command. Forests block line-of-sight. This includes artillery which cannot fire over forests.

Troops inside a forest can see 2cm. This means that troops within 2cm of the edge of a forest can fire out and be fired upon. However, they cannot be charged by cavalry and other units unable to enter the forest. Likewise, in order for an infantry unit to charge an enemy, they must be within 2cm in order to have “enemy within sight”.

WALLS and HEDGES: The earthwork walls and large hedges block all movement except through gateways or gaps. Only infantry can move over these obstacles using the Siege & Fortresses rules. Infantry units behind such walls are afforded a defended status. Archers and artillery may fire over them.

TOWNS and VILLAGES: Towns and villages are generally abstract representations of many buildings, roads, etc. These are treated like forests for play.

For individual buildings, the Siege & Fortresses rules apply. In this case, movement is usually restricted and line-of-sight is blocked.

MOVING BY INITIATIVE

The Initiative rule represents the ability of a unit's commanding officer to lead his troops to the attack or guide them away from danger. Once the enemy is close, a regiment's training and natural instincts pretty much determine what happens next, regardless of what the General might prefer.

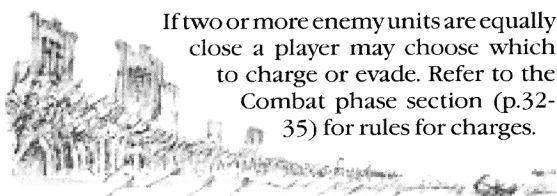
During the Initiative Movement section of the Command phase, a unit can use its own initiative to either charge or evade from the closest visible enemy unit within 20cm. It does not have to do so, and can instead wait until the Ordered Movement section of the Command phase and attempt to move by means of an order as usual. The choice is the player's in most cases; exceptions are covered in the army lists.

A unit is assumed to be able to see another if it is possible to draw an uninterrupted line of sight between the **front** edge of any stand and any stand in the other unit. It is not possible to see through unit stands from either side, or terrain other than low features such as low obstacles, rivers/streams etc. Characters never block line of sight (see the Generals, Wizards and Heroes section).

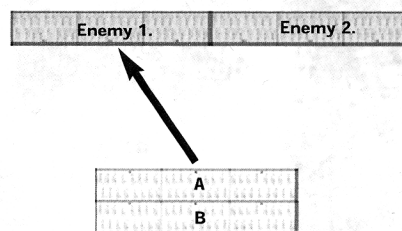
Individual units that wish to move by initiative must move **before** any orders are issued. Once an order has been given by a character, no more units can move using initiative. A unit that used initiative to move **can't** be given orders that turn.

A unit moving by initiative can move in one of two ways. It can **charge** the closest enemy unit that it can see within 20cm or it can **evade** away from the closest enemy unit that it can see within 20cm. If you want a unit to do something else, such as move around a flank or attack an enemy other than the closest, then you will have to issue an order instead.

Units moving by initiative do so during the Initiative Movement section of the Command phase as already explained (above and see p.13). Units are moved one at a time, the movement of each is completed before moving the next, but the player can move the units in whatever order he wishes. Because units are moved one at a time, it is possible for a unit to move so that it blocks the line of sight of another friendly unit, making it either impossible for that unit to use initiative or changing which visible enemy unit is closest. Conversely, a unit's move could open a line of sight, allowing another friendly unit to use its own initiative or changing which enemy unit is closest. See diagrams 23.1 and 23.2.

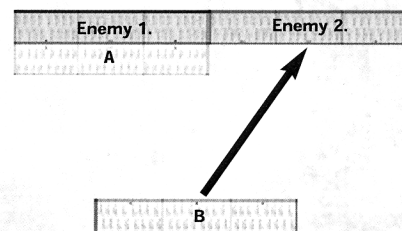


If two or more enemy units are equally close a player may choose which to charge or evade. Refer to the Combat phase section (p.32-35) for rules for charges.



Unit A is within 20cm of Enemy 1 and can see – it uses Initiative to charge. Note unit B cannot see any enemy in this position

Diagram 23.1



Now unit A has moved unit B can see enemy 2, and can use its Initiative to charge – unit A's move has opened a line of sight for unit B to charge.

Diagram 23.2

Some unit's can see all round – they have 360 degree vision – and you will find this indicated in the unit's description (for example, Wolf Riders in the Orc army). This simply means a line of sight can be drawn from any free edge of any stand in the unit to any stand of another unit. This can potentially enable such a unit to use its initiative to evade from an enemy positioned to its side or rear. However, note that even a unit that can see all round cannot use its initiative to charge an enemy unless a line of sight can be drawn from a stand's front edge.

Artillery cannot use their initiative to charge, although they can use it to evade. The crews of artillery, such as cannons or stone throwers have no natural inclination and little ability to fight in close combat.

Enemy infantry or artillery in fortified positions can be ignored when it comes to using initiative – these units are considered either unable to move or unlikely to do so. A player can choose to ignore such enemy units if he wishes, in which case his own unit can use initiative to charge or evade the closest non-fortified enemy within 20cm.

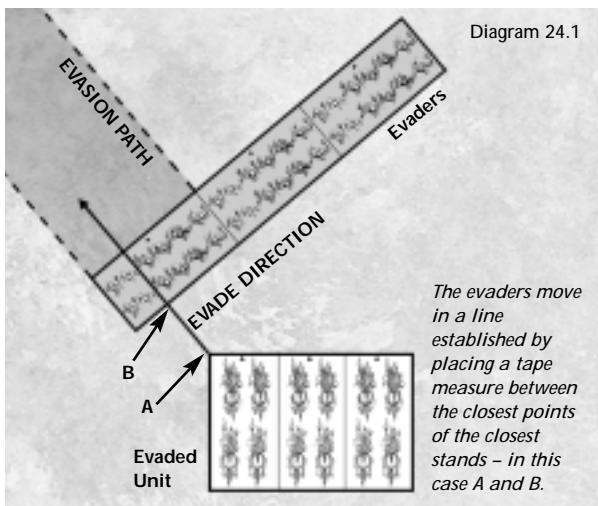
A unit can also ignore the presence of enemy units if they are divided by a mutually impassable barrier so long as neither the unit itself nor the enemy unit/s can move round the barrier within a full pace move. For example, cavalry cannot cross rivers, so two cavalry units divided by a river can ignore each other for purposes of initiative. A player can choose to ignore such enemy units if he wishes, in which case his own unit can use initiative to charge or evade the closest visible enemy unit within 20cm that is not divided by the impassable barrier.

Movement

The path of evaders

When troops evade, they move directly away from the closest enemy they can see up to their full pace move. When we say 'directly away' or, for that matter, 'directly towards', the direction is established by placing a tape measure between the closest points of the closest two opposing stands. Where stands are equally close, the evading player may choose between them. The resulting line indicates the exact direction in which the evaders move. See Diagram 24.1.

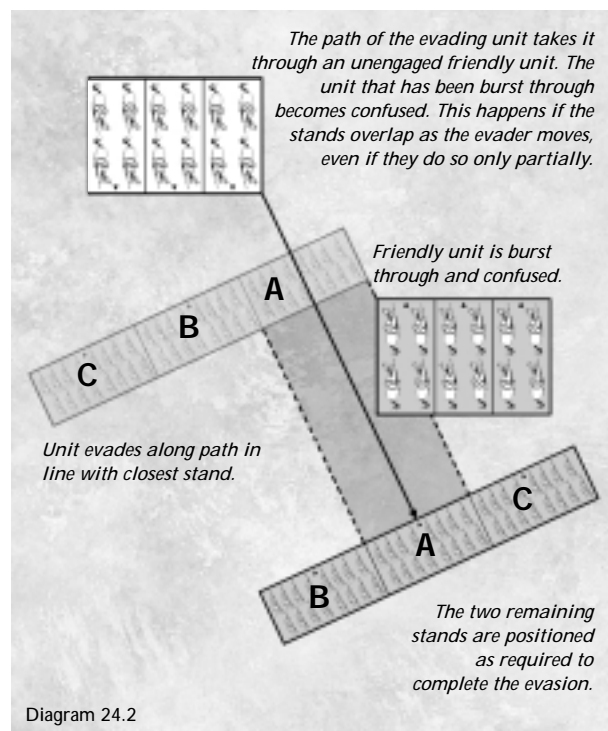
Move the closest evading stand in a straight line in this direction then pivot it to face in any direction that you want. Finally, rearrange the remaining stands into formation around the first. Remaining stands cannot be placed closer to the evaded unit than the first. These remaining stands can be moved further than their full pace move where required and can change their relative position in the unit as they evade.



When units evade in this way, their path is determined by the movement of the first stand and the final position of the unit as a whole. We assume that the remaining stands follow the same path as the first, rather than necessarily moving alongside each other as a body.

Evading units cannot move through terrain they could not normally enter nor through enemy units or combat engagements. An evading unit must end its move at least 1cm from any enemy unit.

An evading unit can move through a friendly unengaged unit if the player wishes assuming the evaders have sufficient move to pass completely through. This is called a **burst through** and is an exception to the normal rule that units can't move through each other. The burst through represents a situation where trained troops in good order manoeuvre through each other, one unit opening up its ranks to allow the other to pass. See Diagram 24.2. This obviously takes time, so a unit which is burst through is automatically **confused**! See the Confusion section.



Character movement

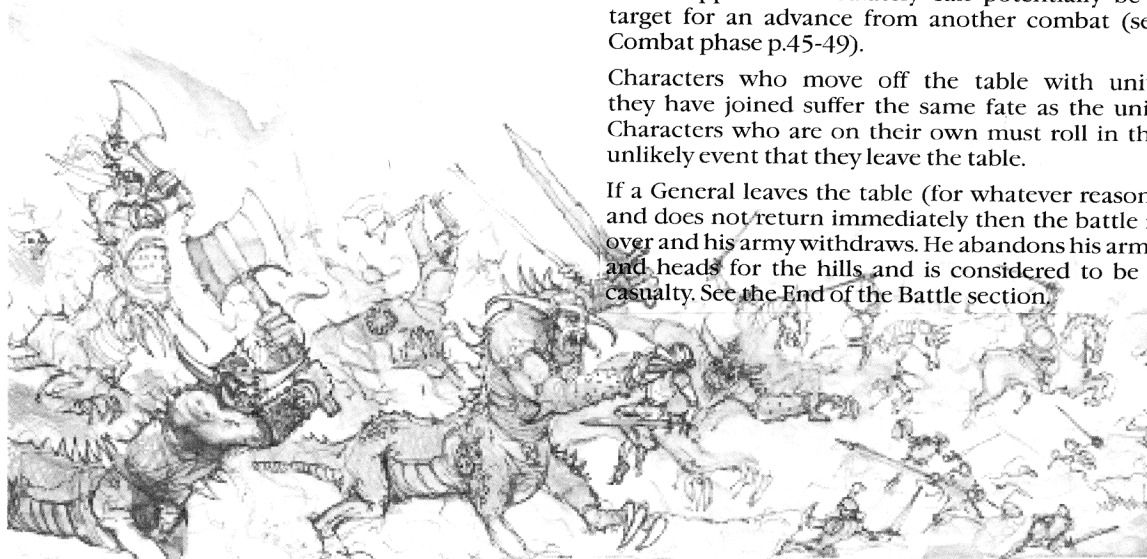
Characters move at the end of the Command phase after unit movement has been completed. Characters never move with units during the Command phase, not even if a character joined a unit in a previous turn or if such a unit charges or evades using initiative. When units are repositioned during other phases, during pursuit combat for example, characters which have joined units are moved with them.



Each character can move once and up to 60cm, or 100cm if flying. Characters can always move at full pace and, unless mounted on a flying creature or riding a chariot, always treat terrain as if they were infantry. No Command test is required for a character to move. Any failed Order rolls made in the Command phase do not affect his ability to move.

Due to their unique role in Warmaster, characters are treated differently to other types of units. Character stands are essentially 'tokens' that are considered to be 'transparent' on the battlefield. In other words, this means they can move through units from their own side, and similarly, a unit can move through its own side's characters. All stands from either side can see past and, if they are appropriately armed, can shoot through characters as if they were not there.

See the Generals, Wizards and Heroes section.



UNITS WHICH MOVE OFF THE TABLE

Sometimes units or characters are obliged to move off the table. This can happen when a unit receives a 'blundered' order but can also happen to units that are defeated in combat or troops driven back by missile fire or magic.

If one or more stands in a unit leaves the table edge, whether wholly or partially and for whatever reason, roll a D6 and then consult the table below to see what happens. Deduct -1 from the roll for each of the unit's stands that has already been removed as a casualty and apply the result immediately.

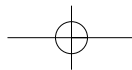
D6	Result
0 or less	The unit/character leaves the battlefield and does not return. The unit/character is considered to have been destroyed.
1-2	The unit/character leaves the battlefield and may or may not reappear. At the start of its side's next turn, before initiative moves are made, roll again on this chart.
3-4	The unit/character is placed at the table edge where it left. The unit/character cannot move further that turn.
5-6	The unit/character reappears at the table edge it left from. If it is reappearing at the beginning of a turn, it may move as normal.

When a unit reappears on the table it must retain the same formation and face the same direction as when it left the table.

Units that leave the table as a result of retreating from combat cannot be pursued by their enemy even if they reappear immediately. However, a unit that reappears immediately can potentially be a target for an advance from another combat (see Combat phase p.45-49).

Characters who move off the table with units they have joined suffer the same fate as the unit. Characters who are on their own must roll in the unlikely event that they leave the table.

If a General leaves the table (for whatever reason) and does not return immediately then the battle is over and his army withdraws. He abandons his army and heads for the hills and is considered to be a casualty. See the End of the Battle section.



SHOOTING AT A GLANCE

TARGETS

1. Units shoot once per turn at the closest enemy unit.

RANGE

1. Most missile armed troops can shoot at enemy up to 30cm away.

ATTACKS

1. Total the Attack value for the shooting unit.
2. Roll the number of dice indicated.
3. Rolls of 4+ score hits.
Rolls of 5+ are needed to score hits on a defended target.
Rolls of 6+ are needed to score hits on a fortified target.
4. Roll an Armour save for each hit scored.
5. Record final hits scored.
6. Remove stands where sufficient hits are scored.

DRIVE BACK

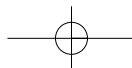
1. Roll a dice for each hit taken, rolling 1 less dice for defended units and 2 less dice for fortified units.
2. Add the dice scores together and drive back the target unit by this distance.
3. If any drive back dice roll 6s, the unit becomes confused.
4. Units driven into enemy units, engaged units or friends who do **not** make way become confused.
5. Units driven into impassable terrain or into friends who **do** make way are confused on the roll of a 6.
6. Friendly units making way for driven back units are confused on the roll of a 6.
7. A unit driven back further than its full pace move is destroyed.

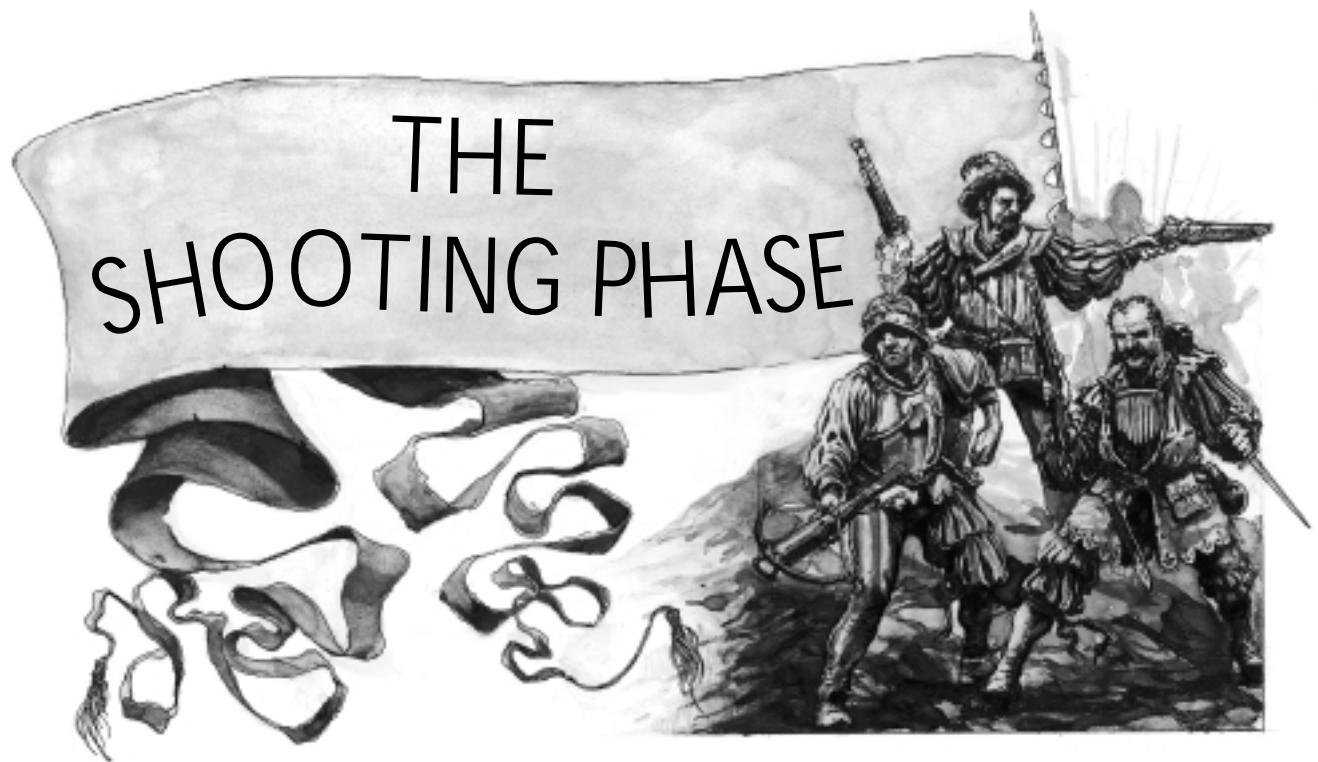
SHOOTING AT CHARGERS

1. Hits inflicted on chargers carry over into the first combat round.
2. Chargers cannot be driven back.

DISREGARD ODD HITS

1. At the end of the Shooting phase any odd hits are disregarded.

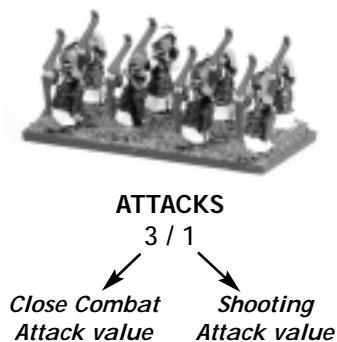




The effect of missile weapons is worked out in the Shooting phase. This includes missile fire from troops armed with bows, crossbows and similar weapons as well as long ranged artillery bombardment from weapons such as cannons and stone throwing engines. Some magic attacks also happen in this phase, such as *Balls of Flame* or *Death Bolts* hurled by sorcerers.

ATTACK VALUE

Troops that carry missile weapons such as bows, crossbows and handguns have a separate Attack value. This is expressed as a number following a slash, thus: 3/1, where 3 is the Attack value in close combat and 1 is the Attack value for shooting.



TARGETS

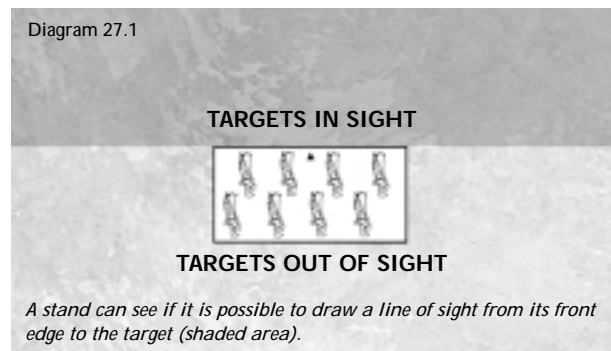
Units equipped with missile weapons can shoot once in their turn if they are in range of a suitable target they can see. Units engaged in combat cannot shoot other than to shoot at units that have charged them, as described later.

A unit automatically shoots at the closest enemy unit it can see. All stands shoot at the same target unit where possible. If two visible enemy units are equally close, the player may choose which to shoot at. If it's impossible for every stand to shoot at the same enemy unit then shooting can be divided stand by stand, though this tends to be ineffective.

A stand must be able to see its target to shoot at it. It is assumed to be able to see if an unobscured line of sight can be drawn from its front base edge to the target's base. Sight is obscured by interposing terrain (other than low terrain features such as low obstacles, streams/rivers, marshes), other units, other stands from the shooting unit or any features that, in reality, would make it impractical to see or shoot. See Diagram 27.1.

Stands inside a wood are assumed to be able to see up to 2cm. Stands within 2cm of a wood's edge are assumed to be able to see outside the wood. Likewise, stands outside the wood can see stands positioned up to 2cm within it. This makes it possible for archers to line up at the edge of the wood and shoot out without exposing themselves to a charge from cavalry, chariots or other enemy for whom the wood is impassable.

Diagram 27.1



The Shooting phase

Enemy units in combat are judged to be intermingled with their opponents and don't therefore present a clear visible target to missile fire. They are consequently ignored as potential targets.



RANGE

Most troops have a range of 30cm with their weapons regardless of whether they carry bows, crossbows or whatever. The range represents the tactical area over which the unit operates rather than the literal distance a weapon can shoot and most missile weapons are comparable in this respect. Of course, many artillery pieces can shoot a large boulder, cannon ball or some such missile quite a good distance because their tactical role is to provide long ranged bombardment. In these cases, special rules apply as we shall see later. Various rules for specific weapons are also noted in the Army Lists section.

The distance between units is measured stand by stand. An individual stand must be in range in order to shoot. This may result in some stands being within range whilst others are out, even though they are in the same unit.

HOW TO CALCULATE CASUALTIES

To work out the effect of missile fire, begin by adding up the unit's total shooting Attack value. For example, a unit of three stands, each with a shooting Attack value of 1, will have a total value of 3. The total value is the number of dice rolled to determine how many hits are scored on the target. The minimum dice roll required for a hit is normally 4 or more. So, three dice rolls of 1, 4 and 6 equals two hits on the target.

In practice, players may find it convenient to resolve shooting attacks from several units at once if they are firing at the same target. This is perfectly acceptable and saves time rolling several batches of dice. Just add up the total number of dice rolls from all the units shooting and roll all the dice at once.

It is harder to score a hit on a target if it is in a defended or fortified position. In cases where some stands from a unit are so protected whilst others are not, shooters will always target the least protected stands so long as they are able to see them and are within range, even though other stands may be closer. Unprotected stands must be removed as casualties first. In cases where casualties are likely to result in the removal of whole stands, it will be necessary to break the dice rolling into batches so that the appropriate penalty can be applied once all exposed stands are destroyed. The full definitions and further rules for troops in defended and fortified positions are discussed in the Combat phase section (p.45-46).

The chart below shows the scores needed to hit.

SCORES TO HIT

All targets, except as noted below 4, 5 or 6
Infantry/artillery target in defended position . . . 5 or 6
Infantry/artillery target in fortified position 6



Armour

If a target unit has armour then the number of hits scored by shooters may be potentially reduced. The target's Armour value is expressed as a number 6+, 5+, 4+ or 3+, indicating the minimum dice score required to nullify a hit. Roll one dice for each hit scored on the unit. Any dice that scores equal to or more than the Armour value of the unit will nullify or 'save' one hit. Hits nullified in this way are ignored – they are not struck on the target and no further account is taken of them. For example, a unit of Empire Knights (Armour 4+) is shot at by two units of archers which score four hits. Four dice are rolled for Armour (one dice per hit) scoring 2, 4, 5 and 6. As any score of 4 or more equals a 'save', 3 hits are nullified and the Knights suffer only one hit.

Removing casualties

Units can sustain a number of hits before a stand is destroyed and this number varies depending upon how tough and how determined the target is. Men have a value of 3, for example, whilst dour, stubborn-minded Dwarfs have a value of 4. Once a unit has taken a number of hits equal to its Hits value, remove a stand immediately. If the unit takes insufficient hits to destroy a stand, or if it suffers enough to remove a stand with some remaining, record any hits left over. This is most easily done by placing a distinctively coloured dice directly behind the unit so that it shows the number of hits the unit has taken.

If a unit is shot at by several enemies during the Shooting phase it may take further hits and the total may mount up. Remove stands as casualties occur and record any hits left over as appropriate. Once the Shooting phase is over, any odd hits are discounted. Hits are not recorded from one phase to another or from one turn to the next. We assume that the regiment regroups while lightly wounded or disaffected warriors are brought back into the fighting ranks. Although this means that it is quite difficult to inflict casualties by shooting, missile fire can be used to drive back enemy units, as follows.

DRIVING BACK ENEMIES

At the end of the Shooting phase, units that have taken hits during the phase are driven back by the hail of missiles. This can be thought of as an orderly retreat under fire or as out-and-out flight followed by a swift rally, depending on the distance involved. The more hits a unit suffers, the further it is likely to be driven back. Work out how far units are driven back once all shooting is complete but **before** disregarding odd hits at the end of the Shooting phase. The player whose units are being driven back can decide the order in which drive backs are resolved.

To determine how far units are driven back, the opposing player rolls one dice for each hit suffered. Don't forget to include hits from any stands that have been removed during the phase. Add up the total of all the dice to find how far the unit is driven back. For example, a unit taking two hits rolls two dice scoring 3 and 4, resulting in the unit being driven back 7cm.

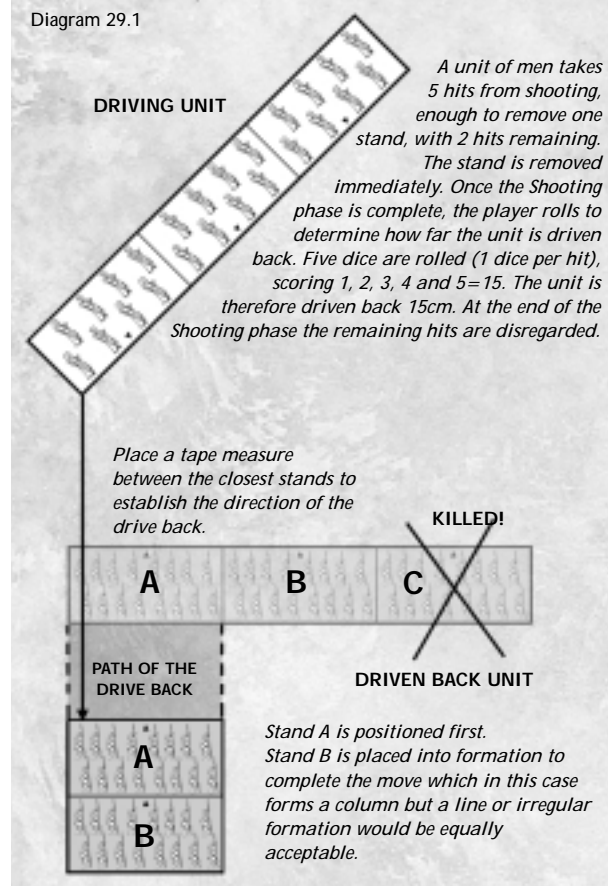
A unit that has one or more stands in a defended position disregards the first hit suffered when working out drive backs. This means one hit cannot cause a drive back, two hits roll one dice, three hits roll two dice and so on.

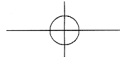
A unit that has 1 or more stands in a fortified position disregards the first two hits suffered when working out drive backs. This means one or two hits cannot cause a drive back, three hits roll 1 dice, four hits roll 2 dice and so on.

Units that are driven back move directly away from the closest enemy stand that shot at them regardless of whether that enemy inflicted any hits – this is called the driving unit. Note that driving units will normally be units of troops – but can also be enemy wizards if the unit has been affected by an appropriate spell (such as Ball of Flame).

When a unit is driven back its path is determined in a comparable way to evading troops (see p22). Move the stand that is closest to the driving unit directly

Diagram 29.1





The Shooting phase

away from it without changing the orientation of the stand. Once this first stand has been positioned, remaining stands move back along the same path into a suitable formation but cannot be placed closer to the driving unit than the first stand. No stand may change orientation when moved. Note that the actual drive back measurement is made only to the closest stand, other stands may move further than the distance rolled and are often obliged to do so. This flexibility allows the unit to rearrange its formation as it retires. See Diagram 29.1.

Units confused during drive backs

Units that have been driven back may become confused amidst the turmoil of a disorderly recoil. This is a marked disadvantage because it means that units will be unable to move in their following turn.

When you roll for drive back distances, any dice roll of a 6 means that the unit becomes **confused**.

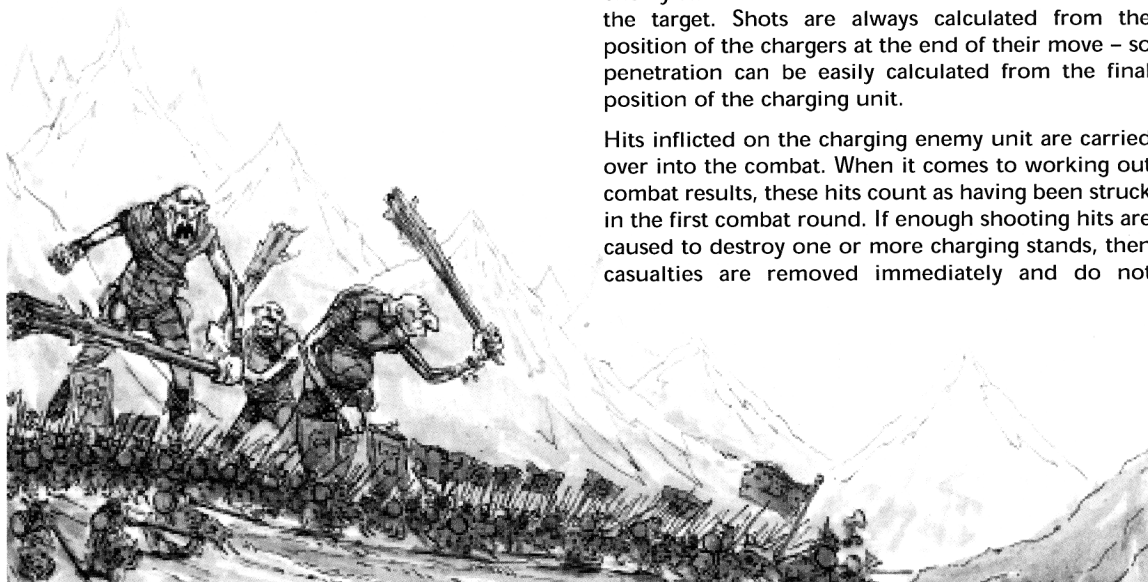
Units may also become confused if they are driven back into terrain which they can't enter or if they are driven back into other units, whether they are friend or foe.

See the section on Confusion (p.54) for full rules.

Units routed by drive backs

If the Drive back dice roll is greater than the unit's full pace movement distance, then the unit is automatically deemed to have fled from the battle in rout. The unit is not moved – instead the entire unit is removed as a casualty.

This happens rarely because units taking many hits are usually destroyed as a result. Large monsters with many hits are more likely to be destroyed in this fashion than infantry or cavalry units.



SHOOTING AT CHARGING ENEMY

Stands capable of shooting (including artillery, appropriate monsters and some machines) and which are not already engaged in combat, can shoot at enemy units charging their own unit. Remember, a unit is 'charged' so long as it is contacted by a charging stand – it does not matter if the unit was not the original target of the charge.

These shots represent the unit pelting the enemy with missiles as they approach, perhaps at the very last moment but possibly as part of a fighting withdrawal by parties posted ahead of the unit's main body.

Shooting in this way is an exception to the normal turn sequence because it happens in the enemy's turn.

Shots are worked out as soon as the charging unit has finished its move. Shooting stands must be able to draw a line of sight to the enemy unit at some point during the charge move whilst it is within their weapon range. This can be at any moment during the charge: either at the start of the move, once it is complete or at any point in between. Note that some troops are allowed to shoot all round (eg, Wolf Riders) and they can therefore shoot by drawing a line of sight from any edge – other troops must draw a line of sight from their front edge as usual (p27).

Calculate the effect of shots and remove any whole stand casualties straight away before moving any further units. Bear in mind that because casualties are removed at once, this can potentially create a line of sight for another unit to charge into a space vacated by the casualty.

Note that shots from bolt throwers can penetrate enemy stands and affect other stands or units behind the target. Shots are always calculated from the position of the chargers at the end of their move – so penetration can be easily calculated from the final position of the charging unit.

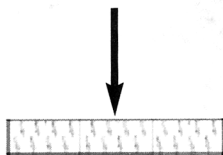
Hits inflicted on the charging enemy unit are carried over into the combat. When it comes to working out combat results, these hits count as having been struck in the first combat round. If enough shooting hits are caused to destroy one or more charging stands, then casualties are removed immediately and do not

therefore fight in the Combat phase. Remember – the total number of shooting hits count as having been struck in the first combat round even where whole stands have been removed, as shown in diagrams 32.1 and 32.2.

For example, if an Archer unit inflicts two hits on a unit of charging Knights, the Knights start the combat with two hits outstanding and these will count towards the combat result for the first round. If three hits were inflicted, then one stand is removed and will not fight in the combat – the three hits still count as having been struck in the first combat round.

Hits on charging units don't cause drive backs. This is partly for convenience, as the game would quickly become very cluttered otherwise, but it also reflects the ability of troops to stoically advance under fire once they have the enemy in sight. Any loss of enthusiasm is taken into account by including any hits inflicted in the result for the first round of fighting (see Combat results p43).

Diagram 31.1

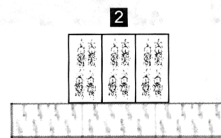


The Archers shoot as the Knights charge.

If a missile-armed unit is charged by two or more enemy units, one after the other, then it can potentially shoot more than once. When shooting at a second or subsequent charger only those stands that are not already engaged can fire. Remember that stands touching corner-to-corner are engaged and so are not free to shoot at charging enemy.



Diagram 32.2



2 hits are scored – not enough to remove a stand – but these hits are carried over into the first combat round.

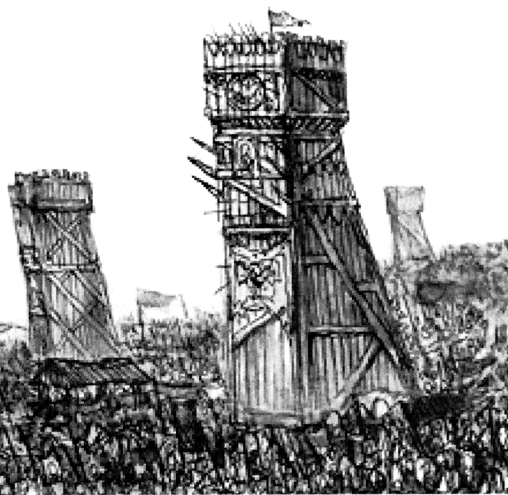
SPECIAL SITUATIONS

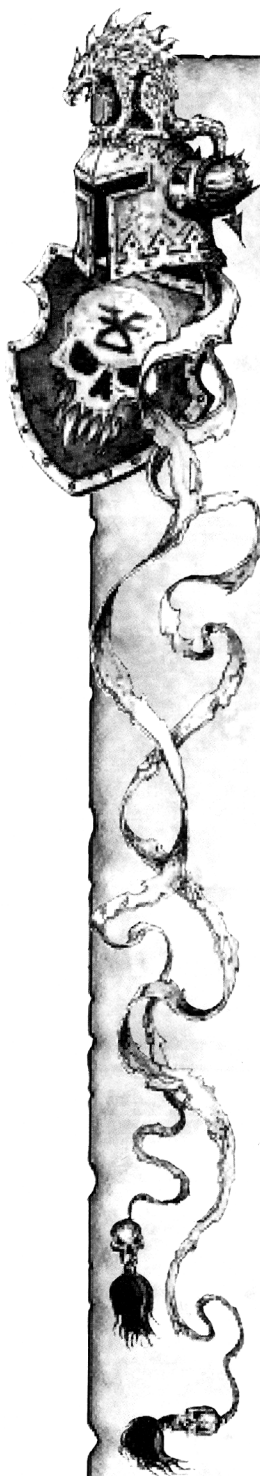
When a unit is hit by shooting or magic being already engaged in combat or if a unit that has been shot at is engaged in combat at the end of shooting phase then it cannot be driven back. Any hits scored count as having been struck in the first round of combat. Note that this will only occur in some very special situations mostly due to magic.

THE ROLE OF MISSILE TROOPS

You may have realised by now that missile fire isn't a terribly effective way of destroying enemy units. The number of hits inflicted will probably be insufficient to remove a stand and any odd hits are always discounted at the end of the phase. The most effective way to employ missile fire is to coordinate attacks from several units at once.

However, shooting is a very effective way of pinning down enemy troops and driving them from strongly defended positions. Good generals will recognise these qualities immediately, for they are an important means of controlling the battlefield and frustrating your enemy's plans.





COMBAT PHASE AT A GLANCE

1. **Attack** Roll and record hits.
2. **Result** Compare hits scored.
Draw Both sides fall back.
Win Loser retreats. Winner stands, pursues/advances or falls back.
3. **Pursuit** Fight a further round of combat.

COMBAT ENGAGEMENT

1. Interlinked units form a single combat engagement. Work out results for each engagement separately.

ATTACKS

1. Total the Attack value for each unit.
2. Roll the number of dice indicated.
3. Rolls of 4+ score hits.
Rolls of 5+ are needed to score hits on a defended target.
Rolls of 6+ are needed to score hits on a fortified target.
4. Make Armour rolls and discount saved hits.
5. Record hits scored.
6. Remove stands where sufficient hits are scored.

RESULTS

1. Compare the hits scored by each side.
2. Add +1 per supporting stand.
Draw! Both sides score the same hits.
Both sides fall back from 1 to 3D6 cm except for defended or fortified units.
Combat ends.
Win! One side scores more hits.
Losers retreat by the difference (divided by number of units in multiple combats).
Winners fall back, stand or pursue/advance.
If winners fall back or stand, the combat ends.
If winners pursue, fight a further round.

PURSUIT/ADVANCE

1. Infantry never pursue retreating cavalry or chariots.
2. Artillery never pursue. If forced to retreat they are destroyed.
3. Fortified troops never pursue.
4. Victors cannot pursue into terrain they cannot enter or cross.
5. Advancing units charge nearest visible enemy unit within 20cm/10cm.

ATTACK MODIFIERS

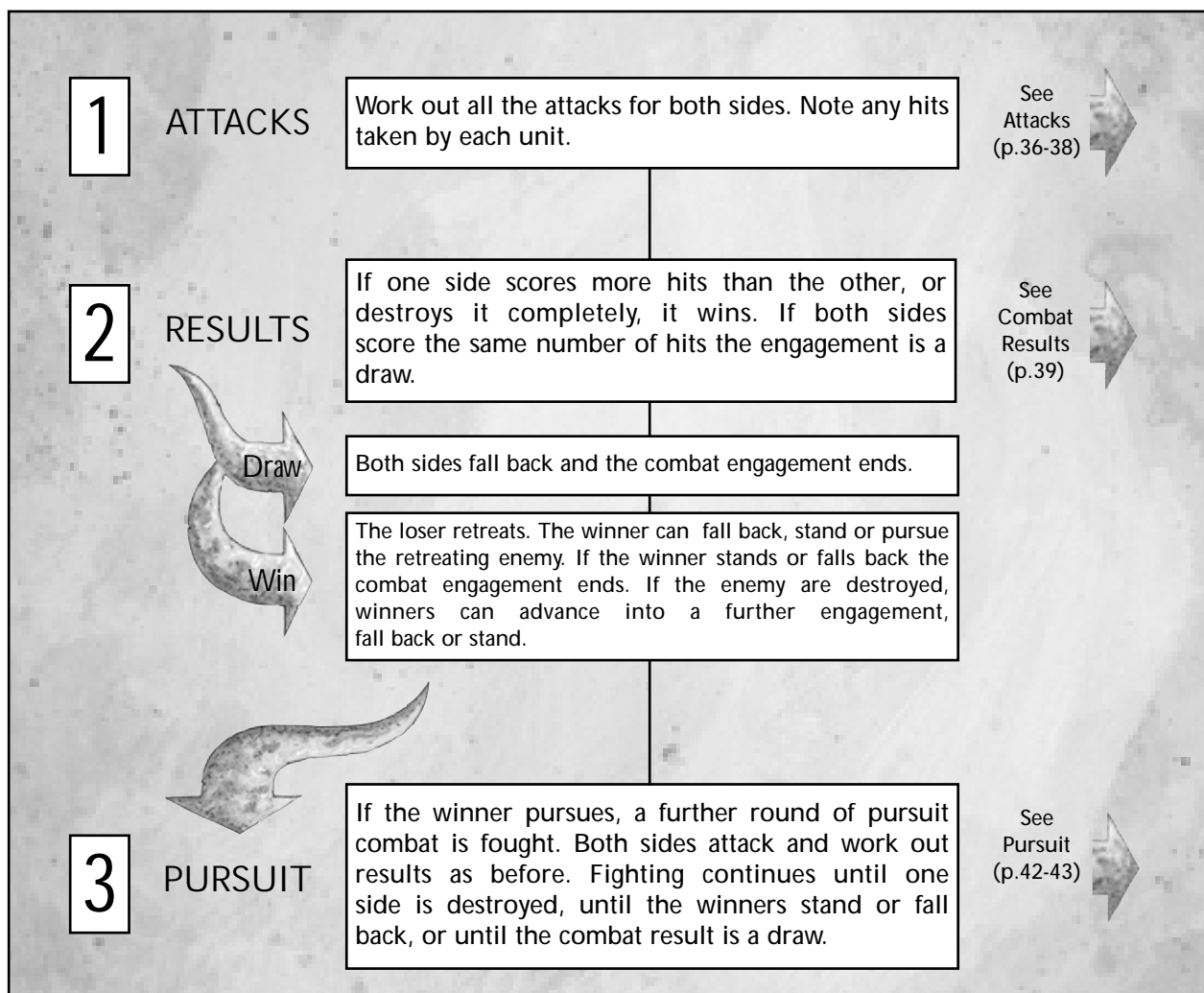
Charging against enemy in the open+1
Monster/chariot charging enemy in the open+1
Pursuit attack+1
Extra pursuit attack (per 3cm)+1
Fighting terrifying enemy-1
Enemy facing own side or rear-1
Confused-1

END OF COMBAT

1. At the end of the Combat phase any odd hits are disregarded.
2. Units can reform.

COMBAT PHASE

In the Combat phase work out the fighting for each combat engagement. You must work out the result for each engagement before going on to the next. Work out each in the following combat sequence.



Combat represents close quarter fighting between enemies whether it is continuous hand-to-hand combat, very short-range missile fire or a combination of both. In some cases we might imagine units clashing repeatedly for brief periods which are punctuated by momentary pauses in which the

combatants gather their energy. This is especially likely when fighting over broken ground such as woods or amongst ruins or when troops are assaulting fortifications. In any case, all close quarter fighting is represented by means of the rules in this section.

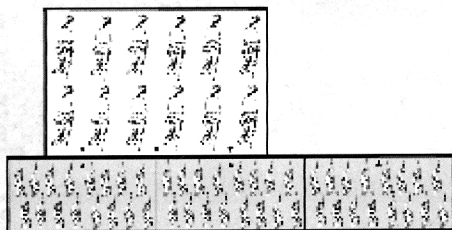
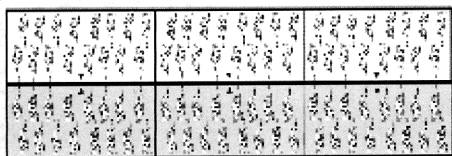
Combat phase

COMBAT ENGAGEMENT

Units can move into contact with enemy units during their Command phase either by means of an order or by using their initiative. Units using their initiative must always move against the nearest enemy they can see. Units acting on an order can move against any enemy within reach and which they can see. In both cases, the move is referred to as a charge. Once units are touching an enemy unit they are said to be engaged in combat.

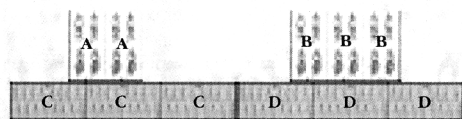
Once units have engaged in combat they might typically be arranged as shown in Diagram 34.1.

Diagram 34.1



Top: Two infantry units in combat.

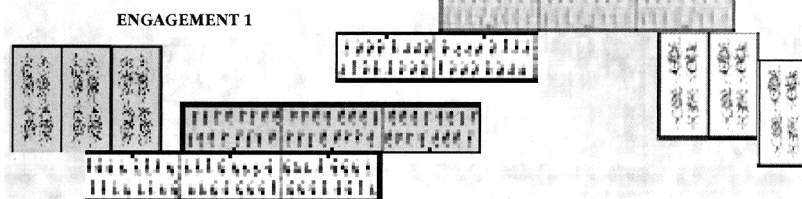
Bottom: A unit of cavalry in combat with a unit of infantry.



Top Left and Top Right: These are 2 different engagements (unit A fights unit C, unit B is in combat with unit D) in each case.

Bottom: Where units are interlinked, as shown in the two examples here, they form a single engagement.

Such an engagement can involve several units on each side but typically involves two or sometimes three units on one side and only one on the other.



A combat engagement can sometimes involve several units on one or both sides. All interlinked units are considered to be fighting in the same engagement. See Diagram 34.2.

MOVING CHARGERS

The rules for moving chargers may look a bit intimidating at first but do not worry! Almost all moves happen in an obvious way. Many of the following rules are intended to overcome any unusual circumstances you might come across where care may be needed.

Sequence of charges

The term 'charge' describes a unit's movement into contact with an enemy unit during the Command phase whether by initiative or by means of an order. Units which move by initiative are moved before units which move by orders but, apart from this, there is no obligation to move charging units in any particular order. Charges occur throughout the Command phase as units move against enemy units. There is no need for a player to announce that a unit is charging before he moves it or to declare that a charge is intended. Players are free to measure before moving to determine whether a charge is possible.

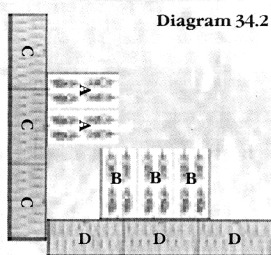
Enemy in sight

A unit can only charge an enemy that it can see at the start of its move. It is possible for one unit's charge to subsequently block the line of sight of another, making it impossible for that second unit to charge even though its target was visible beforehand. It may also be possible that a unit's charge clears the line of sight for another. This is why a charging unit must be able to

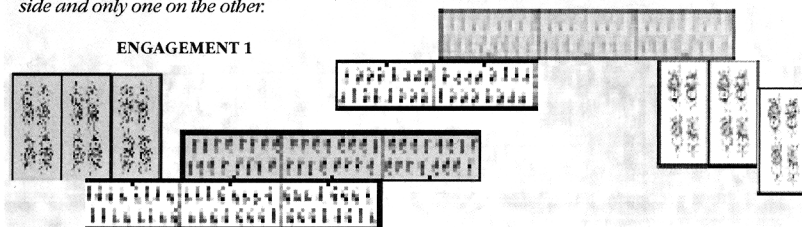
see its target at the **start of its move**, so it is always well worth bearing this in mind when deciding which units to move first.

A unit is assumed to be able to see an enemy if it is possible to draw an uninterrupted line of sight from the front edge of any stand in the enemy unit. All other units, friend or foe, block the line of sight as does terrain, other than low features such as low obstacles, rivers/streams, marshes etc. Characters never block a unit's line of sight, as explained in the Generals, Wizards and Heroes section.

Diagram 34.2



ENGAGEMENT 2



The charge

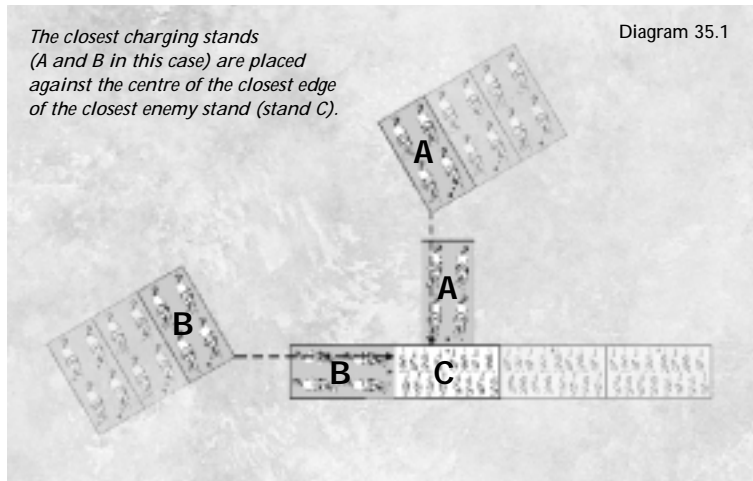
Before moving the charging unit, determine which stand is closest to the enemy unit being charged. A stand which can't see the enemy or which can't reach the enemy, for whatever reasons, is ignored in favour of one that can. Where impenetrable terrain or other units block the shortest path to the enemy then measure the actual route to be taken to determine which stand is closest and whether it can reach. If you really can't tell which stand is closest, if two are equally near for instance, the player making the charge nominates one as the 'closest'.

Move the closest charging stand into edge to edge contact with the closest visible enemy stand. Place the front edge of the charging stand centre-to-centre against the closest edge of the enemy stand. See Diagram 35.1.

If the nearest point of an enemy stand is its corner, then the closest charging stand must move to the edge indicated by the balance of the charging unit's frontage as shown on the Diagram 35.2. If more of the charging unit lies to the left of the shortest line between the two units, then the closest stand moves to the left-most edge, if more of the charging unit lies to the right it favours the right-most edge. If it is impossible to tell which way to go because the balance is exactly equal then the charger can choose.

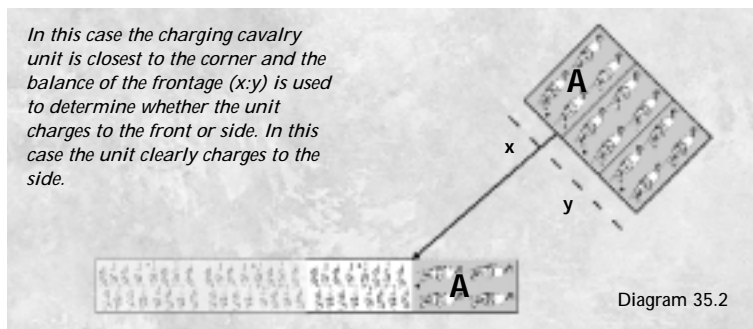
The closest charging stands (A and B in this case) are placed against the centre of the closest edge of the closest enemy stand (stand C).

Diagram 35.1



In this case the charging cavalry unit is closest to the corner and the balance of the frontage (x:y) is used to determine whether the unit charges to the front or side. In this case the unit clearly charges to the side.

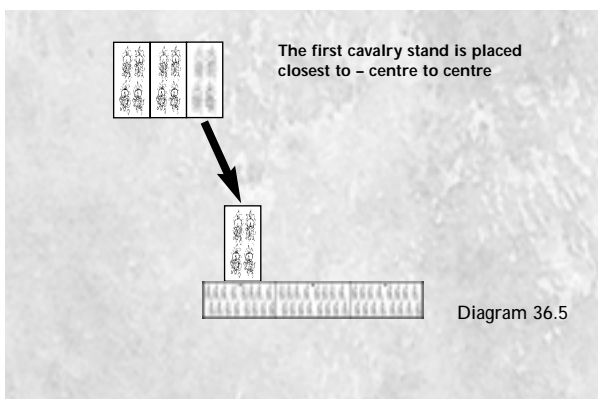
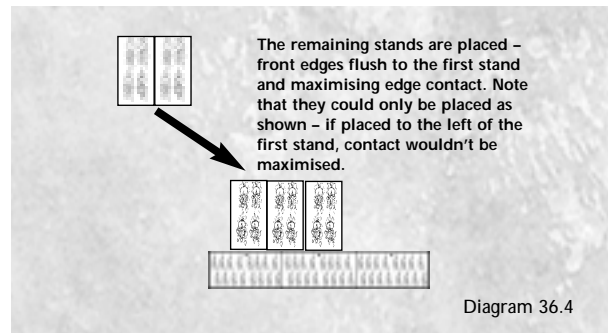
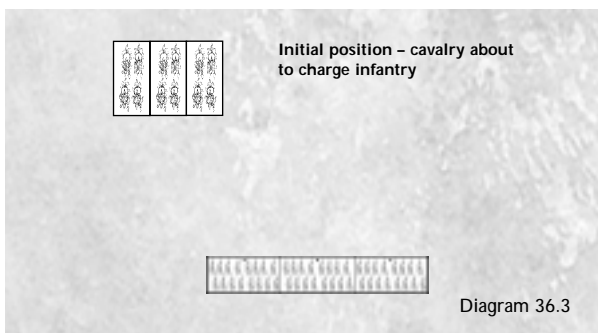
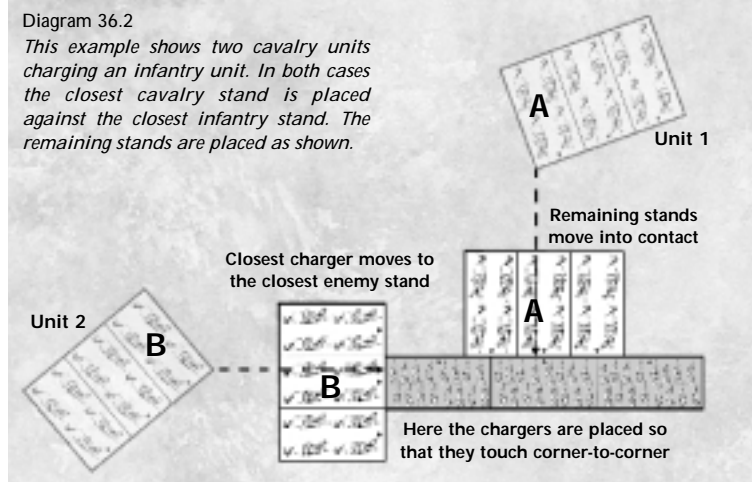
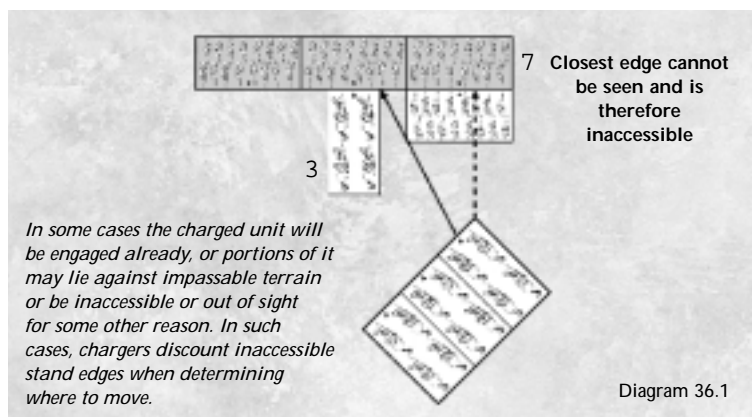
Diagram 35.2



Combat phase

When working out where to position the closest charging stand, enemy stands or stand edges which cannot be seen or which are inaccessible are always ignored. For example, such stands might lie against impassable terrain such as marches or rivers, or they might be entirely obscured by other stands. Note that this means a unit may be unable to charge because it doesn't have the move distance or cannot see an enemy stand edge that is accessible – even though it may be able to see inaccessible stand edges within its charge reach. See Diagram 36.1 for examples and the section Partially Accessible Edges for more about exceptional moves.

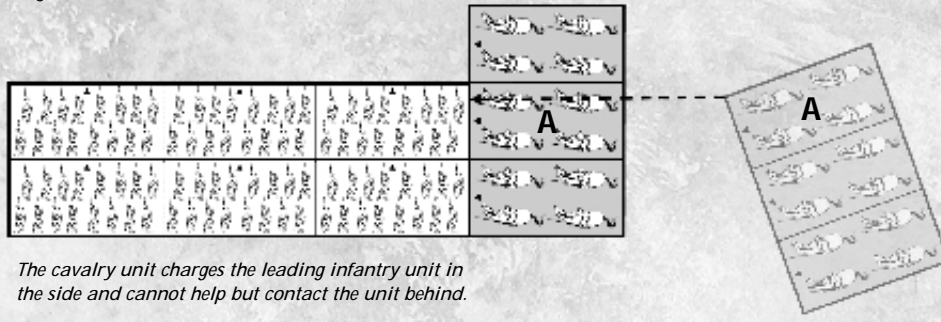
Once you have placed the closest charging stand, move the remaining stands one at a time, placing each stand so that it touches one already in position. Where possible, remaining stands must be placed so that their front edge is flush with the front edge of the closest charging stand forming a straight line. These remaining stands don't have to be placed centre-to-centre against enemy stands as does the closest charger, but stands must be placed so that their front edge contacts as large an area of enemy stand as possible – even if this is just a corner. See Diagrams 36.2, 36.3, 36.4 and 36.5 (opposite).



Contact with other enemy

In some cases you may find that charging stands come into contact with other enemy units positioned alongside the first. These other units also count as having been 'charged' and are drawn into the combat engagement. Once the closest charger has moved, the obligation for remaining chargers to maximise their front edge contact extends to adjacent enemy units and tends to result in more units being drawn into the engagement. See diagram 37.1.

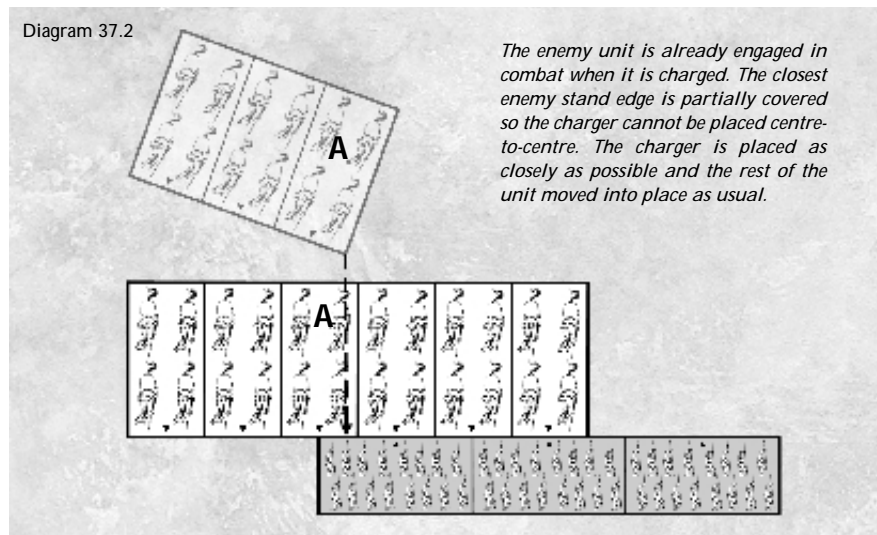
Diagram 37.1



Partially accessible edges

Occasionally, you may find it impossible to position the closest charging stand centre-to-centre against the enemy stand because the edge is partially covered, for example, by another stand or by terrain. In this situation the charger is placed as close as possible to the ideal centre-to-centre position but must contact at least some of the enemy stand's edge as shown on Diagram 37.2.

Diagram 37.2



It is not sufficient for the closest charging stand to contact the enemy corner-to-corner. The closest charger must always contact edge to edge. Stands that can only contact corner-to-corner are ignored when working out the move of the closest charger. Where a corner is the only part

of an enemy unit that can be reached the charge is not allowed.

The maximum move of chargers

No charging stand may move further than its permitted move distance. If the closest charging stand cannot reach the enemy and position itself centre-to-centre as described above, then the unit cannot charge. Even if the first charger is not placed exactly centre-to-centre because of a partially accessible edge, the charger must have enough movement to position itself centre-to-centre were it able to do so.

If remaining chargers do not have sufficient movement to reach the enemy as described, or if there is insufficient room to position them, they must be placed behind other stands in their unit or staggered slightly rearwards so that they remain in formation. In both cases stands must have sufficient movement distance to remain in formation and if it is impossible for them to do so, the charge is not allowed. See Diagram 37.3.

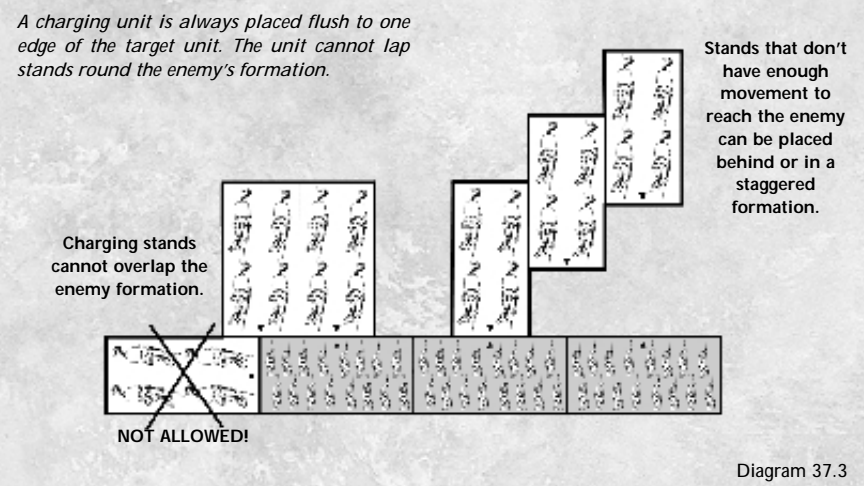
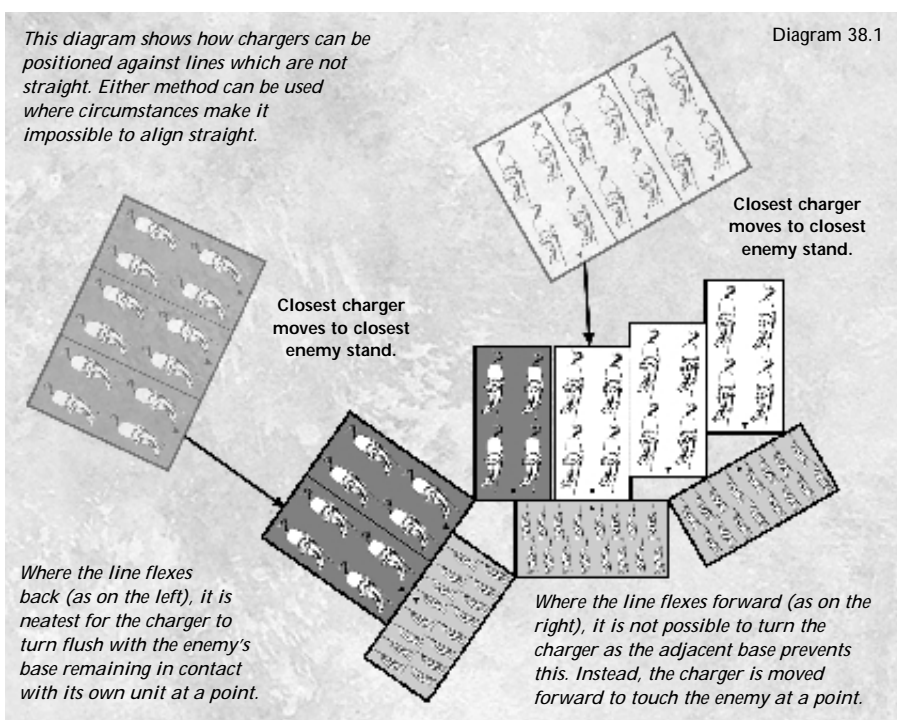


Diagram 37.3

Combat phase



Note that corner-to-corner contact is quite common where one unit's formation is wider than another, for example where a cavalry unit charges an infantry unit in the side. Remember, once the closest charging stand has been placed centre-to-centre, remaining charges must maximise their contact whilst staying flush with the front of the first stand, this tends to result in situations

as shown in Diagram 38.2.

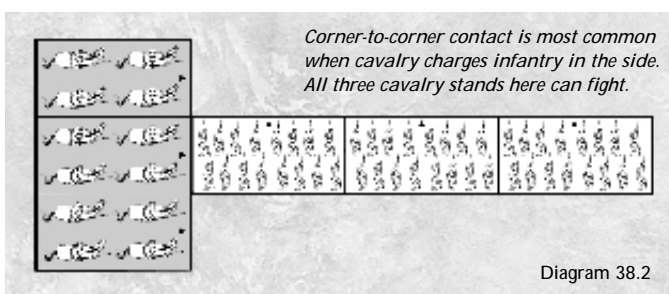
Moving chargers from brigades

Up to four units that are touching when orders are issued can be given a single order and moved as a brigade (See the Command

phase section, p.16-17).

Normally, a group of units given a brigade order must move as a body (ie, they have to be touching once they have moved). However, a unit which charges will automatically separate from its brigade. The unit does not have to be given an individual order to do so; the order already issued to the brigade allows any or all units to charge. The entire brigade does not have to charge just because one unit does so. Charges must be worked out one unit at a time, as the movement of one may block or open the path for others. The player may decide the order in which units will charge.

The reason why chargers are permitted to separate in this way is that it is often impossible for units in a brigade to remain touching once they charge. The positioning of individual stands against enemy stands often obliges units to part, while gaps can appear if casualties are inflicted as a result of shooting. Allowing units to separate in this way may be thought of as representing the ability of individual unit leaders to identify and close with their adversaries once battle begins. Units which do not charge must still touch at the end of their move and must move into touch where gaps have appeared due to charges.



Charges and irregular formations

Occasionally, it will be impossible to position chargers exactly as described because the enemy line is not straight. In this case, chargers are arranged along the enemy formation so that individual stands touch both their own unit and their enemy.

The routine is to identify and place the closest charging stand in the usual manner. Once the closest stand has been positioned, remaining stands are placed by the charger so that they are in formation, and contact the enemy either frontally or at a front corner. See Diagram 38.1.

Charging – some points to note

Note that charging units are always positioned flush to the enemy formation's front, side, or rear depending on the placement of the closest charging stand. So, in a charge to the front, remaining stands are not allowed to move around the side or rear for example. Later we'll describe how pursuing stands can move round and surround a retreating enemy once combat is underway (see Pursuit p46-47). See Diagram 37.3.



Trial Rules MOVING CHARGERS

By Rick Priestley

As with the earlier Vampire Counts article these are Trial Rules and so you will need your opponent's permission to use them. We encourage all players to use these rules and let us know what they think.

P32 Moving Chargers

Delete down to p35 'Moving Chargers from Brigades' – replace with the following:

The rules for moving charging units may look a little intimidating at first but do not be deceived! In most cases you'll find that charging units can be aligned against their target with no need for exacting calculation or undue mental strain.

Sequence of charges

The term 'charge' describes a unit's movement into contact with an enemy unit during the Command phase. Units that move by initiative are moved before units that move by orders (p13), apart from this, there is no obligation to move units in any particular order. Charges therefore occur throughout the Command phase as units move into contact with enemy units. There is also no obligation for a player to announce that a unit is charging before stands are moved – but it is a good idea to do so if the line of sight or zone is in any doubt.

Enemy in sight

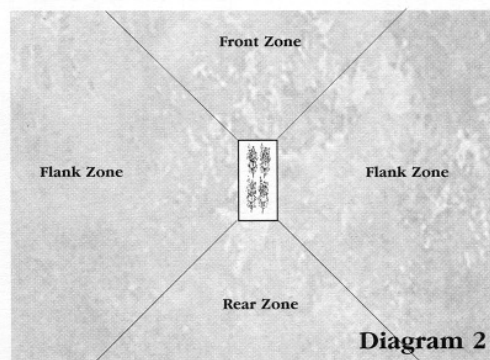
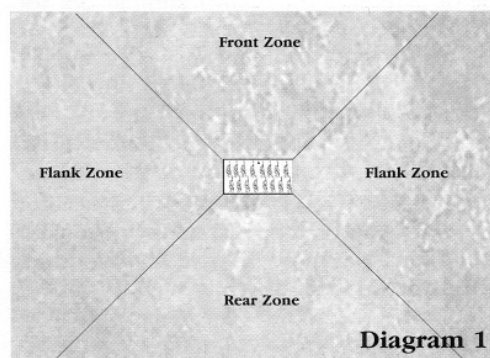
At least one stand from the charging unit must be able to see the target enemy unit at the start of the unit's charge move. If none of a unit's stands can see the intended target then it cannot charge it. Note that because units move one after the other it is possible for one unit's move to clear or block the line of sight for another; it is therefore important to take care when deciding which units to move and in what sequence.

A stand can 'see' if it is able to draw an uninterrupted line of sight from its front edge to any part of the enemy unit as described in the Shooting section (p25). All intervening stands, friend or foe, block a stand's line of sight. All intervening terrain also blocks the line of sight with the exception of low obstacles, rivers/streams, marshes, and similarly low features. Character stands never block a unit's line of sight, as explained in the Generals, Wizards and Heroes section (p53).

Zones

For purposes of working out where to position units during a charge, the area around each stand is divided into four zones as shown on the accompanying diagrams. The divisions between each zone bisect the corners of the stand at an angle of 135 degrees relative to the edge. Zones are self evident in most situations and can be checked using a simple guide if necessary.

Zone Diagrams



When working out where to place a charging unit consider the position of the entire charging unit relative to the closest visible stand in the enemy unit. If the charging unit begins its move in the stand's front zone then it charges to the front, if it begins to the stand's flank it charges in the side, and if it begins to the rear it charges in the rear.

If the charging unit is not entirely within a single zone then it counts as being in the zone that it mostly occupies. So, if a unit is between the front and flank but the greater proportion is to the front, the unit counts as in the front. If a unit is positioned in such a way that it is

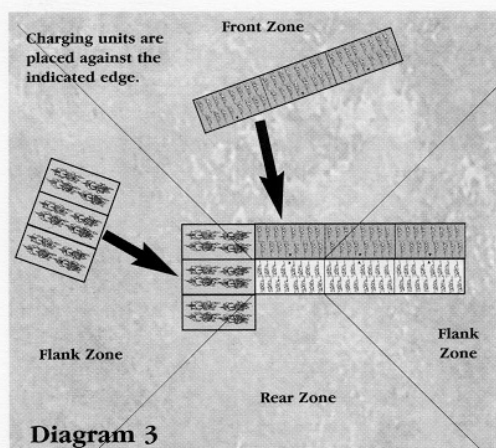


Diagram 3

exactly divided between two zones then the player whose unit is being charged chooses between them. This deliberately places the onus on the charging player to position units clearly within a zone where possible.

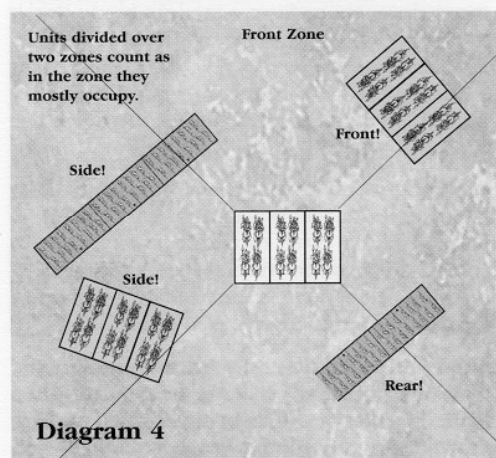


Diagram 4

Placing the Closest Stand

In most situations it is a simple matter to position the charging unit against the indicated front, side, or rear edge of the enemy unit. In some cases extra care is called for. Players who are unfamiliar with the game should make a point of moving the stands one at a time, as described below, until they are used to the placement rules.

First move the charging stand that is closest to the target unit. If there is no identifiably 'closest' stand, because two or more are equally close, the charging player nominates one as the 'closest'. Place the charging stand with its front edge centre-to-centre against the indicated edge of the closest visible enemy stand. Note that the closest enemy stand may or may not be visible to the charging stand at the start of its move – this doesn't matter. It is only important that the enemy stand is visible to the charging unit as a whole.

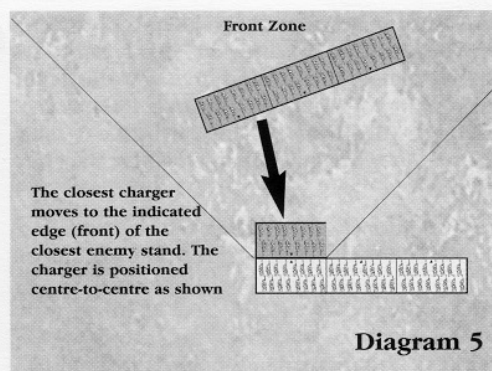


Diagram 5

Where the route between the charging stand and target is not direct because of intervening scenery or other stands then the 'closest' charging stand is the one that moves the least distance to reach its target.

When placing the first charging stand, position it exactly centre-to-centre against the indicated edge of the target stand. If this is impossible because of interposing stands or scenery then place the charger as closely as possible to the centre of the target stand. There must be at least 1cm of clear base edge on the target stand to place the first charging stand otherwise the move is not allowed (see Blocked Edges').

Placing Remaining Chargers

Once the first charging stand has been positioned, the remaining stands are placed one at a time to make a line formation or 'battle line'. Each stand must be able to trace a line to its new position as it moves. Note that it doesn't matter what formation the unit is in when it begins its charge, charging units always form a battle line if they can do so.

Stands are placed into a coherent formation as they move. Place the second stand beside the first, and place the third stand beside either the first or second. You cannot leave a gap in the battle line and then fill it later. The reason for breaking down movement by individual stands is to make sure each stand has an accessible route to its final place in the battle line.

Each stand must be placed in the battle line in such a way that as much of its front edge as possible makes contact with the enemy. This is called 'maximising frontage'. If it is impossible to place a stand into the battle line so that its front edge makes contact with an enemy, then it must be placed so that its front corner touches an enemy if it can. This means that the maximum number of charging stands will be drawn into the combat.

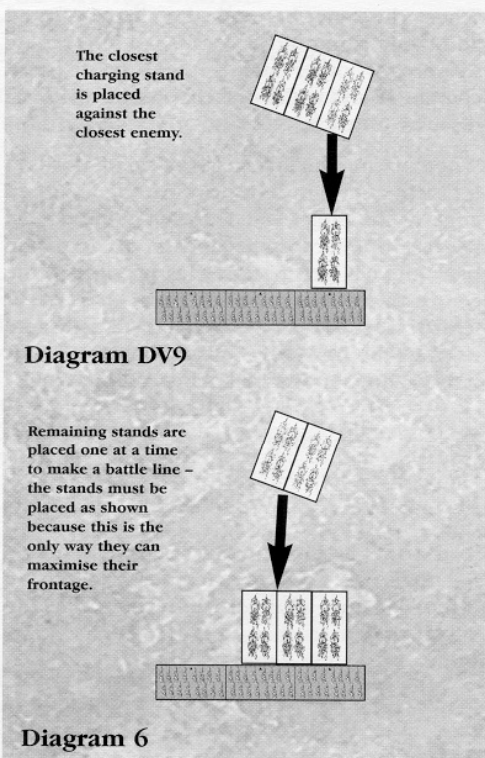
If there are other enemy units adjacent to the target unit then the obligation to 'maximise frontage' extends to these other units too. So,





where there is another enemy stand aligned to the target unit, a charging stand must be placed against this second enemy if this is its only way to maximise frontage. However, chargers will always maximise frontage against the unit they originally charged where they can do so.

Any additional units contacted by charging stands count as being charged and are drawn into the combat engagement – even if they are only touching corner to corner. If armed with appropriate weapons they can shoot at the chargers as described in the Shooting section.



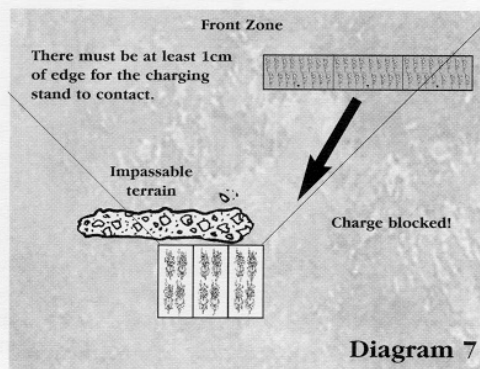
EXCEPTIONS & ANOMALYS

In some situations the proximity of scenery or other stands makes it impossible to position all the chargers exactly as described. In some case this may mean the charge is not permitted, in others that chargers can be repositioned to accommodate the situation. These circumstances are covered in the following rules sections.

Unable to contact centre-to-centre

The first charging stand is always positioned centre-to-centre with the closest enemy stand where possible. If this is not possible then the first charging stand is positioned as closely to centre-to-centre as it can go, but there must be at least 1 full cm of exposed stand edge to contact against.

If there is less than 1cm of exposed edge then the stand is not an eligible target because it is 'blocked'. See below for how to deal with blocked stands.

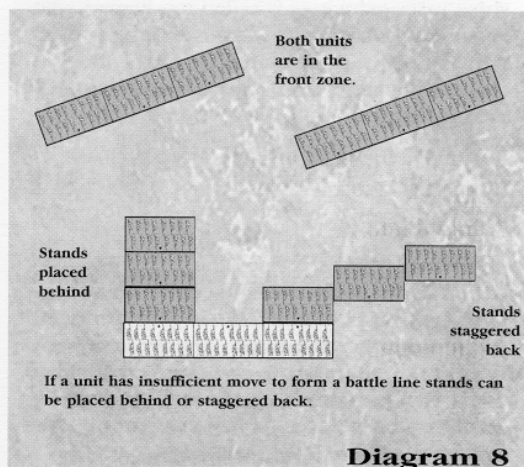


Unable to Form a Battle Line

If a stand has insufficient room, or insufficient move distance, to form a straight battle line it must be placed either directly behind a stand that has already moved, or beside and staggered back from a stand that has already moved. Stands that are staggered back can be

placed with as much or as little of their stands touching as the player wishes, but must contact with a fellow stand at least corner to corner. Either way the unit must retain a coherent formation with all stands touching. If a unit cannot charge and retain a coherent formation then the move is allowed.

Any additional units contacted as a result of the placement of stands that are unable to form a battle line also count as being charged and are drawn into the combat engagement – even where chargers are only touching at their side or rear edge. If armed with appropriate shooting weapons they are entitled to shoot at the charging unit as described in the Shooting section.



Blocked Edges

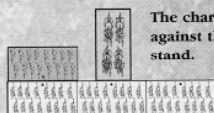
In some situations a charging unit will be unable to charge because, although it can see the enemy unit, the indicated edge of the closest stand is blocked. The indicated edge could conceivably be blocked by impassable terrain, by other enemy stands, or by stands from other friendly units that have already engaged the enemy unit in combat. Remember, an edge is blocked not only if it is completely covered, but also if there is less than 1cm of exposed edge available to contact.

In all these situations the charger moves the closest charging stand against the next closest stand in the target unit, assuming this presents an accessible edge within its indicated zone. If this stand edge is also blocked then the charger can move to the third closest stand, and so on.

If the closest visible stand's indicated edge is covered consider the next closest stand.



This cavalry stand cannot charge to the front of the closest visible enemy stand because of a friendly infantry stand engaged in combat.



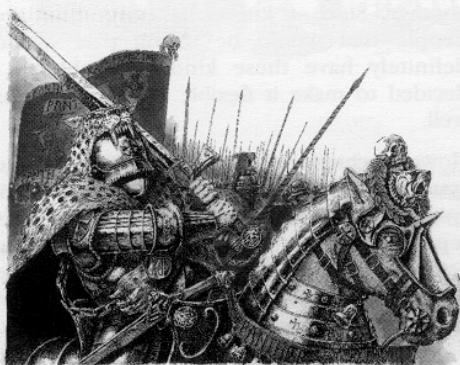
The charger is placed against the next closest stand.

Diagram 9

If no accessible edge is presented by any stand in the target unit then the charge is not normally allowed. For example, if there is impassable terrain covering the unit's front edge and the charger is positioned in the target's front zone. The exception to this is a 'pinned' enemy unit as described below.

Pinned Units

If the indicated edge of the entire enemy target unit has already been covered by stands from



other friendly units then the unit is described as 'pinned'. In the case of a pinned target, a charging unit can move to the adjacent edge of the closest enemy stand rather than the indicated edge e.g. it can move to the side edge from the front zone. The charging unit must be able to see the edge it is charging in order to charge in this way.

A unit can charge into an adjacent zone of a Pinned unit.



This cavalry stand cannot charge to the front because of a friendly infantry unit engaged in combat.

The stand is allowed to move to the adjacent zone and charge against the enemy's side.



Diagram 10

Irregular Formations

If the target unit is in irregular formation then it might not be possible for all the charging stands to engage by forming a conventional battle line. In this case the first charging stand is placed in the standard way as already described. It is only the remaining chargers that are placed differently.

Remaining charging stands are placed in a line but staggered to the front or rear so that they follow the shape of the stands presented by the enemy unit.

Although these charging stands might touch the enemy only at a corner or along part of their front edge, they are considered to be maximising frontage so long as they have the maximum portion of enemy stand directly to their front.

When charging an irregular formation the battle line is staggered to bring stands into combat.



The first stand is positioned as usual. Note that the remaining stands maximise contact because they have enemy to their front.

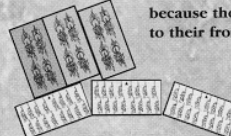


Diagram 11

Combat phase

ATTACKS

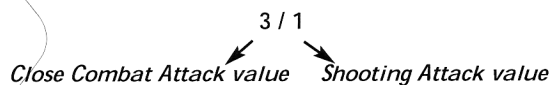
Regardless of whose turn it is, all units which are engaged in combat can fight in the Combat phase. Work out one engagement at a time. The player whose turn it is nominates which engagements to fight first.



If at the end of an engagement a victorious unit **advances** into another engagement or initiates a new engagement by advancing into a fresh enemy then work out that engagement next and include the advancing unit amongst those fighting (see Advance, p.49).

Attack value

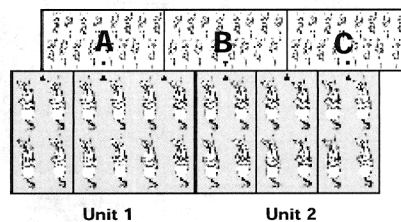
All stands have an Attack value which determines how effective they are in combat. The higher the value, the better combatants fight. Some troops have two separate values separated by a slash. The first is used for close combat and the second for shooting.



Work out the attacks of one unit at a time. It is usual for the player whose turn it is to complete his attacks before his opponent as this 'feels right', especially where units charge dramatically into combat! Strictly speaking it makes no difference who goes first as stands which fall casualty are allowed to fight back before they are removed.

Choose a unit to start with. Any stand touching an enemy unit can fight, even if stands are only touching corner-to-corner or at side or rear edges. A stand can strike against one enemy unit it is touching – it cannot divide its attacks between different units. If a stand is touching two or more enemy units, the player must decide which to attack and must nominate where all of the unit's blows will be struck before rolling any dice. See Diagram 40.1.

Diagram 40.1



Where a stand is touching two or more enemy units (as with Stand B) the player can decide which to attack.



ATTACK MODIFIERS

The Attack value of a stand is modified by tactical factors as shown below. These represent different tactical situations by means of bonuses or penalties.

<i>Charging against enemy in the open</i>	+1
<i>Monster/chariot charging against enemy in open</i>	+1
<i>Pursuit attack</i>	+1
<i>Pursuit attack per full 3cm</i>	+1
<i>Fighting terrifying enemy</i>	-1
<i>Enemy facing own side or rear</i>	-1
<i>Confused</i>	-1

Charging against enemy in the open

This bonus applies to all stands where a unit charges into combat. The bonus only applies in the first combat round of an engagement. The bonus does not apply if the enemy are not in the open, ie, when a stand is fighting against infantry or artillery in a defended or fortified position as described later.

Monster/chariot charging

This bonus is applied to Monster and Chariot stands charging in addition to the basic charging bonus. This means that Monsters and Chariots receive a total bonus of +2 when charging against enemy stands in the open.

Pursuit attack

This bonus applies to stands whose units won the previous round of combat and pursued their enemy. Pursuit bonuses only apply where a combat lasts over several rounds.

Pursuit attack per full 3cm

This bonus applies to stands whose units pursue enemy that have retreated by 3cm or more in the

previous round. The bonus is added to the standard pursuit bonus. Each full 3cm that the enemy retreats adds a further +1. So a unit which forces its enemy to retreat 6cm gets a +1 pursuit bonus plus a further +1 for each full 3cm, making +3 in total.

Fighting terrifying enemy

This penalty applies to all individual stands which are touching at least one stand of terrifying enemy. Terrifying enemy include especially scary creatures such as massive Dragons. The penalty doesn't apply to units which are terrifying themselves... you can't terrify a terrifying creature! Creatures which terrorise their foes are indicated in the Army List section.

Enemy facing own side or rear

This penalty applies to individual stands which have an enemy stand's front edge or front corner touching their own side edge, rear edge or rear corner. Note that only enemy front edges and corners impose this penalty. Opposing stands touching side to side don't impose a mutual penalty for example.

Confused

This penalty applies to all stands in a confused unit. Units can become confused as a result of missile fire or by moving into other friendly units or impassable terrain. See the section on Confusion, p.54.

Combat phase

HOW TO CALCULATE DAMAGE

To work out the damage inflicted by a unit in combat, begin by adding up the total Attack value of its fighting stands. For example, a unit of three stands each with an Attack value of 3 has a total value of 9.

The total Attack value is the number of dice rolled to determine how many hits are scored on the enemy. The minimum dice roll required for a hit is normally four. So, eight dice rolls of 1, 2, 2, 3, 4, 4, 6 and 6 equal four hits on the enemy.

If enemies are in defended or fortified positions, the roll needed to hit will be 5+ and 6 respectively. See *Defended & Fortified Troops* (p.51).

Armour

As already described for shooting, if a unit has armour then the number of hits scored by the enemy might be reduced. A unit's Armour value is expressed as a number: 6+, 5+, 4+ or 3+. This indicates the minimum dice score needed to nullify a hit. Roll one dice for each hit scored on the unit. Any dice that rolls equal to or more than the Armour value of the unit will nullify or 'save' one hit. Hits nullified in this way are ignored – they are not struck on the target and no further account is taken of them.

For example, a unit of Elven spearmen (Armour 5+) takes four hits. Four dice are rolled for Armour (one dice per hit) scoring 2, 3, 5 and 6. As any score of 5 or more equals a 'save', two hits are nullified and the Elves suffer only two hits as a result.

Casualties

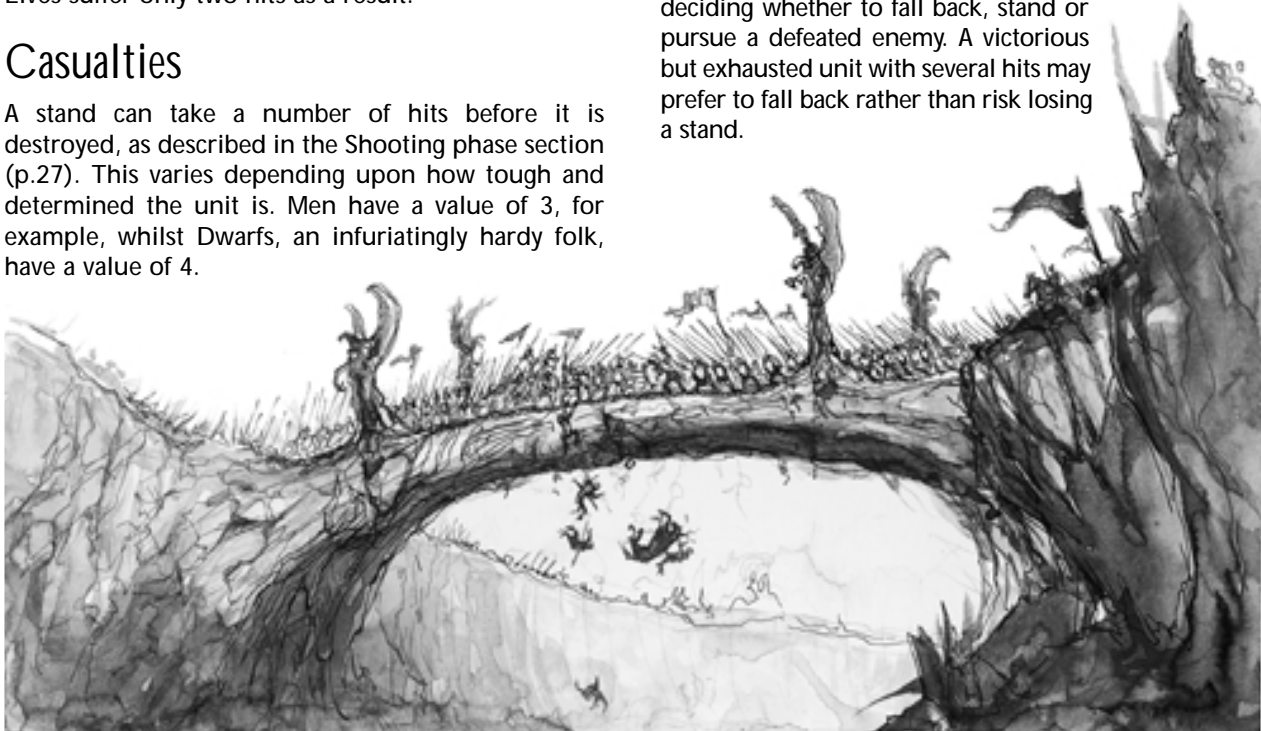
A stand can take a number of hits before it is destroyed, as described in the Shooting phase section (p.27). This varies depending upon how tough and determined the unit is. Men have a value of 3, for example, whilst Dwarfs, an infuriatingly hardy folk, have a value of 4.

Record hits suffered by each unit during the combat round. Once the round is complete, units that have suffered hits equal to or greater than their Hits value must remove one or more stands as casualties. The player who lost the combat should remove his casualties first and then the winner. In the case of a draw roll a dice and the lowest score removes his casualties first. Stands are removed one at a time from the edge of the formation so that the formation is not broken at any time, but otherwise the player can choose which of his stands to remove. Stands that are not touching an enemy can be removed as casualties if the player wishes, in which case it is assumed that casualties occur at the front and warriors press forward to take their place.

Where a unit takes too few hits to destroy a stand or if it suffers enough to remove a stand with some remaining, record any outstanding hits. This is most easily done by placing a distinctively coloured dice directly behind the unit to show the number of hits it has taken. If combats involve several units on each side, it is advisable to use a notepad and paper to keep a record of casualties. Alternatively, you can devise suitable markers or simply remember, whatever you find the most convenient.

Hits inflicted are accumulated from round to round and into new combat engagements resulting from advances, see *Advances* (p.49).

Once the Combat phase is finished, any odd hits left over are disregarded. As with shooting, hits are not kept from one phase to the next, or from turn to turn. We assume that units regroup once fighting is finished and partially wounded or disaffected warriors return to the fighting ranks. This is not just done to save recording hits, it is an important consideration when deciding whether to fall back, stand or pursue a defeated enemy. A victorious but exhausted unit with several hits may prefer to fall back rather than risk losing a stand.



COMBAT RESULTS

After units have attacked it is time to work out the result. If one side is destroyed then the combat is automatically won by the survivor, otherwise compare the number of hits inflicted by both sides. In cases where a unit has been struck with more hits than it can actually take (for example a unit with a total of nine hits might suffer twelve) then only count actual hits taken. Excess hits are ignored for purposes of working out combat results.

Hits Equal – Draw!

If both sides score the same number of hits, the result is a draw and both sides must fall back.

To find out how far a unit falls back, roll three dice. The unit can fall back up to the total score of the dice and must fall back by at least the score of the lowest scoring dice. For example, on a roll of 2, 4 and 6 the unit falls back between 2cm and 12cm. Once the combatants have disengaged the combat is over. See Fall Backs (p.50) for more details.

The exception to the fall back rule is that defended or fortified units can stand their ground instead of falling back. Players may decide to fall back with such units if they prefer. See Defended and Fortified Troops (p.51) for rules about fighting in defended and fortified positions.



One Side Scores More Hits – Win!

If one side scores more hits than the other, it wins the combat round. The loser must retreat 1cm for each hit taken in excess of hits inflicted. So if one side scores three hits and the other scores one hit, the second side loses by two and must retreat 2cm. See Retreats (p.45) and Multiple Combats (p.46-47) for further details about how to move retreating units.

If a unit wins, the player has a choice of what to do next. The victorious unit can fall back, stand its ground or pursue. If a unit destroys its enemy, it cannot pursue but can advance instead.

Fall Back. The victorious unit falls back up to 3D6cm and must fall back by at least the score of the lowest scoring dice. The combat is over.

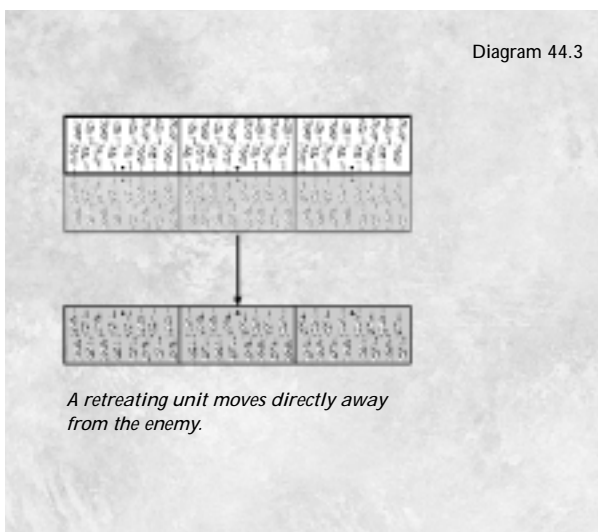
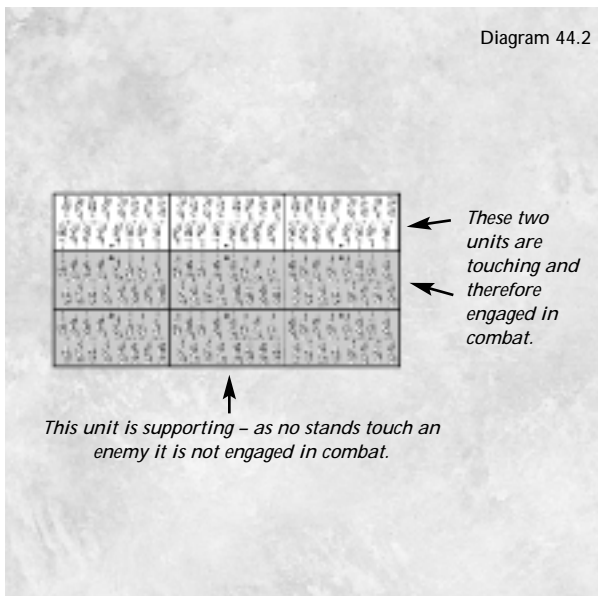
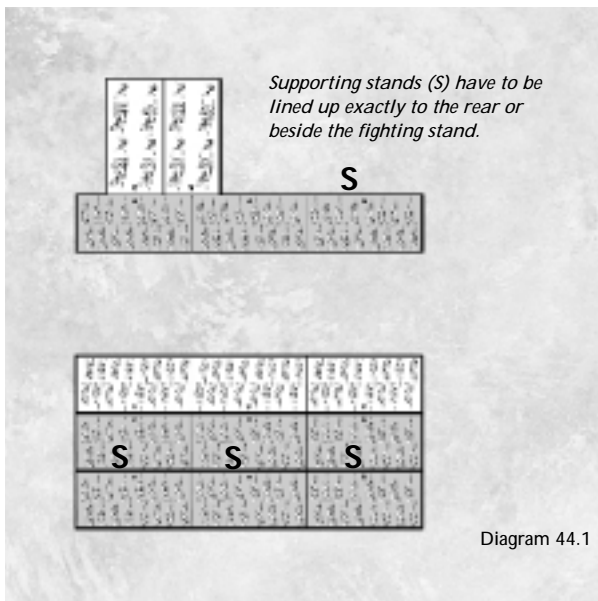
Stand its Ground. The victorious unit remains where it is. The combat is over.

Pursue. The victorious unit is moved back into contact and a further round of pursuit combat is fought in the same way as before. See Pursuit (p.46-47). Any hits already scored are carried over into the next pursuit round. Hits carried over don't count towards working out who wins the next round but they might result in the loss of stands due to cumulative damage. No charge bonus is awarded during a pursuit but there is a +1 bonus for pursuit itself and further bonuses for pursuing enemy that have retreated 3cm or more. If a defeated enemy infantry unit has been forced to retreat from a defended or fortified position then it is no longer defended or fortified.

Advance. The victorious unit can advance once up to 20cm in the first round or 10cm in subsequent rounds to engage another enemy unit. See Enemy Destroyed (p.48).



Combat phase



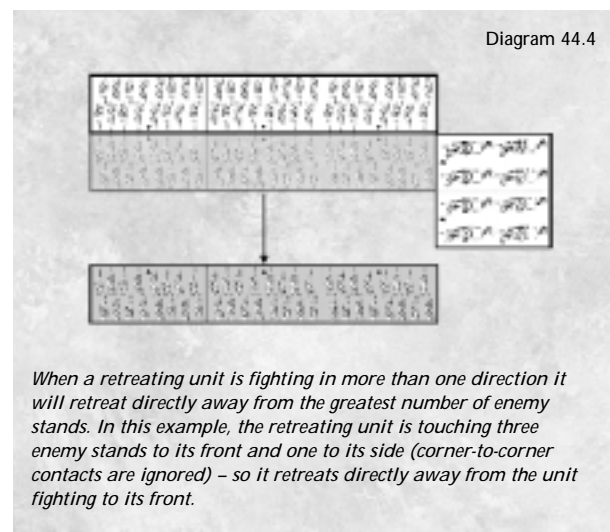
SUPPORTING TROOPS

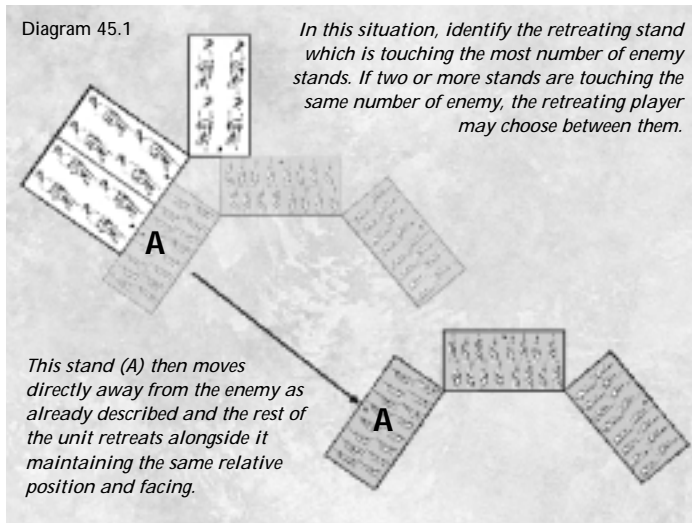
It is possible to affect combat results by using adjacent infantry stands to support fighting infantry units. This represents the ability of a unit to threaten the enemy's flanks or to provide solidity through depth. Only **infantry** can support and be supported in this way.

A stand can only support if it is not touching an enemy and the unit it belongs to is not confused. The stand must be aligned either exactly behind or exactly beside a stand that fought to its front during the combat round. The supporting stand must also be facing in the same direction as the supported stand as shown in the accompanying diagrams. Note that a stand touched by enemy to its front and sides or rear during the combat round can be supported, but a stand touched by enemy only to its sides or rear cannot. A supporting stand can be from the same unit as the fighting stand it supports or from a completely different unit. See Diagram 44.1.

Each friendly supporting stand in position once both sides have fought adds a +1 bonus 'hit' to the combat result of the supported side. Stands that fall casualty during the fighting cannot support or be supported. This can turn defeat into a draw or victory or increase the effect of a victory in an ensuing pursuit. Note that supporting stands only add a bonus 'hit' to the combat result. They do not actually inflict hits, though the bonus counts towards the side's overall score and so affects the defeated side's retreat distance.

A unit placed directly behind a fighting unit to support it as shown in Diagram 44.2 is not engaged in combat and cannot therefore pursue if the enemy retreats (see Pursuit and Retreats). If the fighting unit in front is forced to retreat, an unengaged supporting unit does not retreat with it but must **make way** for it or refuse to do so. This is explained under Blocked Retreats and in more detail in the Confusion section of the rules.





RETREATS

A retreating unit moves away from the enemy without changing formation or the direction it is facing. It will normally be apparent where to move the unit to. In most cases, all enemy stands will be aligned solely against the unit's front, side or rear and the retreating unit simply moves in the opposite direction. See Diagram 44.3.

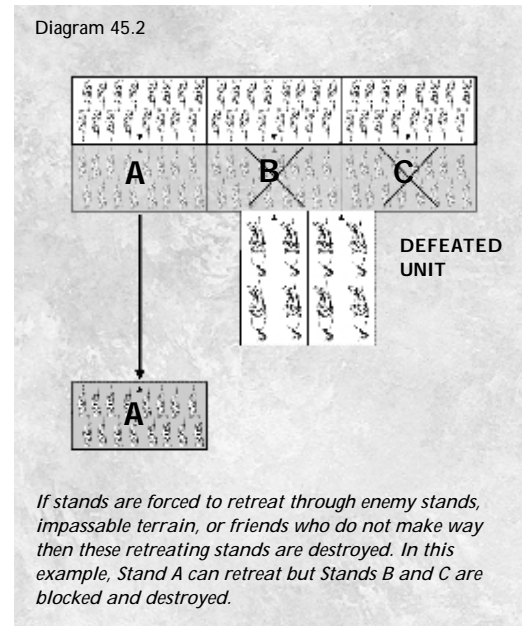
The direction of the retreat may be less clear if the unit is fighting enemy from several directions at the same time. In this case, the unit retreats from the greatest number of touching enemy stands (front, side or rear – corners are ignored). If this is equal, the retreating player can nominate which of the possible directions it will retreat. See Diagram 44.4.

In a few cases, a unit's formation may be arranged so that the direction of the retreat is in doubt. In this case, identify the retreating stand touching the most enemy and work out the unit's retreat relative to that, as shown in Diagram 45.1. If all stands face the same number of enemy, the player can decide which to use.



Blocked retreats

If unengaged friendly units lie in the way of a unit's retreat then these can be moved. The unengaged unit is said to **make way**. It is up to the player whether the blocking unit makes way or not. Units which make way and retreating units forcing others to make way can become confused as a result. See the Confusion section for further rules for confused units and making way.



A retreating stand is destroyed if its retreat move is blocked. A retreat is considered blocked if any part of the stand's base is obliged to move through any of the following: enemy stands, stands of other friendly units that are engaged in combat (including friendly units that have already retreated from the same combat during that round), terrain that is impassable, and stands from unengaged friendly units that do not make way as noted above.

A retreat is also blocked if a stand's move brings it into contact with a stand from an unengaged enemy unit. Note that in this case contact alone is sufficient to block a retreat – the retreating stand does not need to move through the enemy stand. For example, a stand that retreats 1cm into contact with an unengaged enemy stand 1cm away is destroyed.

Stands that are destroyed are removed immediately without reducing the number of outstanding hits on their unit.

Blocked retreats often occur where units are partially surrounded, for example fighting to the front and rear at the same time. See Diagram 45.2.

Players may occasionally feel that in the interests of playability a certain leeway is allowable when repositioning units along their line of retreat. This is considered acceptable if both players are in agreement.

Retreating artillery

Retreating artillery units are an exception to the normal rules for retreating troops. An artillery unit which is forced to retreat is automatically destroyed. Its weapons are overrun and the crew massacred or scattered beyond hope of recovery.

Combat phase

PURSUIT

A unit engaged in combat can pursue a retreating enemy and fight a further round of combat immediately. This second round can lead to third and subsequent rounds in the same way. This is called **pursuit** combat. Only units which are already engaged in the combat can pursue. A unit not engaged but whose stands are only supporting cannot pursue. This may influence a player's decision to pursue or not as pursuit can often deprive a fighting unit of its support.

Pursuit combat continues from round to round until one side is destroyed or the combat is drawn or the winning unit stands its ground or falls back. The decision to pursue will often rest upon how badly mauled victorious troops are compared to their foes.

Not all troops can pursue in all circumstances. Some troops are restricted in their options as described below:

Pursuing restrictions

1. Infantry never pursue retreating cavalry or chariots. They can pursue other infantry and retreating monsters and machines as described in the rules.
2. Artillery never pursue retreating enemies of any kind. Artillery stands who retreat are automatically destroyed. See the Artillery & Machines section, p.67.
3. Fortified units never pursue. If they win a combat they must fall back or stand their ground.
4. Troops never pursue enemy who have retreated into or through terrain they cannot enter. For example, cavalry cannot pursue infantry who retreat into a wood.
5. Non-flying units never pursue retreating flying units. Only flying units can pursue flying units.

Moving pursuers

During pursuit combat, pursuing units are moved back into contact with enemy units that have retreated away from them. The distance the pursuers are allowed to move is not fixed – it will vary depending on the distance retreated by the enemy.

Pursuers are moved after defeated units have retreated and after any appropriate making way has been completed. If several units are pursuing, move them one unit at a time. The player making the pursuit can move the units in whichever order he wishes – the order can be important as the position of pursuers can easily block other pursuers if you are not careful.

Where they are able to do so, pursuing stands must move against the same units they faced in the combat round. In order to explain this process clearly; in the following descriptions 'retreaters' and 'retreating units' refers only to units that were touching the pursuers during the combat round.

When moving a pursuing unit, begin with all the stands that can re-establish edge to edge contact with retreating units by moving directly forward. If the stand's front edge can contact at least part of the edge of a retreating stand by moving directly forwards then it must do so (but see Multiple Combats for exceptions). Note that pursuing stands cannot move directly forward if there is an obstruction in the way – there must be a clear path for the pursuer to move directly forward. Diagram 46.1 & 46.2 shows the simplest case (below).



Infantry suffers one casualty and retreats.

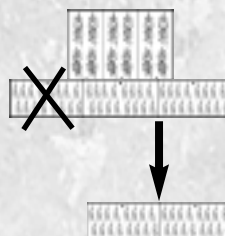


Diagram 46.1

Cavalry pursues. All three stands move directly forward back into contact with the retreating enemy.

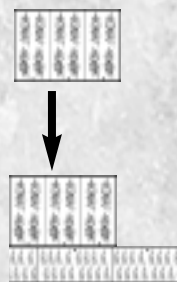
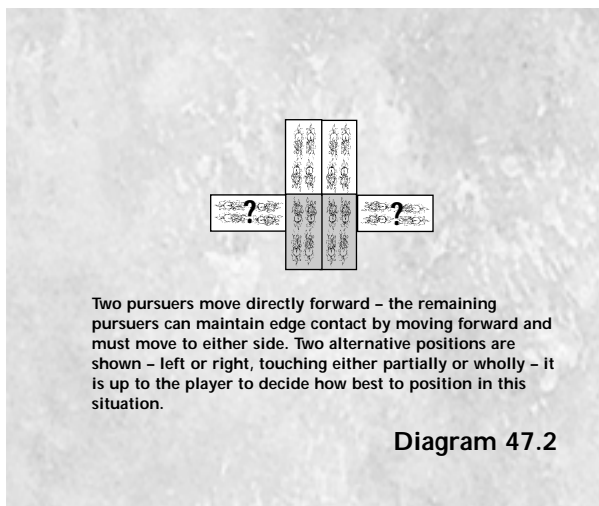
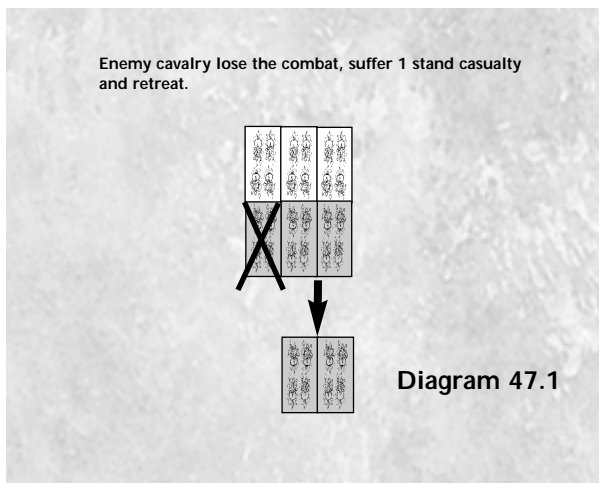


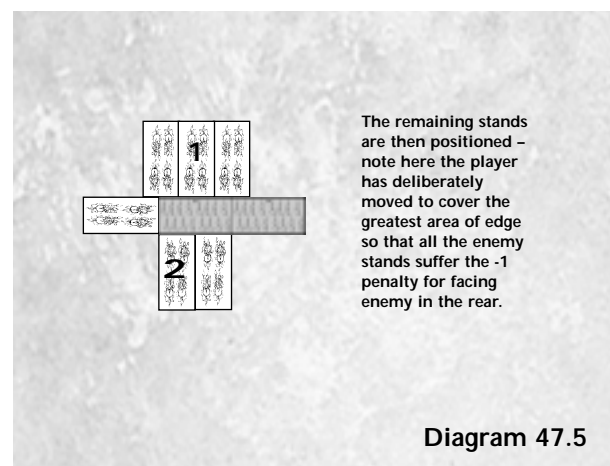
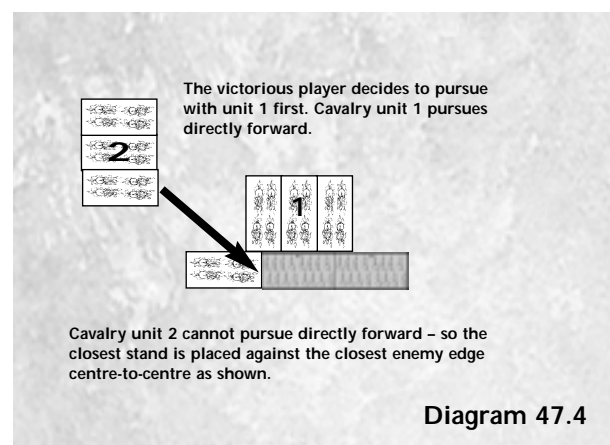
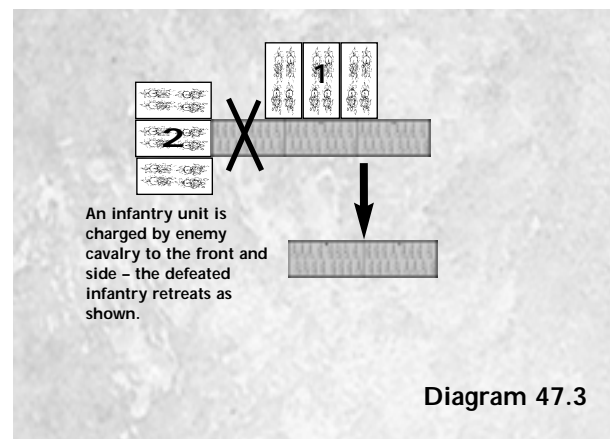
Diagram 46.2



Once stands that can pursue directly forward have done so, other stands from the same unit are also moved into edge contact. This includes stands that would only contact corner-to-corner by moving directly forward, as well as stands that would not contact at all. Where possible, these stands must also be positioned against the same enemy unit as stands that have already pursued directly forward. Pursuing stands must be positioned so that their front edge contacts at least part of the edge of a retreating stand where possible – but note that there is no obligation to maximise frontage as there is during a charge. See Diagrams 47.1 & 47.3

In all cases, pursuing stands must have a clear path to their new position. Once stands have pursued directly forward, other stands are placed one at a time and must be placed into touch with a stand that has already moved. This ensures that a unit will always maintain a proper formation with all stands touching once it has pursued. Stands may be obliged to shift their relative position in their unit or even move round onto an enemy stand's side or rear in order to pursue as described. See Diagram 47.3.

Occasionally, you will find that no stands can pursue by moving directly forward. When this happens take the stand that is closest to the retreating unit and move it against the closest accessible edge of the closest enemy stand. In this case, place the stand centre-to-centre where possible in the same way as if it were charging – though note that it does not necessarily have to see its enemy. Note also that the stand still needs a clear path past other units or obstructions. Having placed the first stand, position the remaining stands as described above. See Diagrams 47.3, 47.4 & 47.5.



Combat phase

Sometimes it will be possible to move some but not all stands of a pursuing unit as described because of the position of other units (friend or foe) or because of impassable terrain. Any stands that cannot be placed as described must be placed in formation with their unit, but otherwise can be positioned as the player wishes. So long as at least one stand from their unit is already in front edge contact, stands unable to move into front edge to edge contact can be placed in front corner-to-corner contact if circumstances permit, allowing them to fight in the following round. A unit is not permitted to pursue if it can only maintain contact by corner-to-corner contact – at least one stand must have front edge to enemy edge contact in order to pursue. See Diagram 48.1.

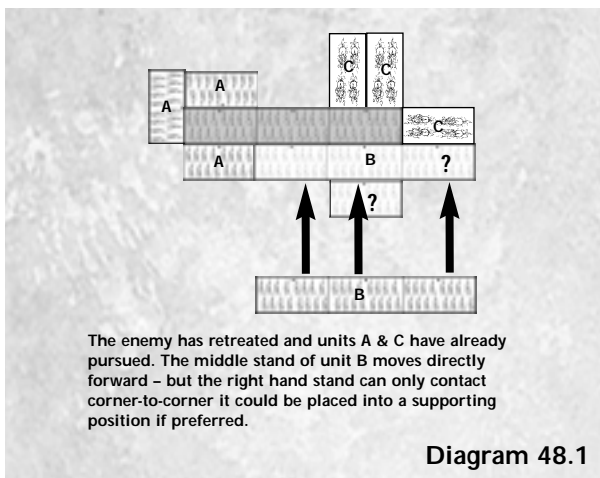


Diagram 48.1

Note that where pursuit results in the front edge of stands touching a side edge, rear edge, or rear corner of enemy stands, a combat penalty will be incurred in the following round. This applies to both sides (see Attack Modifiers p41).

Pursuers and unengaged enemy

When moving pursuers it is possible for stands to come into contact with unengaged enemy units. It is also possible for pursuers to come into contact with other enemy units retreating from the same combat, but which the pursuers were not touching in the previous round. In some cases this may be unavoidable – in others it will depend on the order in which pursuers are moved and how the player chooses to position pursuing stands. Any

units contacted in this way are automatically drawn into the combat in the following round.



Pursuit bonuses only apply against retreating units if they fought in the same combat engagement as the pursuer. It does not matter whether a pursuer actually fought the retreating unit in the previous combat round – only that the unit retreated from the same engagement. No pursuit or charge bonuses apply against newly engaged units.

Impossible Pursuits

It can happen that pursuit is impossible. This is usually because it is not possible to place a pursuer into front edge to enemy edge contact – for example if the enemy unit has already been pursued by other friendly units and is surrounded. Remember – corner-to-corner contact will not suffice to maintain pursuit, at least one pursuing stand must be able to bring its front edge into contact with an enemy edge. Where a unit cannot re-establish contact with a retreating enemy unit it cannot pursue.

A unit that cannot pursue an enemy because it cannot re-establish contact is not allowed to advance instead. A unit can only advance if all the enemy units it is fighting are destroyed. See Advance p49.

Note that it might also prove impossible to pursue a retreating unit where two enemy units are retreating in different directions. In this case the pursuers will not divide their formation but will ignore one enemy unit in favour of the other. See Multiple Combats – Options for victorious units p52.

ENEMY DESTROYED

A unit is destroyed if all of its stands fall casualty, or if all of its stands are forced to retreat through impassable terrain, stands that are engaged in combat, or friends who do not make way, or into contact with unengaged enemy units. In addition, artillery units are destroyed if forced to retreat. Weapons are assumed to be abandoned by their crews and overrun by the enemy.

Often a unit will find that the enemy unit, or units, it was fighting have been destroyed. When all of the enemy units in touch with a victorious fighting unit are destroyed then the winner cannot pursue because there are no enemies left to pursue! There may be other enemy units still involved in the engagement but these cannot be pursued if they were not touching the victorious unit during the combat.

ADVANCE

If all the enemies a unit is fighting are destroyed it can do one of three things. It can stand its ground, it can fall back up to 3D6cm as if the combat had drawn, or it can **advance** into a new combat. Troops can't advance through terrain they can't enter, if they are in fortified positions, if there is no path to enable them to do so or if they have already advanced in that Combat phase. Otherwise, units are allowed to advance against any kind of enemy, even if they are a troop type that would not normally be allowed to pursue, such as infantry fighting cavalry or chariots.

An advancing unit charges the closest enemy unit that it can see and can reach. A unit which has destroyed its enemy in the first round of combat may advance up to 20cm. A unit which destroys its enemy in a subsequent round of combat may advance up to 10cm. The advancing unit's charge is worked out in the same way as any other charge except that no stand may move further than the distance it is allowed to advance. As you can see, the distance a unit is allowed to advance is not dependent upon its troop type but upon the decisiveness with which it destroys its enemy. A unit which bowls over its enemy in the first round can more easily exploit its victory! Note that the term advance is used to distinguish this move from an ordinary pursuit (which is worked out differently) or an ordinary charge (which takes place in the Command phase). In this context, an 'advance' is a charge. A unit cannot simply advance into the open once it has destroyed its enemies.

An advance may initiate a new combat engagement or it may bring the advancing unit into an existing engagement. The advancing unit is treated as charging. An enemy unit which is advanced into can shoot at the advancing unit in the same way as it is able to shoot at chargers. The advancing unit receives

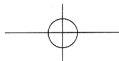
bonuses for charging as usual but no bonuses for pursuing because the advance will lead to a new combat against a different unit. Any hits already accumulated against the advancing unit are carried over into the new combat round. Outstanding odd hits are only removed at the end of the Combat phase once all combats are finished.

When a unit advances, always work out the resultant combat engagement next – regardless of whether it is an existing engagement or a new one. If the unit has advanced out of a combat engagement that is not finished (as can sometimes happen in large engagements) then complete the original combat engagement before going on to the new one. If several units advance out of the same combat, initiating or joining different engagements, the player whose turn it is decides which order to work them out in – but all must be resolved before going on to any further engagements. The reason for working out advancing combats straight-away is two-fold – firstly, it enables the victorious player to take full advantage of his success by flowing the unit through into another engagement; secondly, it makes it easier to remember which units have already advanced during the phase.

A victorious unit does not have to advance if the player doesn't want it to unless the unit is normally obliged to charge enemies where possible because of a special rule, in which case it must.

Note that, as described already, a unit can only advance once during any Combat phase. This applies even if the unit must normally advance because a special rule obliges it to charge whenever it can do so. Advancing troops are judged to be far too exhausted to be able to advance again during the same Combat phase. This limits the range over which a unit can fight during the Combat phase and prevents units from working their way from one side of the battlefield to the other in a single turn.





Combat phase

FALL BACKS

In a drawn combat both sides must fall back unless one side is in a defended or fortified position in which case it can stand instead. A victorious unit can choose to fall back if the player wishes. The opportunity to fall back gives players a chance to pull units out of combat and move them to better tactical positions.

If both players have units falling back from a drawn combat each side takes it in turn to select and move one unit – both players roll a dice and the highest score decides whether to take the first turn or defer to his opponent.

A fall back is basically a free move that represents the unit rallying back on its standards and officers. Unlike an evade, drive back, or retreat, it doesn't have to be made in a specific direction or over an exact distance, nor does it have to be made in a straight line.

The distance a unit falls back is established by rolling three dice. A unit can fall back a maximum distance equal to the total dice score and must fall back by at least the score of the lowest dice. So, on a roll of 6, 4, and 3 a unit can fall back between a maximum distance of 13cm and a minimum of 3cm.

If several units fall back out of the same combat one roll is made for them all. Each unit must move between the same maximum and minimum distance, but units do not all have to move the same distance.

When a unit falls back no individual stand may move more than the distance permitted, and at least one stand must move the minimum distance. It is not necessary for every stand to move the minimum distance. When stands move they may not move closer than 1cm to any enemy troop stands or stands engaged in combat except to move away initially. Falling back stands may not move through friendly stands or impassable terrain.

If a unit cannot move the minimum distance required without moving closer than 1cm to enemy stands or stands in combat, through impassable terrain, or through a friendly stand, then the unit is treated as if it had been driven back by shooting. When this happens, the unit can become confused, see the Confusion section (p.54). In this circumstance a friendly unit can make way for a unit falling back, as it can for a unit driven back by shooting, but otherwise friendly units do not make way for units that fall back and falling back units must move round them.

REFORMING

At the end of the Combat phase any outstanding hits are discounted. After hits have been discounted, surviving units that contacted enemy units during the Combat phase can reform. Infantry units that were merely supporting the combat and which did not contact an enemy during the phase cannot reform.

Units can reform regardless of whether they won, lost or drew combat, or which side they are on. It is important to wait until the end of the Combat phase before doing this because it is possible for pursuit or advance to bring a unit back into combat.

If both players wish to reform, each side takes it in turn to select and reform one unit – both players roll a dice and the highest score decides whether to take the first turn or defer to his opponent.

A unit that is reforming rearranges its stands as follows. One stand stays where it is but may pivot about its centre to face any direction. Other stands can then be rearranged into any formation around it. The distance they move is unimportant. However, stands must have a clear path to move into their new position. They cannot move through impenetrable terrain or other units for example. Remember please the word 'formation' means that all stands of a unit need to have at least one point of contact with at least one other stand of the same unit.



DEFENDED & FORTIFIED TROOPS

Only infantry, flying troops, and giants can move into base contact with fortified enemy stands at any time – for example by charging, during a pursuit, or as a result of an advance. Where other stands would accidentally contact a fortified enemy – for example by charging an adjacent unfortified unit these stands must be repositioned so that they no longer contact a fortified enemy stand. Note that this overrides the normal obligation to maximise edge contact against enemy units where this applies. Any position that brings troop stands, other than those indicated, into contact with fortified enemy is simply ineligible. If circumstance dictates that such a stand is unable to be positioned out of contact with fortified enemy then it is destroyed and does not fight.

Infantry and artillery units, however, can take advantages of natural vegetation, the lie of the land, fieldworks or permanent fortifications in order to make their position much more secure. This allows infantry and artillery stands to be either defended or fortified. In both cases the score required to hit will increase as shown on the chart below.

Target	D6 result required
Fortified infantry/artillery	6+
Defended infantry/artillery	5+
All other targets/circumstances	4+

Defended

A stand is defended if it is placed wholly or partially; behind a low obstacle, such as a hedge or wall; at the edge of or within a wood; or amongst ruins or buildings. A stand is also defended if it is positioned on the crest or upper slope of a hill or rise so that it occupies higher ground than its attackers.

These are all judged to be situations that confer an advantage to infantry or to small units of artillery. Such units can position themselves closely to the lie

of the land, taking advantage of minor folds in the ground, local vegetation, or barriers such as hedges or ditches. This advantage is partly due to a unit's ability to entrench itself, for individual warriors to find cover, or for whole units to conceal themselves – for example by kneeling amongst dense undergrowth. Similarly, it confers an advantage to a unit that has taken up a position that is hard or exhausting for an enemy to approach.

Fortified

A stand is fortified if it is placed on the ramparts of a substantial fortification such as a castle wall, tower, fort or a large permanent earthwork.

These situations do not regularly occur in field battles but are included here for the sake of completeness. A well prepared field fortification might be considered to be a fortified rather than defended position – but only if it is constructed and positioned in such a way that troops must resort to climbing or scrambling up a steep slope in order to attack.

Defended & fortified enemy

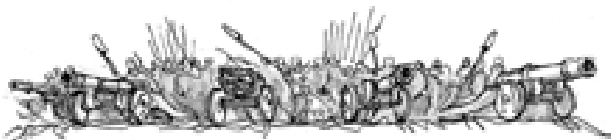
Only infantry, flying troops, and giants can move into base contact with fortified enemy stands at any time – for example by charging, during a pursuit, or as a result of an advance. Cavalry, chariots, artillery and non-flying monsters and machines cannot do so. In the case of castle walls, towers and similarly tall fortifications, specialist equipment may be needed to mount an assault as described in the Sieges & Fortresses section of the rulebook (p.90).

Defended or fortified stands are harder to hit as described above. Hence a score of 5+ or 6 respectively is needed to inflict hits. Also, charge bonuses don't count against them because they are not 'in the open'. The most common occurrences of this during a game are situations where infantry are on the upper slopes of hills or at the edge of a wood.



Combat phase

Cavalry, chariots and machine and monster stands count as being in the open in all circumstances. They never count as being defended or fortified, even when they have moved onto hills, behind hedges, low walls and so forth. In these situations, cavalry and chariots are assumed to have to move in order to fight, surrendering any advantage of shelter in favour of greater mobility. Monsters and machines are simply too big or too dim-witted to take advantage of cover.



Troops that charge or advance are always assumed to be in the open, such as infantry stands charging in a wood. Troops that pursue a retreating enemy are also assumed to be in the open. In both cases, troops cannot take advantage of cover whilst pressing their attack. Troops that retreat in one combat round always count as being in the open during following rounds of pursuit combat in the same turn. In most cases, this is obvious because enemy will have been pushed over a low wall or rampart. In other cases, a unit may be still inside a wood or still up-slope of an enemy. However, a unit always loses the advantage of its position once it has retreated.

MULTIPLE COMBATS

So far we have mostly described situations where one unit is fighting one enemy unit. This is a common enough occurrence but it is also possible for a combat to encompass several units as shown in Diagram 52.1. In situations where a unit charges another it can often happen that a second unit is drawn into the combat engagement because one stand touches the chargers corner-to-corner. It can also happen that two units charge the same enemy one after the other. In these situations, all units which are touching become engaged in the combat even if they are only touching corner-to-corner.

Resolving multiple combats

To resolve multiple combats, work out attacks from all the units involved and note all the hits scored. Bear in mind that stands touching corner-to-corner are engaged and can fight.

You will find that in multiple combats where several units are attacking the same enemy unit it is often possible to roll the dice in a single batch rather than dicing for each unit one at a time. However, this is merely suggested as a matter of convenience and it is entirely up to the player whether he prefers to do this or not.

Once all units have fought, compare the hits that have been scored by all the units on each side and add any bonuses for supporting stands. This means that although one unit might do badly, another does spectacularly well, ensuring that overall the side wins the combat round. Where the score is equal, the result is a draw as usual and all units fall back. Make one Fall Back dice roll for all the units from each side involved in the combat. They all fall back between the same minimum and maximum distance but don't have to fall back exactly the same distance if the player does not want them to.

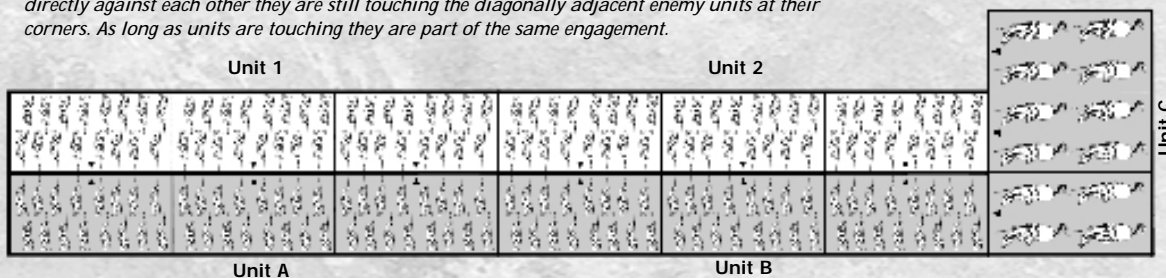
Retreats and pursuits

If one side wins then each enemy unit must retreat. The retreating player can decide which units to move first. The distance moved is the difference between the number of hits scored divided by the number of units on the losing side including any units removed as casualties. Remember to include bonus hits from supporting stands and hits on units which have been destroyed as these are easily overlooked. Round up any fractions when calculating retreat distances. It follows that retreating units will always move back at least 1cm.

For example, side A inflicts eleven hits on side B which inflicts three hits in return. Side A wins by eight hits. Side B has two units fighting so eight divided by two = a 4cm retreat.

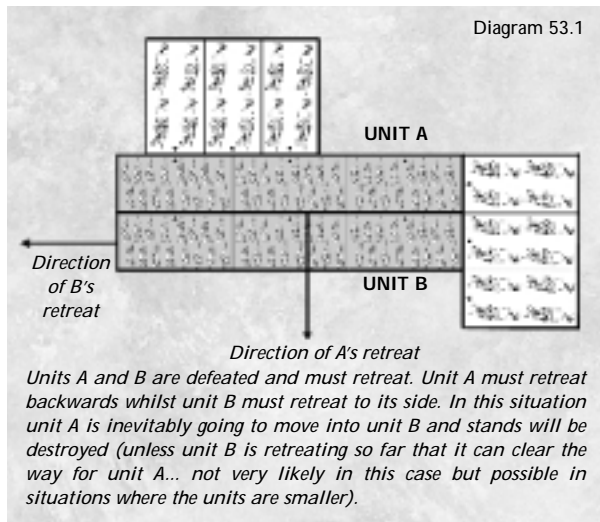
In this combat two units are fighting three – even though the two units on the left are facing off directly against each other they are still touching the diagonally adjacent enemy units at their corners. As long as units are touching they are part of the same engagement.

Diagram 52.1



Blocked retreats

Blocked retreats become common in multiple combats. Stands forced to retreat through units engaged in combat will be destroyed as already described. This will be especially apparent when a double line of troops is fighting to its side and front at the same time, as shown on Diagram 53.1. The front unit must retreat back but the rear unit will be pushed sideways. In this situation, the front unit is likely to lose stands as it retreats.



It is possible to reduce the potential loss by being careful about which stands are removed as casualties during the fighting and by retreating units in an order which creates as many gaps as possible. However, in practice, dense formations which have been 'flanked' in this way will usually collapse pretty quickly.

Options for victorious units

The units on the victorious side have the usual options of falling back, pursuing/advancing or standing their ground. There is no obligation for all victorious units to do the same things. Some can fall back whilst others pursue, for example. The player can move the units in whatever order he wishes. If units choose to fall back, the player makes just one dice roll which applies to all as for a drawn result (see above).

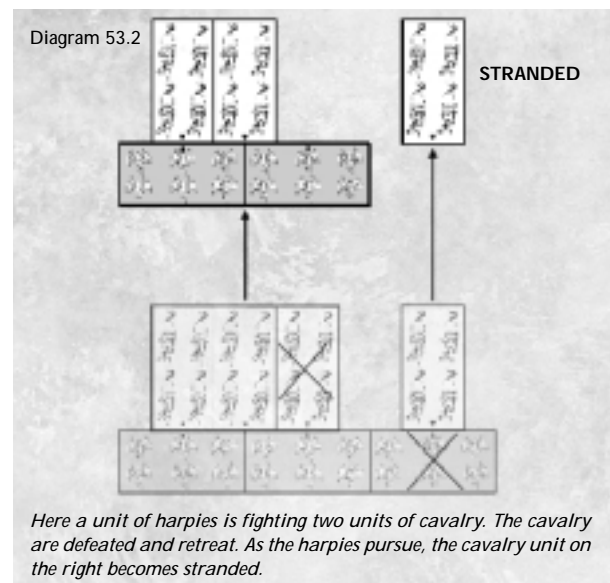
A pursuing unit may be opposed by enemy units retreating in different directions. In this case, a unit will pursue enemy units to its front, if possible and this may result in some retreating units becoming stranded. If a pursuing unit is (unusually) facing

several different directions, it will pursue the enemy faced by the majority of its stands, if this is not apparent, the player decides which enemy to pursue.

If all of the enemy in touch with a victorious unit are destroyed then it cannot pursue but has the option of advancing (see Advance p.49). An advancing unit always charges the closest enemy within range and which it can see. In a multiple combat engagement this often results in an advance upon the flank of an adjacent enemy unit.

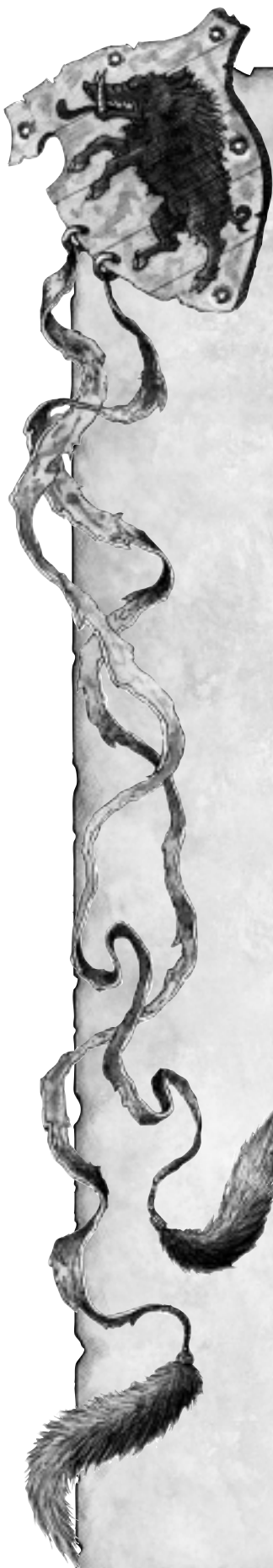
Stranded units

If a victorious side takes casualties then its frontage may effectively 'shrink'. In a multiple combat this can result in some defeated units becoming stranded. The defeated unit retreats but there are no enemy stands left to pursue it. Retreating units which become detached in this way simply drop out of the combat engagement. Any remaining hits are retained until the end of the Combat phase because it is possible that further pursuit or advances may bring the unit back into combat once more. See Diagram 53.2.



Units can also become stranded where two or more units are forced to retreat in different directions away from the same enemy or where a pursuing unit effectively disengages from one enemy as it pursues another. In these circumstances, any units which are no longer touching an enemy drop out of the combat engagement and are allowed to reform at the end of the phase, see Reforming (p.50).





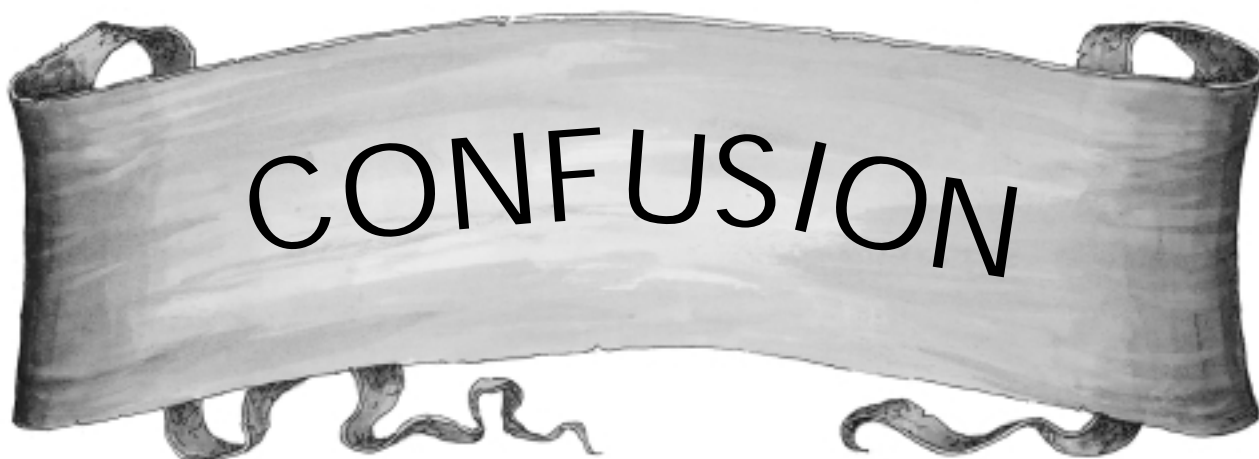
CONFUSION AT A GLANCE

UNITS BECOME CONFUSED IF:

1. Burst through by evaders.
2. Driven back by missile fire on any Drive Back roll of a 6.
3. Driven back/falling back into impassable terrain on the roll of a 6.
4. Driven back/falling back into enemies or combat.
5. Forcing friends to make way on the roll of a 6.
6. Driven back/falling back into unyielding friends.
7. Making way on the roll of a 6.

CONFUSED UNITS

1. Confused units cannot move in the Command phase by either initiative or orders.
2. Confused stands suffer a -1 Attacks modifier in combat.
3. Confused infantry stands cannot support in combat.
4. Confused units cease to be confused at the end of their Command phase.



As astute readers will have gathered, there are several situations where units become confused. Confusion often happens in the Combat phase when a unit is forced to move into other troops or impassable terrain or in the Shooting phase when a unit is driven back by missile fire. For convenience, we have summarised all the circumstances where units can become confused in this section.



WHEN DO UNITS BECOME CONFUSED?

1. Burst through by evaders.

Unengaged friendly units burst through by evaders are automatically confused. Such units won't be able to move further during that Command phase but recover at the end of the Command phase and so suffer no further penalties that turn. See the Movement section (p.22-23) for more details.

2. Driven back by shooting.

A unit is confused if it is driven back by shooting and any dice roll for the drive back distance is a 6. See the rules for driving back enemies in the Shooting phase section (p.27-28).

3. Driven back/falling back into impassable terrain.

If a unit is driven back by shooting into terrain it can't cross, or is unable to avoid falling back into terrain it can't cross, it will halt at the edge and is confused on the D6 roll of a 6. See driving back enemies in the Shooting phase section (p.27-28).

4. Driven back/falling back into enemies or combat.

A unit driven back by shooting into, or unable to avoid falling back into, enemies or any units engaged in combat, whether friends or foe, halts 1cm away and is automatically confused. See driving back enemies in the Shooting phase section (p.27-28).

5. Forcing friends to make way.

If a unit is driven back by shooting, retreats from combat, or is unable to avoid falling back, through a friendly unengaged unit, the player has the option of moving the friendly unit to make way. A unit which moves into friends forcing them to make way will become confused on the D6 roll of a 6. See the rules for Making Way on p.50-51 later in this section.

6. Driven back/falling back through unyielding friends.

A unit driven back by shooting, or unable to avoid falling back, through a friendly unengaged unit that the player is unable or unwilling to move to make way is automatically confused. See p.27-28 for rules on driving back the enemy.

7. Making way.

A unit that makes way for another unit is confused on the D6 roll of a 6. See the rules for Making Way on p.50-51 later in this section.

Stands which are forced to retreat from combat into unyielding friends, enemies, units in combat and impassable terrain are destroyed. Hence the possibility of confusion is not considered! See the Combat phase section (p.40-41 & p.46-47) for details on retreats from combat.

Note that it is quite possible that a unit has to roll multiple times for confusion as a result of a single move – for example, for making way and for forcing friends to make way at the same time. In these situations make the appropriate number of tests.



CONFUSED UNITS

A confused unit is judged to have become disheartened or disordered. The troops are unwilling or unable to obey their officers and in combat they fight either unenthusiastically or in a poorly coordinated fashion. The unit remains confused until the end of its Command phase. At the end of its Command phase the unit automatically recovers.

1. A unit which is confused cannot use Initiative and it cannot be issued Orders. This means that a confused unit will not usually be able to move at all in the Command phase. See the Command phase (p.13-14) and Flying Units (p.59). Note that confused units are able to move in other phases and must do so where the rules require it.
2. Whilst it is confused, a unit suffers a -1 Attack modifier in combat. Units commonly become confused during combat if retreating units are forced back into unengaged friends. See the Combat phase (p.41).
3. A confused infantry unit cannot support in combat. See the Combat phase (p.40).

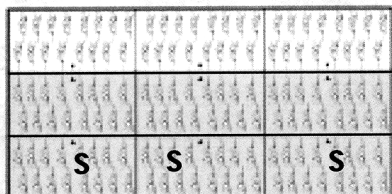
When a unit becomes confused, it is a good idea to make this visually apparent in some way. A convenient method is to 'jiggle' the stands into an irregular formation to represent disorder in the ranks. The unit can then be rearranged back into formation at the end of its Command phase. If a confused unit is in combat it is often better to use a marker or turn a stand round, as disturbing the unit's formation may make it hard to work out retreat moves.

MAKING WAY

Unengaged units are allowed to make way for friendly troops that have been driven back, that are retreating or that are themselves making way as a result of a drive back or retreat. Units that are engaged in combat, constricted by terrain or unable to move for whatever reason cannot make way.

The most common instance where a unit might make way occurs during a retreat in combat where one infantry unit is placed directly behind another to support it. See Diagram 56.1.

Diagram 56.1



Supporting stands (S) have to be lined up exactly to the rear or beside a fighting stand.

When a unit makes way for another, it can either move aside or back.

When moving aside, all stands in the path of the friendly unit are moved and all other stands remain stationary. The player rearranges the stands that move around the stands that remain stationary. If the entire unit lies within the path of the friendly unit then all stands must be moved, in this case the player begins with the stand that must move the shortest distance to get out of the path of its friends. This stand is moved the shortest distance out of the path of its friends without changing its orientation. The remaining stands are then rearranged into formation around the first. Note that unit's that are moving aside can change their formation as they do so. See diagram 57.1.

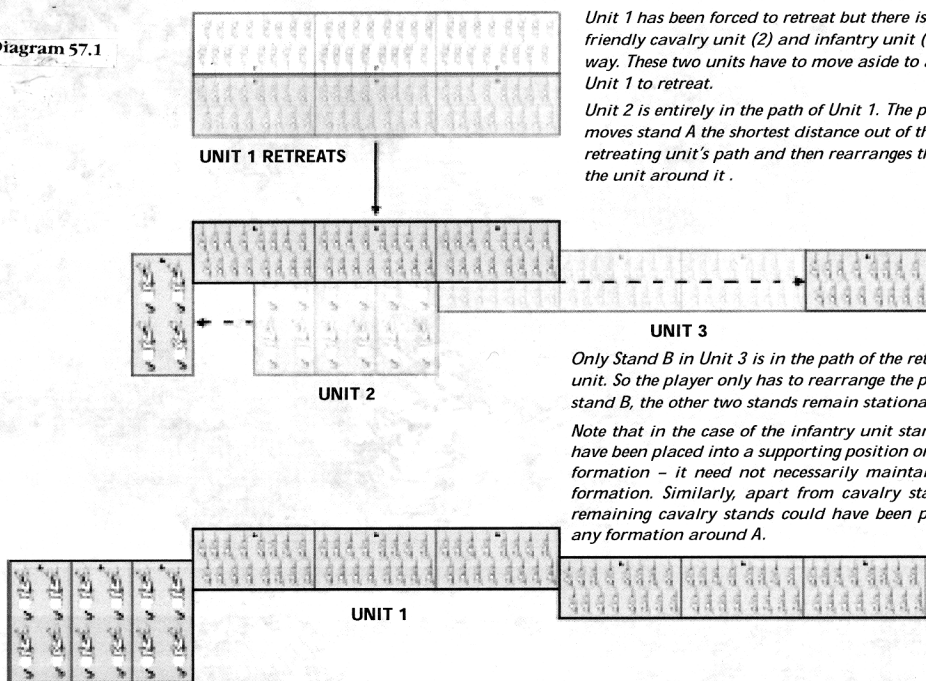
When moving back, the whole unit simply keeps pace with the friendly unit it is making way for. The unit moves back in the same direction as its friend without changing its own orientation or formation, ending its move touching the unit for which it made way. In the case of infantry units that are making way for other infantry units, if all the stands that are making way lie within the path of the friendly unit, they can be rearranged to support their friend if desired. This is shown on Diagram 57.2.

When moving back, the whole unit simply keeps pace with the friendly unit it is making way for. The unit moves back in the same direction as its friend without changing its own orientation or formation, ending its move touching the unit for which it made way. In the case of infantry units that are making way for other infantry units, if all the stands that are making way lie within the path of the friendly unit, they can be rearranged to support their friend if desired. This is shown on Diagram 57.2.

Making way for friendly troops may result in several units shifting, each moving aside to allow room for the next unit. All units that move to make way, plus the original unit, must test for confusion as described already. The original unit will have to test for each unit that it forces to make way, so the more units it moves through the more likely it is to become confused.

Units which are unable to make way or which the player refuses to move to make way are considered to be 'unyielding friends'. A unit forced against unyielding friends halts on contact and becomes confused automatically (see p.55). A stand of a unit retreating from combat is destroyed if forced against unyielding friends (see Combat (p.41)).

Diagram 57.1



Unit 1 has been forced to retreat but there is a friendly cavalry unit (2) and infantry unit (3) in its way. These two units have to move aside to allow Unit 1 to retreat.

Unit 2 is entirely in the path of Unit 1. The player moves stand A the shortest distance out of the retreating unit's path and then rearranges the rest of the unit around it.

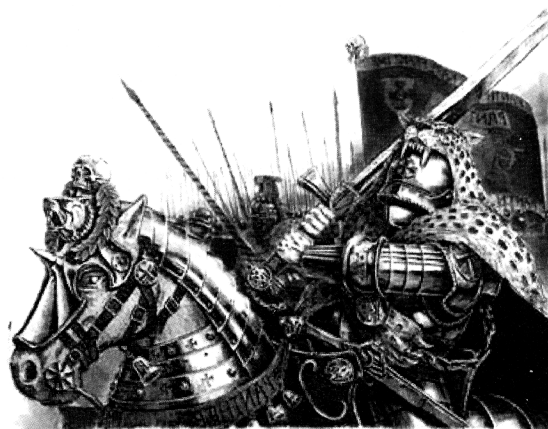
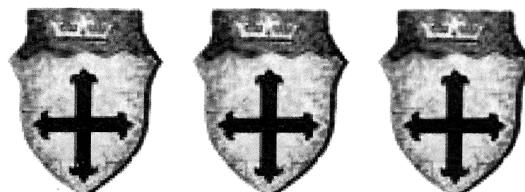
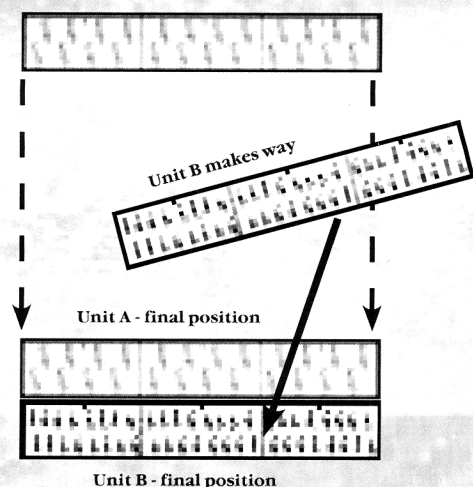
Only Stand B in Unit 3 is in the path of the retreating unit. So the player only has to rearrange the position of stand B, the other two stands remain stationary.

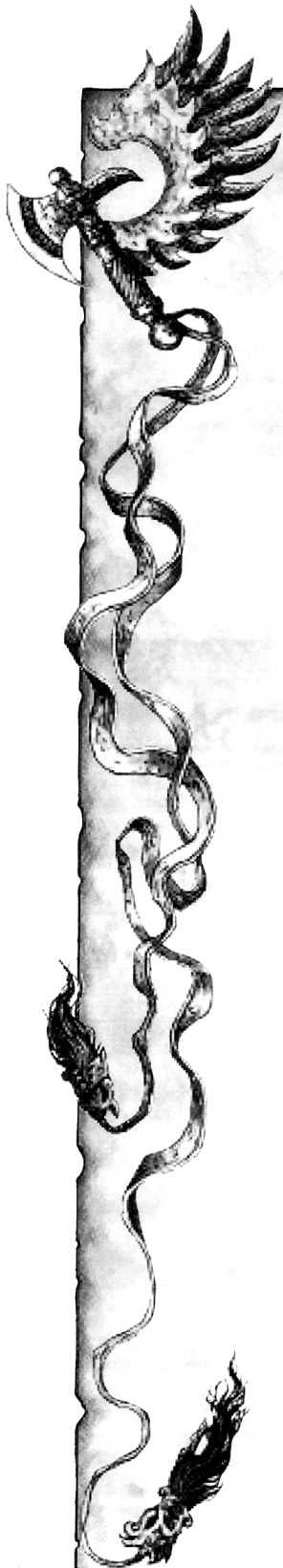
Note that in the case of the infantry unit stand B could have been placed into a supporting position or any other formation – it need not necessarily maintain the line formation. Similarly, apart from cavalry stand A, the remaining cavalry stands could have been placed into any formation around A.

Diagram 57.2

Infantry unit A retreats. Infantry unit B is entirely in the path of unit A.

Unit B makes way for unit A moving back. All stands of unit B may be rearranged and placed to support the stands of unit A.





GENERALS, WIZARDS & HEROES AT A GLANCE

CHARACTERS

1. Generals, Wizards and Heroes are referred to as characters.
2. Characters can move through and be moved through units from their own side.
3. Characters cannot be seen, shot at or charged by the enemy.
4. Stands of characters that have joined units are ignored for the purposes of measurement and calculating which stands fight.

ORDERS

1. Generals can give orders to any units in the army. Heroes can give orders to units within 60cm. Wizards can give orders to units within 20cm.
2. When issuing orders from a Hero or Wizard, a roll of a 12 indicates a blunder. The unit or brigade must make a Blunder roll.
3. Once the General fails to issue an order no other characters can do so.

COMBAT

1. Characters cannot be attacked. Characters are slain if their unit is destroyed in combat, by shooting or by magic.
2. Characters add their Attacks value as a bonus to any stand in the unit they are with.
3. Characters fight, advance, pursue, retreat or stand with their unit unless unable to do so because of terrain restrictions.



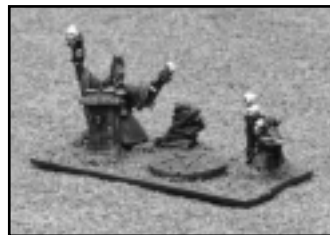
Generals, Wizards and Heroes are represented by a single stand which includes the great man himself plus his bodyguard, standard bearer, familiars, servants, messengers, observers, courtiers, pets, jesters, toadies and other such hangers-on as make up his immediate entourage. For the sake of convenience, Generals, Wizards and Heroes are referred to as characters.

GAME VALUES

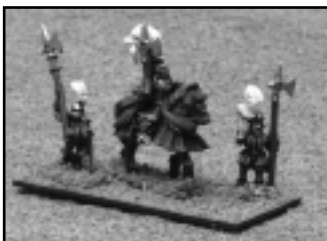
In some armies, Generals, Wizards and Heroes have different names such as Liche priests in the Undead army and Shamans in the Orc army. Names apart, they amount to the same thing and each is either a General, Wizard or Hero as indicated in the Army Lists section of the rulebook.



General



Wizard



Hero



Hero

Generals, Wizards and Heroes are immediately recognisable pieces.

Unlike troop stands Character stands don't have a value for Hits or Armour. Instead they have a Command value. They have no Hits value at all. They have an Attack value which is expressed as a bonus, for example +1, +2, +3, etc. The picture below shows an Empire Hero stand with its game values. Full game values for all characters can be found in the Army List section.



Attacks +1 Hits * Armour * Command 8

CHARACTERS AS GAME PIECES

Characters are different from other pieces in the game. Most stands of infantry or other warriors represent a substantial body of troops defined by the stand's area. Characters represent a comparatively tiny number of actual individuals, some of whom may be scattered across the battlefield in the role of messengers, scouts and observers.

The character stand's prime function is to provide a fixed point from which orders are issued. In addition a character stand can bolster a unit's combat ability by joining it. In the case of Wizards they can also cast spells, some of which are directly offensive in nature.

Because of their unique place in the game, character stands are treated differently to units of troops. A character stand is used much more in the manner of a token or marker. The stand itself is ignored on the battlefield by units from both sides.



Units from their own side can move through characters without penalty and they, in turn, can move through units from their own side. If friendly units are moved in such a way that they displace a character then the player must immediately move the character by the minimum distance required to allow the unit to take up its position. This may result in a character moving several times during the Command phase to get out of the way of troop movement.

If moved through by enemies, characters are repositioned as described below.

Characters can also be seen through and, where appropriate, shot through by troops from both sides. Their presence is not considered to block a unit's line of sight.

It follows that characters cannot be specifically shot at, targeted with spells or attacked in combat. Characters don't suffer hits from shooting or combat, although they can be slain if a unit they are with is destroyed, as described later. A character stand on its own cannot charge or fight an enemy unit.

It is worth bearing in mind that character stands are always ignored when considering which enemy target is the closest and when measuring between units. Similarly, an enemy unit cannot act on its initiative with regard to a character and the presence of an enemy character within 20cm does not impose a -1 Command penalty.

CHARACTERS & TERRAIN

Unless riding monsters or chariots, character stands ignore terrain in the same way as infantry. Only terrain which is impossible for infantry to cross is impossible for characters (ie, a character cannot move across the open ocean, into a volcanic lake and so forth). If riding monsters or chariots, characters are restricted by terrain in the same way as these troops. See Monstrous and Chariot Mounts (p.57).

ORDERS FROM WIZARDS & HEROES

We have already described how characters give orders in the Command phase.

Any character can issue an order to any unit or brigade within his command range. The General's command range extends over the whole battlefield but a Hero can only issue orders to units within 60cm of the character stand and a Wizard can only issue an order to a unit within 20cm of the character stand.

Character	Command Range
General	Battlefield
Hero	60cm
Wizard	20cm

A player can issue orders from his characters in any sequence he wishes but must finish issuing orders from each character before moving to the next. For example, you can't issue orders from the General then from a Hero and then from the General again.



Once a Hero or Wizard has failed to issue an order, that character can issue no more orders in that Command phase. However, other characters can continue issuing orders until they too fail to issue an order. Once the General has failed to give an order, **no further orders** can be issued in that Command phase by **any** characters even if they have issued no orders previously. This makes it preferable for Heroes and Wizards to issue orders first and the General last, although this is not mandatory. A player may occasionally prefer to await the outcome of his General's attempts to issue orders before committing a Wizard or Hero.

BLUNDERS

Wizards and Heroes are not always reliable. We presume that the General has briefed them concerning his battle plan, carefully instructed them in their duties and taken pains to make everything as clear as possible. In a perfect world this should be sufficient but, alas, this is rarely so. Some underlings are plain dim and so misunderstand their orders. Others get carried away and charge off in pursuit of a new and exciting goal. A few are quick to ignore their General's orders in favour of their own plan.

This wayward inclination is taken into account whenever a Wizard or Hero fails to issue an order as a result of rolling a 12. If the player rolls a 12 then not only is the order not issued but something has gone wrong. Someone has blundered. The Wizard or Hero has got carried away or ignored the instructions he has been given or taken a wrong turning or mistaken a wandering group of locals for the enemy. The player rolls a dice and consults the Blunder table. The result applies to the unit which has failed to receive its order and to all units in the case of a brigade, except where noted otherwise.

Alternative Blunder Rule

An alternative blunder rule favoured by a few players, and so given here for your consideration, is that a blunder simply ends the Command phase in the same way as a failed order from a General. This is more predictable and so appeals to players of an especially sober disposition.

D6 Blunder

1 You must be crazy!

The unit's officers are seriously bewildered by their orders and insist on disputing their interpretation. This takes a long time during which tempers fray, fists fly and some officers storm off determined to spend the rest of the battle undermining the efforts of their rivals.

The unit suffers a -1 Command penalty for the rest of the battle. If a brigade has blundered then this penalty applies to one unit and the player can choose which is affected. The penalty will apply to the whole brigade if an order is given to the brigade that includes the affected unit. This penalty is cumulative so it's theoretically possible for a unit's effectiveness to plummet to a seriously incompetent level. As the order has been failed, the unit/brigade may not move further that Command phase.

2-3 Blimey Sir! There's thousands of 'em!

The unit's officers mistake a shabby group of curious locals for a huge enemy force.

If there are no visible enemy units within a full pace move of the unit or brigade then the unit/brigade halts and in this case there is no further penalty. If there are visible enemy units within a full pace move of the unit or brigade then the unit or each unit in a brigade must move away from any visible enemy units so that it is at least a full pace move away. Where units have different moves, the brigade moves at the speed of the slowest. Once it has moved, the unit/brigade halts as for a normal failed order. If unable to comply, a unit halts instead.

4-5 No sense in getting killed sir!

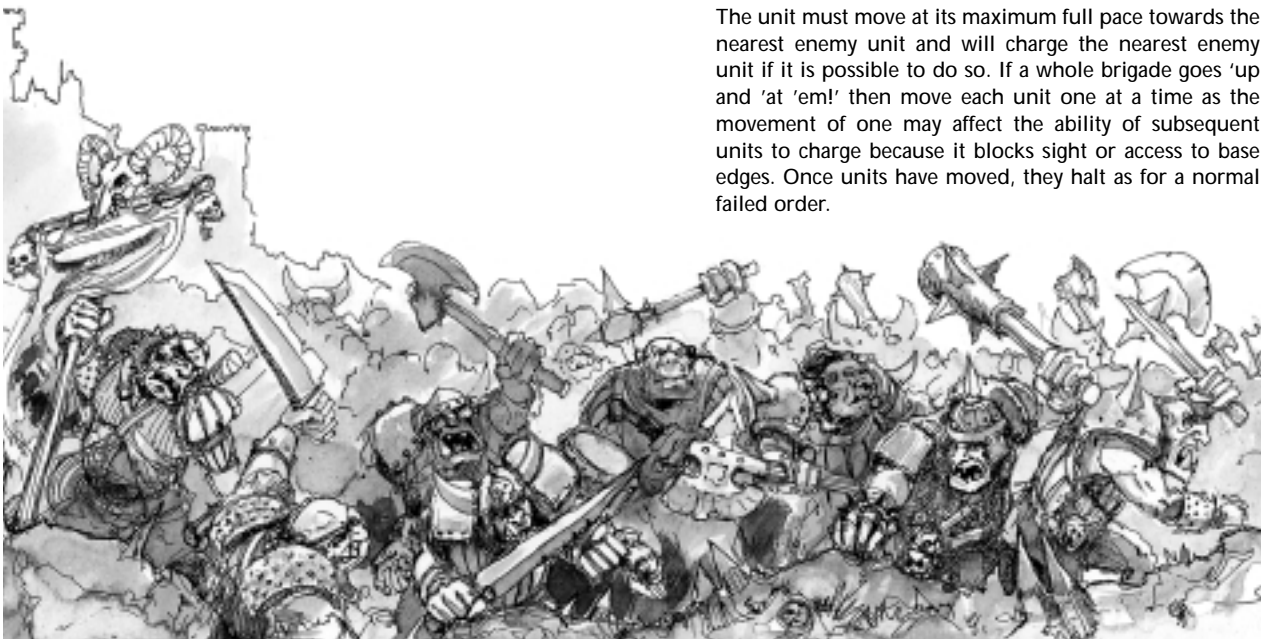
The unit's officers are timorous and hesitant, convinced that the unit is surrounded by enemy and unseen dangers. If forced to advance in what they judge to be a rash manner, they will be as cautious as possible!

The unit/brigade can move but will move no faster than half pace and may not charge. Once it has moved, the unit/brigade halts as for a normal failed order.

6 Up and 'at 'em, men!

The troops are overcome by a sudden and uncontrollable lust for glory and surge forwards out of control.

The unit must move at its maximum full pace towards the nearest enemy unit and will charge the nearest enemy unit if it is possible to do so. If a whole brigade goes 'up and 'at 'em!' then move each unit one at a time as the movement of one may affect the ability of subsequent units to charge because it blocks sight or access to base edges. Once units have moved, they halt as for a normal failed order.



CHARACTER MOVEMENT

We have already covered the essentials of character movement in the Movement section. To summarise:

1. Characters move at the end of the Command phase and never move in company with units during the Command phase.
2. A character can move once up to 60cm (100cm if flying). No Command test is required for a character to move.
3. Characters move in company with units they have joined in other phases. For example, if they are driven back by missile fire, move to make way for other units, and throughout the Combat phase during pursuit, fall backs, retreats and advances.

JOINING A UNIT

A character may join a unit by moving into touch with it at the end of the Command phase. The player declares that the character is now with the unit. A character can join a unit which is in combat if you wish. Players should be careful not to place characters touching units if they are not intended to be joined and should always leave a discernible gap where this makes the position clear.

A character must also join a unit if he is obliged to move as a result of enemy troop movement. In this case, he must move into touch with a friendly unit within a 30cm move as described opposite.

If a character is joined with a unit which is confused, this does not prevent the character from moving at the end of the Command phase. Nor does it prevent him issuing orders to other units during the Command phase itself.

The precise position of the character stand relative to a unit he has joined is not critical. Once he has joined a unit, the character himself is assumed to be within the unit's formation. Once a character has joined a unit, his stand may be moved to any point around the unit as required, for example so that another unit can charge into position or move alongside. The character stand must remain in touch with the unit at some point if possible. If this is impossible, if the unit is in combat and completely surrounded for example, the player can temporarily balance the character stand in the middle of the unit or say that he is doing so whilst placing the stand safely aside.



ENEMY MOVING THROUGH CHARACTERS

If a lone character gets in the way of enemy units as they move then the character stand must be moved up to 30cm to join a friendly unit. Flying units fly over the battlefield as they move and so only displace characters if their move ends on top of them. Character stands cannot be moved so that they displace enemy characters. Note that a displaced character does not have to join the closest unit, the player can decide which unit to join.

If a character cannot move to a friendly unit, he is considered to have been slain and is removed from the battle. If the General is slain, the battle is over as described in *The End of The Battle* (p.63-64).

This is an important rule because it obliges characters to remain fairly close to their own troops, especially Wizards who might otherwise exploit their invulnerability to launch unsupported magical attacks deep behind enemy lines.

If a character is with a unit when it makes contact with moving enemy then the character can be repositioned out of the way as convenient, so long as he stays in touch with the unit he is with. If this is impossible (if the unit is surrounded, for example) then the character can be precariously balanced on top of the unit or removed but assumed to be included within the unit's formation.

CHARACTERS & SHOOTING

Characters cannot be shot at but may have joined a unit which is shot at and either been driven back or destroyed as a result. If a character is with a unit that has been driven back by shooting, he automatically moves with it.

If a character has joined a unit that is subsequently destroyed by shooting or which is routed and destroyed as a result of a drive back then the character is slain.

Monster mounted characters or other characters that have a shooting attack when joined to units are assumed to be within the unit's formation regardless of the actual position of the character stand. When shooting in the Shooting phase, or during the Command phase if shooting at chargers, the player chooses one of the unit's stands and works out the character's shooting from that stand. All shots taken at the same enemy unit have to be worked out from the same stand, but otherwise the character can 'move' from stand to stand during the turn as required (this can happen during the opposing player's Command phase if the unit is charged by more than one enemy for example).

CHARACTERS IN COMBAT

When one or more characters join a unit in combat, the character with the highest Attack value can add this as a bonus to the Attack value of any one stand in the unit. A unit may be joined by any number of characters but only one character can ever add his Attack value bonus to a unit per round of combat.

Character stands which have joined a unit in combat must remain with it whilst the Combat phase lasts and must fall back, stand their ground, retreat, pursue or advance with the unit.

A General, Wizard or Hero is slain if the unit he is with is destroyed in combat. This is of particular importance as it makes combat an extremely risky business for characters and certainly not something to be indulged in lightly.

CHARACTER MOUNTS

If you read the Army Lists section you'll see that Generals, Wizards and Heroes are often allowed to ride on some sort of monster or in a chariot. In the case of monsters these are referred to as **Monstrous Mounts** and chariots are **Chariot Mounts**. Sometimes characters are allowed to ride on some **Special mounts** that have their own special description in appropriate army lists. In all other cases where characters are modeled riding on common mounts (or simply **mounts**) like horses, wolves and similar creatures, they do so for free.

If a character rides either a Monstrous or Chariot Mount this does not affect the rules described above. The stand is still a General, Wizard or Hero stand for our purposes. However, the mount will usually increase the character's Attack value bonus in combat. Chariot and Monster Mount bonuses are added to the character's normal Combat bonus. In addition, there may be special rules that apply. For example, a General riding a Monstrous Mount may cause terror. These rules are noted in the Army Lists.

It is quite common for characters to ride some sort of flying creature such as a Griffon or a Dragon. This increases the rider's maximum movement to 100cm.

A flying character is not affected by normally impassable terrain because it can fly right over it in the same way as other flying stands.

A character riding a chariot or a monster cannot move into terrain that his mount could not enter. He cannot enter a wood for example. He cannot join a unit if all of its stands are in a wood. If a unit he is with retreats, falls back, pursues, is driven back, advances or is otherwise obliged to move into a wood he must move up to 30cm to another unit in the same way as a lone character contacted by the enemy. If he cannot do so, he is slain. However, so long as at least one stand in a unit is positioned in unrestricted terrain, the character can join the unit.

Note that common mounts such as horses, wolves, boars and similar creatures are not accorded any special rules, and characters riding these are simply treated the same way as characters on foot

ODD SIZE CHARACTER BASES

Characters are mounted on standard sized bases in the same way as troop stands – however many players prefer to mount their characters on round bases as this makes them easier to spot. In addition, some of the special character models, such as the Grand Theogonist, are too large to fit onto the standard sized base.

Character stands can be mounted onto round bases up to 25mm in diameter using the normal rules. Simply measure distances to the stand's edge as you would for a rectangular base. This confers no significant advantage over a standard base.

Character stands can be mounted onto larger bases, whether rectangular, round or whatever, but in these cases all distances must be measured either to the centre of the base or to a specific point on the base such as a particular model. Players must point out where they will measure from before the game. Oversized bases are slightly inconvenient in play, but allow for some very nice decorative models or more complex scenes and do look very attractive.





FLYING UNITS AT A GLANCE

INITIATIVE

1. Flying units can use Initiative to charge if within 20cm of enemy. Flying units cannot evade.

HOME BACK

1. Flying units more than 20cm from a character can home back up to 1D6x10 cm towards any character before orders are issued.

ORDERS

1. Flying units can only be issued orders if they are within 20cm of a character.
2. Flying units under orders can move up to 100cm.

TERRAIN

1. Flying units ignore terrain (they fly right over it) but cannot end their move in a wood.

CHARACTERS

1. Characters riding a flying Monstrous Mount add its Attack value to their own.
2. Characters who ride a flying creature can move up to 100cm rather than 60cm.



Troops and monsters who are able to fly can move long distances very quickly. However, once airborne they are almost impossible to direct, so such troops must be deployed and committed to battle with care.

INITIATIVE

A flying unit can use its initiative to charge an enemy within 20cm. In this respect it's like any other unit.

Flying troops don't evade as ground based troops do. This is because they are allowed to home back instead. Homing back is explained opposite.

ORDERS

A flying unit can only be issued orders by a character within 20cm. This restricted range reflects the difficulty of issuing orders to troops that are airborne.

HOME BACK

Flying units more than 20cm from a character at the start of the Command phase can choose to move up to 1D6x10 cm towards any character after initiative moves have been made but **before** any orders are issued. This is called a home back move. The player can roll for distance before deciding whether or where to home back to.

A unit can home back and be given orders in the same Command phase if it homes back to within 20cm of a character.

A unit can home back even if confused and therefore normally barred from moving, although such a unit cannot be given an order in that Command phase.

Unless affected by a spell that prevents movement, flyers can always home back if the player wishes. This is because airborne units are isolated from broader events and their natural reaction to not knowing

what is going on is to home back rather than stand around in confusion. Once the player has decided where to home back, move the unit towards the nominated character. If the dice roll is greater than the distance between the unit and character move the unit directly towards the character stand and into touch.

Otherwise, move the unit the full distance rolled towards the character. If this isn't possible due to the presence of other units or restrictive terrain, move the flyers as far as possible. The nearest stand is placed first - the other stands are placed around the first. No stand may be placed nearer to the character than the first. No stand may change orientation along their way. Flyers cannot be placed into touch with enemy stands when they home back.

MOVING

When flying units move in the Command phase they can move over other units, including other units of flyers, whether friend or foe. They can also move over terrain as noted below. Flying units cannot end their move touching enemy units unless they have charged, nor can they end their move on top of other friendly stands - stands must have room to be positioned in the same way as units on the ground.

Flying units move up to 100cm when moving under orders and always move at the same 'pace'. Once a flying unit has moved, it is treated exactly like a ground based unit and can therefore be shot at, charged or attacked with magic in the normal way. However, certain special rules apply regarding terrain as noted below.



WHAT CAN FLYING UNITS SEE?

When working out if a flying unit can see an enemy, for shooting or charging for example, treat the flying unit exactly as you would a unit on the ground. Even though a flying unit can fly over another unit, or over terrain such as a wood, flying stands still can't see through other stands or obstructive terrain. This forces flying units to move towards their targets rather than simply bouncing enemy units out of the blue, and it enables enemy units to avoid aerial attack if they have screening units or if there is plenty of terrain.



TERRAIN

When flyers move in the Command phase they ignore terrain altogether because they fly right over it. This means they can move over terrain that is impassable to other troops such as sheer cliffs, wide rivers, and so forth.

Although flyers can move over all kinds of terrain they cannot end their move in any kind of terrain that would be impassable to infantry, or over woods. The restriction for woods is because we imagine it is practically impossible for flyers to operate effectively amongst trees. The general restriction for other kinds of impassable terrain is because we have chosen to treat flyers as 'hopping' from position to position rather than remaining airborne from move to move. Although this may seem a little arbitrary, it is necessary to avoid complexity and ambiguity in other aspects of the game, and it is a very practical way of representing flyers.

Moving in the Shooting and Combat phases

Flyers that are driven back by shooting will move over interposing stands and terrain in the same way as in the Command phase. Driven back flyers that end their move positioned over impassable terrain will stop in front of it in the same way as ground troops. Driven back flyers that end their move positioned over friendly units are treated exactly like ground troops – ie friends can make way or, if they do not do so, the flyers halt as they touch. Driven back flyers that end their move positioned over enemy will come to a stop 1cm in front of them in the same way as ground troops. In all cases appropriate tests must be made for confusion (see p49).

In the Combat phase flying units that are retreating or pursuing make all moves along the ground, and their moves will be blocked by other stands, terrain that is impassable to infantry, or woods. This represents the fact that flyers are operating at ground level and that in reality these moves are progressive and can be thought of as occurring during the fighting. In cases where flyers are destroyed because they retreat into enemy or impassable terrain it may be more convincing to think of the unit as routed or dispersed rather than actually slain. For our purposes this amounts to the same thing so the unit can be removed from the game.

Flying units that are advancing or falling back in the Combat phase are treated as during the Command phase and can therefore fly over terrain and stands.

FORTIFIED TROOPS

Flying units can attack fortified units as well as units within castle courtyards and similar places. Fortified units still count as fortified to attack from the air. It is assumed that ramparts have hoardings and other fortifications which offer sufficient shelter to protect them from aerial attack.

CHARACTERS

If a General, Wizard or Hero rides a flying Monstrous Mount, such as a Dragon or Griffon, his fighting ability is vastly improved. The stand's maximum movement is increased to 100cm and the Attack bonus of the monster is added to the character's.

A character riding a flying monster is bound by the terrain movement restrictions that apply for flying monsters. See Generals, Wizards and Heroes (p.53-57).

If a lone flying character has to move to a friendly unit as a result of enemy contact he can move 30cm to reach safety in time. In this case, his move is not increased because he rides a flying creature. If there is no friendly unit he can join within 30cm, he is slain.

If a flying character joins a unit in combat, he must remain with it as it fights but if the unit retreats, falls back, pursues or advances into terrain which the character cannot enter then he must move to another unit in the same way as a lone character contacted by the enemy. He can move up to 30cm and if he is unable to reach a friendly unit he is slain.







END OF THE BATTLE AT A GLANCE

THE BATTLE ENDS

1. Once both players have taken the predetermined number of turns.
2. Once one player concedes.
3. Once one army withdraws.

WITHDRAW

1. An army must withdraw if:
 - a) *The General is slain.*
 - b) *The army has lost 50% or more of its units.*
2. Once an army withdraws, the game is immediately over.

VICTORY POINTS

1. Each player earns victory points for enemy units and characters he destroys.
2. Each player earns half victory points for enemy units reduced from three or four stands to one.
3. The player who amasses the most victory points wins the battle.
4. A player who concedes earns no victory points.
5. An army which withdraws cannot earn more victory points than the enemy (ie, it cannot win the battle, though it can draw).

END OF THE BATTLE

The battle rages on until both sides have played a predetermined number of turns, until one player concedes defeat or until one army is forced to withdraw from the battlefield. Once the game is over, each side works out how many victory points it has scored. The higher your score the better you have done and the player who scores the most is the winner.



TURNS COMPLETE

Many players like to play to the bitter end, others prefer a strict turn limit. Players can agree to set a turn limit at the start of the game but are not obliged to do so. Players preferring a limit can either agree how many turns to play or roll a dice at the start of the game to determine how long the battle lasts: 1-2 = 6 turns, 3-4 = 7 turns, 5-6 = 8 turns. Once both players have taken this number of turns, night falls and the battle ends.

PLAYER CONCEDES

A player may surrender at any time he wishes. If he surrenders then his army earns no victory points.

WITHDRAW

An army is forced to withdraw in two circumstances. It must withdraw if the General is slain or leaves the table for good, and it must withdraw if it suffers so many casualties that it is judged unable to fight on. In either case the game is ended. Both sides calculate victory points but the withdrawing side cannot score higher than its enemy.

General Slain. If the General is slain or leaves the table for good, the army must withdraw. Rumours of their leader's death soon reach the troops who promptly beat a hasty retreat from the battlefield.

Casualties. At the start of the game each player makes a note of how many units are in his army. Generals,

Wizards and Heroes are not included, even if they ride a monster or chariot. Once the army has lost half of its total number of units rounded up it must withdraw. This is often referred to as the army's 'break point' – the point at which the army withdraws or 'breaks'.

Once one army withdraws, the game ends immediately. Victory points are calculated to establish the victor.

VICTORY POINTS

Victory points are earned as follows:

1. Each enemy unit destroyed and each slain character earns its full points value as given in the Warmaster Army Lists. In the case of characters, this value includes mounts. In all cases, the value includes magic items.
2. Each enemy unit reduced from three or more stands to one stand earns half its points value rounding up to the nearest 5 points and including the value of any magic item. Enemy units which start the game at one or two stands must be destroyed to earn victory points.
3. Some of the battles described later include bonus victory points for achieving specific objectives. A few battles do away with victory points altogether and victory is determined purely by objectives achieved. See p.81 & 89.

You can keep track of victory points as you go along or you can wait until the end of the game and work out the points from the 'dead heap'. It makes no difference either way.





Lord Elodain grimaced in disgust as the stench of the foe drifted towards him on the wind. It was the dry Lacrid odour of the tomb that haunted the air of the valley and made the steeds of the Elves stamp their hooves and bite nervously upon their bits. The Elven Lord steadied Snowmane with a soothing word and the horse quietened at once, such was the trust between rider and the mount he had raised from a foal in the land of Ellyrion.

At his back a hundred riders waited for his command. He turned to watch as each steadied his own horse much as he had done. They were the finest of the Elven cavalry. Each wore a coat of keenly wrought chain and over this a breast plate embellished with all the marvellous skill of Elven craftsmanship. Upon his arm each bore a tapering shield whose surface shone with Elven runes of wonderful delicacy. In a mailed glove each warrior carried a long lance tipped with a deadly sparkling point. At his side each carried a long sword whose edge was keener than any razor. Finally, each wore the tall helm for which they were named the Silver Helms, the pride of the Elven kingdoms.

Lord Elodain watched as the enemy's tattered ranks stumbled down the valley, neither hurrying nor delaying, but shuffling onwards as if directed clumsily by some malign will. He knew these were but corpse soldiers, ragged bone and rotted cloth, blunted swords and crumbling shields. They were as nothing compared to the majesty of the Elves – yet there were a great many, and they were utterly without fear.

As Lord Elodain watched the distant horde of the dead, a warrior reined his horse beside his own. It was Aeol, one of the young Elves whose swift horses, keen eyes and exceptional riding skills had earned him the task of scouting in advance of the army.

"My Lord, I see a messenger approaching from the east," he announced as he pointed towards the distant hilltop that marked the edge of the valley.

Lord Elodain strained to see the tiny dot that seemed hardly distinguishable from the jagged rocks and the battered trees that struggled for life in that desolate place.

"Your eyes are keen indeed Aeol," declared Elodain, "I see only dust rising from the ground."

"That is the horde of dead riders that follows in his wake. He is flagging. I think his horse is lame for the cadavers are gaining which otherwise they could never do."

"Quickly, Aeol! Take a company of Silver Helms and save him, for he must be upon some vital errand to merit such a dangerous ride." But even as Elodain spoke a shadow passed over Aeol's face and he spoke without hope.

"It is too late my Lord, even now they snap upon his heels, curse them! He draws his bow and looses arrow after arrow between their bony ribs but they are too many. He has but one arrow left. No wait! He turns towards us and shoots! Now they are upon him." With those words Aeol fell silent and Lord Elodain knew that the valiant rider was no more.

The Elves bowed their heads sorrowfully and mourned the loss of one so brave, wondering what message could be so important that its bearer should die so horribly attempting to deliver it. Lord Elodain wondered also what he should do – to advance or retreat, to move or stand his ground, for who could guess how the battle progressed beyond the narrow confines of the valley. For all he knew the battle hung in the balance awaiting the critical intervention of his warriors. But when? And where?

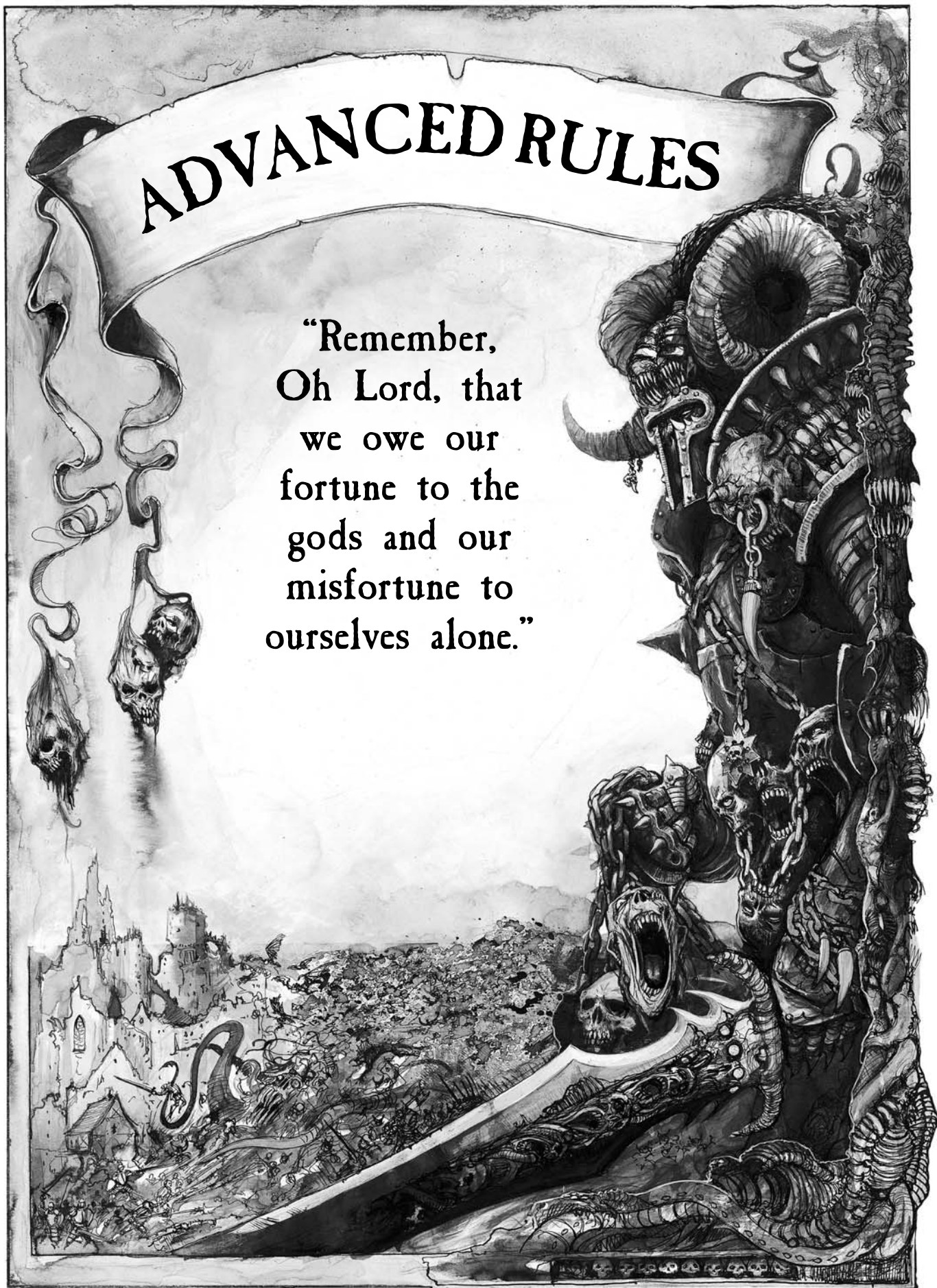
With a soft thud the arrow landed a score of feet in front of Snowmane. It had been shot with the strength of desperation and carried upon the air as far as any arrow ever flew. It fell harmlessly, its impetus exhausted, so that even if it had struck naked flesh it would have stung no more than a twig thrown by an infant. It was a white arrow fletched with the feathers of eagles and its shining point was polished to such a degree that it had parted the sky as a scythe mows the tender grass of spring. Tied to its shaft and written upon the thinnest parchment was the message.

Aeol dismounted at once and hurried to recover the arrow which he bore to Lord Elodain without hesitation. The Elven Lord took it carefully, removed the parchment and in a moment all sign of doubt was cast from his face. The Silver Helms would not be drawn into what he now understood to be an invidious trap. He knew the enemy would be defeated thanks to the brave rider from the east. He looked upon the fine white arrow, the polished tip and delicately feathered flight.

"Take this Aeol," he said as he presented the arrow to the young Elf. "It will make a fine tale to tell your great-grand children one day when your eyes grow dim and your limbs are stiff with age. Treasure it in memory of the rider whose courage once saved your life."

ADVANCED RULES

“Remember,
Oh Lord, that
we owe our
fortune to the
gods and our
misfortune to
ourselves alone.”



Once you've reached this far, you will have read all of the basic rules of the Warmaster game. The following section introduces new rules to cover magic, engines of destruction, ways to improve the fighting qualities of your armies and, for the very ambitious, we'll discuss how to fight entire campaigns of conquest. You don't need to use any of these rules to play Warmaster but they do make the game more fun. We'd recommend that you fight a few games using only the core rules to familiarise yourselves with the way that the game works. Once accustomed to the basic routines, further rules can be introduced as you wish.

THE AIM OF THE GAME

The advanced rules in this section describe ways of extending the Warmaster game to cover new weapons, campaigns and scenarios. Unlike the earlier sections of this book, many of these themes are presented in a discursive fashion so that players can decide for themselves how to develop their Warmaster battles. This might strike some readers as a little odd in a book of gaming rules but Warmaster is no ordinary game.

Most other games provide fixed and finite rules and leave very little up to the players themselves. Warmaster invites players to change, invent, expand and super-detail the rules to their liking. Indeed, it would be impossible for us to provide rules for every single imaginable aspect of warfare or which would accommodate everyone's individual tastes. Players are

positively encouraged to invent their own rules, to change bits they don't like and to expand the game to suit their own purposes. For example, you might wish to represent novel and potent sorceries, or vast and exotic war machines of your own devising. You might have a burning desire to fight games which involve shipboard action on the high seas, waterborne assaults, lengthy sieges, aerial warfare between soaring beasts, whirling machines and so forth. All of this would require some effort and no little imagination but lies well within the capabilities of the experienced gamer.

THE SPIRIT OF THE GAME

Winning isn't the most important thing, honest! Sure, we all want to win but we want to do so with superior tactics, well taken decisions and just a little luck, not by bickering over the rules or bullying our opponents into compliance. The really important thing is that all the players involved have a good time.

If players find themselves quibbling over a particular rule or are confused over how to proceed, it is best to agree what to do and get on with the game. Later, once the heat of battle has cooled, there will be plenty of opportunity for the players to check over the rulebook or come up with a new rule of their own to apply in future. If you really are stuck and can't agree what to do then roll a dice to decide which interpretation to apply. This might seem arbitrary but it is fair and keeps the game going where it might otherwise bog down.



ARTILLERY & MACHINES

This section covers cannons, stone and bolt throwing war engines, guns of various types and strange weapons such as the notorious Empire Steam Tank. Both artillery and machines share some rules in common, so we've included them together to avoid taking up more space than necessary.

Artillery describes crewed weapons such as cannons, Stone Throwers, Flame Cannons, etc. In most cases, these are arranged into units called **batteries**; a typical battery consisting of two individual weapons.

Machines describes unusual devices such as Steam Tanks and Gyrocopters. Each model is invariably a single unit in its own right.

STANDS

Artillery pieces are mounted on stands which include the weapon itself plus any necessary crew. For our purposes, the two are inseparable. After all, an artillery piece without its crew is useless and crewmen without a weapon are an embarrassment.

Machine models are too large to fit onto a regular stand. Some are sufficiently large enough to be self-supporting and so stands are not required. However, players can opt to make their own stands from card if they wish. Stands should be cut to a convenient size that fits the models but it is suggested that players stick to whole centimetres where possible.

ARTILLERY IN COMBAT

Artillery cannot use initiative to charge. The role of artillery is to shoot at the enemy from a distance, not to fight. A player can order artillery to charge into combat if he wants, although this is rather a desperate thing to do! See the Command phase p.12-17.

Artillery is vulnerable in combat. An artillery unit that wins a round of combat never pursues and if it retreats it is automatically destroyed.

Machines are more complex than artillery and some have their own rules for fighting in combat, as described later on.

TERRAIN

As discussed in Movement (p.21), artillery cannot move into or over terrain features on the battlefield except for hills and bridges. Any other type of terrain is impassable to artillery.

Except where noted, machines treat terrain in the same way as chariots. Some machines have special rules of their own, as described later.

SHOOTING OVERHEAD

As we described in the Shooting section, stands cannot see through other stands. Consequently, missile-armed troops cannot shoot through or over a friendly stand to attack an enemy. Technically speaking, the stand's 'line of sight' is blocked and it is unable to fire.

Whilst this is perfectly true and satisfactory for the majority of troops, when it comes to artillery fire it is felt that an exception is called for. After all, is it not appropriate that cannons, stone throwing engines and the like should lob their missiles over the heads of intervening troops onto the enemy? Obviously, it is of great benefit to crew if they can see where their missiles land but we can conveniently assume that there are forward observers placed in strategic positions to observe the fall of shot and somehow communicate any targeting information back to the crew.

Artillery stands that are positioned on high ground can shoot over the top of intervening terrain or troops on a lower level. Artillery stands can shoot over the top of intervening terrain or troops on the same or higher level if the target is on a higher level still. In both cases intervening troops includes all friendly units and any enemy units that are ineligible as targets – for example, because they are engaged in combat. Enemy units that are eligible as targets cannot be shot over because they have to be shot at – artillery being obliged to shoot at the closest viable target in the same way as other shooters. Eg, artillery

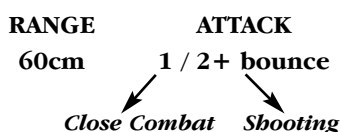
placed on top of a hill can shoot over friendly stands placed below them as well as woods, buildings, similar terrain features, and combat engagements on lower ground.

Artillery placed on the ramparts of a castle or upper storey of a watch tower is assumed to be higher than the corresponding ground level of the fortress wall or tower.

ARTILLERY

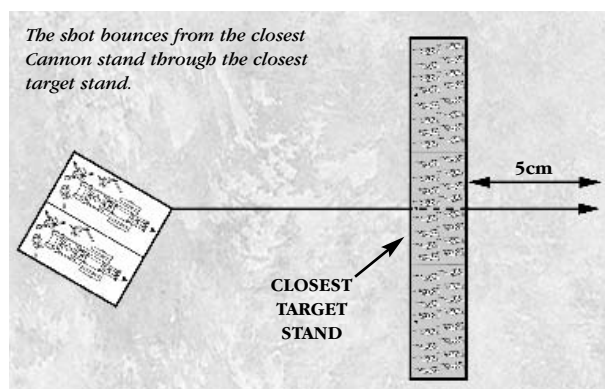
CANNONS

These are large calibre guns that fire a heavy cannon ball. Gunpowder weapons like these are primitive and unreliable compared to the tried and trusted technology of stone throwers and the like. Only Dwarf smiths and a few weapon makers in the Empire can build these devices. These wild and determined individuals can be recognised by their dense covering of soot and lack of eyebrows.



Cannons ignore a target's Armour because no armour can nullify a hit caused by a cannon ball. No Armour roll is made. In addition, fortified targets only count as being defended (5+ to hit) and defended targets count as being in the open (4+ to hit).

Cannon balls can bounce through densely packed ranks causing immense destruction. To represent this, a shot is deemed to strike the closest point of the target stand, pass all the way through it and bounce a further 5cm in the same direction. If more than one cannon from the same unit is shooting then both cannon balls are assumed to bounce the same distance through the path between the closest cannon and closest target stand. The target unit suffers two attacks plus +1 for each additional stand from the same unit that is bounced through.



A shot that bounces into a different unit inflicts one attack on that unit for each stand bounced through. This can result in units normally ineligible as targets being hit, such as friendly units or units in combat. Total up the number of attacks struck and roll for all the attacks against each unit at a time.

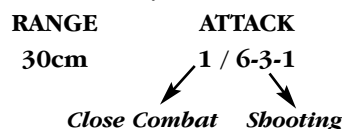
If a cannon is charged it can shoot at the enemy by firing 'grapeshot'. Like cannon balls, grapeshot has an Attack value of 2 but it doesn't bounce and targets shot at by grapeshot count their full Armour value – armour is not discounted as it is with a cannon ball.

Although grapeshot is pretty effective compared to, say, a shot from a single archer stand, it is actually less effective than ordinary cannon fire. At first glance this may seem wrong. After all, shouldn't grapeshot be devastating compared to normal cannon fire? The reason for this is not that we've made grapeshot weak but that normal cannon fire represents not a single shot but a continuous bombardment in which dozens of balls are fired by each cannon. Grapeshot, on the other hand, represents just one hurried blast at close quarters, far more deadly than a single cannon ball which could easily sail over the enemy formation or pass between the ranks but not as deadly as a rain of well aimed cannon balls over a longer period.

Because cannons can cause additional damage by bouncing shots, it is possible to inflict hits upon friends or upon units from either side that are engaged in combat. Both of these are normally ineligible targets, but in the case of bouncing cannon shots they can suffer hits as a result of fire directed nearby. Any friendly unengaged units that take hits from cannons are driven back as if taking enemy fire. Where friendly units are driven back in this way wait until all drive backs for enemy units have been completed, and then work out drive backs for friendly units. Any engaged units taking hits from cannons will carry hits forward into the combat round and hits count as having been struck during that round for purposes of working out which side wins. Units engaged in combat are not driven back by any hits taken – carrying hits forward takes this into account.

EMPIRE HELBLASTER GUN

The Helblaster is rumoured to have been built for the Empire by renegade Dwarfs under the guidance of a disgraced weapons master called Gimlit Bareshanks, one of the most embittered Dwarf geniuses of all time. It is a devastating but unreliable weapon with a tendency to explode leaving a pile of smoking iron and a big hole in the ground. If its name refers to the effect it has on the enemy or its crew it is hard to say.



The Helblaster is a primitive crank-driven machine gun based on a discredited Dwarf design. Its Attack value varies according to range; the closer the range the more deadly it is.

RANGE	01-10cm	10-20cm	20-30cm
ATTACKS	6	3	1

The small calibre ammunition it requires is similar to that used by Handgunners and is similarly powerful. Targets struck by a Helblaster count their Armour value as one worse than normal – so 3+ counts as 4+, 4+ as 5+, 5+ as 6+, whilst 6+ is ignored altogether.

Unfortunately, the device is somewhat unreliable. When shooting more than one shot with a Helblaster, if you roll more 1s than 6s the Helblaster does not shoot but explodes instead, destroying itself and mortally surprising its crew. To reduce the risk of self-destruction, the crew often reduce their rate of fire and players may choose to do likewise if they want to by rolling less attacks than indicated but must decide how many they will roll before doing so.

A Helblaster can shoot at charging enemy in the usual way and can hold its fire until the last moment to inflict the most possible number of hits.

ELVEN BOLT THROWER

This elegant device was devised many years ago by the High Elves for use onboard their ships. Since then it has become a feature of many Elven armies and is sometimes known as the 'Reaper' because of its deadly effect. The machine throws a hail of light weight bolts, ideal for raking the decks of enemy ships or the ranks of enemy regiments.

RANGE	ATTACK
40cm	1 / 3
	Close Combat Shooting

As with all Elven archery, the Bolt Thrower adds +1 to the Attack roll made 'to hit'. So, targets in the open are hit on a 3+, defended targets on a 4+ and fortified targets on a 5+.

The Elven Bolt Thrower can shoot at a charging enemy in the same way as a missile-armed infantry or cavalry unit.

Unlike many artillery pieces, the Elven Bolt Thrower does not automatically pierce its target's armour. Enemies take their Armour rolls as normal. The Elven Bolt Thrower's darts are relatively small and light compared to say, the Undead Bone Thrower's.



UNDEAD BONE THROWER

An Undead Bone Thrower is a device fashioned from bones and designed to hurl osseous missiles upon the enemy. It is essentially a big crossbow made of bone... a very big crossbow indeed! The missiles it fires are as long as spears and can skewer a whole line of troops.

RANGE	ATTACK
40cm	1 / 1 per stand
	Close Combat Shooting

Targets always ignore their armour when shot at by a Bone Thrower. No Armour roll is made. The Bone Thrower's heavy dart can pierce even the thickest armour.

When you shoot with a Bone Thrower it will strike up to three touching stands within the missile's line of flight. These can be stands from the same or a different unit – the missile will automatically pass through and strike up to three stands so long as they are touching.

Each unit struck will take 1 attack for each stand that lies within the missile's path. All attacks against the same unit are rolled at once – for example, an infantry unit in column takes three attacks so roll three dice.

Because a bolt thrower can cause hits on different units by skewering shots, it is possible to inflict hits upon enemy units that are engaged in combat or even upon friendly units in some situations. These are normally ineligible targets, but in the case of skewering shots they can suffer hits as a result of fire directed at supporting enemy. Any engaged units from either side taking hits from Bone Throwers will carry hits forward into the combat round and hits count as having been struck during that round for purposes of working out which side wins. Units engaged in combat are not driven back by any hits taken – carrying hits forward takes this into account. Units that are not engaged, for example supporting units, are driven back in the usual way, if friends are driven back then work out all enemy drive backs first.

Bone Throwers can shoot at charging enemy and can do so at any point as the enemy charge, including when the charger has reached its final position.

ORC ROCK LOBBERS

Orc Rock Lobbers are big machines which employ a system of counterweights or torsion power to chuck either one big rock, several small rocks or what (or whoever) takes your fancy. These stone throwing machines are favoured by greenskins because they are

RANGE	ATTACK
60cm	1 / 3
	Close Combat Shooting

simple to build from readily available materials. Because Rock Lobbers lob rocks of such immense size no armour can protect against them. Even the most heavily armoured knight would be instantly pulped if a boulder the size of a horse were to land on him. To represent this, targets always ignore their armour when shot at by a Rock Lobber. No Armour roll is made.

Rock Lobbers shoot with such a high trajectory that they cannot shoot at charging enemies.

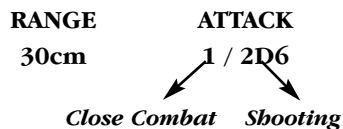
UNDEAD SKULL CHUKKA

The Skull Chukka is a macabre device of the Undead army; a devilish engine that throws sorcerous screaming skulls rather than stones. The skulls land in amongst the enemy, biting, screaming and smashing apart in a deadly manner whilst giggling hideously.

In most respects the Skull Chukka works like a Rock Lobber and uses the same rules. The only difference is that the enemy is more likely to be confused as a result of being driven back by hits from a Skull Chukka. When rolling for drive backs, any roll of 4, 5 or 6 means that the unit becomes confused as described in Confusion (p.49-51).

DWARF FLAME CANNON

The Flame Cannon is an infernal device that shoots a gout of flame. The techniques of the weapon's manufacture are a closely guarded secret of the Dwarf Engineers Guild. This is a hide-bound and deeply secretive organisation, bitterly opposed to further progress or innovation. Only Dwarf weapon masters of the highest rank know how to make these potent devices and even they have their off days.



The Flame Cannon's shooting attacks are slightly unusual. Rather than having a fixed number of attacks it has 2D6 Attacks instead – roll 2 dice and add the scores together. But if the Flame Cannon rolls a double then it does not shoot as expected! Depending on the double rolled something has gone horribly wrong.



Flame Cannon Misfire Chart

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

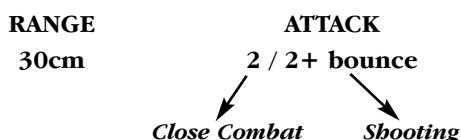
A Flame Cannon can shoot at charging enemy in the usual way.



MACHINES

THE EMPIRE STEAM TANK

The Empire Steam Tank was made by the extraordinary genius Leonardo of Miragliano, who was said to have been inspired by legendary tales he had heard of gargantuan Dwarf Steam Juggernauts. Sadly, the secrets of its construction died with him, leaving no more than eight occasionally working examples in existence. Each is driven by steam which also pressurises the cannon that forms its sole armament. It is an unreliable device but a potent one, as the enemies of the Empire have come to know only too well.



The model forms a unit on its own, moves up to 20cm and must be given its own orders. The Steam Tank cannot be brigaded with other units, not even other Steam Tanks. It cannot be joined by a character model.

The tank's steam powered cannon has a range of 30cm and shots ignore enemy armour. No Armour roll is made. The shot bounces 5cm in the same way as other cannons and can shoot at enemies charging the tank using grape shot. Fortified targets count as being defended against cannon shots and defended targets count as being in the open.

The Steam Tank's Armour rating is 3+ (the best) because its armour is thicker than even the thickest armour worn by the thickest knight!

A Steam Tank cannot be driven back by shooting. It takes more than a few paltry arrows (or cannon balls) to discourage a Steam Tank.

A Steam Tank which moves into terrain it cannot cross is destroyed. We assume that it becomes bogged down, crashes or is wrecked and abandoned by its crew.

If the player attempts to issue orders to a Steam Tank and rolls a blunder then the order is failed as usual and the tank does not move. Ignore the normal Blunder chart. Instead, the Steam Tank's unreliable mechanism may have gone remarkably wrong. Roll on the following Steam Tank Blunder chart opposite to find out what has happened.

Steam Tank Blunder Chart

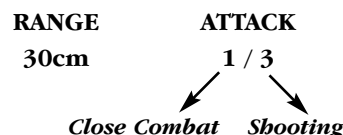
D6 Creak, Whirrr, Clang, Boing!

- 1 The Steam Tank grinds to a halt and does not move for the remainder of the game.
- 2-3 The Steam Tank cannot shoot that turn.
- 4-6 The Steam Tank does not move that turn but is otherwise unaffected.

DWARF GYROCOPTER

Dwarfs are short, burly creatures who spend much of their lives in mines and other subterranean places. Your average Dwarf likes to keep both feet firmly planted on the ground or, preferably, below it. However, the Dwarf Engineers Guild numbers amongst its select membership some of the most eccentric and foolhardy of Dwarf kind. These are individuals whose obsessions verge on, and quite clearly beyond, the insane. Only the most determined and talented members of the Guild know the secrets of heavier-than-air flying machines. This curious and occasionally devastating machine represents the pinnacle of the Dwarf Engineer's art.

The Gyrocopter is a flying machine, so all the usual flying rules apply (see Flying Units p.59-61). The model always forms a single unit on its own, must be given orders individually, cannot be brigaded with other units and cannot be joined by a character in combat.



The Gyrocopter is armed with a small, short range, crank-driven, piston activated gun which is powered by the motion of the rotor shaft. The engine is fuelled by alcohol (as is the pilot!).

The Gyrocopter's fast-firing gun is light in weight and fires a small calibre shot. It counts Armour values as one worse than normal, so an Armour value of 3+ counts as 4+, 4+ counts as 5+, 5+ counts as 6+ and 6+ does not count at all.

Gyrocopters can fly over any obstructive terrain in the same way as flying creatures. Like all flying units they cannot end their movement in a wood.



Magic is a potent ally but a dangerous adversary. All armies make use of some sort of sorcery so it is important to have a grasp of the arcane abilities that lie at your command.

SPELLS

Only Wizards can cast spells. The term 'Wizard' includes various types of sorcerer such as Orc Shamans, Elven Mages, Undead Liche Priests as well as human Wizards. Every army's magic is different and some are better than others as we shall see. Please note that the spells in the LRB in some cases have been outdated by the spell descriptions for specific armies in the Warmaster Armies Book.

MAGIC ITEMS

Magic items are devices such as banners, swords or armour that confer special attacks, protection, etc. Each magic item has its own rules and points value.

When you choose an army you can include magic items in it. Any unit of infantry, cavalry or chariots can be given one magic item. Each character can also be given one magic item. If you decide to give a magic item to a unit or character then you must pay the extra points. This means that you will have less points for other troops.

Magic items cannot be given to monsters or war machines. Some items can only be given to characters or to a Wizard as described later.

CASTING SPELLS

In his Shooting phase, each Wizard can cast one spell from the spell lists for his army. He can cast a spell even if he has joined a unit that is engaged in combat. The spell has a range just like a shooting weapon and the target unit must lie within this distance. Unlike shooting from missile weapons, the Wizard does not have to target the closest enemy unit but can choose whichever enemy unit he wants. The Wizard is assumed to be able to see all round though his vision will be blocked by unit stands and terrain as usual.

The Wizard nominates the target and must roll the required dice score to make the spell work; usually 4+, 5+ or 6 depending on how difficult the spell is to cast. If you are successful, the spell works as

described. If not then the spell has failed and there is no effect.

The score required is sometimes modified but, regardless of any modifier, a dice roll of 1 always fails and a roll of 6 always succeeds.

Wizards can cast spells against any eligible targets within range, but a unit can only ever be affected by the same spell once in any turn. A unit has been affected if a spell has worked by rolling the appropriate dice score, has not been dispelled or antimagicked, and its effect has been resolved on the unit as per the spell description. Note that a spell might take full effect but still cause no damage – a Death Bolt inflicts 3 shooting attacks for example but all 3 might fail to score hits or hits might be nullified by armour.

There are some situations where the target of a spell is not literally a unit – for example the Ball of Flame and Gotcha! spells inflict shooting attacks upon all units that lie within their path. In these cases, all units are affected once the appropriate dice roll has been scored to make the spell work and assuming it is not dispelled or antimagicked. Note that this means a unit can potentially be struck by two different Ball of Flame spells coming from different directions – but only the first will affect it.

Where there might be room for doubt, the spell descriptions specifically remind players that spells cannot affect the same unit twice. This is just to clarify the rule where it was felt worthwhile to do so. The rule applies to all spells not just those that contain a separate note.

Logically minded players might quibble that a spell could be cast upon a unit any number of times eg, blasting it to pieces with fireballs from dozens of wizards. The restriction exists so that magic is rarely enough to cause casualties on its own. Magic is intended to augment conventional tactics and weaponry not from a battle-winning tactic in itself. For this reason wizards are allowed to target their spells upon specific foes, selectively augmenting conventional weaponry, but are prohibited from picking out single units for annihilation with the same destructive spell cast over & over again.

EMPIRE SPELLS

BALL OF FLAME

5+ to cast Range: 30cm

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

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



VOICE OF COMMAND

5+ to cast Range: 30cm

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

The spell can be cast on any friendly unit within 30cm regardless of whether the Wizard can see it or not.

If successful, the unit can be moved just as if it had received an order in the Command phase. Remember, as with all spells a unit can only be affected by one *Voice of Command* in a turn. The *Voice of Command* affects only a single unit, never a brigade and only the unit itself will be affected, not characters who might have joined it.

WEIRD ENCHANTMENT

4+ to cast Range: 30cm

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

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not. While the enchantment lasts, the unit moves at half pace even if charging. Except for Undead (who are impossible to spook for obvious reasons) the unit counts all enemies as terrifying (-1 Attack penalty). If the unit would normally cause *terror* then it ceases to do so whilst the *Weird Enchantment* lasts and counts all enemy as terrifying just like everyone else.

The *Weird Enchantment* lasts until the end of the opposing player's following turn. Remember, a unit can only be affected by the same spell once in any turn, so a unit can only be affected by one *Weird Enchantment* spell at any time.

TELEPORT

2+ to cast. Range: n/a

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

The Wizard can move into or out of combat by this means. Once a Wizard has teleported he can immediately attempt to cast a further spell. Roll a D6. On a score of 4, 5 or 6 he can cast another spell. On a score of 1, 2 or 3 he cannot. A wizard can only be affected by a *Teleport* spell once per turn.

UNDEAD SPELLS

RAISE DEAD

5+ to cast Range: 30cm

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

This spell can be cast upon a combat engagement within 30cm of the Wizard (fresh corpses providing raw material). There is no need for the Wizard to see the combat to cast the spell. A single combat engagement can only be affected once by this spell in any turn regardless of how many units are involved in the combat. In this case the combat engagements are as they appear in the Shooting phase when spells are cast, so it is possible for pursuit or advances to bring two units of raised dead into the same engagement later on.

If successful, a unit of three new Skeleton infantry stands is created. This is immediately placed within 30cm of the Wizard into any existing combat engagement. It can be placed to the enemy's front, side, or rear, or lapped round. If there is insufficient room, the unit must be placed so that it touches at least one of the friendly fighting units and can be placed so that it is supporting where opportunity permits. Raised dead do not count as charging when they are raised. Raised dead are ignored when working out victory points.

TOUCH OF DEATH

4+ to cast Range: Touching

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

This spell can only be cast if the Wizard has joined a unit in combat and affects a single enemy unit that it is touching.

The spell automatically makes three attacks on one enemy unit which is touching the unit the Wizard has joined. These are worked out in the usual way. Any hits scored are carried over into the first round of combat and count as having been struck in combat.

DOOM AND DESPAIR

4+ to cast Range: 60cm

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

This spell can be cast on any unit within range regardless of whether the Wizard can see it or not. The enemy unit cannot charge whilst the dark cloud of *Doom and Despair* persists and if engaged in combat it will not pursue/advance. Even Undead are affected by the ennui of the tomb!

This spell lasts until the end of the opposing player's next turn. Only one *Doom and Despair* can be successfully cast on a unit at a time. Even units that are otherwise obliged to charge, pursue or advance will not do so if affected by the *Doom and Despair*. A unit can only be affected by one *Doom and Despair* in a turn.

DEATH BOLT

5+ to cast Range: 30cm

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

The Wizard must be able to see his target to use this spell and it cannot be directed at a unit engaged in combat.

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

ORC SPELLS

FOOT OF GORK

6+ to cast Range: 50cm

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

You can cast this spell on a single enemy unit within 50cm of the Shaman. The caster does not have to be able to see his target. The spell cannot be used on a unit engaged in combat. The unit suffers six attacks worked out in the usual way. A unit cannot be driven back by the *Foot of Gork* as the attack comes from above!

GOTCHA!

5+ to cast Range: 30cm

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

Draw an imaginary line 30cm long that extends from the Shaman stand. Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can affect several units and will affect all units that fall beneath the path of the green fist... including friends! Unengaged units, including friends, can be driven back by the *Gotcha!* spell in the same way as ordinary shooting. Engaged units cannot be driven back but carry over any hits scored into the first round of combat. Hits caused by the spell count as having been struck in the combat itself.

GERROFF!!!

5+ to cast Range: 60cm

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

This can be cast on any enemy unit within 60cm, whether the Shaman can see it or not. It cannot be cast on a unit engaged in combat. Remember, a unit can only be affected by a single *Gerroff!!!* spell in a turn. Units that are unaffected by drive backs from shooting are also unaffected by drive backs from the *Gerroff!!!* spell, eg Troll Slayers. Unlike with drive backs from shooting, defended or fortified units are affected by the *Gerroff!!!* spell in the same way as units in the open.

The enemy unit is driven back by the blast of the bellow by 5xD6cm towards its own table edge. This is treated in the same way as a drive back from shooting except that the direction is established by determining the shortest route to the table edge. A unit cannot be routed by a drive back from a *Gerroff!* spell. If the unit leaves the table edge it must roll as described in the main rules (See Movement p.19-23).



WAAAGH!

4+ to cast Range: 30cm

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

This spell can be cast on any friendly unit of Orcs or Goblins engaged in combat within range, whether the Shaman can see the unit or not. Every stand in the unit, including character stands, adds +1 to its Attacks value during the following Combat phase. Remember, a unit can only be affected by a single *Waaagh!* spell in a turn.

HIGH ELF SPELLS

High Elves are the most powerful of the sorcerous races of the Old World, having learned their magic aeons ago at the webbed feet of the Old Slann, the greatest sorcerers in all of time and space. Right now we won't worry too much about the Old Slann or the debased remnants of their civilisation that still survives in the jungles of the New World. Instead we'll concern ourselves with their most mighty prodigy – the High Elves of the land of Ulthuan.

High Elf Mages are especially powerful wizards and to represent this can always re-roll any failed spell. Because a High Elf has two goes to cast a spell he is far more likely to cast even the most difficult spells compared to, say, a Goblin Shaman or Human Wizard.

STORM OF STONE

6+ to cast Range: 30cm

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

Each enemy unit within 30cm of the Mage stand is affected and takes D3 attacks worked out in the normal way. Roll separately for each enemy unit. A unit is not driven back by the *Storm of Stone* (the ground beneath its feet erupts). Engaged units carry over any hits scored into the first round of combat and hits caused by the *Storm of Stone* count as having been struck in the combat itself.

LIGHT OF BATTLE

5+ to cast Range: 30cm

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

This spell affects each friendly unit within range regardless of whether the Mage can see his target or not. The spell takes effect for the duration of the following Combat phase and adds +1 Attack to every friendly stand within 30cm of the Mage including character stands. Remember, a unit can only be affected by a single *Light of Battle* spell in a turn.

HEAVEN'S FIRE

5+ to cast Range: 30cm

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

The Mage can cast this upon any friendly unit of missile armed infantry or cavalry. The Mage does not need to be able to see either the unit he is casting the spell upon or their target.

When the *Heaven's Fire* spell is cast on a unit, it can shoot immediately regardless of whether it has already shot that turn. In effect it can shoot twice this turn. Remember, a unit can only be affected by a single *Heaven's Fire* spell in a turn. This spell cannot be cast on artillery or machines.

HAIL OF DESTRUCTION

5+ to cast Range: 30cm

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

The Mage must be able to see his target to use this spell. The *Hail of Destruction* is treated like three shooting attacks except that armour has no effect (all targets ignore armour). A unit can be driven back by a *Hail of Destruction* as with ordinary shooting.

CHAOS SPELLS

BOON OF CHAOS

4+ to cast Affects unit he is with

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

The spell adds +1 to the combat Attacks of each stand in the unit the Sorcerer has joined, including his own. The effect lasts for the duration of the following Combat phase.

ANGER OF THE GODS

4+ to cast Affects all enemy within 30cm

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

The spell lasts throughout the enemy's following turn and affects his ability to issue commands. All enemy units within 30cm of the Sorcerer suffer a -1 penalty to their Command rolls due to the *Anger of the Gods* spell. Remember, a unit can only be affected by one *Anger of the Gods* spell in a turn.

RAGE OF CHAOS

5+ to cast Range 30cm

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

The Sorcerer summons dark power to aid a friendly unit in combat within 30cm, turning it into a daemonic agent of destruction. The effect lasts for the following Combat phase and increases the unit's total number of Attacks by any number of dice rolls up to a maximum of one dice for each stand in the unit (ie, D6, 2D6 or 3D6 in a unit of three stands). The player may roll each dice before deciding to add another if he wishes. However, if any doubles are rolled then the unit gains no bonus attacks and instead suffers the total dice roll number of attacks itself. It is therefore safe to add 1D6 (as no doubles can be rolled) but the more dice the player rolls, the higher the potential bonus and the higher the chance of rolling a double.

CURSE OF CHAOS

5+ to cast Range 30cm

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

The sorcerer can cast the *Curse of Chaos* at any unengaged enemy unit within range and which he can see. This has the effect of three shooting attacks except that it ignores any armour the target may have. The target unit may be driven back in the same way as for shooting.

DWARF ANTI-MAGIC SPELLS

Dwarfs are a down to earth kind of race that prefers honest toil and hard graft to airy-fairy nonsense like magic. Dwarfs don't use magical spells but their Runesmiths make powerful enchantments in the form of magic items and devices. When it comes to making magical weapons and cunning devices there are none who can match the skill of the Dwarfs.

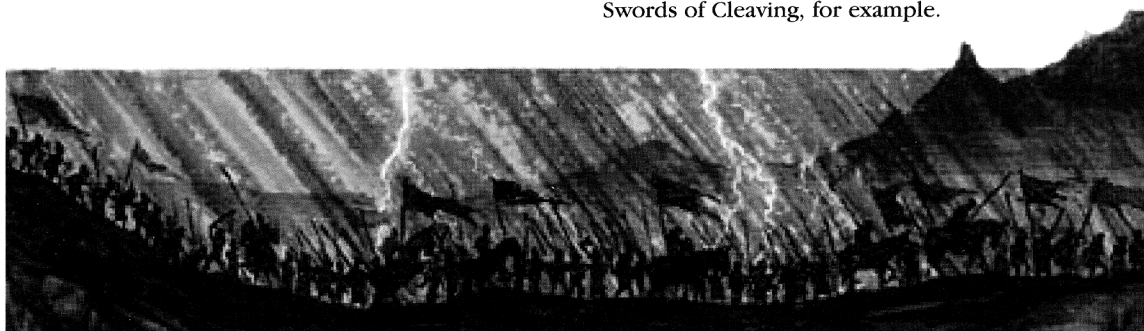
Although Dwarf Runesmiths cannot cast spells, they can combat the magic of their enemies. For full rules for Dwarf Runesmiths see *Warmaster Armies*, p.26.



MAGIC ITEMS

Our armies rely on brute strength, courage and meticulous training to overthrow their opponents... and if that doesn't work there's always sorcery. It's not just Wizards that get to use magic. Units can have magic items and other characters can carry them too. Magic is part and parcel of the fantastic world our armies are fighting over. To keep things fair, each item is allotted a points value, just like the troops themselves, and some items can only be used by certain races or types of warrior. There are three broad types of magic item: Magic Standards (most of which protect the unit carrying them in some way), Magic Weapons (which are carried by a unit's leader and which usually increase the unit's fighting power) and Devices of Power (which increase the leadership abilities of Generals, Wizards and Heroes).

As a general rule, a unit or character can only have one magic item. A unit of infantry can have a Magic Banner or a Magic Weapon, for example, but not both. Similarly, a Wizard can have a Magic Weapon or a Device of Power but not one of each. Furthermore, a specific item may only appear in an army once. You cannot have two Banners of Fortitude or three Swords of Cleaving, for example.



MAGIC STANDARDS

A unit of infantry, cavalry or chariots can be given a single Magic Standard. Characters and other types of units cannot be given Magic Standards. An army can never include more than a single example of each type of standard. Magic Standards serve to make a unit more difficult to destroy by increasing its Armour value or number of Hits.

THE BATTLE BANNER

Cost 50 pts

A unit with this banner increases the Attacks value of each of its stands by +1 during its first Combat phase of fighting. The effect only lasts for the first combat engagement of the battle, including rounds of pursuit combat during the same engagement and any further engagements which result from an advance during the same phase.

THE BANNER OF SHIELDING

Cost 50 pts

A unit with this banner has its Armour value increased in effectiveness by +1. If the unit's Armour value is 5+ then this banner increases it to 4+ and so on. A unit's Armour value cannot be better than 3+. If a unit already has an Armour value of 3+ then this banner has no effect. This bonus lasts until the unit loses a stand. After the unit has lost a stand, the banner has no further effect.

THE BANNER OF FORTITUDE

Cost 50 pts

A unit with this banner increases the Hits value of each of its stands by +1 during its first Combat phase of fighting. The effect only lasts for the first combat engagement of the battle, including rounds of pursuit combat during the same engagement and any further engagements which result from an advance during the same phase. Discard odd hits at the end of the Combat phase before discounting the effect of the Banner of Fortitude.

THE BANNER OF STEADFASTNESS

Cost 30 pts

One shooting hit inflicted on the unit after saves have been taken in each turn is ignored because the missiles are cast aside by the Banner of Steadfastness. This includes hits from magic spells inflicted in the Shooting phase. This effect lasts until the unit loses a stand. After the unit has lost a stand the banner has no further effect.

THE BANNER OF FORTUNE

Cost 20 pts

The player can choose to immediately re-roll all the unit's Attack dice once in either the Shooting phase or Combat phase should he wish to do so. This includes any bonus attacks from magic items or characters. The player declares that he is unsatisfied with the scores he has rolled, takes all the dice and immediately rolls them all once again. Note that the player must roll all the dice again, including any that have scored hits, so it is possible to be very unfortunate and roll an even worse score! The Banner of Fortune works only once during the entire game.



MAGIC WEAPONS

Magic weapons can be carried by an infantry, cavalry or chariot unit or by a character. Only a single example of each type of magic weapon can be included in an army.

SWORD OF DESTRUCTION

Cost10 pts

If a unit has this weapon then one enemy unit that it is touching is affected and must re-roll one successful Armour roll in each round of combat. For example, if three hits are scored and one is saved by armour then the successful roll must be taken again. Only one enemy unit can be affected by this.

SWORD OF FATE

Cost5 pts

In the first round of the unit's first combat, a unit with this sword adds a +1 bonus to the Attack value of one stand in a similar way as the Attack bonus of a character. The Sword of Fate only works once in the entire game. Note that this gives +1 Attack in total and not +1 to each stand!

SWORD OF CLEAVING

Cost10 pts

A unit with this sword can re-roll one unsuccessful Attack dice each round of combat.

SWORD OF MIGHT

Cost10 pts

A unit with this sword adds a +1 bonus to the Attack value of one stand, similar to the Attack bonus of a character. Note that this gives +1 Attack in total, not +1 to each stand!

DEVICES OF POWER

Devices of power can be carried by characters. Only a single example of each device can be included in an army.

CROWN OF COMMAND

General only 100 pts

If the General has this potent magic item he can choose to issue his first order of each turn against an unmodified Command value of 10. No command penalties apply when the Crown of Command is used. This only applies to the General's first order each turn, subsequent orders must be given normally. Should the General fail to issue his first order, by rolling an 11 or 12, then the Crown of Command ceases to work.

HELM OF DOMINION

General only50 pts

Only a General is allowed to wear the Helm of Dominion (only his head is big enough!). The General's Command value is increased by +1 up to a maximum value of 10. The Helm of Dominion works for one turn only during the entire battle, the player must specify at the start of the turn if he wishes to employ its powers.

ORB OF MAJESTY

General only30 pts

If the General has this magic item he may disregard a single failed Command test and roll it again as if he had a Command value of 8. The usual adjustments are made for Command penalties but note that the previously failed roll is disregarded so it doesn't count as a penalty. If the re-roll is successful the order is issued and the General can continue issuing orders in the usual way with his normal Command value.

The Orb of Majesty will only work once in the entire game and only affects an order that has been issued by the General.

RING OF MAGIC

Wizard only30 pts

A Wizard with this ring is able to cast a spell without making the usual dice roll to do so. This item will only work once in the entire game.

STAFF OF SPELLBINDING

Wizard or Dwarf Runesmith only30 pts

If an enemy Wizard fails to cast a spell, he can be spellbound on the D6 roll of a 4+. A spellbound Wizard suffers a -1 dice penalty each time he tries to cast a spell. The Staff of Spellbinding ceases to work once it has been used successfully. It follows that only one enemy Wizard can be spellbound as a result.

SCEPTRE OF SOVEREIGNTY

General only30 pts

If the General carries the Sceptre of Sovereignty, he may ignore one blundered 'double 6' roll for an order made by either himself or any of the army's other characters. If the blunder is made by a subordinate character you can roll to see what the blunder is before deciding whether to use the Sceptre of Sovereignty or not. If ignored, the Command test is passed and the character may continue issuing orders as normal. The steely will of the Sceptre of Sovereignty reaches out and stays the incompetent wretch before the deed is done.

SCROLL OF DISPELLING

Wizard or Dwarf runesmith only20 pts

If a Wizard or a Dwarf Runesmith has the Scroll of Dispel he can automatically cause an enemy's spell to fail. The Scroll can only be used once to nullify the effect of a spell an enemy Wizard has successfully cast. In the case of a Runesmith, the Scroll can be used after a normal Dwarf anti-magic roll has failed.

WAND OF POWER

Wizard only10 pts

A Wizard with the Wand of Power can add +1 to the chance of a spell working once during the game. The player must decide that he is using the Wand of Power before rolling the dice. As always a spell fails on the roll of a 1 even when using the Wand of Power.

ROD OF REPETITION

Wizard only10 pts

If a Wizard casts a spell and rolls sufficiently well for it to work then he can cast another spell. He can only do this once during the entire game. Note that it does not matter if the previous spell is dispelled or anti-magicked by a Runesmith so long as the required dice score is rolled. Once any effects of the previous spell have been resolved, the Wizard can decide to use the Rod of Repetition to cast another spell - this can be the same spell again or a different one. Note that the same spell can be cast upon the same unit if the previous spell has been dispelled/anti-magicked. This next spell is cast exactly like any other - roll a dice to determine if it works in the usual way.

Note that some spells, such as the Teleport spell, already allow for the possibility of casting a further spell on a random dice roll. In these cases the Rod of Repetition can be used instead of the random dice roll to try and cast the second spell if you prefer, or the Rod of Repetition could be used after the second spell has been cast assuming it is cast successfully. By using the Rod of Repetition with spells of this kind it is possible to cast the spell again, however, you do lose the bonus spell option, effectively restricting casting to a maximum of 3 spells per turn. For example: Teleport, 2nd spell, ROR, 3^d spell - or - 1st spell, RoR, Teleport, 3^d spell - supposing the 1st, 2nd or 3^d spell may be a Teleport too.

SIEGES & FORTRESSES

In the Warmaster game it is possible to represent fortresses, walls, towers, castles and even entire cities on the tabletop by means of appropriately sized models. The scale of the game is ideally suited to fighting massive sieges with sweeping armies, mighty fortresses, lumbering war machines and towering engines of destruction.

When playing siege games, the besieging side should ideally have doubled the points value of the defender. Where the defences are relatively weak or overlong it may be better to adjust the points slightly in the defender's favour. This is left up to the players to decide. All besieging infantry are assumed to carry ladders or hooks free of points.

This section of the rulebook introduces new rules for incorporating sieges and siege machines into the game.

FORTRESSES

As you will have already seen in Movement (p.19-23), high walls, tall towers and substantial tall buildings are considered to block the movement of all but flying units. Troops are therefore obliged to use gateways, doors or gaps when moving into or out of fortresses.

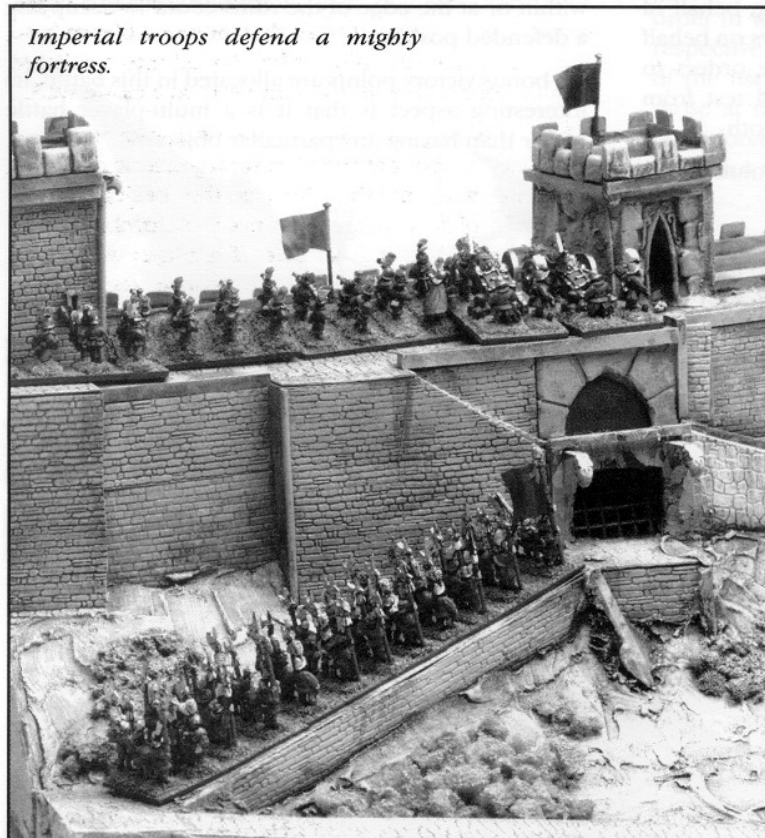
The only circumstances where troops can move over an intact fortress wall or tower are when they come prepared with such things as scaling ladders, grappling hooks or siege towers as discussed later in this section.

MODEL FORTRESSES

Walls, castles and towers can be made from card, plastic, balsa or similar materials. The small scale of Warmaster models means that it is relatively easy to produce a fortress using readily obtainable items. For example, plaster of paris and plasticine can be used to create wall sections, towers and even gateways. However, the easiest material to use is thick card, such as the mounting card commonly sold for picture framing.

When making walls or towers for a castle or fortress where troop stands will be deployed it is necessary to make sure that the walkways are sufficiently wide enough to take a stand (ie, 20mm). Similarly, it is also a good idea to make sure that such things as bridges, gateways and roads between buildings are at least 20mm wide so that stands can move along them.

Imperial troops defend a mighty fortress.



TROOPS ON RAMPARTS

Only infantry and artillery can man the ramparts of a fortress. Cavalry, chariots, monsters and machines cannot move onto ramparts.

Infantry and artillery stands can move up, onto, or off the defender's side of ramparts as normal. It is assumed there are sufficient internal stairs or ladders to enable them to do so regardless of what the fortress model may look like.

Infantry stands that are from an attacking force can move over a wall and onto unoccupied ramparts. We assume that they are equipped with ladders or grappling hooks to scale the walls. Infantry can also use a siege tower to move directly onto a rampart. A stand that moves onto a section of wall cannot move any further that turn.

In most cases attackers will be forced to fight defending troops before they are able to move onto the ramparts. This is explained further under Assaults (p.92-93).

GATEWAYS AND BREACHES

Walls can have entrances of two broadly different sizes: large gateways and smaller doors or gates, such as postern gates and sally-ports. The chances are that a model gateway won't look wide enough for an infantry stand to move through – but we won't worry about that. Just as in real life, troops will file through a door or gate so we must assume our warriors can do the same.

Friendly units and characters can move through intact gateways without penalty. It is assumed that they have the wits to open it beforehand and close it behind them once they've gone through. Enemy cannot move through an intact closed gateway but must smash it down first.

Once a gateway is destroyed any units from either side can move through it without any reduction to their movement. Giants are assumed to stoop if necessary!

Small doors can be moved through by friendly infantry or cavalry and appropriate characters. Monsters, artillery, machines and chariots cannot move through smaller types of doors and gates. Cavalry riders are assumed to dismount in order to lead their horses through.

Units moving through a small door or gate suffer no reduction in their movement but a maximum of three troop stands and any number of character stands can go through in any Command phase (ie, a single unit in most cases). Enemy cannot move through small doors at all.

Intact gateways and small doors are assumed to block sight. This means that a unit will not be able to move through and charge in the same move. This is because the unit cannot see its target at the start of its move.

A breach in a wall or collapsed tower can be moved through by infantry, cavalry or monsters without any hindrance. Machines, artillery and chariots, however, cannot move over the debris. The wreckage caused by a collapsing wall or tower counts as cover to defenders in the same way as a low wall or barricade. A breach can therefore be defended by troops on the other side once the wall or tower itself has been knocked down.

SHOT

Fortress walls, towers and gateways are pretty solid. Arrows and light shot will bounce harmlessly off. They can only be damaged by shots from cannons and stone throwing engines such as Rock Lobbers. This includes cannon shots from the Empire Steam Tank but not shots from Helblasters or Dwarf Gyrocopters which fire a hail of small calibre cannon balls unsuitable for breaching walls. Undead Skull Chukkas are assumed to be able to throw stones in the same way as an Orc Rock Lobber.

To breach a wall or gateway or collapse a tower you must shoot at it with a unit of suitable artillery or machines. Each 40mm long section of wall counts as a separate target. A tower is considered a single target unless it is very large (more than 60mm x 60mm base area), in which case it must be divided into a suitable number of sections in the same way as a castle wall.

When shooting at a wall, gate or tower it is not necessary to shoot at the closest target, as is normally the case with missile fire, as the besiegers will generally pick a vulnerable point beforehand and concentrate their fire at that. If a player wishes to shoot at fortifications he can ignore the normal targeting rules and may shoot where he wants to within the normal limitations of range and sight.



If you wish to shoot at troops that are on the ramparts of walls or towers then the normal shooting rules apply and no account is made of damage on the wall or tower itself. Shots that are directed at the rampart can only cause harm to the troops and not to the fortification.

As fortresses are difficult to damage, a wall, gateway or tower target counts as fortified (6 to hit) but has no armour.

To resolve the effect of hits on a wall or gate roll a dice for each hit scored by the shooting unit. Roll all the dice for one unit at a time, take the highest scoring dice and consult the chart below to determine the effects. If shooting at a gateway add +1 to the dice roll (gateways are weaker than walls and consequently easier to destroy). If the wall, gate or tower has already been damaged add a further +1. Note that you only add +1 in total if the wall has been damaged and not +1 for each time it has been damaged. In practice, this means that once a wall is damaged a roll of 6 is required to cause a breach.

Breach Chart

D6	Result
1-2	Nothing. The missile bounces off harmlessly.
3-6	The wall/gate is damaged but holds firm.
7+	The wall/gate is breached. A tower must be 'breached' twice to cause it to collapse.

Modifiers

- +1 Shooting at a gateway.
- +1 Shooting at a damaged wall/gateway.

If the wall or gateway is damaged (score of 3-6) make a note of this either by writing it down on a scrap of paper or by placing a suitable marker by the wall. A small stone or 'piece of rubble' is ideal.

Once a wall is breached the entire 40mm long section is destroyed and collapses. Any stand on the rampart is destroyed. Where practical, the wall section can be removed and replaced by rubble or, if you wish, by a specially made section of breached wall.



Once a gateway is breached, the gate is assumed to have been blown apart. A stand on a rampart above the gate is not affected as it is the gate that is the target rather than the surrounding stone.

A tower must be breached twice to destroy it. The first breach has no effect. The tower must be breached a second time to cause it to collapse and before the enemy can move through it. This is because towers are much more solidly built than walls and it is quite possible for them to suffer heavy damage without falling down. As with walls, any stand on the rampart of the tower is destroyed when it collapses. Where practical, the tower should be replaced with model rubble to show that it has collapsed.

BATTERING

Walls, towers and gates can also be breached by means of Battering Rams. A Giant can also batter a wall with his club but no other monster is sufficiently large to do so.

Battering Rams that move against a wall, tower or gateway can batter it during the Combat phase. Each ram automatically inflicts one hit. Roll a dice for each hit scored to see what happens in exactly the same way as for shooting with cannons and stone throwers.

Giants can use their clubs to batter in the same way as a Battering Ram. A Giant can only do this if there are no troops on the ramparts that he can fight, otherwise he must fight the defenders instead. When attempting to batter walls, each Giant gets one automatic hit and damage is calculated in the same way as for Rams.

ASSAULTS

It is possible for infantry to attack an enemy on the ramparts of a fortress's walls but not enemy on towers, as these are too high to reach. Depending on the construction of the model's fortifications it may be necessary to designate some high walls, gateways or towers as being 'too high to assault'. This is left to the players' discretion.

We assume that infantry come prepared with grappling hooks or ladders to reach the ramparts. Infantry can also attack a rampart from siege towers as discussed later. In both cases this is called an **assault**. Only infantry can assault. Except for the odd examples discussed later, cavalry, chariots, monsters, artillery and machines cannot assault a fortress because they cannot attack fortified stands. Assaults are different from ordinary combat in several ways.

Infantry units can make an assault by charging up to the base of the defended fortress walls. The two sides then fight a round of combat as if they were touching.

During an assault, no account is made for the effect of supporting stands for either side. In the dangerous, cramped and confused melee of an assault it is impossible for troops to support each other as they do on the open battlefield.

Missile armed defenders can shoot at troops making an assault in the same way as troops making a charge. Any hits inflicted are carried over and count as if struck in the assault.

If the attackers win the combat round, their assault has succeeded. Beaten defenders must retreat down from the ramparts and away from their enemy. Measure all retreat moves horizontally, no account is made of the distance moved up or down (otherwise a stand could end up halfway down a wall!). Artillery stands are automatically destroyed if forced to retreat.

Victorious units automatically move stands onto the empty ramparts. If the unit won't fit on the ramparts, some stands must be left at the base of the wall. Because combatants will be separated, the combat ends. No pursuit combat is fought during an assault.

In the event of a draw, assaulting units fall back in the usual way. The defenders remain in place.

If the defenders win the combat then the attackers are thrown back and must retreat in the usual manner. The defenders remain in place. Defenders will not (and cannot!) pursue over ramparts.

Counter attacks on ramparts

Once attackers have taken a fortress' walls it is likely that their enemies will charge from the inner side. Stands holding the ramparts of walls against attack from the inner side of the fortress do not count as being fortified. Because of the advantage of height they count as being defended.

In this situation, a unit defending ramparts will be destroyed if it is defeated and obliged to retreat because it has nowhere to go (except over the fortress wall to its destruction). Victorious attackers automatically move up onto the recaptured ramparts but cannot pursue over walls.

GIANTS

Because they are so tall, Giants can attack troops on ramparts. However, they are too heavy and clumsy to scale the walls of a fortress and the people of the Warhammer world have sufficient sense to build their walls high! A Giant can just about reach sufficiently high enough to bash any enemy on the ramparts of the wall with his club (aka 'large tree trunk'). Towers and anything higher than a normal fortress wall are assumed to be out of his reach. If your model fortifications are such that there is doubt whether a Giant can reach them or not then the players should ideally agree beforehand which walls are out of reach.

A Giant can fight against a unit of enemy on the rampart of a fortress wall but can't pursue should the enemy retreat. Although he can clear the ramparts of foes, he can't take and hold ramparts as infantry can.

SIEGE MACHINES

No besieging army would be complete without siege towers and rams with which to pound the enemy's fortress to pieces. Some races have developed their own versions of these devices but all function in more or less the same fashion and have equal effectiveness.

SIEGE TOWERS

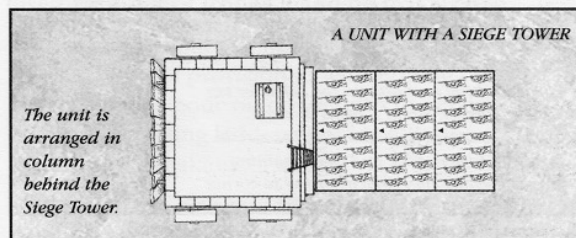
A Siege Tower is a massive wooden tower that rolls forward on huge wheels. It is pushed to the enemy's fortress by troops who are protected by its stout

timbers. Once the tower reaches its target, a ramp descends allowing the sheltering troops to swarm over the walls.

Troops	Type	Attack	Hits	Armour	Command	Unit size	Points	Min/max
Siege Tower	M	0	3	3+	-	1	10	-/-

A Siege Tower is a unique kind of machine. Its sole purpose is to deliver troops onto the enemy's walls. Have a look at the Siege Tower stat line. You'll find a complete explanation of how the stat line works in the Army Lists section (p.126).

A Siege Tower must be assigned to a unit of infantry. To represent the fact that they are really inside the Siege Tower, the unit is arranged directly behind.



All enemy shots against the unit are assumed to hit the Siege Tower because the troops are actually inside it. A Siege Tower and the unit inside it cannot be driven back by missile fire.

Should a Siege Tower be destroyed by shooting, its accompanying infantry will abandon it and may continue to fight normally.

The Siege Tower has no value in close combat. If the unit is attacked, the Tower is simply ignored. If the unit is forced to retreat, the Siege Tower is destroyed.

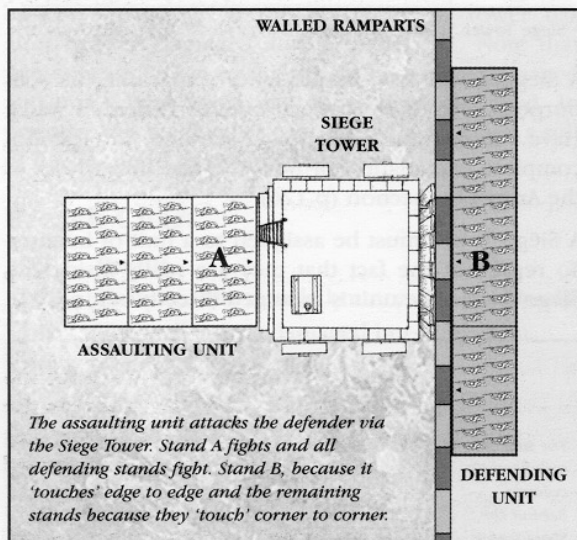
The Siege Tower can be pushed forward at a speed of 15cm but can never move more than once in any Command phase. A unit accompanying a Siege Tower cannot make way for other units. If all its accompanying infantry are killed in combat before it reaches the walls, the Siege Tower is considered to have been immobilised or destroyed.

Once the Siege Tower reaches the enemy's walls it has effectively done its job. As soon as the walls are reached, the accompanying infantry can assault the defenders or, if there are no defenders, they can occupy the wall as described below.

A Siege Tower is usually not tall enough to reach a tower. However, if there is doubt because a tower is especially low, the players should agree before the game whether it can be assaulted like this.

Troops making an assault from a Siege Tower cancel out the advantage of fortifications. Both sides count as being in the open (4+ to hit) and the assaulting stand gets the usual +1 bonus for charging.

The assaulting unit fights with only one stand (the warriors at the top of the Siege Tower) whilst the defenders fight with all stands that would theoretically be touching were it possible to move all the stands properly into place!



As stands touching corner-to-corner would normally fight, defending stands adjacent to the stand directly facing the Siege Tower will fight, assuming they are otherwise free to do so.

Once a Siege Tower has reached the walls, up to three stands of infantry can move up it and onto the walls in any subsequent turn, assuming that there is room for them to spread out whilst remaining in physical contact with each other. Once stands have moved onto the ramparts they cannot move further that turn, even if unopposed.

A Siege Tower is automatically destroyed if the wall section it faces is subsequently occupied by the enemy. They push it over! Troops defending walls from a counter attack cannot retreat down a Siege Tower and enemy cannot pursue or advance using a Siege Tower.



If the unit pushing the Siege Tower consists of missile armed troops, all stands can shoot as if they were positioned on top of the tower. This brings them up to the same height as the walls. Targets on the ramparts of walls count as being defended from a Siege Tower rather than being fortified. Targets in higher towers still count as being fortified.

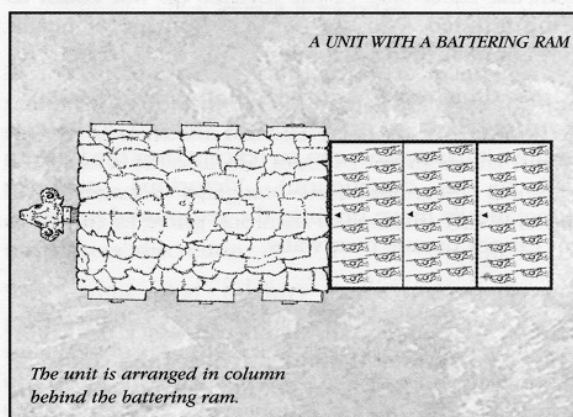
BATTERING RAMS

Battering Rams are mounted on a wheeled chassis and protected by a wooden roof so that troops inside can push the ram forward under cover. A Battering Ram can be incorporated into a Siege Tower in which case it simply combines the attributes of both.

A Battering Ram's purpose is to effect a breach in the enemy's gate or walls.

Troops	Type	Attack	Hits	Armour	Command	Unit size	Points	Min/max
Ram	M	0	3	3+	-	1	10	-/-

A Battering Ram must be assigned to a unit of infantry. To represent the fact that they are inside the covered frame the unit is arranged directly behind.



All enemy shots against the unit are assumed to hit the Battering Ram because the troops are actually inside it. A Battering Ram and the unit inside it cannot be driven back by missile fire.

Should a Battering Ram be destroyed by shooting, its accompanying infantry will abandon it and may continue to fight normally.

The Battering Ram has no value in close combat. If the unit is attacked, the Ram is simply ignored. If the unit is forced to retreat, the Ram is destroyed.

The Battering Ram can be pushed forward at 15cm but can never be moved more than once in any Command phase. A unit accompanying a Battering Ram cannot make way for other units. If all its accompanying infantry stands are killed before it reaches the walls, the Ram is abandoned and is considered to have been immobilised or destroyed.

Once the Ram reaches the enemy's walls it can begin to batter! The rules for battering are described above. The Ram must be accompanied by a unit of infantry of at least one stand in order for it to batter (they provide the muscle). A unit may not batter and assault at the same time.

SOWS

These are roofed and wheeled structures that offer protection to troops as they advance towards a castle. A Sow is very much like a big shed on wheels or, to put it another way, a Battering Ram without a ram. A Sow is represented by the same rules as a Battering Ram except that it cannot batter.

Troops	Type	Attack	Hits	Armour	Command	Unit size	Points	Min/max
Sow	M	0	3	3+	-	1	5	-/-

MANTLETS

These are large mobile shields made from stout wood. They offer protection to troops behind them and can gradually be shuffled forward without exposing the sheltering troops to enemy fire. They are used by infantry units and are provided with arrow slits through which missile armed units can shoot.

In a siege game, units of infantry can have Mantlets for +10 points per unit. This is enough to cover the unit's frontage and the unit is considered to be in a defended position. A unit with Mantlets can only move a maximum of once during the Command phase. If it charges, it must abandon its Mantlets. If the unit suffers casualties, it automatically abandons any unnecessary Mantlets (these cannot be used by other troops). If retreating or pursuing in combat its Mantlets are abandoned if they haven't been already.

If a unit equipped with Mantlets is driven back by shooting it will carry its Mantlets with it. However, if driven back more than its half pace move (10cm for standard infantry), the unit automatically abandons its Mantlets as it moves. As units carrying Mantlets count as occupying defended positions, they deduct one dice from their drive back distance.

A unit can abandon its Mantlets at any time during the Command phase, in which case it is not restricted to one move that Command phase. In this case, the Mantlets are overturned or cast aside and removed from the battle.

BOILING OIL

Defenders are liable to throw anything they can get their hands on at enemies trying to scale the castle walls. Well prepared defenders will have amassed numerous large rocks, prodigious amounts of garbage, masonry, furniture, statuary, dead horses, stone sinks, anvils and the like. Of course, the professional choice is boiling oil but scalding water and hot sand are also used to good effect. We won't worry much about the exact type of missile. For our purposes it's enough to assume that the defenders have something appropriate to hand. For the sake of explanation, we'll assume that Boiling Oil is our preferred option.

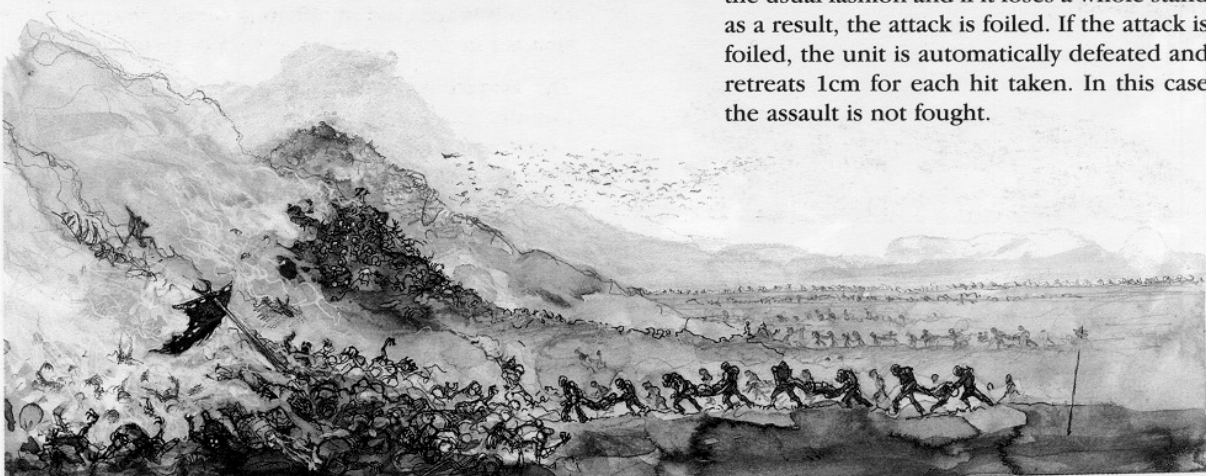
A 40mm wide section of wall may be provisioned with Boiling Oil (etc.) at a cost of +5 points. This may be used by a unit of troops manning that section.

If an infantry unit launches an assault against a section of wall which is provisioned with Boiling Oil then the defenders can pour oil down onto the enemy as they climb their scaling ladders. Boiling Oil cannot be used against units making an assault via a Siege Tower.

Boiling Oil attacks are worked out immediately before normal combat at the same time as shots at chargers. The Boiling Oil attack can also be made against a Battering Ram in the Combat phase before it batters. The attacks are resolved against the ram itself. A unit can pour oil and shoot with its own weapons at the same time. Any hits inflicted are carried over into the combat and count as having been struck in the first round. Roll a dice and consult the chart below.

D6 Result

- 1-2 No effect, you miss or the enemy successfully protect themselves from your barrage.
- 3-4 The enemy unit suffers 1 attack resolved in the usual fashion but continues climbing or battering undaunted.
- 5-6 The enemy unit suffers D3 attacks resolved in the usual fashion and if it loses a whole stand as a result, the attack is foiled. If the attack is foiled, the unit is automatically defeated and retreats 1cm for each hit taken. In this case the assault is not fought.



SHIPS & BOATS

Action at sea between fleets of ships lies beyond the scope of these rules and could easily form the subject for a whole game in itself. Such a game might well feature in our future plans but for now we must content ourselves with a brief look at how ships might be incorporated into the Warmaster game.

Games Workshop hopes to make at least one ship model for the Warmaster game but this is not yet available at the time of writing. Fortunately, it isn't too difficult to make perfectly usable models from card or balsa, with a suitable sail made from paper or foil. A smallish ocean going ship, a trading vessel or long ship, would be about 120mm long. Smaller boats could be any size down to a rowing boat or skiff at about 20mm. Larger vessels could easily reach 250mm-300mm, although such monsters would be hard to incorporate into a land-based battle.

THE ROLE OF SHIPS

For our purposes the prime role of ships is transporting units over open water or down rivers. For the sake of convenience we make the following assumptions.

A ship is assumed to be a single unit complete with its crew. In the case of small boats (by which we mean such vessels as supply lighters, rowing boats, rafts and similar small oared vessels), these operate as a unit of three boats.

A ship can carry a number of stands equivalent to one per 2cm of length. The chances are that entire units won't fit in your ship model unless you are very careful. It is sufficient to place one stand inside to show that the entire unit is on board or simply to indicate its presence to your opponent. All the stands comprising a unit must be carried in the same ship or by the same unit of small boats.

A small boat can carry one stand of infantry, so a unit of three boats can carry a unit of three infantry stands.

It is possible to arm a ship by filling it with artillery to create a warship. Small boats cannot carry these kinds of weapons.

MOVING SHIPS AND BOATS

Vessels can automatically be moved once in the Command phase. They do not need to be given orders to do this. The player can move the vessels at any convenient time.

No vessel can move into a river or stream that is too narrow to allow it to pass, nor over rapids, waterfalls, weirs or other similar features that would prevent its passage. Small boats may attempt to run rapids. Roll a dice for each boat, the boat is wrecked on the D6 score of a 6 and the stand it carries is destroyed.

The following table summarises the permitted maximum move distances for ships and boats.

Small boats	15cm
Oared galleys	20cm
Ships under sail	15cm
Vessel moving downstream	+5cm
Vessel moving upstream	-5cm
Sail moving with wind	+10cm

In the case of sailing ships it is necessary to establish wind direction at the start of the game. This can be done by spinning a pen or pencil so that it points in a specific direction or, if you have one, using one of Games Workshop's Scatter dice.

Sailing vessels may not move directly forward into the quarter from which the wind blows (ie, they may not move into the wind). Vessels moving with the wind on

their port or starboard quarter do so at normal speed. Sailing vessels moving with the wind behind for the entire turn increase their speed by +10cm.

Wind direction will not normally change during the course of a battle but the possibility might be taken into account in a battle scenario devised by the players or umpire. One option is to roll a dice each turn, with the wind changing on a roll of 6, in which case simply roll the Scatter dice again.

EMBARKING/DISEMBARKING

A unit can embark onto a ship or into a unit of rowing boats, by moving into touch or alongside a river bank, dock or quayside.

A unit onboard a ship or in a unit of rowing boats can move off it either by using its initiative to charge or by being given an order. Units are in irregular formation whilst on ships or in boats and will therefore move at half pace unless charging.

A unit cannot embark and disembark in the same Command phase.



Units can embark and disembark as brigades where required. Up to four units onboard a ship are automatically considered to be a brigade.

ATTACKING A SHIP

It would be possible to work out quite involved rules for fighting engagements at sea. Indeed, I expect some of you will want to do just that! However, as these rules are really aimed at incorporating boats into land-based games, we'll assume that combats are only going to occur if ships are docked or boats are drawn up onto the shore.

Ships are rather like fortifications in that they are too big to destroy with ordinary weapons. Therefore, we will assume that only weapons that can harm a fortress wall can harm a ship. The ship counts as a fortified target so 6s are required to hit. Hits taken by ships are recorded in the same way as hits upon walls, towers or gates. When the ship is shot at roll one dice for each hit, pick out the highest scoring dice and consult the Ship damage chart. If the ship is damaged add +1 to the chart. Note that this +1 damage bonus is not cumulative, further damage does not add further bonuses.

Ship Damage Chart

D6	Result
1-2	Nothing. The missile bounces off harmlessly.
3-6	The ship is damaged but holds firm!
7+	The ship is sunk and any units that are on board are lost.

Modifiers

+1 The ship is already damaged.

Boats are treated differently. A boat that is carrying a unit of troops counts the same Hit values and Armour as the troops themselves. In other words, the boats give the unit the ability to travel by water but otherwise they do not affect the unit's normal vulnerabilities. If boats are empty they have 1 Hit each but no Armour value to represent their small crew on board.

Ships cannot be driven back by missile fire but units in boats can be driven back in the usual way. If boats are driven back onto land they are unharmed and their passengers automatically disembark safely beside them. Any boat driven back further than its move distance capsizes and sinks and any stand it is carrying is destroyed.

FIGHTING FROM SHIPS

A ship in harbour might be boarded, leading to a fight between units on board and attackers. In this case, line the defending unit on the ship's deck and place attackers as closely as possible along the land. Fight the combat as normal except that, as with an assault against a castle, supporting stands are ignored. The ship counts as a fortified target, so 6s are required to hit but in other respects it is treated like a combat on land. If the defenders retreat, they are thrown overboard and destroyed.

Units in ships may shoot normally but it may be difficult to determine how many stands can see their target. This is especially true when it is not literally possible to place all the stands on the ship model. A good rule of thumb is to allow up to half the ship's carrying capacity of stands to shoot in any Shooting phase and to measure distances and line of sight from the ship's sides.

An enemy can shoot at units on board a ship and counts as firing at a fortified target (6s needed to hit).

Boats are ignored for purposes of shooting or fighting. The stands they transport can fight, shoot and be shot at normally. If stands are destroyed, then the boats carrying them are destroyed as well. Boats merely give units the ability to move over water, they confer no extra protection whatsoever. If boats not carrying stands are attacked, they have 1 Hit each and no Armour.

WARMASTER PLAY SHEET

SEQUENCE

1. Command 2. Shoot 3. Combat

1. COMMAND

Initiative

Units within 20cm of enemy have the option to use initiative to either:

1. Charge the closest enemy
2. Evade the closest enemy

Units must use initiative before orders are given.

Units cannot use their initiative and be given orders in the same turn.

Orders

2D6 against character's Command to issue order

-1	Per full 20cm distance
-1	Each successive order
-1	Enemy within 20cm
-1	Within dense terrain
-1	Each casualty taken

Up to 4 units can be brigaded and issued a single order.

Moves

Infantry	20cm	Cavalry	30cm
Artillery	10cm	Flyers	100cm
Monsters	20cm	Machines	Varies
Chariots	30cm	Characters	60cm

Units in irregular formation move at half pace.

Characters move at the end of the Command phase.

Home Back

Flying units more than 20cm from a character can home back up to 10xD6cm before orders are issued.

A flying unit can home back and receive orders in the same turn.



2. SHOOTING

Units shoot at the closest enemy within range.

Range

Bows/Crossbows etc	30cm
Stone Throwers/Cannons	60cm
Bolt Throwers	40cm
Pistoliers/Goblins etc	15cm

Score to Hit

Target in the open	4, 5 or 6
Target in defended position	5 or 6
Target in fortified position	6

Drive Backs

Roll for drive backs at the end of the Shooting phase. Units suffering missile hits are driven back D6cm per hit.

-1 dice if Defended -2 dice if Fortified

Units are confused if any Drive Back dice roll a 6. Units driven back by the full pace move or more are routed.

3. COMBAT

Charging enemy in the open	+1
Monster/chariot charging enemy in open	+1
Pursuit attack	+1
Extra pursuit attack (per 3cm)	+1
Fighting terrifying enemy	-1
Fighting to side or rear	-1
Confused	-1

+1 to Combat result per supporting stand

Draw

Both sides fall back up to 3D6cm and must fall back by the score of the lowest dice. A defended or fortified unit can stand its ground instead.

Lose

The loser must retreat by the difference in Combat results in cm.

Win

The winner can fall back, stand its ground, pursue or (if the enemy is destroyed) advance. Infantry cannot pursue cavalry or chariots. Artillery never pursue and are destroyed if they retreat. Fortified units never pursue. Troops cannot pursue enemy retreating into terrain they cannot enter. Non-flying units cannot pursue flyers.

WARMASTER

ARMIES



WARMMASTER

ARMIES

By Rick Priestley
With Lex van Rooy
Production by Andy Hall

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Acknowledgements

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

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

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

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

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

Lex

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

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Introduction

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

FORMAT

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

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

ALTERNATIVE UNITS

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

FURTHER ARMIES

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



Picking the Army

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

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

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

THE ARMY

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

ARMY SIZE

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

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

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

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

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

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

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

ARMY LISTS

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

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

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

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

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

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

Command. The Command value of a character.

Unit Size. The number of stands in a unit.

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

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

SELECTING THE ARMY

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

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

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

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



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

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

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

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



The Empire Army

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

A selection of Empire forces



Empire Hero on Griffon



Flagellants



Handgunners



Knights of the White Wolf



Halberdiers



Steam Tank

Empire Army Selector

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

Special Rules

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

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

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

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

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

Range (R) 0<R≤10cm 10<R≤20cm 20<R≤30cm
Attacks 8 4 2

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

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

No of 1s Result

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

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

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

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

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

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

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

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

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



Steam Tank Malfunction Chart

D6 Result

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

Empire Spells

BALL OF FLAME

5+ to cast

Range 30cm

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

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

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

VOICE OF COMMAND

5+ to hit

Range 30cm

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

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

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

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

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

WEIRD ENCHANTMENT

4+ to cast

Range 30cm

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

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

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

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

TELEPORT

2+ to cast

Range N/A

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

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



The Undead Tomb Kings Army

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

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

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

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

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

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

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

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

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



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

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

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

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

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

A selection of Undead forces



Skeleton Cavalry



Sphinx

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

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

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

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



Bone Giant



Skeletons



Carrion

Undead Tomb Kings Army Selector

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

Special Rules

ARMY RULES

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

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

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

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

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

SPECIAL RULES

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

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

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

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

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

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

7. Liche Priests cast spells like other wizards.

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

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



Undead Spells

RAISE DEAD

5+ to cast
Range 30cm

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

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

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

TOUCH OF DEATH

4+ to cast
Range – Touching

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

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

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

DOOM AND DESPAIR

4+ to cast
Range 60cm

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

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

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

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

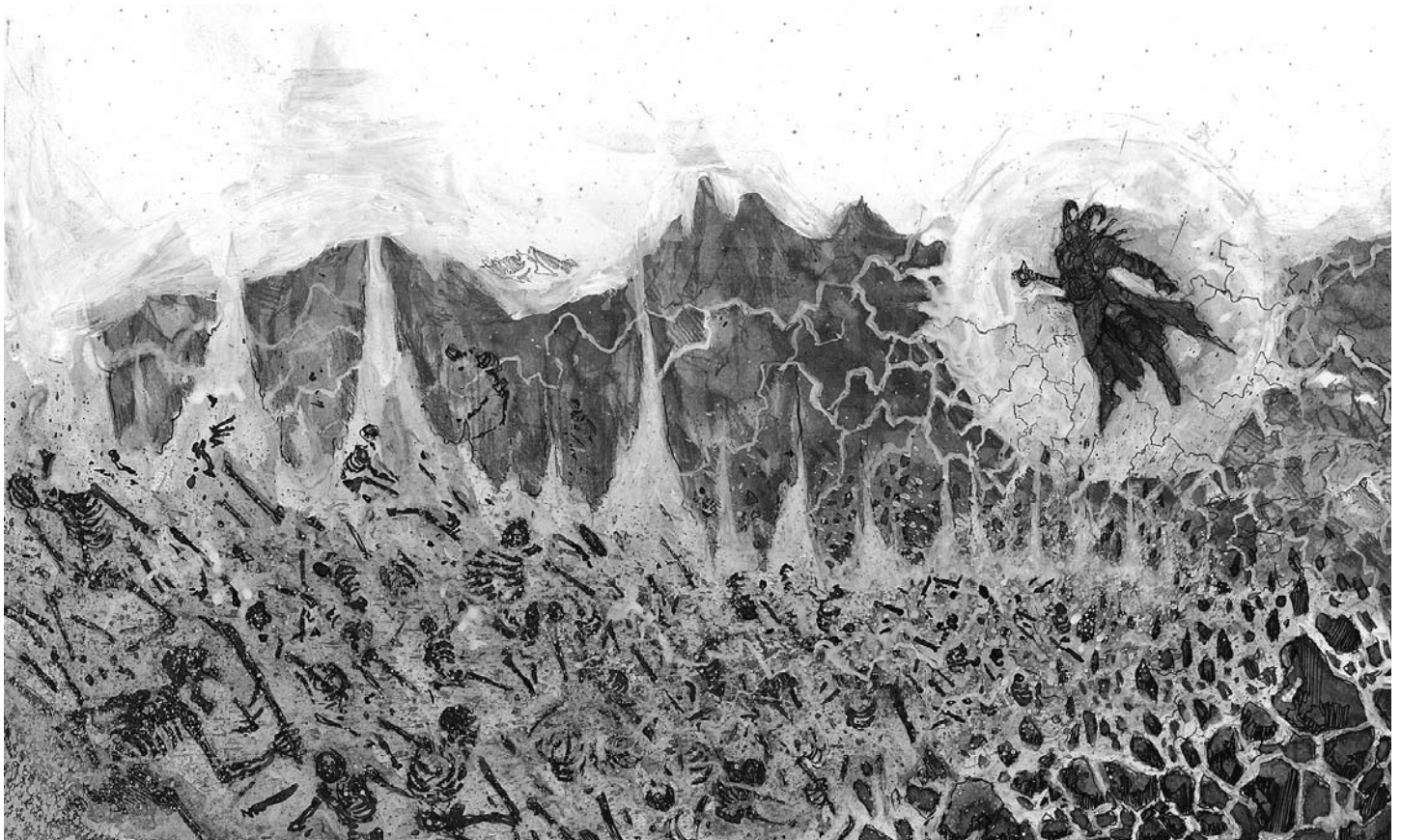
DEATH BOLT

5+ to cast
Range 30cm

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

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

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



The Chaos Army

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

A selection of Chaos forces



Chaos Hounds



Chaos Knights



Daemon Prince



Chaos Warriors



Chaos Marauders

Chaos Army Selector

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

Special Rules

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

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

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

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

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

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

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

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

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

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

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

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

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

Chaos Spells

BOON OF CHAOS

4+ to cast

Range – affects the unit he has joined

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

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

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

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

ANGER OF THE GODS

4+ to cast

Range – affects enemy within 30cm

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

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

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

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

RAGE OF CHAOS

5+ to cast

Range 30cm

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

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

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

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

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

CURSE OF CHAOS

5+ to cast

Range 30cm

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

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

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



The Orc Army

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

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

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

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

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



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

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

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

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

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

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

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

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

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

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

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

A selection of Orc forces



Goblin Wolf Chariots



Orc Boar Riders



Goblin Wolf Riders



Orc Characters



Orc Hero on Wyvern



Orc Giant



Orc Rock Lobber

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

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

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

Orc Army Selector

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

Special Rules

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

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

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

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

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

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

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

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

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

Giant Goes Wild Chart

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

Orc Spells

FOOT OF GORK

6+ to cast
Range 50cm

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

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

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

GOTCHA!

5+ to cast
Range 30cm

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

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

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

GERROFF!!!

5+ to cast
Range 60cm

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

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

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

WAAAGH!

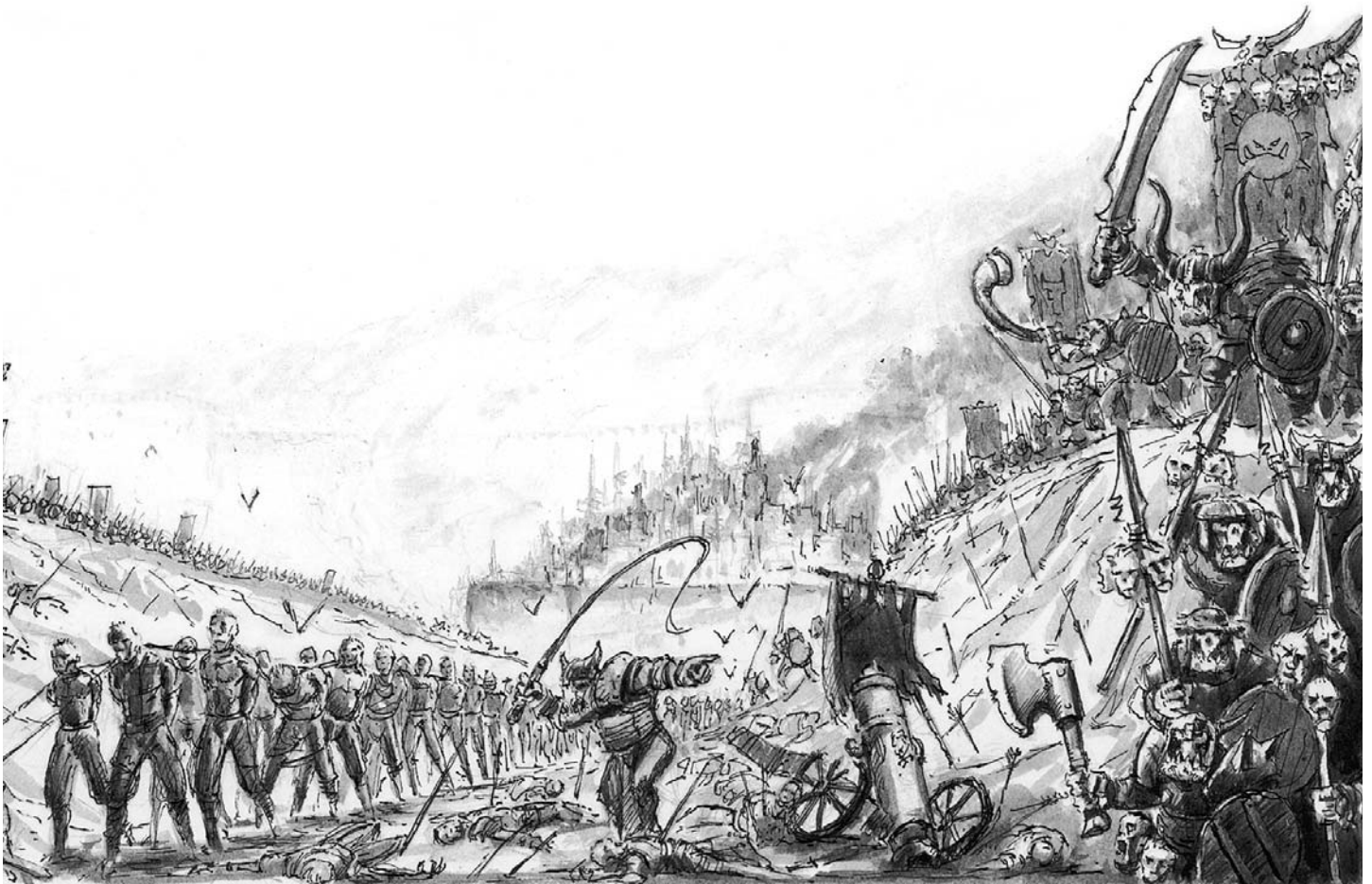
4+ to cast
Range 30cm

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

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

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

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



The High Elf Army

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



High Elf Army Selector

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

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

Special Rules

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

2. Giant Eagles. Eagles can fly.

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

Because Dragon Riders have a great many hits (6) which are difficult to inflict even during a lengthy combat engagement, we must consider the possibility of hurting the Dragon and reducing its effectiveness in subsequent turns. Therefore, if a Dragon Rider has accumulated 3-5 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Dragon has been badly hurt all accumulated hits are discounted and its maximum hits value and Attacks are halved for the rest of the battle (to 3 Hits and 3/2 Attacks).

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

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

Dragon Fire

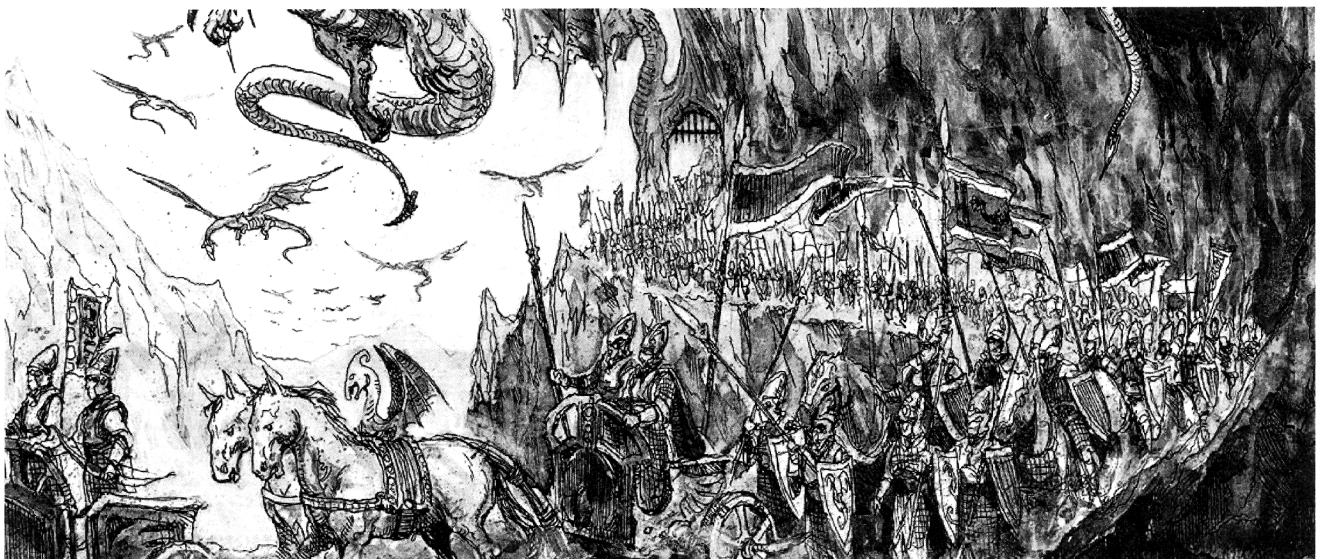
Dragons can make a fiery breath. This applies both to a unit of Dragon Riders and to Dragons ridden by characters that have joined a unit of troops. Dragon fire works as follows. The fiery breath has a range of 20cm. Breath can be directed against one target as for normal shooting and has 3 Attacks that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

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

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

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

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



High Elf Spells

STORM OF STONE

6+ to cast
Range 30cm

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

This spell affects every enemy unit within range.

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

LIGHT OF BATTLE

5+ to cast
Range 30cm

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

This spell affects every friendly unit within range.

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

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

HEAVEN'S FIRE

4+ to cast
Range 30cm

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

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

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

HAIL OF DESTRUCTION

5+ to cast
Range 30cm

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

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

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

A selection of High Elf forces



High Elf Silver Helms



High Elf Spearmen



High Elf Chariots



High Elf Dragon Rider

The Dwarf Army

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

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

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

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

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

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



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

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

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

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

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

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

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

A selection of Dwarf forces



Dwarf King



Dwarf Warriors



Gyrocopter



Dwarf Slayers



Dwarf Rangers



Flame Cannon

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

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

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

Dwarf Army Selector

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

Special Rules

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

2. Rangers. Although they are infantry the exceptional mobility of Dwarf Rangers means that they can pursue any type of retreating enemy.

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

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

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

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

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

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



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

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



The Skaven Army

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Skaven Army Selector

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

Special Rules

ARMY RULES

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

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

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

SPECIAL RULES

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Skaven Spells

SKITTERLEAP

2+ to cast

Range N/A

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

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

WARP LIGHTNING

5+ to cast

Range 30cm

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

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

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

DEATH FRENZY

5+ to cast

Range 30cm

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

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

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

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

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

PLAGUE

6+ to cast

Range 30cm

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

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

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

A selection of Skaven forces



Screaming Bell



Stormvermin



Doomwheel



Warp-Lightning Cannon

The Lizardmen Army

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Lizardmen Army Selector

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

Special Rules

ARMY RULES

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

SPECIAL RULES

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

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

3. Salamander. Salamander stands never count as independent units under any circumstances. Instead you may add one stand of Salamanders to any Skink infantry units. This brings the size of the unit to 4 stands - i.e. 3 other stands plus the Salamander stand. The Salamander stand fights as part of the unit and can be removed as a casualty should the player who owns them wish to do so. A Salamander stands does not count as a loss upon the unit for purposes of Command penalties - i.e. if the Salamanders are removed leaving 3 Skink stands there is no -1 Command penalty on the unit. The Salamander stand doesn't count as part of the unit's formation when determining whether the unit is in a regular or irregular formation - i.e. the stand can be placed to the side, at an angle, or at a different orientation without affecting an otherwise regular formation.

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

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

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

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

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

The Stegadon causes terror in its foes.

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

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

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

6. Slann Mage. The Slann Mage rides a palanquin carried by his bodyguard of fierce Saurus warriors - his combat bonus is due to his bodyguard. The Slann Mage is the army's general but uniquely amongst commanders he cannot give orders, but has foreseen the flow of the battle and given his Skink retainers instructions. To represent this any Skink character within 20cm of the Slann can announce his use of the General's Divine Guidance - deducting -1 from his dice score (eg 8 counts as 7, 10 as 9 and so on). When Divine Guidance is used the Skink cannot 'Blunder' - any roll of double 6 simply counts as a fail. If a Divine Guidance roll is failed then the Slann's Divine Guidance cannot be used by any other characters that have not ordered yet in that turn, their confusion over the mixup is represented by adding +1 to their first order rolls.

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

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

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

Lizardmen Spells

GAZE OF SOTEK

5+ to cast
Range 30cm

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

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

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

MAZDAMUNDI'S REVENGE

4+ to cast
Range 60cm

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

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

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

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

WINGS IN THE JUNGLE

5+ to cast
Range N/A

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

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

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

SHIELD OF THE OLD ONES

5+ to cast
Range 30cm

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

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

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

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

A selection of Lizardmen forces



Cold One Riders



Saurus



Carnasaurs



Kroxigors



Stegadon



Skinks

The Bretonnian Army

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Bretonnian Army Selector

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

Special Rules

ARMY RULES

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

SPECIAL RULES

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

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

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

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

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

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

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

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

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

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

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

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

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

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



Bretonnian Spells

AERIAL SHIELD

4+ to cast

Range – affects friends within 15cm

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

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

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

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

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

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

SHIELD OF COMBAT

4+ to cast

Range n/a

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

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

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

A selection of Bretonnian forces



Knights



Squires



Pegasus Rider and Bretonnian General



Grail Knights

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

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

EERIE MIST

4+ to cast

Range 30cm

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

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

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

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

LADY'S FAVOUR

5+ to cast

Range 30cm

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

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

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

The Kislev Army

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

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

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

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

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

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

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

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

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

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

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

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

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

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



Kislev Army Selector

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

Special Rules

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

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

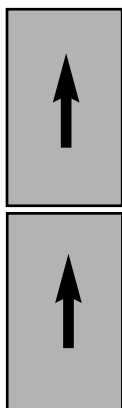
Bears are defined as infantry for rules purposes as this gives them the appropriate mobility for such creatures, but they add +1 attack when they charge an enemy in the open in the same way as monsters and chariots.

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

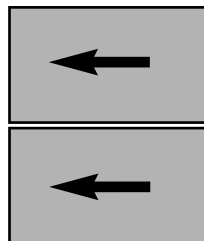
Bears must pursue retreating enemy where possible and must advance if they are able to do so.

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

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



Wagon Column



Wagon Laager

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Kislevite Spells

ICY BLAST

5+ to cast
Range 30cm

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

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

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

CHILL

4+ to cast
Range 30cm

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

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

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

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

MONSTER BEAR!

5+ to cast
Range n/a

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

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

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

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

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

FREEZE

6+ to cast
Range 60cm

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

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

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

A selection of Kislevite forces



Kislevite Bears



War Wagon



Kislevite Axemen



Kislevite Knights

The Dark Elf Army

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Dark Elf Army Selector

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

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

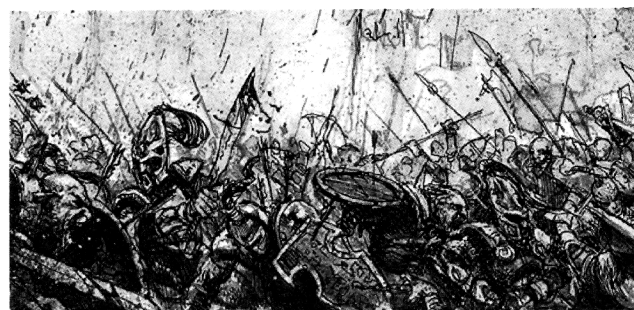
Special Rules

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

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

3. Cold Ones Knights. Cold Ones are very aggressive mounts. Because of this each stand of Cold One Knights has an Attack value bonus of +1 in the first round of each combat when fighting to the front, i.e. the Cold One Knights' stand has to touch the enemy in arc of sight with its frontal edge and/or frontal corners (including contact by frontal corner only). For the same reason Cold One Knight cannot form brigades except with other units of Cold One Knights.

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



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

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

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

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

Dark Elf Spells

DOOM BOLT

5+ to cast
Range 30cm

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

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

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

BLACK HORROR

6+ to cast
Range 50cm

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

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

A selection of Dark Elf forces



Dark Riders



Cold One Knights



Manticore Rider



Dark Elf Bolt Throwers



Dark Elf Witches

DOMINION

4+ to cast
Range 60cm

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

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

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

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

SOUL STEALER

5+ to cast
Range touching

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

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

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

The Vampire Count Army

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

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

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

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

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

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

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

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

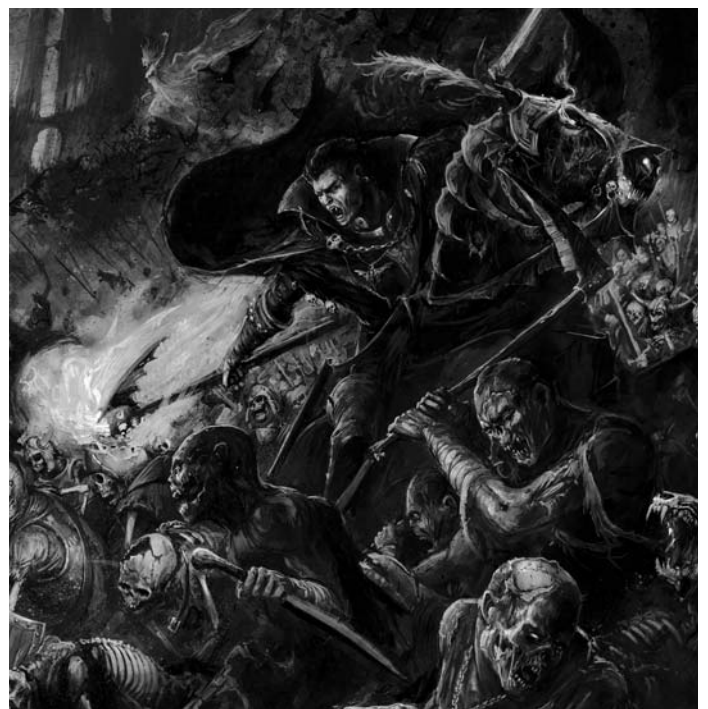
Ethereal Host – there are many insubstantial creatures bound to the will of the necromancers of Sylvania: pitiful ghosts and spirits of the dead, howling banshees, spectres and the wraiths of long-dead necromancers. These, and many other such shades of the dead, serve the vampires and their sorcerers.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

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

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

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

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



Vampire Counts Army Selector

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

Special Rules

ARMY RULES

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

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

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

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

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

SPECIAL RULES

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

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

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

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

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

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

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

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



Vampire Counts Spells

RAISE DEAD

5+ to cast
Range 30cm

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

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

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

VANHIL'S DANSE MACABRE

5+ to cast
Range 40cm

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

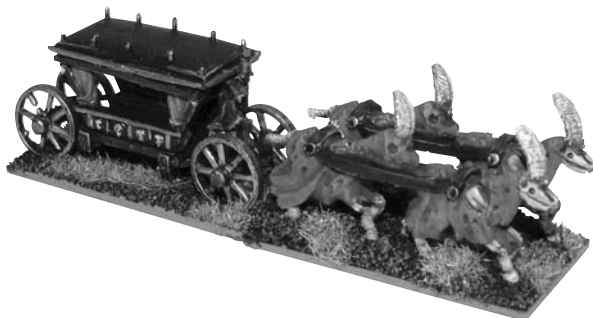
A selection of Vampire Counts forces



Skeletons



Winged Nightmare



Black Coach



Fell Bats



Zombies

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

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

DEATH BOLT

5+ to cast
Range 30cm

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

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

CURSE OF YEARS

6+ to cast
Range – Touching

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

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

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

The Daemon Army

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

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

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

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

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

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

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

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

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

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

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

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

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



Daemon Army Selector

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

Special Rules

ARMY RULES

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

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

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

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

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

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

SPECIAL RULES

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

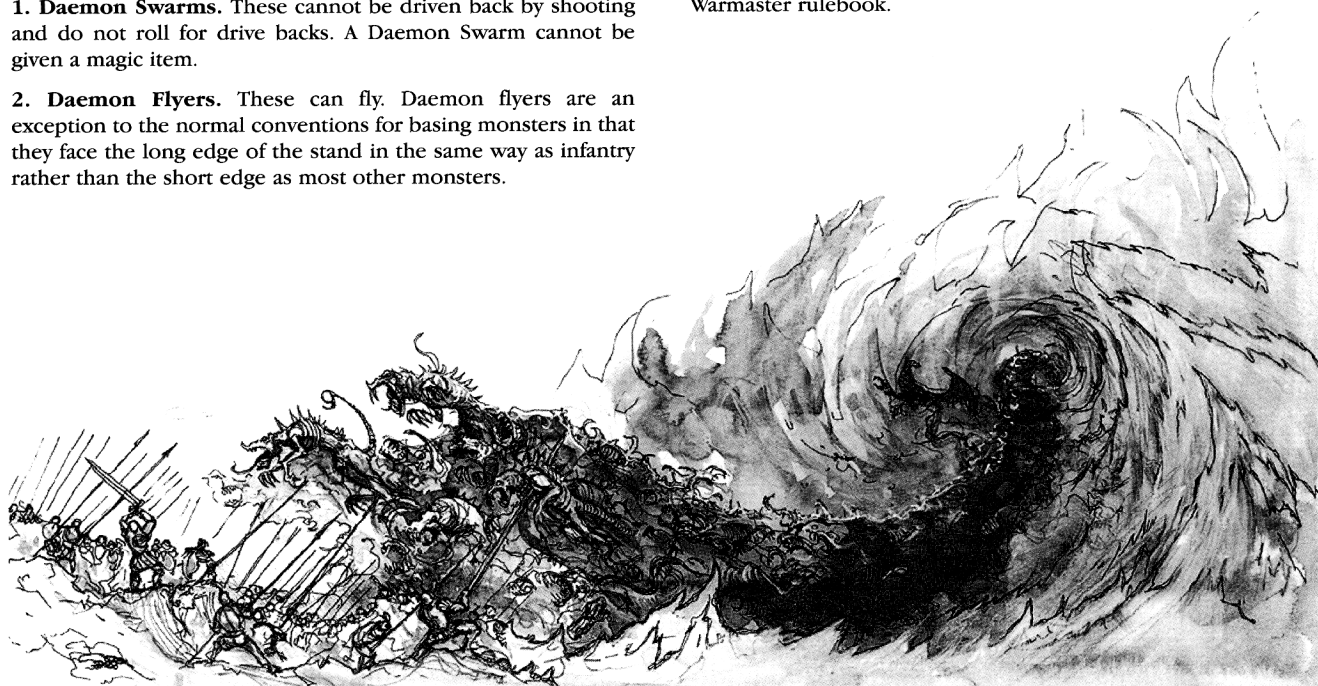
2. Daemon Flyers. These can fly. Daemon flyers are an exception to the normal conventions for basing monsters in that they face the long edge of the stand in the same way as infantry rather than the short edge as most other monsters.

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

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

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

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



Daemonic Spells

SUMMON DAEMONS

4+ to cast
Range 60cm

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

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

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

DAEMONIC RAGE

5+ to cast
Range 30cm

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

This spell affects every friendly unit within range.

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

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

A selection of Daemon forces



Greater Daemon of Khorne



Greater Daemon of Tzeentch

SORCEROUS BLAST

5+ to cast
Range 30cm

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

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

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

FRENZY OF CHAOS

6+ to cast
Range 30cm

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

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

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

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



Daemon Steeds of Slaanesh



Daemon Horde of Slaanesh



Daemon Characters of Khorne

The Araby Army

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

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

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

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

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

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

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

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

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

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



Djinn



Flying Carpets



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

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

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

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

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

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

Araby Army Selector

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

Special Rules

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Araby Spells

SAND STORM

4+ to cast

Range – affects enemy within 30cm

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

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

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

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

MIRAGE

4+ to cast

Range 60cm

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

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

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

SUNSTRIKE

5+ to cast

Range 30cm

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

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

CURSE OF THE DJINN

6+ to cast

Range 30cm

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

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

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

Appendix – Alternative Units

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

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

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

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

Entry	Models available
Bretonnian	
Bowmen	Bretonnian Bowmen
Men-at-Arms	Bretonnian Men-at-Arms
Peasants	Bretonnian Peasants
Squires	Mounted Squires
Knights	Bretonnian Knights, Bretonnian Knights Errant
Grail Knights	Bretonnian Grail Knights
Kislev	
Knights	Kislev Knights
Horse Archers	Kislev Horse Archers
	Kislev Steppe Horse Archers
Bowmen	Kislev Bowmen
Axemen	Kislev Axemen
Bears	Kislev Bears
War Wagon	Kislev War Wagon
Dark Elves	
Spearmen	Dark Elf Spearmen
	Dark Elf Corsairs
Crossbowmen	Dark Elf Crossbowmen
Witch Elves	Dark Elf Witch Elves
Dark Riders	Dark Elf Dark Riders
Cold One Knights	Dark Elf Cold One Knights
Harpies	Harpies
War Hydra	Dark Elf War Hydra
Bolt Thrower	Repeater Bolt Thrower
Vampire Counts	
Skeletons	Undead Skeletons
Zombies	Vampire Counts Zombies
Ghouls	Vampire Counts Ghouls
Grave Guard	Vampire Grave Guard
Ethereal Host	Ethereal Host
Black Knights	Vampire Black Knights
Dire Wolves	Vampire Counts Dire Wolves
Fell Bats	Vampire Counts Fell Bats
Daemons	
Daemon Hordes	Daemon Horde of Khorne
	Daemon Horde of Tzeentch
	Daemon Horde of Slaanesh
	Daemon Horde of Nurgle.
Daemon Swarm	Daemon Nurglings
Daemon Cavalry	Daemon Cavalry of Slaanesh
Daemon Hounds	Daemon Hounds of Khorne
Daemon Chariots	—
Daemon Beasts	Daemon Beasts of Nurgle
Daemon Flyers	Screamers of Tzeentch
Greater Daemon	Greater Daemon of Khorne
	Gt Daemon of Tzeentch
	Greater Daemon of Slaanesh
	Greater Daemon of Nurgle

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

OTHER SUBSTITUTES

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

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

