

RAVENING HORDES



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THE OFFICIAL
WARHAMMER
BATTLE
ARMY LISTS



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BATTLE
ARMY LISTS**

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WHY AN ARMY LIST?

Braindeath Bran Bloodletter, Norse chieftain and raider extraordinaire peered into the bazy gloom of an early dawn. The first rays of the sun were beginning to clear the mist, burning it away with penetrating warmth. Bran turned to Riknud, his trusted side-kick and the general butt of everyone's jokes. Straining to hear the strange noises borne with odd clarity through the cold air, Bran spoke.

'Orcs, you say.'

'Yup, Orcs,' replied Riknud, 'You'll be able to see 'em soon'

'They seem to be making some funny noises for Orcs. They sound a bit more like slanties to me'

'Nope, they're definitely Orcs, chief, Orcs and Goblins... and, well, maybe the odd slanty...'

The mists were thinning now. Through the gloom, Bran began to discern shapes on the other side of the valley. Very large shapes. 'They look a wee bit big for Orcs'

'Well some Orcs are quite tall, you know'

'Twelve feet?'

'Well, lets say they're Orcs n' Goblins and maybe the odd Giant and...'

...some slanties. Yes, I know all that. Hang on, though, now what have we got? Bran squinted, trying to gain a clearer view of something he had only just perceived... and suddenly there was a break in the gloom, and he picked out the unmistakable outlines of war engines, six large mangonels. He smacked Riknud on the shoulder, pointed and asked 'What on earth are they?'

Ermm, they look like stone throwers to me, chief. Yup, stone throwers.'

Stone throwers? Orc stone throwers?'

'Nothing to say Orcs can't use stone throwers, is there?'

'Six of them? And what about those guys over there. They look like Kislevites to me'

'Mercenaries!,' replies Riknud, 'the orcs have hired a few, I guess...'

'I never heard of Kislevites working for Goblins. And what about those chariots, it looks like they've got Skaven in them.'

As Bran stared with undisguised astonishment, the sun brought the full weight of the opposing horde into sharp relief. The serried ranks drawn up on the hillside facing his own army stretched as far as the eye could see. It was an unbelievable collection of forces. 'Giants, six mangonels, Samurai, Skaven chariots? Where are the Orcs? Where are the Goblins?'

'Hiding behind that lot?,' ventured Riknud. 'I wouldn't blame them'

Bran felt himself starting to lose his temper, 'There's something wrong here, pass me my copy of Ravening Hordes, somebody's been bending the rules...'

Ravening Hordes is a collection of army lists, designed to allow players a wide degree of choice, while still forcing them to use armies which in some way resemble their 'factual' counterparts. By combining the lists with the Warhammer Battle points system, you can fight battles between two armies which are both balanced and 'realistic'. The lists prevent super-armies consisting only of weird and wonderful troops, while at the same time allowing forces which are interesting and tactically diverse.

To chose their armies, simply read through the lists and select your troops using the minimum and maximum limits given. Since this book is also intended as a gaming aid for each of the armies it describes - with all the 'vital statistics and special rules reproduced in one place - if you are already familiar with Warhammer, you should only need a copy of Ravening Hordes and a Warhammer Battle quick-reference sheet to fight most battles. It is always going to be sensible to have a copy of the Warhammer rules handy in case of dispute, however.

HOW MANY POINTS?

The army lists are designed to be flexible and to cater for armies of between 1500 and 3000 points. Very small

armies will consist largely of standard troops while larger armies can contain a much greater mix, including powerful characters as well as more esoteric troop types.

Armies of between 1500 and 2000 points should give battles lasting around 2 hours. Remember, setting up a wargames table, taking the regiments out of their travelling cases and other preparations often take an hour or more.

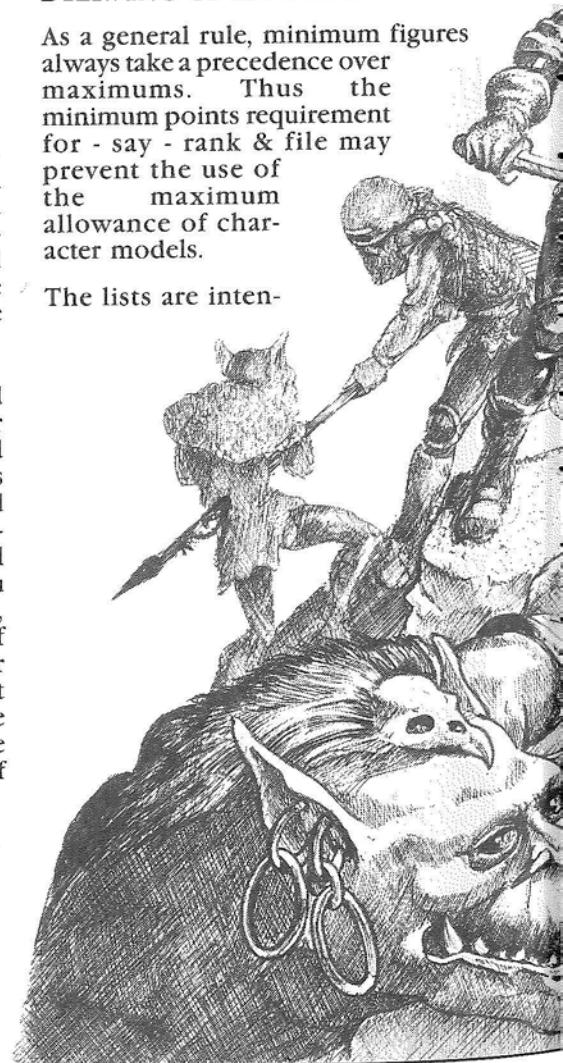
2000-2500 points will allow you to play a decent large scale battle, lasting an entire evening, although the result will usually be clear long before one side has been driven off the table.

Larger armies will produce battles lasting for several hours, which are probably best managed by fighting them out over two or even three playing sessions.

DRAWING UP AN ARMY

As a general rule, minimum figures always take a precedence over maximums. Thus the minimum points requirement for - say - rank & file may prevent the use of the maximum allowance of character models.

The lists are inten-



ded to be easy to use and present all the information needed in one place. When choosing magical attributes for weapons, spells, allies and mercenaries, a little cross referencing between booklets will be needed. So, when drawing up an army make sure you have a copy of Warhammer on hand, paper, a pen and possibly a calculator.

It helps to go through the list first and pick out the minimum numbers of compulsory troops and work out their points

values. More may be chosen at a later date, but this at least lets you know how many points are 'free'.

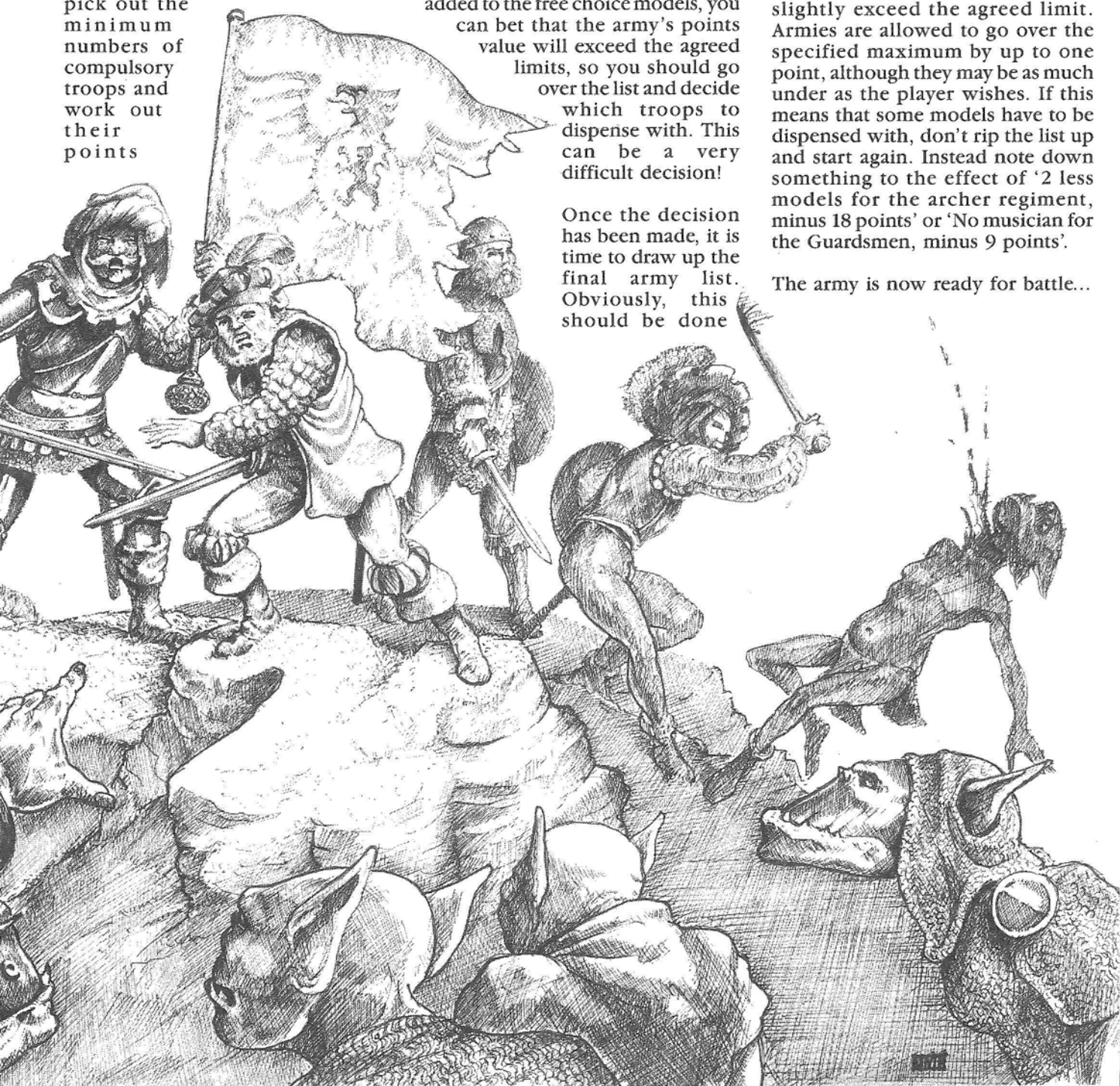
Once the minimums have been worked out, it's time to pick the rest of army based on the models you'd like to use and the models in your figure collection. Draw up a rough list of these, along with an approximation of their points values. By the time the minimum requirements are added to the free choice models, you can bet that the army's points value will exceed the agreed limits, so you should go over the list and decide which troops to dispense with. This can be a very difficult decision!

Once the decision has been made, it is time to draw up the final army list. Obviously, this should be done

either in neat hand writing or, if possible, typed. Entries for regiments must detail the equipment options and a basic points cost for each figure as well as the final cost of the regiment. This makes it much easier for the GM to check that you haven't been cheating!

By the time the list is finished and the points costs totalled, it almost goes without saying that the army will still slightly exceed the agreed limit. Armies are allowed to go over the specified maximum by up to one point, although they may be as much under as the player wishes. If this means that some models have to be dispensed with, don't rip the list up and start again. Instead note down something to the effect of '2 less models for the archer regiment, minus 18 points' or 'No musician for the Guardsmen, minus 9 points'.

The army is now ready for battle...



RAVENING HORDES AND WARHAMMER

Apart from some new rules, **Ravelling Hordes** does not interfere with the main body of the Warhammer system. However, a few liberties have been taken with the points system. These are mainly to do with magical weapons (see below), special skills and psychological factors such as animal handling and *frenzy*. The original points system does not take these into account, and since **Ravelling Hordes** introduces whole new sets of specially skilled troops, we thought it would be a bit unfair not to take this into account for competitive battles. Because of this, the final points value of these special troops has been increased by 50% for any special skill or *frenzy* ability.

MAGICAL WEAPONS

One major departure from the Warhammer Fantasy Battle rules is that we've allowed players to choose *magical attributes* if they are using magical weapons. This poses a slight problem, because the lists given on pages 26-30 of the Magic volume were intended for random generation. Some of the attributes are, therefore, extremely useful and this fact isn't represented by their points value. To compensate for this, the following *magical attributes* may not be used:

Multiple Attack Gain
Multiple Toughness Gain
Confusion
Invisibility
Power Weapon

Multiple Strength Gain
Sleep Attack
Duplication
Dispel Undead

EQUIPMENT OPTIONS

As a general rule, players must select equipment options which match their models. With character models this is quite simple; you *must* choose the items which are depicted on the models. A little more leeway is allowed for regiments. The simple rule for these is that at least half of the models in the regiment must be equipped with whichever weapon is chosen, and at least half must be wearing the appropriate armour. Thus, for example, if a player were fielding a fairly regular army, such as Dwarfs, it would be probable that a regiment of 20 troops armed with hand weapons, wearing chainmail armour and carrying shields would be represented by 20 such models. An Orc player, on the other hand, might have the same regiment depicted by the following models:

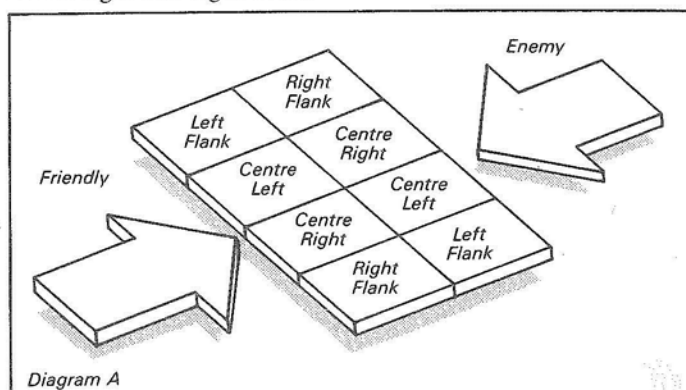
- 6 Orcs with chainmail, hand weapons and shields.
- 5 Orcs with hand weapons and shields
- 3 Orcs with chainmail, shields and spears
- 3 Orcs with chainmail, shields and two-handed weapons.
- 3 Orcs with hand weapons and no armour at all.

NEW RULES

The Warhammer Fantasy Battle games system is constantly evolving as a result of suggestions and comments made by other players, and from our own experiences. This section provides a thorough up-date on some aspects of the game mechanics, focussing especially on those relevant to competitive massed battles. For competition games, these rules replace those given in the main rules. For 'friendly' games, you're obviously free to choose whether to use them or not.

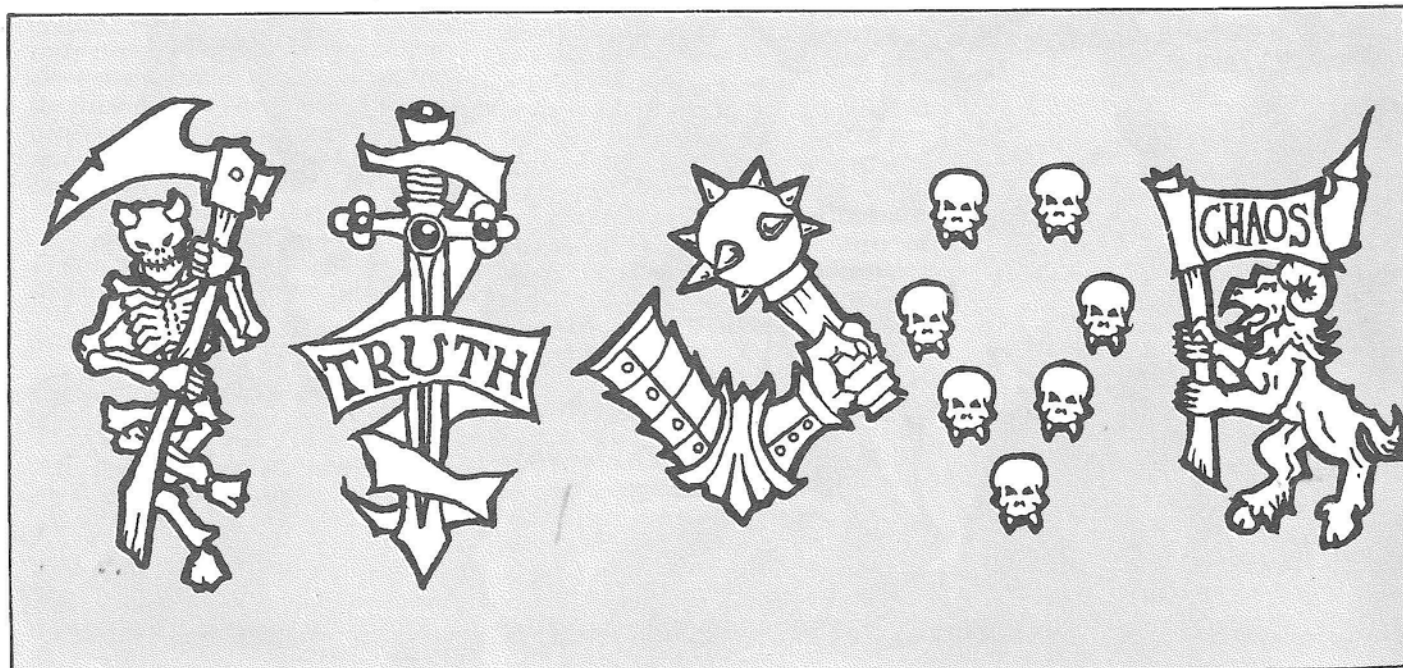
SCENERY

Scenery for competitive battles should be placed using the following system. Divide the tabletop, board or playing area straight down the middle so that each player has a distinctive 'half'. Now divide each half into four equal quarters; left flank, centre left, centre right and right flank.



Each of the players (if more than one player is involved on each side, then treat this as meaning *each side*) should now make a rough diagram representing the table divided into eight segments, with his own table half at the bottom. Each player then secretly notes down a number of from 0 to 3 in each of the eight segments. The more scenery a player wants in a segment the higher a number he should select.

Once the two diagrams are complete, hand them to the GM. The GM should compare the two diagrams and average the score for each segment (ie, add the scores and divide by two). Odd halves round down on the D6 score of 1-3 and up on the score of 4-6. The GM now has a single number for each segment. Before converting this into scenery a random factor is applied. For each segment the GM rolls a D6: 1 or 2 = -1, 3 or 4 = no change, 5 or 6 = +1. This modified number is the number of scenic items within the segment.



Scenery is placed as follows. Each player rolls a D6, the player with the highest score placing first. The player generates one scenic item by rolling a D100 and using the chart below. The feature may be placed in any segment. This continues with players alternately placing scenery in segments, up to the maximum number of items already determined for it. An area item, such as a wood, may be placed next to another item of the same kind, thus creating a single larger feature. Players generate and place scenery alternately until all scenery allocation has been used up. The player placing first may then remove any single item from the table. The other player may then do the same. The battlefield is then complete.

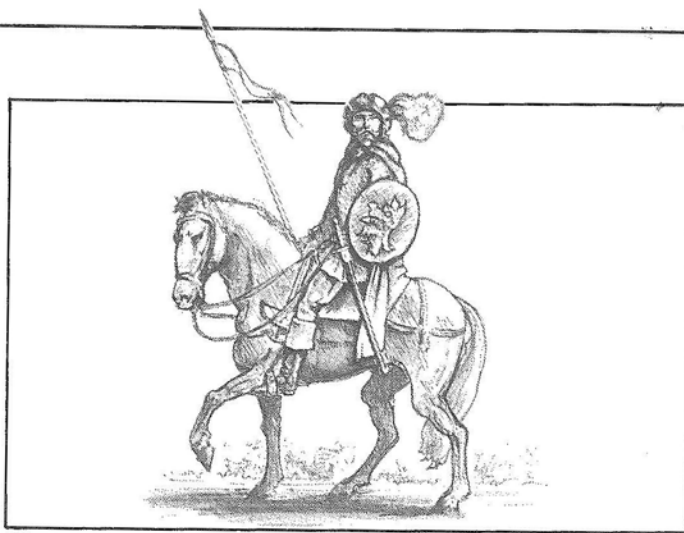
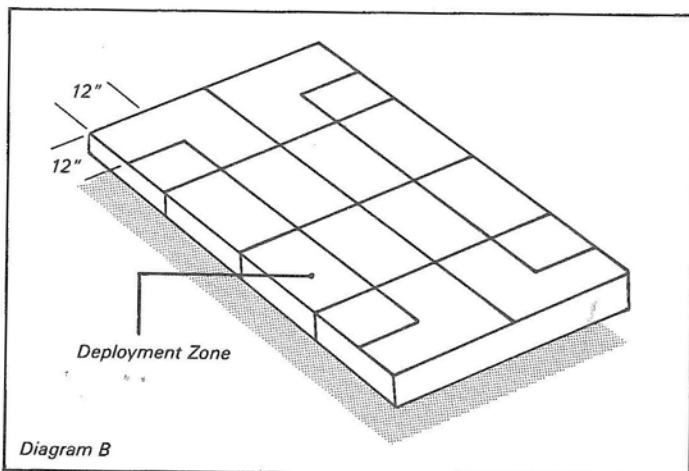
Scenery Chart

Score Result

- | | |
|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-17 | A hill with an area roughly equivalent to a 6" square, no more than 12" long. |
| 18-22 | A steep-sided hill with an area roughly equivalent to a 6" square, no more than 12" long. |
| 23-25 | 12" of ditch in three 4" sections. |
| 26-37 | 12" of hedge in three 4" section. |
| 38-44 | 12" of wall in three 4" sections. |
| 45-64 | A wood or orchard with an area roughly equivalent to 6" square, no more than 12" long. |
| 65-67 | An area of debris (<i>difficult ground</i> with an area roughly equivalent to 6" square, no more than 12" long. |
| 68-70 | An area of ruins (<i>difficult ground</i> and <i>hard cover/a defended obstacle</i>) with an area roughly equivalent to a 6" square, no more than 12" long. |
| 71-73 | One small building with a garden enclosed by a hedge. Total area no more than the equivalent of a 6" square and no more than 8" long. |
| 74-76 | One small building with a garden enclosed by a wall. Total area no more than the equivalent of a 6" square and no more than 8" long. |
| 77-82 | Three small buildings arranged within a 12" x 12" area. |
| 83-85 | A small farmyard comprising a farm house and one or two outhouses/sheds bounded within a wall. The farmyard must be arranged within a 12" x 12" area. |
| 86-88 | An inn and stable within a walled courtyard. The Inn must be arranged within a 12" x 12" area. |
| 89-91 | A fordable, approximately circular pond with a diameter no more than 6". |
| 92-93 | A deep, approximately circular pond with a diameter no more than 6". May not be forded. |
| 94-96 | An approximately circular bog with a diameter of no more than 6". This counts as <i>difficult ground</i> . |
| 97-00 | A graveyard or other form of burial ground. The area should be no more than the equivalent of a 6" square and no more than 8" long. |

DEPLOYMENT ZONES

When armies are first placed on the games table they must be positioned in the army's **deployment zone**. This area is defined as anywhere within 12" of the friendly table edge but no closer than 12" to either of the table sides.



ADVANCE FORCES

As two mighty armies approach each other, it may be that a commander will decide to send troops ahead to secure a vital position such as a village or wood. A detachment of this kind is called an *advance force* and is normally made up of a unit or units of the army's fastest troops. The advance force is a powerful game play and an important element of battle strategy. Players must carefully consider the lie of the land before despatching troops ahead of their main force; are there buildings which must be captured before the enemy arrives, are there vital fire-points such as hills or cover such as woods?

Before the game begins, each side secretly notes down the troops constituting any advance force. A player may decide against sending an advance force at all, but can still pretend to make secret notes - the enemy is not to know that the player is simply writing 'nothing at all'. An advance force may comprise one or several units, and may include any personality models the army has - the decision is yours! A unit of troops may not be split to form an advance force. Whilst noting units the player should also write the actual *move* of each unit by its name or description. So, for example, 'cavalry lancers' might be 8", 'foot guards' might be 4". Don't forget the deductions for armour. Once each side has finished assembling its advance force, the players call out the speed of its *slowest* unit or character. The side which calls the slowest speed must deploy the entire advance force within the army's deployment zone, the opposing player then deploys his whole advance force within his deployment zone.

Advanced forces arrive one full turn before the main forces. The player with the faster advanced force may now decide whether to take his turn before or after the other player. This establishes the turn sequence for the rest of the battle. If only one player employs an advance force, that advanced force first takes its turn and then the main forces arrive. The player who has already taken a turn may then take another turn (this time with his whole army) or compel the other side to take the turn. This determines the turn sequence for the rest of the battle. If neither side employs an advanced force, either flip a coin or roll a dice to decide which side takes the first turn.

ARMY DEPLOYMENT

Once advanced forces have taken a turn, the main armies are deployed within their deployment zone. Regiments are placed one at a time in order of their move rate, the slowest first, the fastest last. To make this easy, players should list their regiments together with their move rates. The GM may then call out move rates starting with the slowest, and ensure regiments are deployed in the correct order. If a side has several regiments with the same move rate, the player may decide which to deploy first. If both sides have regiments with the same move rate they are placed alternately, starting with the player taking the second turn of the sequence (ie, the slowest overall, whether because his advance force was slower or because he 'lost the toss').

This system gives a realistic advantage to mounted troops. A regiment of elite horsemen, such as the Templars in The Empire army, will be placed late on and can be positioned ready to make an heroic attack. Infantry, on the other hand, are placed early on and must try to occupy positions which are as safe as possible.



TRAILING FORCES

Wily commanders may leave some of their army uncommitted, postponing their arrival until the battle is in progress and the enemy's strategy is beginning to unravel. A force of this kind is called a *trailing force*. A trailing force must always include at least one character model to lead it, otherwise it will become lost (possibly the attractions of the nearest alehouse prove too strong). A player wishing to use a trailing force must note down the units and character models it contains, the table segment in which it is to arrive and the turn on which it is due to arrive.

A trailing force may only arrive on a friendly table edge, and may be ordered to arrive on any turn after the first. When the appointed turn arrives the player makes a 2D6 test against the highest *leadership* of the character model/s in the force. If the score is equal to or less than that character's *leadership* score, the force arrives. If not, the force has been delayed and a further test must be made each turn until it does arrive. Trailing forces are deployed in the nominated segment upon the table edge and at the beginning of the turn. Arriving a few turns into the battle, the trailing force may prove a decisive counter to an enemy thrust. A trailing force may be deployed onto an initially weakened wing, tempting the enemy to attack a weak force and then hitting him hard with a reserve force once he is committed.

DEPLOYMENT TACTICS

Advanced forces are usually worth the gamble. Once troops are in a defensible position it is difficult to shift them. Skirmishers sent ahead of the rest of the army can inflict quite substantial casualties as they pull back to their own lines. Used correctly, they will be able to slow down and break up an enemy advance.

Before deploying your main army, try to evolve an overall strategy. Merely lining up your regiments across the table is a recipe for disaster. Relying on the fact that your troops are 'better' than the enemy is also sheer folly. Think about what the different parts of the army can do and try to develop a plan that uses their abilities. If you have lots of missile troops, use some as skirmishers and deploy them across the enemies line of advance. Powerful, mounted shock troops will be wasted if they are sent off unsupported against the enemy centre; it's far better to use them on a flank where they can expect weaker opposition. Make sure you know where your troops are going and what they have to do.

During the deployment, remember your enemy is also trying to evolve a plan. Keep an eye on what troops he is placing where, and try to guess what he's trying to do. If a clear threat to one of your flanks begins to emerge, you must react by either reinforcing to counter, or deliberately weakening it. A weakened flank may be able to hold up the enemy for several turns whilst the rest of your army advances. A few regiments placed behind your centre can be turned to meet any threat from the flanks.

MANOEUVRES

These new rules replace the manoeuvre and formation change rules given in the Combat volume of *Warhammer Fantasy Battle*. *Manoeuvres* are special moves that allow units to change formation, the direction in which they are facing or moving, etc. There are two different types of manoeuvre; **simple** and **complex**.

Simple manoeuvres

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

Complex manoeuvres

- Moving backwards
- Wheeling backwards
- Wheeling from the centre
- A complex formation change

A unit is able to perform manoeuvres because it is disciplined, trained and is maintaining a carefully controlled formation. Some units are better at this than others! The degree of discipline and unit cohesion is expressed by the unit leader's *leadership* characteristic score. The higher the score the more disciplined the unit is.

SIMPLE MANOEUVRES

Any unit may make 1 simple manoeuvre during its movement so long as:

- 1 The unit is not crossing an obstacle or otherwise positioned so that the formation is split by an obstacle.
- 2 The unit is not engaged in hand-to-hand combat. *Exception - a unit which pushes back and follows its opponent is allowed to expand its formation once as it does so. A unit engaged in hand-to-hand combat may turn any unengaged models to face a fresh enemy charge from sides or rear.*
- 3 If any members of the unit are positioned on difficult or very difficult terrain, the unit may not make a formation change. The unit may make one other simple manoeuvre, but may not attempt a subsequent manoeuvre that phase.

Manoeuvres take place as a unit moves, either during the movement or reserves part of the turn. This first (or *free*) manoeuvre happens automatically. If a unit has a leader, it may attempt a second manoeuvre; a unit without a leader may not do so. When a player wishes a unit to begin a second or subsequent manoeuvre, a test is taken. The player rolls 2D6 and adds the scores. If the total is equal to or less than the leader's *leadership* score, the test is passed and the unit may perform the additional manoeuvre. If the result is more than the *leadership* score, the test is failed, and the unit comes to an immediate halt, loses any movement remaining to it, and may not attempt any further manoeuvres.

Remember - the test is made **before** the manoeuvre begins. If a unit wishes to wheel, for example, the player must test before the wheel can start. A unit may never attempt a second or subsequent manoeuvre if it is engaged in hand-to-hand combat or any members are positioned on difficult or very difficult terrain.

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

The Turn. Just as a real unit of troops can only march to its front, your models must only be moved forwards. To move to the side, members of a unit must turn to their left or right, move forwards and turn again so that they face the original direction. This is exactly the same as in the main rules, except now there is no movement penalty for turning. Each turn is a manoeuvre. By turning, a unit may - in effect - change its formation: a formation 6 models wide in 3 ranks becomes a column 3 models wide and 6 deep by a simple turn to the left or right. Officer, musician, standard bearer and any character models with a unit may be repositioned in a front rank if the player wishes.

The Wheel. The wheel is a common military manoeuvre intended to change the direction faced by the formation. It is more precise than the turn because it allows for changes of less than 90 degrees in the direction faced. Unlike the turn, it does not alter the actual formation of the unit. Wheels are conducted in exactly the same way as described in the main rules, but there is no movement penalty. Each wheel is a separate manoeuvre made in a single sweep. Wheels can be made before, after, or in between stretches of ordinary straight movement or other manoeuvres. If a unit intends to wheel, move straight and then wheel again it is attempting two manoeuvres, and a test must be made before the second wheel can begin.

COMPLEX MANOEUVRES

A complex manoeuvre requires considerable precision, training and cooperation. No unit without a leader may attempt a complex manoeuvre. If a unit attempts a complex manoeuvre, it must be the first and only manoeuvre attempted during the unit's move (whether during the movement or reserve part of the turn). Before a complex manoeuvre begins, a *leadership* test must be taken. If this is failed, the unit comes to an immediate halt, loses all move distance remaining to it and may attempt no further manoeuvres until its next movement/reserve part of the turn.

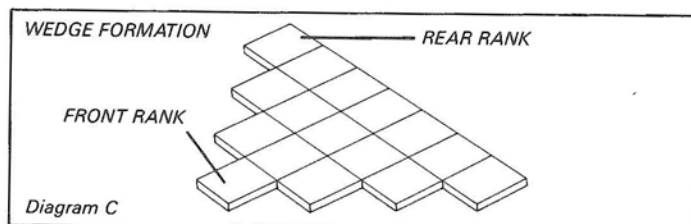
Moving Backwards. Normally, troops may only move forwards. However, well trained bodies of warriors could actually walk backwards and still maintain formation. Because it is difficult to walk backwards at all, let alone in formation whilst carrying weapons and equipment, the unit is reduced to half movement rate whilst doing so. This penalty is combined with any additional penalty for difficult terrain, so walking backwards through a wood is at quarter rate.

The Backwards Wheel. Now we're really getting ambitious - you must want to form a marching band! Troops are allowed to wheel backwards, but they may not make any other movement - not even normal forward movement. The usual half movement rate applies and the manoeuvre is measured in exactly the same way as a normal wheel - but backwards.

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

Complex Formation Change. By this manoeuvre, a unit may be formed into any one of the complex formations described below.

Wedge. A unit is only allowed to form into a wedge as it charges. The manoeuvre test is made as the charge is declared. If the test is failed, the unit may still charge normally, but loses the usual +1 bonus 'to hit'. If the test is successful, the central front rank model remains in place whilst the rest of the regiment is rearranged behind as in this diagram.

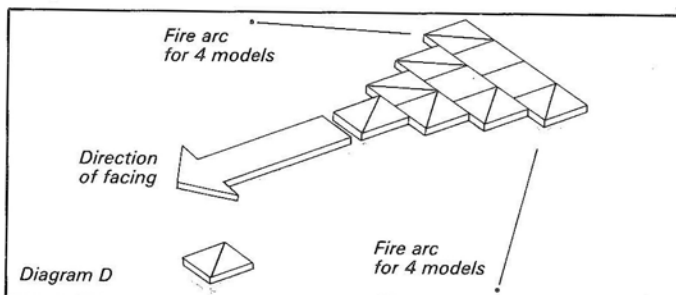


During hand-to-hand combat, a round is fought between the leading model and any troops in contact. If this round is won the leading figure (if still alive) is moved into the enemy's front rank so as to split it, and the rest of the wedge follows. The wedge's second rank is now in contact, and a further round of combat is fought between all models engaged. If this round is also won, a further rank is penetrated and another round is fought. The battle continues until the wedge fails to win a round, or until the enemy formation is divided in two. If the wedge fails to win a round, it is halted and both sides immediately reform into standard formations facing each other. The frontage of the wedge formation is equivalent to its widest rank. Combat continues normally from the following turn. If the wedge divides its enemy, they are automatically routed. The wedge forms into a standard formation as described above and must pursue.



Square. In this formation troops are arranged in a hollow square one or more ranks deep. Such a formation has no sides or rear. To form the square, divide the unit's frontage into four equal parts (as near as possible). Either central quarter remains stationary, whilst the remaining quarters form a square around it. This manoeuvre may not be attempted if the unit's initial or proposed position places any models on difficult or very difficult ground or over obstacles. A unit attempting to form or unform a square may not make any other movement during that part of the turn (movement or reserves). Once in position, a square cannot be moved. A square cannot be pushed back (attackers receive no bonus for following up). A square counts as a prepared position, its constituent troops may not follow up enemy they push back. A unit may revert from a square to a linear formation as a reversal of the procedure.

Archer Wedges. A unit of bow or crossbow armed troops may attempt to form into a stationary wedge. Once in this formation a unit may not move or make other manoeuvres, except it may 'pivot' by making an ordinary wheel measured from the back rank. This will allow it to change the direction faced and target upon its enemies. The advantage of this formation is that it allows more troops to bring their weapons to bear over a given frontage. The diagram illustrates the wedge and those models eligible to fire their weapons.

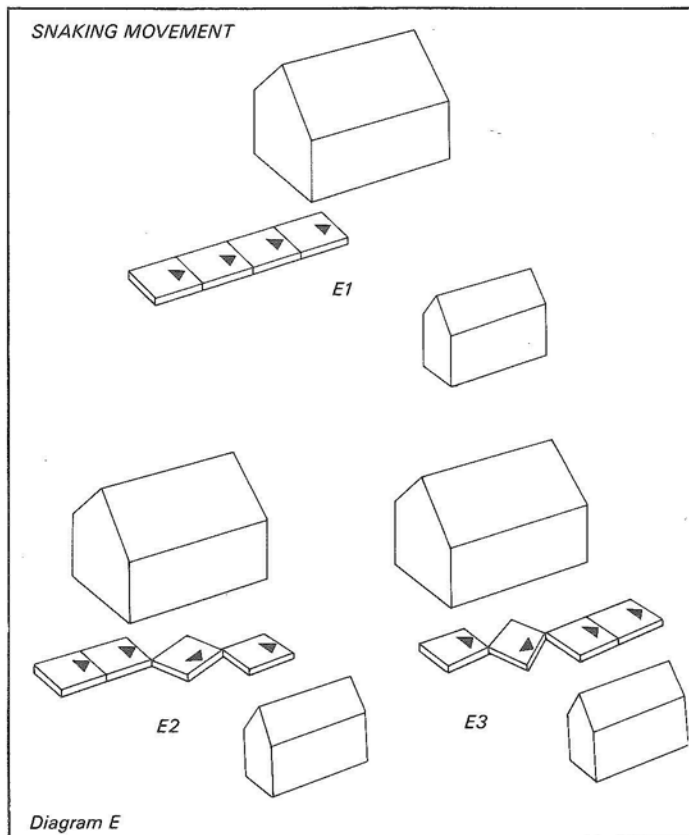


An archer wedge may reform into a linear formation with a frontage equivalent to its rear rank as a reversal of the procedure. The archer wedge is not a fighting formation. If the wedge is charged, it immediately assumes a linear formation. This is not a manoeuvre and happens automatically. The unit may still *stand and fire*, *run away* or *receive at the halt* as normal.

SINGLE FILE FORMATIONS

A single file formation is simply a formation in which models are lined up one behind the other in a long line. The rules that follow apply to these 'single file formations'. To qualify, a unit must have a frontage of 1 model. These formations are very flexible indeed, and can move about the battlefield very quickly indeed.

Snaking. A single file formation may be moved in a curving path, or 'snake', similar to a wheel without having to make any sort of test. In theory, this path is accomplished by an infinite number of tiny wheels by the leading model, but in practice it is impractical to work these out. Trailing models are placed to follow the path of the leading model. This does not count as a manoeuvre.



Obstacles. A single file formation may ignore the movement penalty for crossing the first obstacle encountered during movement (or reserves).

Turns are accomplished in the normal way, but this will change the formation into a one deep line. It is not possible to move backwards, wheel backwards or wheel from the centre whilst in a single file.

COMMANDERS

The status of **commander** is a new category introduced for large scale actions. Commanders are in charge of the entire army - they are the equivalents of generals, warrior princes, kings or field-m Marshals. In any army the commander is the character model with the highest *leadership*. If two or more models have the same *leadership*, the player may select either or any of them to command the army.

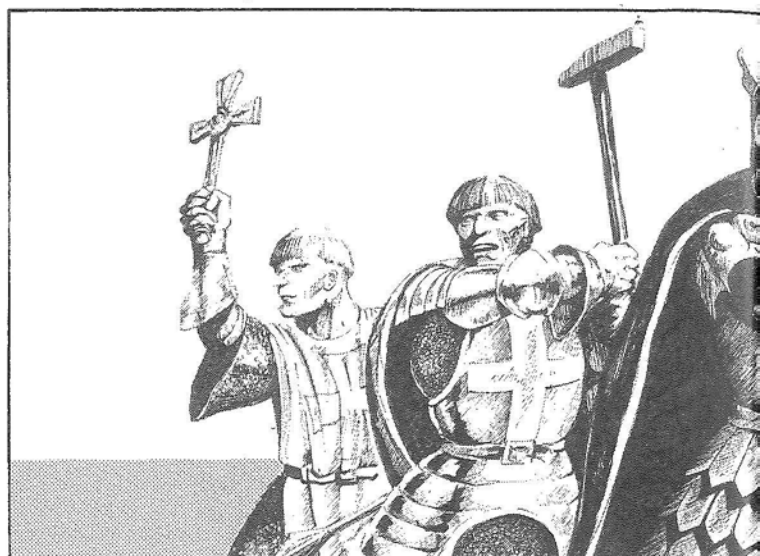
Army commanders may act as unit leaders, move independently or associate with units in the same way as other character models. The proximity of the army's commander will also boost morale of troops nearby. Any regiment whose own leader is within 6" of the army commander may take any *fear*, *terror* or *rout* tests using the commander's *cool/leadership*.

UNIT LEADERS

Every unit begins the games with a leader model distinguishable from its fellows. The vast majority of leaders are of the same race and have the same characteristic values as the fighting warriors.

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

Once a unit's leader is slain, it is assumed a subordinate takes over. The unit continues to function, but its ability to make manoeuvres will be affected.



DAMAGE TO LEADERS

Damage from missiles. Missile casualties are assumed to be suffered by rank-and-file troops rather than a unit's leader. This even applies to casualties from *area effect* weapons whose template covers the leader.

Damage from close combat. During *challenges* (discussed later) and *assassin attacks* (discussed in the army lists) special rules apply. Otherwise, the damage inflicted and received by a unit's leader must be worked out separately. A model in base-to-base contact with two (or more) possible opponents may attack either (or both) if it has enough attacks. Most often, therefore, a player will have a choice of attacking a leader or not. Generally speaking, if a unit's leader is especially powerful he will slay his opponents before they have a chance to fight back.

PERSONAL COMBAT

The following rules replace those given on page 36 of *Combat Warhammer Battle book 1*.

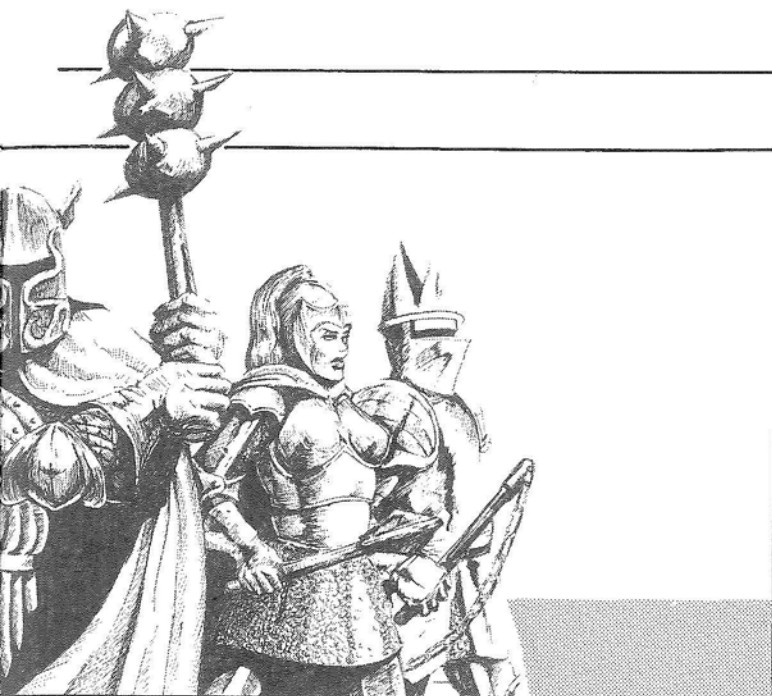
If units are engaged in close combat, any leader may challenge his opposing number to personal combat. If the challenge is accepted, it is assumed the characters are facing each other, although the models may be left in place so as not to disrupt the formations. Their fighting is worked out separately from combat between the rest of the units, though any damage caused contributes towards the total when determining the winning side. No other models may interfere in a personal combat.

As discussed above any leader may challenge another leader to personal combat. In addition, any character model fighting in the front rank may challenge an enemy unit's leader to close combat.

REFUSING PERSONAL COMBAT

Any associated character model may take up a challenge on the leader's behalf. The character model does not have to be fighting in the front rank when the challenge is made, but will move to the front rank to take up the challenge. If a challenge is taken up in this way, the unit's leader does not lose face and there is no penalty.

If a unit's leader refuses personal combat and the challenge is not taken up on his behalf, the leader will lose face before his troops. For one thing, he will not be allowed to fight; the model should be left in place but it is assumed the leader is cowering behind his troops. This means the rank will be depleted by one during the fighting. Worse still, the leader's sudden loss of credibility will so demoralise his troops that his *leadership* value will drop to 1 and stay there for the rest of the battle. The opposing leader may still fight, but his blows are directed against the ordinary troops. If the whole rank of fighting troops is destroyed, the leader is killed anyway (as normal), and the victorious player may wish to make a point of emphasising how he has found his enemy cowering amongst a pile of corpses, shaking like a leaf, whimpering feebly, etc.



CHARACTER MODELS

Character models are moved independently of other models and may move, charge and fight on their own if they wish. Single models have an advantage over units in that they do not need to keep formation. The following rules therefore apply.

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

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

Obstacles A single model may cross one obstacle during its move without penalty. Second or subsequent obstacles impose the usual penalty (half move).

Facing the Charge A single model charged by an enemy is always turned to face its attacker unless already engaged in hand-to-hand combat.

CHARACTER MODELS AND MISSILE FIRE

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

1. Character models may *not* be engaged by missile fire if they are in base-to-base contact with a unit of at least 5 models. A unit composed partly of other character models does not count as protection unless there are at least 5 ordinary troops including officers, standard bearers and musicians but excluding champions.
2. Character models in base-to-base contact with units of less than 5 models, or within 5" of a unit of at least 5 models, may not be fired at if the shooter is at over half range. However, another hero may fire at them as normal.
3. Character models not within 5" of a unit of at least 5 models may be shot at normally.

Individuals of great bulk or size, generally over 10 feet tall or long, only gain protection from units of creatures which are of equal or greater bulk. A giant Demon, for example, cannot claim protection from a unit of Goblins. Although not normally considered as *large targets* a mounted individual cannot claim protection from a unit of foot troops if they are less than 10 feet tall.

If a character model is travelling in base-to-base contact with a unit, and the unit sustains casualties so that its numeric strength is reduced to less than 5 models, subsequent hits may be retargeted on the character model if the shooting player wishes and the rules given above allow it. If a unit is destroyed, any left over wounds may be re-rolled on the damage chart against an individual travelling with the unit. So, if a unit of 5 unarmoured warriors sustains 8 wounds from missile fire, they are wiped out and 3 wounds are left over. These may be re-rolled on the damage chart against a character model travelling with the unit.

If a group of character models are travelling together, randomise any missile hits amongst the group. Then roll on the damage chart as appropriate for the model hit.

CHARACTER MODELS AND UNITS

Whilst a single model enjoys a highly flexible move, it is also very vulnerable. Character models will benefit by temporarily associating with a unit, which prevents them being singled out as missile targets and makes them less vulnerable to attack by other individuals or large monsters. A character model whose base is touching that of a model belonging to a friendly unit is said to be *associated* with it. Character models may only be associated with one unit at a time. If a player does not wish his character models to associate with a very close unit, models must be placed so that they are obviously *not* touching. Associated character models may be placed in formation just like other troops. Normally, the player will wish to position character models in the front rank where they can fight. Associated character models are under the command of the unit's leader (although individuals may assume command of units as discussed later). The following special rules apply:

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

Leaving Once associated with a unit, a character model may only leave it at the beginning of the movement phase. It may not leave if the unit or the character is subject to any psychological reaction, compulsive movement rule (such as a rout) or other compulsive effect (a spell forbidding movement, for example).

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



CHARACTERS, UNITS & PSYCHOLOGY

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

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

CHARACTER MODELS AS LEADERS

Any character model associated with a unit may become its leader if its *leadership* characteristic is higher than that of the unit's present leader. The player simply declares the character is taking over and places the model in the centre front rank position. The old leader is displaced to one side.

The usual rules about leaders and shared psychology apply. Further tests made against *leadership*, *intelligence cool* and *will power* use the new leader's characteristics.

Once a character has assumed leadership of a unit, it is not so easy to leave. The player must declare that the character is handing over command at the beginning of the movement phase, but the model remains as leader until the beginning of the side's next movement. From then onwards, the old leader, or another hero, takes command and the character model is free to leave the unit as normal.



ASSOCIATED CHARACTERS AND CASUALTIES

When character models are placed in a fighting rank, they are liable to suffer damage in hand-to-hand combat. Blows struck by and against character models must be worked out separately and any damage caused must be recorded. A model in base-to-base contact with one or more enemy models may always fight either (and may fight both/all if it has sufficient attacks). A model faced with a character model will, therefore, usually have the choice of fighting it or not. This must be established before dice are rolled. When making rolls for or against character models, dice may be thrown separately or distinguished by colour, etc. In practice characters are usually faster and better fighters than their opponents, and combatants are frequently killed before they have a chance to fight back.

ASSOCIATED CHARACTER MODELS AND ROUTS

If a unit routs, any associated character models are also routed. Characters are moved as normal members of the unit and will rally in company with the rest of the unit, if at all. The only exception to this rule is if the character model is capable of moving faster than the unit. If this is the case, it is acceptable to move the model ahead and to attempt to rally it separately. The character is now judged to have left the unit and his own *leadership* is used as the basis of subsequent tests. Flying characters may always be removed from non-flying routers and treated separately.

CHAMPIONS

A fighting unit may include a character model as part of its organisation. For example, a regiment might include its own champion, an individual whose martial prowess is better than his fellows, but who is still a member of the unit and subject to the command of its leader. Indeed, a unit's leader may be a champion, but still have all the usual responsibilities of command. Characters of this kind are firmly tied to their unit because they are members of it, living, sleeping and fighting alongside their less gifted comrades in a position of respect, but not necessarily one of seniority. These character models are referred to as *champions*. Champions may not leave their unit, otherwise the same rules apply to them as to other characters associated with units.

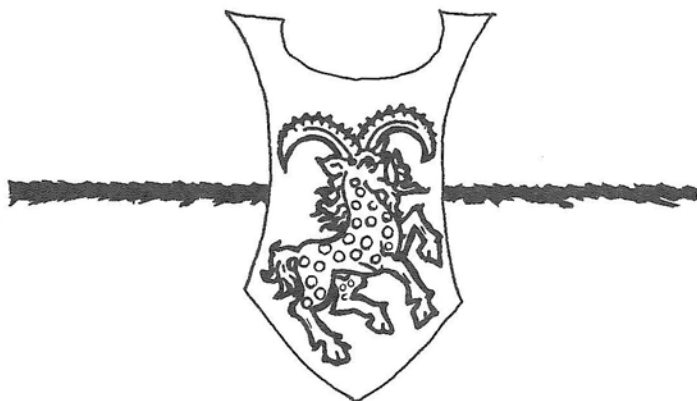
CHALLENGES

We have already seen how a leader may challenge the leader of an opposing unit to personal combat, and how an associated character may take up the challenge if the player wishes. In a similar way, characters are allowed to challenge each other. Where several characters are involved on each side, the challenges might fly back and forth between them, so it is important to establish the order in which challenges may be made.



Challenges against the leader of a unit are always made first. This challenge may be taken up by any character model associated with the unit. Technically, the two models involved in personal combat should be removed and repositioned so that they fight only each other. In practice, models can be left where they are, so long as the players remember which models may fight. If several personal combats are to be fought during the round, it is better to reposition models rather than rely on memory; it gets too confusing otherwise.

Once a challenge to the leader has been met, any character not already participating in personal combat may issue a challenge to any opposing character model which is similarly unengaged. Where several challenges are made within the combat round, characters must challenge in *initiative* order; those with higher scores making the first challenge. Where characters have the same initiative, preference goes to the one belonging to the side which is taking the turn.



A challenge may be issued to the opposing leader or to any enemy character model associated with the unit. A challenge may be refused, but the refuser may not fight during the combat round. A refusing model is removed from the fighting rank, and the resultant gap is not filled until after the combat round is over (the unit therefore fights with a depleted rank). If not in a fighting rank, the refuser is not moved. Refusing models from the front rank may be repositioned in the rear rank.

Any character not already engaged in personal combat may take up a challenge issued to another character or the unit's leader. The model does not have to be in a fighting rank to do this. The challenger has no option but to fight the individual taking up the challenge. The best way of representing the resultant personal combat is to remove the models from their units and place them opposing each other slightly to one side. If this proves inconvenient (due to scenery or other units), shuffle the ranks around so that models fighting each other are facing. If you do this, however, don't forget that personal combats are *personal*; other models may not interfere even if they are in base-to-base contact.



If a challenge is taken up on another character model's behalf, the model originally challenged is still free to participate in close combat or further challenges. It is not removed to a rear rank unless the challenge is refused and there are no other characters willing or able to take up the challenge.

THE CONDUCT OF CHALLENGES

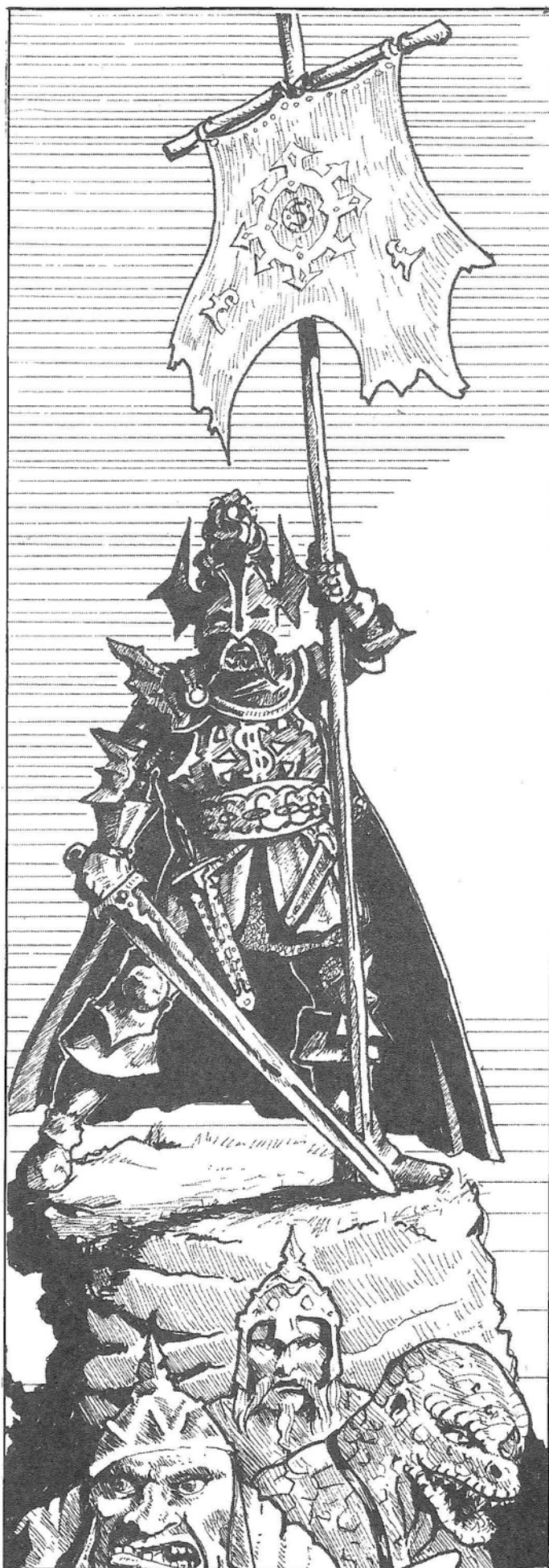
The rules allow for a complex succession of challenges between units with many associated characters. However, in practice this rarely happens, and most challenges involve at the most two models from each side. Challenges are your chance to call out your enemies and put an end to their miserable existence! As such, they should be made with a level of enthusiasm; proceedings will be enhanced considerably if players actually frame a proper challenge. Something along the lines of, 'Come on out, ye snivelling son of a scurvy rat-hound! I can smell ye fouled bitches and hear ye knees knockin wi' fear.' Challenges can be phrased to reflect the race and social standing of the issuer, or to rub-in some past defeat and wind-up the opposing player!

UNFAIR CHALLENGES

In a personal combat, two foes battle it out face-to-face whilst those around get on with the fighting between the two units. No-one would dare approach the swirling whirlwind of death surrounding the antagonists! This works fine for normal sized creatures; even when opponents are poorly matched, this is hardly unfair - the challenge could always be refused. However, there are some situations when a challenger is expecting too much. For example, imagine a huge demon 20 feet tall faced by five halfling characters. It would be unfair of the demon to challenge a single character to personal combat, and it would be unreasonable to expect the other halflings to stand idly by whilst their mate was slaughtered.

To overcome this, the GM should allow several characters to take up a challenge if the challenger is much larger or more powerful than they are. The challenger really does have to be *much* more powerful, not just better. As a general rule, say that if a challenger is more than ten feet tall any number of character models under ten feet tall may take up the challenge.

In the same vein, ordinary unit members can also pitch in if they are otherwise unengaged. If the challenger is over 10 feet tall and the enemy less than 10 feet, the challenge may be met by any otherwise unengaged troops from the fighting rank. So, a demon cannot single out a human character from amongst a unit it is fighting, for example.



ROUTS, RALLYING AND PURSUIT

THE ROUT TEST

These rules replace those given on page 27 of the Combat book.

A rout test must be taken under the following circumstances.

1 If a unit has lost 25% (a quarter) of its original numerical strength to date, and has been *pushed back* in close combat, and has been *followed up* by the enemy. The test is made immediately, before any push back.

2 The unit has just lost 25% (a quarter) or more of its current numerical strength to missile fire, magic missile attack, or a combination of both during a single turn.

The player controlling the unit must roll 2D6 and add the scores. If the result is equal to or less than the unit leader's *leadership* value, the test has been passed and the troops stand firm. If the result is more than the unit leader's *leadership* value, the unit routs as described below.

ROUT

As soon as it has been established that a unit has routed, the controlling player must move it directly away from the enemy a distance equivalent to its full charge move (ie, twice the normal move distance). Normal movement penalties apply for terrain. If the router's path is blocked by impassible terrain or friendly units, it will move around them where possible. If friendly units block the router's path, there must be a gap of at least 2" for the routers to move through. This gap must be within the path as shown on the diagram below, if there is no such gap, the routers will simply pile through the formation of the friendly unit, causing disruption and confusion all around. A unit piled through in this way must itself make a rout test. If this is failed, the troops in that unit also panic and rout, making an immediate double distance move in the same direction as the first routing unit. As the same rules apply to this newly routing unit, a domino effect can be created if units are arranged one behind the other.

FREE HACK

As soon as an enemy routs, the victors fight a further round of combat against their fleeing enemy. The enemy is unable to fight back or offer any defence against their assailants' blows. Instead of rolling hits as normal, it is assumed every attack automatically hits. Rolls are then made to wound as normal, and the routing unit makes any applicable saving throws for armour.

For example, 8 men with 1 attack each automatically cause 8 hits. Fight this *free back* as soon as the rout has been established, and before the routers are moved - this way it can easily be seen which of the attackers may fight. Once the routers have moved away this may not be clear.

MOVING ROUTED UNITS

The initial double distance move away from combat happens out of the normal turn sequence. Subsequently, the routing unit is moved in the *moving phase* of its own side's turn. During the first move of rout following the initial break, models should be formed into a nebulous mass to indicate their status, a block with an equal number of files and ranks will do. The GM must establish which is the closest point on the table edge to the unit. The unit is then obliged to move at double normal rate towards that spot. No deductions are made for turns, all manoeuvre and formation changes are now irrelevant. Deductions are made for terrain as normal.

It is left to the GM's discretion whether a routing unit would head for an impassable or obstructive terrain feature, it really depends on whether the feature is obvious or not. A unit wouldn't flee towards the stone walls of an enemy castle, for example, but they might flee towards a cliff edge if the drop were hidden. A unit reaching an impassible obstacle, or terrain which is very obstructive, should be allowed to skirt around it. The GM has the final say on the matter.

ROUTERS LEAVING THE TABLE

Any routing model reaching the edge of the games table is removed from play and does not return.

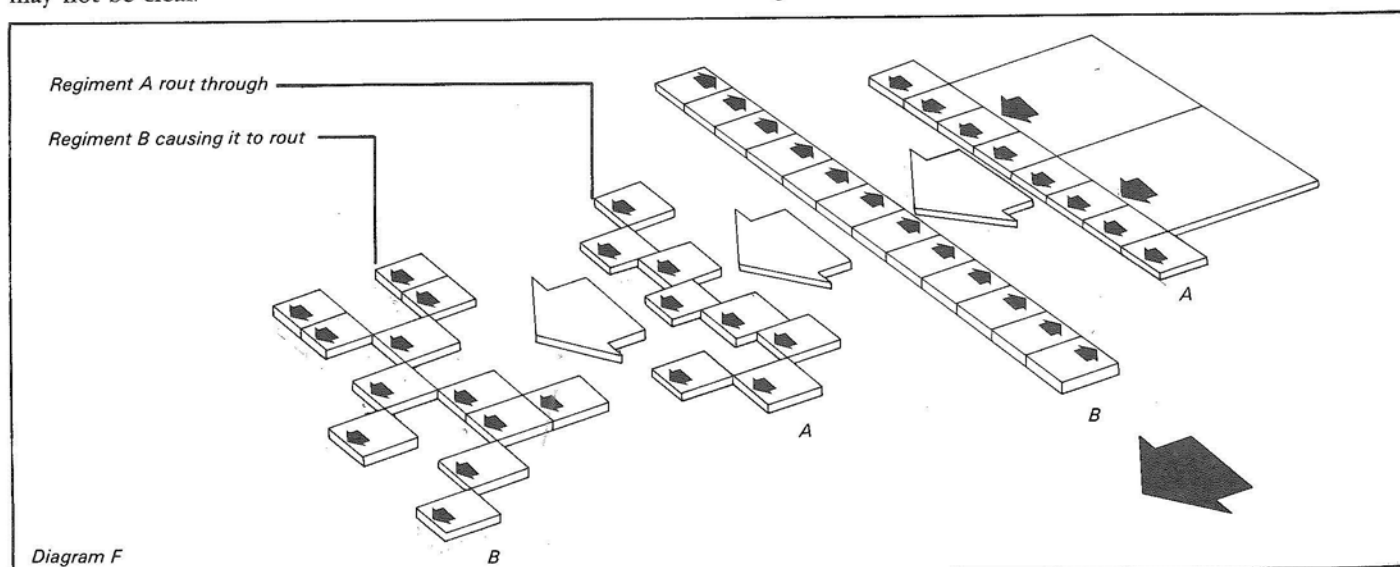
RALLYING A BROKEN UNIT

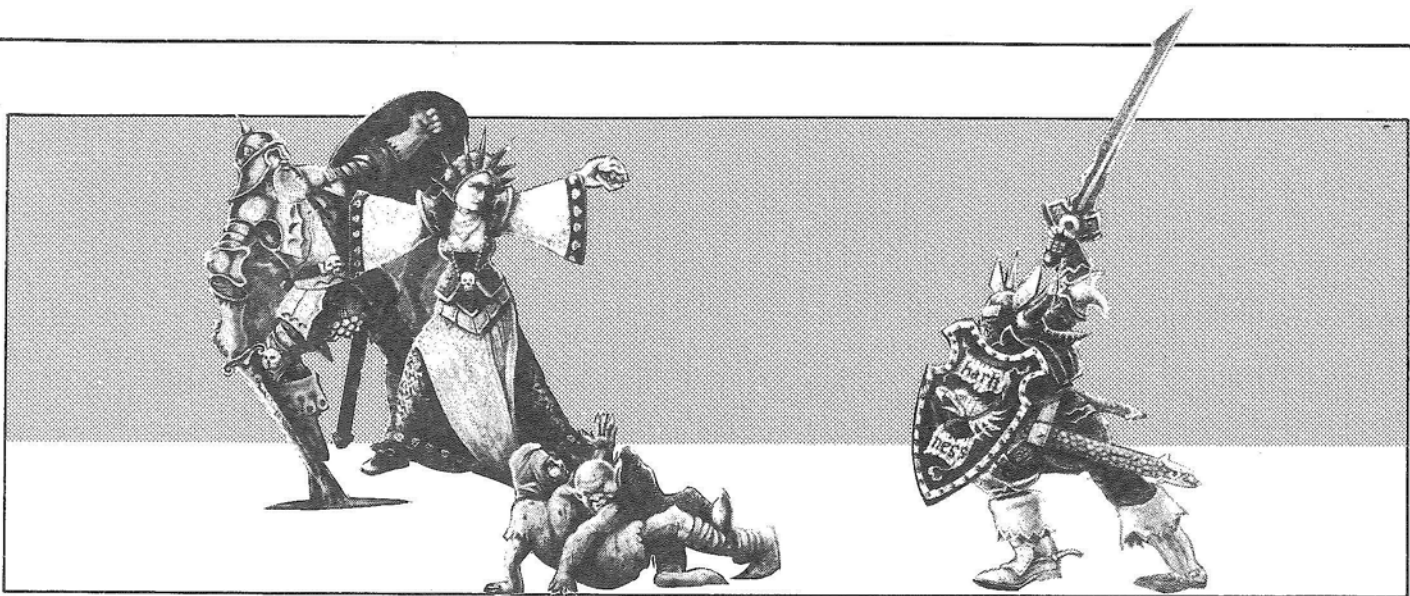
The controlling player is allowed to make a *rallying test* at the beginning of the side's *rallying phase*. The test is made in exactly the same way as the rout test, and, if passed, order is restored and the rout ceases.

To indicate its new status, the unit is rearranged in any permitted formation with the front rank centred around its leader. The unit is said to be *rallying*. Models may be turned and positioned as the player wishes. From the end of the rallying phase, the unit is considered to be *rallied* and is treated exactly as any other unit.

To make a rallying test the unit must qualify as follows:

1. The unit must be free of any pursuers. If pursuers remain in base-to-base contact with a routing unit it may not rally.
2. The unit must still have at least 25% (a quarter) of its original numerical strength left. This does not include any additional characters who joined the unit during the battle. For example, a unit which started off with 20 members may not rally if it has 4 or less remaining. Always round any odd numbers down for this purpose.
3. The unit must be closer to at least 1 friendly unit than to any enemy units. Units comprising less than 5 models do not count. Individual models do not count. Other routing units do not count.
4. If the unit is within charge range of an enemy creature it *fears* it may not attempt to rally.
5. The unit may not take a rallying test during the turn in which it began to rout.





PURSUERS

All units whose enemies rout make an automatic *free back* as described above. This free back is made whether pursuit is given or not. It is usual for a victorious unit to pursue. If a player does not wish his unit to pursue, a 2D6 test is taken against its leader's *leadership*. If successful, the unit does not have to pursue and is free to carry on normally from that moment on. A unit still facing unrouted foes will never pursue.

Pursuing troops are moved at the same time as routers, in such a way that they follow them exactly. During the initial rout, pursuers are moved at double rate, minus any deductions for terrain that applied to the routers. Walls, hedges, etc, originally lying between the fighting units do not impede the pursuing unit, as they would have been crossed during the fighting itself. If the pursuer's move distance is insufficient to catch the routers, they are placed behind, but not in contact with, the routing unit and make a further *free back*. This represents the additional casualties caused before the routers have time to get away. If the pursuers move distance is sufficient to remain in base-to-base contact with the routing unit, they are positioned immediately behind and, once again, take a *free back*. A pursuing unit will therefore always take two free backs during the turn in which the rout begins.



PURSUERS LOSING CONTACT - UNFORMED

If a pursuing unit loses contact with routing troops, it becomes *unformed*. This can happen either if the pursuer's move distance is insufficient to catch the enemy after the initial rout, or if the routers are all destroyed or driven from the table. An unformed unit comes to an immediate halt.

In its following *movement* part of the turn, the unit may adopt any permitted formation with its front rank centred upon its leader. The unit may also be adjusted to face any direction and individual members may turn as the player wishes. Otherwise no movement or manoeuvre is allowed. As soon as the movement part of the turn is over, the unit reverts to normal. This process is called *reforming* and the unit is described as *unformed* until it is complete. If a unit's opponents are chased from the table, it may reform at the point where the routers left the battlefield.

If an unformed unit is attacked, it must receive any charge at the halt; it may not run away or shoot at its enemy. Models may turn to face their attackers as normal. If the unformed unit wins the combat round, it is assumed to have 'pulled itself together' and it is immediately reformed. Any remaining combat rounds are fought as normal. An unformed unit losing the initial round of combat is automatically routed if the enemy follow up their attack.

Where an unformed unit has to take either a rout test (as a result of missile casualties, for example) or a psychology test, it is subject to a +1 disadvantageous dice modifier.

PURSUERS REMAINING IN CONTACT

If a unit pursues and its distance is sufficient to maintain contact with the enemy, it follows the routing unit as it moves during its own turn. Contact is maintained at all times. Pursuers are only ever moved with routers, they are never moved during their own turn. Pursuers must continue to move in this way until the enemy are either all slain or removed from the table, or the pursuers are able to halt of their own accord (see below). All rounds of combat against routers are *free backs*, so all attacks automatically hit. If all the enemy are slain, the pursuing unit must reform as described above.

CLOSE COMBAT AGAINST PURSUERS

Pursuers can sometimes find themselves charged (usually in the back or side) by a further enemy unit. Pursuers are permitted to turn models to face their new attacker, and a normal round of close combat is fought. Pursuers are not allowed to run away or shoot at their attackers. The pursuit is immediately broken off, the pursuers do *not* have to reform. However, if the unit is pushed back and followed up by its attackers, it is automatically routed.

ROUTING UNITS WITH FAST AND SLOW MEMBERS

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

WISHING TO HALT A PURSUIT ONCE UNDERWAY

If a player wishes to cease a pursuit, he must declare his intention as the enemy unit moves away in its own turn. If the pursuing unit has no leader, the pursuit cannot be stopped. If the unit has a leader, a normal 2D6 *leadership* test is taken, but with an additional modifier of +1. So, a normal result of 7 becomes 8, for example. As success with a *leadership* score depends on rolling less than the unit's *leadership* value, this obviously makes it more difficult to stop the pursuit. If the unit succeeds in stopping the pursuit, it comes to an immediate halt and must *reform* as described above.

GENERAL POINT ON REFORMING AND RALLYING

Reforming and rallying are two different operations. Only a unit which is routing can attempt to rally, and a test is required for success. Where successful, a rally takes place during the rallying phase. Units are required to reform following pursuit and this happens automatically once contact with routers is lost. Reforming units must spend their following movement halted whilst they reorder their ranks. Until reformed, any unit pushed back and followed up in hand-to-hand combat is automatically routed.

ORCS & GOBLINS

Any army based around Goblins or Orcs is likely to be an amalgam of several different goblinoid races, ranging from Snotlings right the way through to the larger, more fearsome Orcs. It is the larger Orcs who are likely to be leading the army and most of its regiments. The term goblinoid has been coined to refer to Snotlings, Goblins, Orcs, Half-orcs and Hobgoblins (although Hobgoblins are unlikely to band together with other goblinoids).



ORCS

Orcs are subject to *animosity* towards other goblinoids. Orcs can act as leaders of other goblinoid regiments.

Fighting Characteristics

Basic Profile - 5 1/4 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	2	1	7	5	7	7

Champion - 7 1/4 points

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

Minor Hero - 38 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	2	4	1	8	6	8	8

Major Hero - 87 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	5	3	5	3	9	7	9	9

Wizard Level 1, CPs 10 - 57 1/2 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	3	1	7	5	7	8

Wizard Level 2, CPs 20 - 195 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	2	4	1	8	6	8	9

Wizard Level 3, CPs 30 - 360 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	3	5	1	9	7	9	10

HALF-ORCS

Half-orcs can act as leaders of other goblinoid regiments.

Fighting Characteristics

Basic Profile - 4 3/4 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	6	7	7

Champion - 6 3/4 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1	7	6	7	7

Minor Hero - 36 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	5	2	8	7	8	8

Major Hero - 84 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	8	9	9

Wizard Level 1, CPs 10 - 52 1/2 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	7	6	7	8

Wizard Level 2, CPs 20 - 195 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	2	5	1	8	7	8	9

Wizard Level 3, CPs 30 - 360 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	3	6	1	9	8	9	10

Goblins and Orcs are a menace throughout the Old World, but they are at their strongest in the Worlds Edge Mountains. Large groups can be found in any isolated place, particularly remote mountain valleys, cave systems and deep forests. The armies represented by this list could be anything from a large raiding party to a coalition of tribal warriors.

SAVAGE ORCS

Orcs are not renowned for their intellectual prowess or technical achievement, preferring brute violence as an uncomplicated solution to their problems. Faced with the growing complexity of weaponry, armour and martial development, some Orcs just cannot keep up. What starts off as the simple inability to comprehend the latest Dwarf war-machine can easily turn into a complete mental-block against all forms of technology. The forests and mountains of the Old World are full of Orc tribes who have never really got to grips with modern life. These are the Savage Orcs, creatures which spurn technology and who rely instead upon their older, simpler and (as far as they're concerned) perfectly serviceable ways.

They are adept stone workers, making stone arrow-heads and spear points, as well as clubs, maces and other easily understandable weapons. They use metal tools and weapons too, but usually gain them by trade rather than making them. They wear only crudely woven clothes, skins or what they can steal from other creatures. They refuse to wear (or understand) armour, believing that their nakedness offers them magical protection against missile fire.

All normal Orc rules apply to savage Orcs. In addition, Savage Orcs are subject to the psychological rules for *frenzy*. They *fear* all chariots and war-engines, including bombard, cannon and firethrowers. If suffering missile damage from any war-engine they must make an immediate *rout* test, as if pushed back in combat. Savage Orcs may not wear armour, but always carry a shield. They have a special saving throw which reflects their belief in the protective power of their nakedness, giving them a 5 or 6 save rather than the normal 6. Savage Orcs character models may wear armour, but lose the saving throw bonus.

SNOTLINGS

Snotling are grouped together on a single base in 3 ranks of 3, making a total 9 models per base. In combat, each base makes 3 *attacks* and can withstand 3 *wounds*. Record casualties for the entire regiment, when this reaches 3 wounds remove one base. No deduction in fighting power is experienced due to loss of wounds until an entire base is removed.

Snotlings never charge or receive charges unless they outnumber their enemy by at least three to one. If a regiment of Snotlings is charged by a unit which it doesn't outnumber by at least three to one, it must run away. For example, a regiment of 6 Snotling bases (54 Snotlings) would run away if it were charged by 19 or more humans, but could receive the charge if there were only 18 men. For large creatures with several *wounds*, such as Ogres and Giants, use the same ratio but total up the creature's wounds rather than their actual numbers. Thus the 6-base Snotling regiment (54 Snotlings) would run away if charged by 7 or more Ogres (21 wounds). Snotlings used as skirmishers must run away from other skirmishers, unless they outnumber their opponents by 3 to 1 or more.

Author's note. The rules given for Snotlings are slightly revised than those published in the *Citadel Journal* and *White Dwarf* magazine. The number of *wounds* each base can sustain is now 3 and not 9 as in the original rules. Although this makes Snotlings considerably less powerful, we felt the change was justified in light of playing experience and the comments of other gamers. The points value of the Snotling base has been reduced accordingly.

Snotling 9-model base - 25 points

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

GOBLINS

Goblins are subject to *animosity* against other goblinoids. They *bate* Dwarfs and *fear* regiments of Elves which are over half their own regiment's numeric strength.

Fighting Characteristics

Basic Profile - 2 1/4 points

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

Champion - 4 1/4 points

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

Minor Hero - 22 1/2 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	4	2	6	6	6	6

Major Hero - 75 points

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

Wizard Level 1, CPs 10 - 27 1/2 points

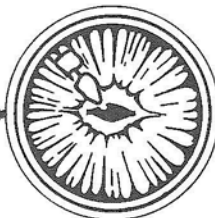
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	1	3	1	5	5	5	6

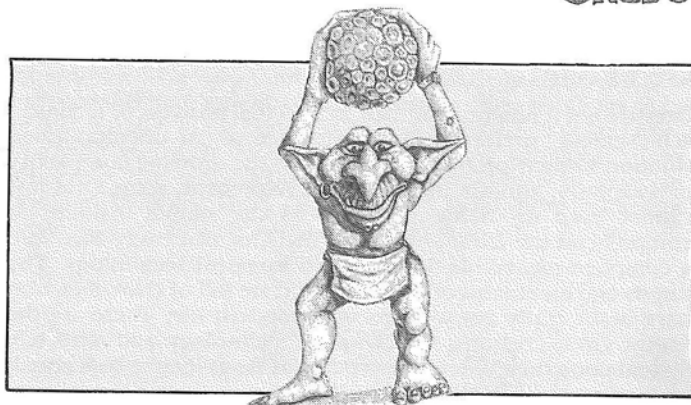
Wizard Level 2, CPs 20 - 100 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	4	4	2	4	1	6	6	6	7

Wizard Level 3, CPs 30 - 320 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	4	4	3	5	1	7	7	7	8





PUFFBALLS

Puffballs are a weapon used exclusively by the Snotlings. A regiment equipped with puffballs may use them in combat. Each base has 1 puffball attack during the combat round, in addition to any normal attacks. Puffballs are effective only against ordinary living creatures, they don't harm things like skeletons, demons, zombies or ghouls. They are used like ordinary thrown missiles, such as javelins and throwing knives. Roll to hit as normal. Treat misses as puffballs which haven't exploded or prove to be 'duds'.

When a puffball scores a hit, place a 2" diameter template over the target model. Models whose bases are even partially within the template must test by rolling D6 and comparing it to their *toughness*. If the dice score equal to or less than the *toughness* rating, the tester isn't affected by the spores. Those who fail the test, by scoring more than their *toughness*, lose 1 point from all their characteristics for the duration of the battle, although they are then *immune* to further spore attacks. A base of Snotlings may be equipped with spore weapons at an extra points cost of 5.

BALL AND CHAIN

This is a purely fantasy weapon - not the ordinary inoffensive morning star type of thing used by medieval knights, but a huge solid metal ball suspended on a chain several feet long. Only a creature with absolutely no regard for the dangers of a slipped disc would even look at such a thing! In fact, it is used only by the drug-crazed followers of a particularly nasty goblin cult, dedicated acolytes who clamour for the honour of entering battle as a whirling ball of death.

Insensitised and thoroughly blitzed on a strange herbal preparation, these revered fanatics hide themselves amongst the ranks of ordinary goblin units. Gibbering squeaky little incantations through foaming lips, they are herded into battle by those around them, their green-glowing eyes staring mad and unseeing. Once within a reasonable distance of an enemy regiment, the crazed goblins are pushed forward by their comrades (with some relief, one imagines!) and they immediately begin to spin under the influence of narcotics and religious fervour. What happens next is in the lap of the gods - with no knowledge of what's happening around them, the whirling goblin fanatics plough through anything in their way whether friend or foe. Eventually the narcotics will wear off and the acolyte will collapse in a state of exhaustion, or else his heart will fail under the strain and give out altogether. Many of these warriors die as they stumble into trees or holes in the ground, their weapons then become a liability as the chains become entangled or their huge weighted ends swing round and decapitate the user.

A model equipped with this weapon is mounted on a circular card base 1" in radius. Because the goblin fanatic is initially hidden amongst its fellows it is not placed on the table until ready for use. The player must write down how many fanatics are present in a unit of ordinary goblins, and represent them by normal goblin models until such time as they are ready to attack.

As soon as the sheltering unit comes with 8" of an enemy, the fanatics must be released towards their foe. This happens automatically, no matter which side's turn it is, and irrespective of the normal turn sequence. Each fanatic model is pointed in a direction determined by the controlling player and moves off in this direction a distance of 2D6". Any unit in the way of the fanatic is moved over and suffers D6 automatic *strength* 5 hits with no saving throw for armour. The fanatics' path and the

damage they cause is worked out immediately. Opponents may never fight back against a fanatic - they're far too busy trying to get out of the way!

Once it has made its initial out-of-sequence move, the fanatic model is subsequently moved at the beginning of that side's movement. However, the goblin has now lost all sense of direction, so direction and move distance become random. This is dangerous for anyone close by! For each fanatic model, nominate one direction as 12 o'clock and role a D12. The direction the model moves in is shown on the chart below and corresponds to the numbers around a clock. For this reason the chart is referred to as a 'clock-face chart'. As before, the model moves 2D6" and crosses over all units in its path. Any unit the model comes into contact with suffers D6 automatic *strength* 5 hits with no saving throws for armour.

Any model rolling a double for its *movement distance*, in any turn following its initial move, is removed as a casualty of its own weapon - either a victim of heart failure or the inability to control the whirling ball.

Any fanatic model moving into a building, wooded area or over an obstacle is automatically removed as a casualty of its own weapon.

WOLF AND BOAR RIDERS

Goblinoids rarely use conventional horses as mounts, preferring the bestial savagery of trained Wolves or Boars. A Goblin on one of these animals has his fighting prowess augmented by the animal's own attack. This is a *gore* attack in the case of a Boar and a *bite* attack from a Wolf. Both sorts of attack may be made only towards the front. If you use Wolf or Boar riders, remember that their armour saving throw is increased by 1 for being mounted.

Boar - Basic Points 1¾, 6¾ when used as a mount

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

Wolf - basic points 2¾, 7¾ when used as a mount

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
9	4	0	3	3	1	3	1	3	4	4	4

All *leadership* and psychology tests are taken on the rider's characteristics, not the mount's. Close combat and missile fire attacks are always taken against the rider. Animals who riders are slain are removed from play.

WOLF AND BOAR CHARIOTS

Goblin leaders are very keen on being seen as powerful warriors, to which end they sometimes ride chariots or war-wagons into battle. Not only does this place them at a suitably high level compared to their underlings, but it also presents them with a valuable and potent weapon. Goblin chariots are drawn by either wolves or boars, the basic profile is for a span of two animals. Sometimes a warlord might equip his friends with chariots, forming an elite squadron of murderous maniacs. The profile given assumes a crew of two ordinary Goblins. A Goblin character model may ride in a chariot.

Chariot

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	-	4	4	5	3	*	As crew			

Boar

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

Wolf

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
9	4	0	3	3	1	3	1	3	4	4	4

*D3 for the chariot, plus 2 for scythes, but only when charging.

ORCS & GOBLINS ARMY LIST

400-850 POINTS OF CHAMPIONS, HEROES & MAGICIANS

The character model with the highest *leadership* must be declared as the army's commander. If there are two or more characters with equal *leadership*, the player may freely choose between them. The player may choose characters from any goblinoid race, subject to the restrictions laid out in the following information:

4-18 CHAMPIONS & HEROES

The army can contain a maximum of 18 heroic fighters, up to the limits given below. Note that the totals given are the maximum for the entire army; the lists for the various goblinoid sub-species also give upper limits. Thus, for example, while the army may contain six minor heroes, only two of them may be Orcs.

4-12 Champions

0-6 Minor Heroes

0-3 Major Heroes

ORCS

0-4 Orc Champions, 7½ points each.

0-2 Orc Minor Heroes, 38 points each.

0-2 Major Heroes, 87 points each.

Extra points for a sword, mace, cleaver or other additional hand weapon - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Additional cost for a spear - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Additional cost for a two-handed axe or cleaver - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a bow - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a crossbow - 2 points for a champion, 8 for a minor hero, 18 for a major hero.

Extra for a shield - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Extra cost for chainmail armour - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a boar mount - 12¼ for a champion or minor hero and 21¾ for a major hero. A wolf may be used instead of a boar costing 13¼ points for champions and minor heroes and 22¾ points for major heroes.

Orc major heroes may be armed with a weapon with a single *magical attribute*, see pages 26-28 of Warhammer Battle, Vol 2.

HALF-ORCS

0-2 Champions, 6¾ points each.

0-2 Minor Heroes, 36 points each.

0-1 Major Heroes, 84 points each.

Additional cost for a spear - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Additional cost for a two-handed axe or cleaver - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a bow - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a crossbow - 2 points for a champion, 8 for a minor hero, 18 for a major hero.

Extra for a shield - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Extra cost for chainmail armour - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a boar mount - 12¼ for a champion or minor hero and 21¾ for a major hero. A wolf may be used instead of a boar costing 13¼ points for champions and minor heroes and 22¾ points for major heroes.

Half-orc major heroes may be armed with a weapon with a single *magical attribute*, see pages 26-28 of Warhammer Battle, Vol 2.



GOBLINS

0-8 Champions, 4¼ points

0-4 Minor Heroes, 22½ points.

0-2 Major Heroes, 75 points.

Additional cost for a spear - ½ point for a champion, 1½ for a minor hero and 4 for a major hero.

Additional cost for a short bow - ½ point for a champion, 1½ for a minor hero and 4 for a major hero.

Extra for a shield - ½ point for a champion, 1½ for a minor hero and 4 for a major hero.

Extra for chainmail armour or a metal breastplate - 1 point for a champion, 3 for a minor hero and 8 for a major hero.

Additional cost for a boar mount - 12¼ for a champion or minor hero and 21¾ for a major hero. A wolf may be used instead of a boar costing 13¼ points for champions and minor heroes and 22¾ points for major heroes.

Goblin major heroes may be armed with a weapon with a single *magical attribute*, see pages 26-28 of Warhammer Battle, Vol 2.



0-8 MAGICIANS

Up to half of whom may be specialists, either *demonologists* or *necromancers*. Specialist magicians have the same points cost as ordinary Battle magicians. The magicians may be selected within the following limitations. There are further restrictions given for each subspecies.

0-6 level 1 magicians

0-3 level 2 magicians

0-2 level 3 magicians

ORCS Level 3 Orc magicians may only have a maximum of 7 spells because of their low *intelligence*.

0-3 level 1 magicians, 57½ points.

0-2 level 2 magicians, 195 points.

0-1 level 3 magicians, 360 points.

Additional cost for a sword - 3 points for level 1 magicians, 10 for level 2 and 18 for level 3.

Additional cost for a shield - 3 points for level 1 magicians, 10 for level 2 and 18 for level 3.

Additional cost for chainmail armour or a metal breastplate - 6 points for level 2 magicians, 20 for level 2 and 36 for level 3.

Additional cost for a boar mount - 21¼ points.

Additional points for a wolf mount - 22¼ points.

Orc level 2 wizards may be armed with a single attribute *magical weapon*, and level 3 wizards may be armed with a magical weapon with up to three attributes, see pages 26-28 of Magic, Warhammer Battle, Vol 2.

HALF-ORCS Level 3 Half-orc magicians may have a maximum of 8 spells because of their low *intelligence*.

0-2 level 1 magicians, 52½ points.

0-1 level 2 magicians, 195 points.

0-1 level 3 magicians, 360 points.

Additional cost for a sword - 3 points for level 1 magicians, 10 for level 2 and 18 for level 3.

Additional cost for a shield - 3 points for level 1 magicians, 10 for level 2 and 18 for level 3.

Additional cost for chainmail armour or a metal breastplate - 6 points for level 2 magicians, 20 for level 2 and 36 for level 3.

Additional cost for a boar mount - 21¼ points.

Additional points for a wolf mount - 22¼ points.

Half-Orc level 2 wizards may be armed with a single attribute *magical weapon*, and level 3 wizards may be armed with a magical weapon with up to three attributes, see pages 26-28 of Magic, Warhammer Battle, Vol 2.

GOBLINS Level 3 Goblin magicians have a maximum of 7 spells because of their limited *intelligence*.

0-6 level 1 magicians, 27½ points.

0-3 level 2 magicians, 100 points.

0-1 level 3 magicians, 320 points.

Additional cost for a sword - 1½ points for level 1 magicians, 5 for level 2 and 16 for level 3.

Additional cost for a shield - 1½ points for level 1 magicians, 5 for level 2 and 16 for level 3.

Extra for chainmail armour - 3 points for level 1 magicians, 10 for level 2 and 32 for level 3.

Additional cost for a boar mount - 21¼ points.

Additional points for a wolf mount - 22¼ points.

Level 3 Goblin wizards may be armed with a single attribute *magical weapon*, see pages 26-28 of Magic, Warhammer Battle, Vol 2.



Rank & File

1000-2500 POINTS OF RANK & FILE TROOPS

Regiments of 20 or more may be given a *standard bearer*, and regiments of 30 or more may be given a *regimental musician*. Standard bearers and musicians cost twice the points of a basic trooper.

30-80 ORCS

6¼ points each

in regiments of 15 or more. Armed with hand weapons and carrying shields.

Extra point for a sword, mace or other additional hand weapon - ½ point per model.

Additional cost to give any regiment chainmail armour - 1 point per model.

Extra to give any regiment pole arms - 1 point per model.

0-50 ORC ARCHERS

6¼ points each

in regiments of 10 or more. Armed with hand weapons and bows.

Extra to give Orc Archers metal breastplates or chainmail armour - 1 point per model.

0-25 ORC CROSSBOWS

7¼ points each

in regiments of 10 or more. They are armed with hand weapons and crossbows.

Additional cost for a shield - ½ point per model.

Additional cost for metal breastplates or chainmail armour - 1 point per model.

0-30 SAVAGE ORC WARRIORS

9¾ points each

in regiments of 20 or more. They armed with hand weapons only and cost 9¾ points each.

Extra for an additional hand weapon - ½ point per model.

Extra for spears - ½ point per model.

Extra for two-handed weapon - 1 point per model.

Extra for bow - 1 point per model.

0-20 SAVAGE ORC ARCHERS

10¾ points each

in a single regiment. They are armed with bows and hand weapons.

Extra for an additional hand weapon - ½ point per model.

0-20 HALF-ORCS

5¾ points each

in a single regiment of 10 or more. Armed with hand weapons and carrying shields.

Extra to give the regiment chainmail armour or metal breastplates - 1 point per model.

Extra to give the regiment pole arms or bows - 1 point per model.

25-150 GOBLINS

2¼ points each

in regiments of 25 or more. Armed with hand weapons.

Up to 50% of the Goblins present may be armed with spears, costing ¼ point per model.

Additional cost to give the regiment shields - ¼ point per model.

Up to 50% of the Goblins present may be fitted out in chainmail armour - ½ a point per model.

50-150 GOBLIN ARCHERS

2½ points each

in regiments of 20 or more. Armed with knives and short bows.

Extra to equip up to 50% of the Goblin Archers present with chainmail armour - ½ point per model.

Additional cost to give the regiment shields - ¼ point per model.

0-50 GOBLIN JAVELINMEN 2 ¾ points each

in regiments of 10 or more. They are armed with hand weapons and javelins and carry shield.

0-8 GOBLIN FANATICS 30 points each

hidden in existing regiments. Each fanatic is equipped with a ball & chain.

0-20 SNOTLINGS 25 points per base

bases each containing 9 models, in regiments of 5 or more bases. They are armed with an assortment of hand-arms.

Extra to equip Snotlings with spore weapons - 5 points per base.

0-40 WOLF RIDERS 10 ¼ points each

in regiments of 10 or more. Each rider is an unarmoured Goblin carrying hand weapons and a shield.

Extra to equip the riders with either a spear or a short bow - ¼ point per model.

Extra to equip the riders with chainmail armour - ½ point per model.

0-30 BOAR RIDERS 9 ¾ points each

in regiments of 10 or more. Each rider is an unarmoured Goblin carrying hand weapons and a shield.

Extra to make the riders Orcs instead of Goblins - 3 ¾ points per model.

Extra to give the riders a spear - ¼ point for Goblin riders, ½ a point for Orcs.

Extra to give the riders chainmail armour - ½ point for Goblin models, 1 point for Orcs.

0-6 TROLLS 66 points each

in a single unit led by an Orc champion, minor hero or major hero. Trolls do not need weapons to fight, but are assumed to have an assortment of clubs, maces and other hand weapons.

0-4 CHARIOTS 40 points each

operating independently or organised into a single regiment. The chariots have scythed wheels and are pulled by a span of two wolves or boars. The standard crew is two Goblins, one of whom must be a driver. Both are equipped with chainmail and hand-weapons.

Extra to make crew Orcs instead of Goblins - 7 ½ points.

Extra to increase span to four wolves or boars - 20 pts.

Extra points to give 1 crewman a bow or javelin - ½ pt.

0-2 WAR ENGINES special

operating independently or organised into a 2-engine regiment. They engines may be bolt throwers or stone throwers, or one of each. Bolt throwers are 65 ¾ points, stone throwers are 115 ¾, both totals include a crew of three unarmoured Orcs with hand weapons.

Extra points for surplus crew - 5 ½ points per extra crew model. Additional cost to give the crew models chainmail armour - 1 point each.

0-100 SKIRMISHERS special

chosen from existing regiments. Using troops as skirmishers is free, but they must obey the special rules on page 43 of Combat, Warhammer Fantasy Battle Vol 1. Only Goblin archers and javelinmen, Snotlings, Wolf or Boar riders may be selected as skirmishers.

Mercenaries

0-600 POINTS OF MERCENARY REGIMENTS

chosen from the following:

0-400 points of Hobgoblin mercenaries

0-300 points of Ogre mercenaries

Allies

0-600 POINTS OF ALLIED TROOPS

in a single allied *contingent*. These may be:

0-600 points of Lizardmen allies.

0-600 points of Undead allies.

Tactics

Commanding a Goblin army is an extremely difficult task. Most of the troops are passable archers, and there are enough of them to completely annihilate any opponent, given enough time. However, inter-goblinoid animosity makes it imperative that they get to grips with the foe as quickly as possible, before the army wipes itself out. The quality of the troops is another distinct drawback, low *weapon skill*, *leadership* and *cool* characteristics make them often ineffectual and extremely prone to routing. Once one regiment breaks its quite likely that several others will, thus sparking off a more general retreat.

The only way to overcome these difficulties is to maximise the troops' abilities. Use large regiments and give them good quality leaders. Try to move the army up as quickly as possible - once the enemy are close enough, the Goblins will forget their rivalry. Isolated archer regiments stationed on hills behind the main line of the army will be able to provide valuable, sustained, supportive fire. Wolf riders, operating well out on the the flanks can hamper your enemy by threatening to move behind him.

When the bulk of the army is at close quarters, *keep attacking*. Make sure there are enough reserves to hand to replace routed troops and keep up the onslaught. Don't be put off when regiments rout; if your army is far enough forward, you should have time to rally them. And if you don't, there should still be hundreds of troops left!



UNDEAD

Armies of Undead inspire feelings of dread and horror in almost any foe. Their main drawback is that almost all of their troops are subject to *instability* and require *controllers*. The controllers may either be necromancers (who may control any troops within a 12" radius) or mummies and undead characters (which may only control the regiment they are leading).

NECROMANCERS

Necromancers may control any Undead troops within 12". This is an innate ability and does not interfere with the necromancer's abilities to move, fight or perform magic. Necromancers may only have one Battle magic spell at each level.

Wizard Level 1, CPs 10 - 55 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	7	7	7	8

Wizard Level 2, CPs 20 - 195 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	2	5	1	8	8	8	9

Wizard Level 3, CPs 30 - 360 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	3	6	1	9	9	9	10

SKELETONS

Skeletons are immune to all psychology tests. They cannot be routed and do not need to take rout tests. Skeletons cause *fear* in living creatures under 10' tall. Skeletons are subject to *instability*. Skeletons with champion or hero profiles may act as undead controllers for any undead regiment.

A skeleton regiment which has no controller suffers from *stupidity* and automatically disappears if it becomes subject to *instability*.

Fighting Characteristics

Personal Characteristics

Basic Profile - 2½ points

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

Skeletal Champion - 4½ points

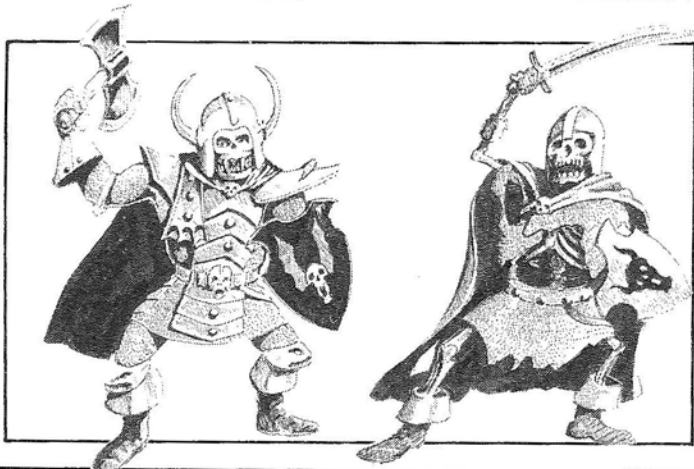
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	3	1	3	1	5	5	5	5

Skeletal Minor Hero - 32 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	4	2	6	6	6	6

Major Hero - 78 points

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



UNDEAD CAVALRY

Undead cavalry are subject to the same rules as ordinary skeletons. They are *immune* to all psychology tests and don't take *rout* tests. Cavalry champions and heroes can act as controllers for any undead regiments. Undead riders are also subject to *instability*, cause *fear* and must be controlled in the same way as other skeletons.

The mounts ridden by skeleton cavalry are fearsome, supernatural creatures. They allow their riders to move through the walls of buildings, losing half their move. They move through or over all other terrain or obstacles without penalty.

Fighting Characteristics

Personal Characteristics

Rider - 11¾ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	2	2	3	3	1	2	2	5	5	5	5

Champion - 18¾ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	3	4	3	1	3	2	5	5	5	5

Minor Hero - 50 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	4	4	4	4	2	4	3	6	6	6	6

Major Hero - 110 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	5	5	4	4	3	5	4	7	7	7	7

Undead riders have been given a single profile that includes rider and mount. The number of attacks for each category includes 1 made by the mount, with the same strength as the rider. If the rider is slain, the horse will vanish.

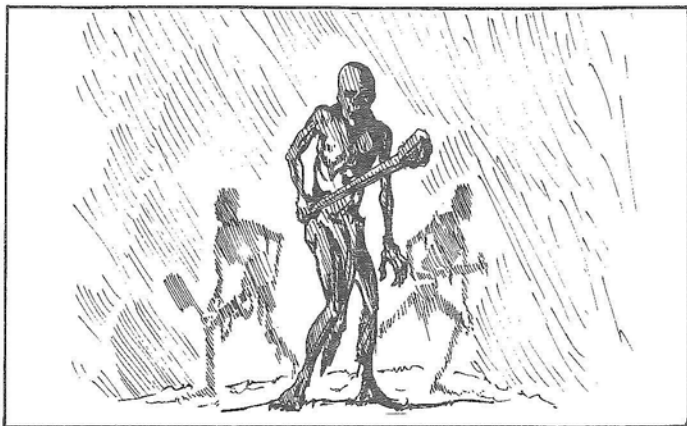
Necromancers may summon undead riders using the 'summon skeletons' spell. This will summon D3 riders (as opposed to D6 normal skeletons). Mounted skeletal champions may be summoned using the 'summon skeleton champion' spell, which uses up 5 points of *constitution*.

MUMMIES

Mummies are *flammable*. They are subject to *stupidity* unless controlled by a necromancer within 24". They do not otherwise need to be controlled and can act as undead champions, controlling an undead regiment. Mummies cause *fear* in creatures under 10' tall.

Basic Profile - 78 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	3	0	4	5	4	3	2	10	8	8	10



GHOULS

Hits from Ghouls are *venomous*. A Ghoul unit which pushes back or routs an enemy will follow up only the D6 score of 4 or more. Otherwise, they will feed until their next turn. Whilst feeding, they count as *confused* if attacked.

Basic Profile - 2 3/4 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	0	3	4	1	3	2	2	5	8	8

ZOMBIES

Zombies are immune to all psychology tests. Unlike skeletons they can be routed and need to take rout tests. Zombies cause *fear* in living creatures they attack. They are subject to *instability* and also *stupidity*, unless they have a controller (either a Necromancer within 12" or a mummy or skeletal personality actually leading the regiment). A regiment of Zombies which is lead by a skeleton character model must still take rout tests, and if they fail, the whole regiment, including the skeleton is routed.

Basic Profile - 1 1/4 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	0	3	3	1	1	1	8	4	4	4

UNDEAD CHARIOTS

Undead chariots have the same supernatural powers as the weird beasts which pull them and the strange beings riding them. An undead chariot may move straight through solid walls, losing half its move, and over all other obstacles without penalty.

Beyond this, the chariot is subject to the same rules given in the Combat volume of Warhammer Battle. It moves at 6" per turn, 2" slower than the basic rate for the draft animals. The crew fight normally and may engage any models in base-to-base contact on any side of the chariot.

Fighting Characteristics

Personal Characteristics

Chariot

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	--	4	4	5	3	*		As Crew.....		

Beasts

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

When it charges, the chariot itself makes two attacks, but only for the first round of combat following a charge. The undead beasts each have 1 attack which may be made to their front.

Undead chariots have a basic points value of 40. This includes two undead beasts and a crew of two unarmoured skeletons. The span of undead beats may be increased to four for an additional 30 points.

UNDEAD CARRION

Undead carrion were once great birds of prey inhabiting the loftier peaks of the World's Edge Mountains. They were warped during the original incursion of Chaos, becoming creatures that were both alive and dead, eternally trapped between the material and ethereal planes. Although subject to *instability*, carrion drawn from the battlefield are merely returned to the heart of the Chaos realms, from where they fly once more into the north of the Warhammer World.

They have a skeletal body and tattered membranes stretched between the bones of their wings. After the carnage of battle, these creatures feed upon the wounded and dying, the piteous cries of whom rise above the mounds of dead as they are torn apart by the cadaverous beaks and claws of their unholy executioners. By feeding on the dying, the carrion captures the spirit of its victims, a spirit which becomes manifest as a wraith-like rider the size of a small Goblin. The carrion's rider is a trapped soul, or an amalgam of souls, doomed to ride the bird of death from the darkness of Chaos.

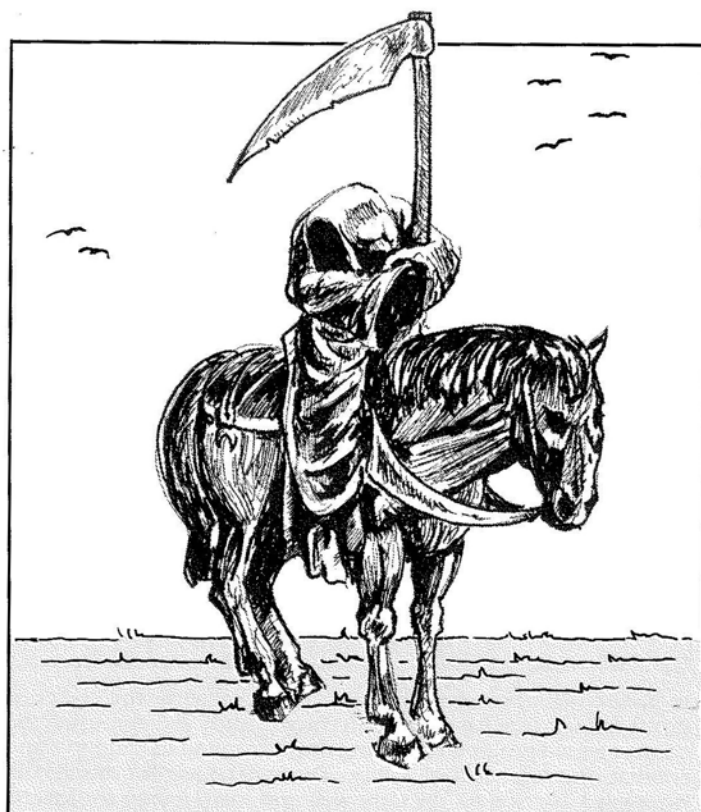
Undead Carrion - 32 or 60 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	0	3	3	2	4	3+*	7	3	7	7

In hand-to-hand combat, the carrion rider absorbs the power of death from around it, becoming increasingly dangerous as the combat round progresses. During the *first* round of hand-to-hand combat, the rider has no attack. During the *second* round, the rider has 1 attack with the same *strength* and *weapon skill* as the carrion. During the third and each subsequent round, the rider gains an additional *attack*. During the fifth round of hand-to-hand combat, for example, the rider has 4 *attacks*. Once a hand-to-hand combat rider's attacks are once more reduced to zero. By engaging in another hand-to-hand combat, the rider's *attacks* can be built up once again in exactly the same way. It is not possible to direct blows against the rider. The rider is part of the carrion, and is destroyed if it is destroyed.

Undead carrion attack as *swoopers*. They cause *fear* in all living creatures. They are subject to *instability*. The number of attacks is increased in second and subsequent rounds if the carrion has a rider. Carrion with riders have a standard points value of 60.





ETHEREAL CREATURES

Ethereal creatures are incorporeal spirits, raw energy with form, but no substance. On a battlefield all ethereal beings are subject to the following rules:

Ethereal beings may only be damaged by magical weapons or by attacks which are considered to be 'magic weapons', such as hits from demons, elementals and other ethereal creatures.

Ethereal beings are subject to *instability* unless they are within their grave yard, haunted building or other 'bounded area'.

Any ethereal creature affected by *instability* outside of the range of an undead controller (necromancer or undead character) disappears. All the ethereal beings described below are immune to other psychology tests and *rout* tests, even if they are part of a regiment which is affected.

Ethereal creatures cause *fear* in living creatures.

The ethereal creature must start the battle hidden amongst an existing regiment. At any point the player chooses, the model representing the ethereal creature may be placed anywhere in the regiment. The ethereal creature may then move with complete independence.

Ethereal creatures routed in hand-to-hand combat automatically become unstable and disappear.

Ethereal creatures can move through solid objects. They ignore terrain, walls and other troops. This allows them to move right through an existing hand-to-hand combat and join the front ranks or even attack an enemy regiment in the rear.

Ethereal creatures in hand-to-hand combat are allowed to break off at any time unless their opponent is armed with a magical weapon. They are also allowed to move from one part of a hand-to-hand combat to another.

These rules apply only to ethereal beings, they do not apply to elemental wizard using a 'become ethereal' spell.

GHOST

Ghosts cannot cause any physical damage. However, fights with Ghosts should be conducted using the normal combat rules. A regiment suffering a 'hit' from a Ghost must take an immediate *rout* test, subtracting one from their *leadership* for each hit scored by a ghost during the turn.

Ghost - 62½ points

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

SPECTRE

In combat, models hit by a Spectre are paralysed unless they can save by rolling equal to or less than their *will power* on 2D6. Paralysed models aren't dead, but can't do anything else for the rest of the battle. A regiment suffering casualties to paralysis must make a *rout* test. Paralysis attacks are not ordinary attacks, and harm beings which are normally immune to non-magical attacks. They cause *fear* or, at the if they choose, *terror* in living creatures.

Spectre - 375 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	0	0	4	4	4	4	5	5	5	5

WIGHT

An opponent suffering damage from a Wight also has its *strength* reduced by 1, and the Wraith adds 1 to its *strength* for the next attack. These attacks are treated as magical attacks, so they harm enemies who are immune to non-magical weapons. Opponents who *strength* is reduced to zero are slain.

Wight - 180 points

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

WRAITH

Models wounded by Wraiths also have their *strength* reduced by 1. These attacks are treated as magical attacks, so they harm enemies who are immune to non-magical weapons. Opponents whose *strength* is reduced to zero are slain.

Wraith - 72½ points

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

SCYTHES

Scythes are favourite weapons of most undead troops. They are particularly cumbersome and require two hands to use, so troops using scythes can't use shields. Scythes cost 1 point per model.

INITIATIVE	—1	Against all troops
TO HIT	+1	Against all troops
ARMOUR	+1	To the saver's dice roll. Opponents with no armour saving roll <i>do not</i> receive a '6' save.

BLUNDERBUSSES

Blunderbusses are cumbersome and largely ineffective weapons which make a lot of noise but rarely cause any damage. They may be used like any other missile weapons but must be reloaded after each shot. Blunderbusses fire hundreds of tiny pellets, which cause D3 hits at short range.

	Short Range	Long Range	Strength
Blunderbuss	0-8"	8-16"	3/1*

*3 at short range, 1 at long.

2 points

Reloading takes an entire turn while stationary. During reloading troops may neither move nor shoot. Blunderbuss armed troops are assumed to start a battle with their weapons already loaded. After reloading, troops carrying blunderbusses are allowed to move before firing them.

Blunderbusses are subject to *misfires*. Each time the die rolled to hit turns up a 1 (before any modifiers are applied) something has gone wrong; roll a D6 to discover what:

- 1-3 The charge has failed to ignite. The weapon does not require reloading and may be fired again, next turn.
- 4-6 The weapon explodes. It is destroyed and the user suffers a single hit, with a strength of 1D6.

UNDEAD ARMY LIST

200-900 POINTS OF CHARACTER MODELS

These may be either necromancers, skeletal heroes and champions, or mummies. The army's commander must be the necromancer character with the highest *leadership*. If there are two or more such characters with equal *leadership*, the player may freely choose between them.

1-6 NECROMANCERS

The army may contain up to 6 necromancers chosen within the following limits.

0-5 level one necromancers, 55 points each.

0-3 level two necromancers, 195 points each.

0-1 level three necromancers, 360 points each.

The army's magicians must all be necromancers and may not have other magical specialities. Their spells should be chosen before the battle, each one costing 10 points. The points values given above are for an unarmoured model with a knife or dagger. Necromancers may be armoured, but this interferes with their ability to cast spells, see page 7 of Magic, Volume 2 of Warhammer Battle. They may also be given one additional weapon:

Additional cost for a scythe - 6 points for a level 1 magician, 20 for a level 2 and 36 for level 3.

Additional cost for a shield - 3 points for a level 1 necromancer, 10 for level 2 and 18 for level 3.

Extra cost for a metal breastplate or chainmail armour - 6 points for a level 1 magician, 20 for a level 2 and 36 for level 3.

Extra cost to be mounted on a horse - 21 points.

Extra cost to be mounted on a warhorse - 32 points.

A weapon carried by a level 2 necromancer may possess a single *magical attribute*, and one carried by a level 3 necromancer may have up to three attributes, see pages 26-28 of Magic, Warhammer Battle Volume two.

SKELETAL CHAMPIONS & HEROES.

The army may contain up to 12 skeleton personalities, up to the limits given on the following table. No more than half of these may be mounted.

0-6 Champions, 4¼ points.

0-4 Minor Heroes, 32 points.

0-2 Major Heroes, 78 points.

Additional cost for a scythe - 1 point for a champion, 4 for a minor hero and 8 for a major hero.

Additional cost for a double handed axe or sword - 1 point for a champion, 4 for a minor hero and 8 for a major hero.

Extra points for a bow - 1 for a champion, 4 for a minor hero and 8 for a major hero.

Extra for a shield - ½ a point for a champion, 2 for a minor hero and 4 for a major hero.

Extra cost for chainmail armour or a metal breastplate - 1 point for a champion, 4 for a minor hero and 8 for a major hero.

Additional cost for full plate armour - 1½ points for a champion, 6 for a minor hero and 12 for a major hero.

Extra cost to be mounted on an undead horse - 24 points for champions or minor heroes, 34 points for major heroes.

Minor heroes may be armed with a single attribute *magical weapon*, while major heroes may be armed with a magical weapon with up to three attributes. Skeletal characters may not ride normal horses or warhorses.

0-4 MUMMIES

78 points each

This is for an unarmoured model with either no weapons at all or a hand weapon:

Additional cost for a scythe or two-handed sword - 8 points.

Extra for a shield - 4 points.

Extra for a metal breastplate or chainmail armour - 8 points.

Extra cost for full plate armour - 12 points.

Mummies may also be given a single *magical attribute* for one of their weapons.

Rank & File

750-1500 POINTS OF RANK & FILE TROOPS.

These may be chosen within the limits listed below. Regiments of 10 or more models may be given a *standard bearer*, and regiments of 20 or more be given a *musician*. Musicians and standard bearers cost *double* the points of a basic trooper model.

10-40 SKELETAL CAVALRY

13¾ points each

in regiments of 5 or more. Armed with hand weapons and carrying shields.

Extra for up to 10 cavalry wearing full plate - 3 points per model.

Additional cost to armour skeletal cavalry in chainmail - 2 points per model.

Extra to give regiments spears - 1 point per model.

0-40 SKELETON GUARDS

4 points each

in regiments of 10 or more. Each model carries a two-handed axe or a scythe, wears full plate armour and carries a shield.

50-200 SKELETON WARRIORS

2¾ points each

in regiments of 20 or more. Armed with hand weapons or spears and carrying shields.

Up to 50% of the warriors may be armed with scythes - ½ a point per model.

Up to 50% of the skeletons may be equipped with metal breastplates or chainmail armour - ½ a point per model.

0-30 SKELETON ARCHERS

3 points each

in regiments of 10 or more. each model is armed with a knife and bow.

Additional cost to give the archers metal breastplates or chainmail armour - ½ point per model.

Additional cost to replace up to 10 bows with blunderbusses - ½ point per model.

0-50 ARMoured ZOMBIES

2 points each

in regiments of 20 or more. They carry hand weapons and shields and wear metal breastplates.

Up to 50% of the armoured zombies may have full plate armour, costing an additional ¼ point per model.

40-150 ZOMBIES

1¼ points each

in regiments of 10 to 40. Unarmoured, armed with hand weapons only.

Additional cost to replace one regiment's hand weapons with scythes - 1 point per model.

20-80 GHOULS

2¾ points each

in regiments of 10 to 25. Unarmoured.

1-5 UNDEAD CHARIOTS

40 points each

in up to two regiments. The basic model has two undead draught beasts and a crew of two unarmoured skeletons with hand weapons. One of the crew must be the driver, who may be armoured but cannot be given shields or additional weapons.

Additional cost for up to two additional crew members per chariot - 5 points per model.

Additional cost to equip crew models, other than the driver, with spears - ½ point each.

Additional cost to equip crew models with scythes - 1 point each.

Extra to equip crew models with shields - ½ a point each.

Additional cost to give the crew chainmail armour - ½ a point each.

Additional cost to give crew models full plate armour - 1½ points each.

Additional cost to increase span of undead beasts from two to four - 30 points.

1-5 UNDEAD CARRION

32 points each

in one regiment.

Extra to include a rider - 28 points per model.

0-6 ETHEREALS

which start the game hidden within existing regiments, but which may start acting independently the moment their models are placed. These may be selected within the following limits:

0-4 Ghosts - 32½ points each.

0-1 Spectres - 375 points.

0-2 Wights - 180 points each.

0-2 Wraiths - 72½ points.

Mercenaries

0-800 POINTS OF MERCENARY REGIMENTS

chosen with the following limits:

0-300 points of mercenary Hobgoblins

0-300 points of mercenary Ogres

0-800 points of mercenary Orcs

Allies

0-600 POINTS OF ALLIED TROOPS

in a single *contingent*. These may be selected from the following:

0-600 of allied Dark Elves

0-600 of allied Lizardmen

Tactics

The greatest advantage afforded by the undead army is that it is largely immune to the effects of psychology. Large regiments can attack any threatening monsters or enemy regiments and 'pin' them up for the rest of the battle. When fighting living opponents who are subject to fear, try to ensure that your troops are the ones doing all the charging. If the enemy are trying to charge and *fail* a fear test, nothing much happens to them, but if they fail a test while they are being charged, they'll rout.

Instability is the major problem the army faces. While most of the troops are immune to rout tests, they will eventually disappear. The longer the battle takes, the more likely it is that your mighty undead horde will vanish without trace. Thus, while it is extremely difficult for the enemy to destroy undead regiments, all they need to do is hold them at bay and wait for instability to take its toll. This problem is exacerbated by the low *weapon skills* of most undead troops, which means they often lack the fighting potential to rout the enemy.

The solution to this problem is buy a lot of the best troops available whether they be wizards, skeletal cavalry, skeletal heroes, mummies or ethereal creatures. Cavalry and ethereal types are particularly useful to pursue routed enemy units. An undead army simply can't afford the luxury of watching enemy regiments rally and rejoin the conflict.

DARK ELVES

Long ago, in the distant past and many years before the rise of mankind as a civilised species, the Dark Elves were seduced by the Gods of Chaos. Driven from the Elven Kingdoms in a series of civil wars, they eventually came to inhabit the northern reaches of the New World. They frequently venture into the Elven Kingdoms and the Old World, in search of treasure, wealth or just plain old-fashioned mayhem.

Dark Elf armies contain several unique weapons and troop types. Amongst these are the (literally!) blood-thirsty Witch Elves; the Cold Ones - ancient giant reptiles captured by the Dark Elves and used as fearsome steeds; and the devastating repeating crossbows - the closest fantasy equivalent to a machine gun! Another feature of Dark Elf armies is the high proportion of female warriors. Female Dark Elves are even more terrifying than their male counterparts. They have a vicious, unstable nature, and a fondness for the less wholesome aspects of magic and mysticism. Kindred sacrifice, blood-fetish and herbal intoxication are an everyday part of their insane lives.

Fighting Characteristics

Personal Characteristics

Basic Profile - 7 3/4 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	5	1	8	9	9	8

Champion - 9 3/4 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	6	1	8	9	9	8

Minor Hero - 63 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	2	7	2	9	10	10	9

Major Hero - 124 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	4	4	3	8	3	10	10	10	10

Wizard Level 1, CPs 10 - 92 1/2 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	8	9	9	9

Wizard Level 2, CPs 20 - 320 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	7	1	9	10	10	10

Dark Elves *bate* other Elves. They cause *fear* in regiments of Goblins, unless the Dark Elf regiment is outnumbered by 2 to 1 or more.

WARRIORS AND WARRIOR FEMALES

Dark Elf warriors can be male or female; both sexes fight and both are equally efficient. Units are often of mixed sex. The profiles used for Dark Elves are the same regardless of gender.

WITCH ELVES

As well as the normal run of female warriors, there are also other, more dangerous warriors called Witch Elves. Witch Elves are girl-warriors who occupy a privileged and important position in Dark Elf society. They conduct heinous rites to the Gods of Chaos, make blood-sacrifices to Khorne, and lead victorious armies upon a riot of orgy and mutilation. Witch Elves are, without doubt, insane. Years of close association with the rites of Chaos warps their minds into a fury of base instinct for lust, murder and greed. In battle, Witch Elves are subject to *frenzy*. Witch Elves have the same profile as a normal Dark Elf but cost 11 3/4 points.



NOBLES

Dark Elf society is far more hierarchical than that of the Wood Elves or the Elven Kingdoms. The nobles are even crueller, more decadent and murderous than the rest of their foul breed. They tend to be far better fighters than the lower classes, and are also far better armed and equipped.

Dark Elf Noble - 16 1/2 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	7	1	10	10	8	9

Because of their unusually high points values, Dark Elf nobles have a *x2 equipment modifier*.

COLD ONES

Cold Ones are subject to *stupidity* (if ridden, remember to make any tests against the rider's characteristics). They cause *fear* in living creatures under 10' tall. Cold Ones will never attack other creatures of the Lizard race - they can be forced into combat, but won't strike any blows. Cold ones whose riders are slain continue to charge and attack the nearest non-reptilian creatures of either side. Cold ones have three attacks - 2 *claw* attacks and 1 *stomp*.

Basic profile - 127 points, 132 if used as a mount

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	5	6	5	1	3	2	4	9	9

DARK ELF ASSASSINS

It is a curious practice amongst the Witch Elves that any child born to one of their number is cast into a cauldron of blood, to sink or swim according to the whim of Khorne, God of Blood and Battle. Those few childlings that survive this ordeal are raised according to the rituals of Kaine, God of Murder, so that they might become his adepts. They become the dreaded Dark Elf Assassins, masters of disguise as well as of all means of death-dealing - the most feared of all Dark Elves.

Assassin models are not placed on the table in the normal way, but remain 'disguised' within regiments of Dark Elves until it is time for them to spring. The player must make a written note of any Assassins hiding within a normal regiment, and must indicate their presence to the GM before the battle. Once a regiment is engaged in hand-to-hand combat, its controlling player may reveal any or all Assassins it contains. The Assassin throws off his disguise, leaps out of the regiment, and may attack any single enemy model selected by the player. Assassins are most useful for 'assassinating' an enemy character model or other important figure.

The Assassin's attack is simulated as follows. The Assassin model is substituted for any model from the fighting rank of the Dark Elf unit. This represents the Assassin throwing aside his disguise and preparing to attack. To prevent confusing the combat position, the Assassin model remains in place, although the actual Dark Elf may be imagined leaping over the heads of friends and foes in order to reach his target. The Assassin can be directed against any model in the enemy regiment, not necessarily a model from the front rank. The enemy model and the Assassin are then obliged to fight each other in the combat round; no other models may interfere in their battle even if in base-to-base contact. Models in the enemy's front rank, other than a model attacked by the Assassin, may *not* fight against the Assassin, even if they are in base-to-base contact with the model. An enemy model not in base-to-base contact with any model other than the Assassin, and not being attacked by the Assassin, may still strike, but only against an ordinary trooper; it is assumed another fighter would have stepped forward to replace the Assassin.



Assassins armed with missile weapons are allowed to shoot directly at individual models in the front rank of an enemy regiment, provided they are within 8" of their target. This is an exception to the normal targeting rules and makes it possible to 'pick off' enemy leaders and heroes from a distance. Assassins are still subject to the normal rules on fire-arcs and lines-of-fire. Note that an Assassin must abandon his disguise to shoot, and the Assassin model is positioned to replace a front rank trooper.

An Assassin may abandon his disguise at any time, and the Assassin model replaces that of an ordinary unit member. Once the model is placed on the table, Assassins are allowed to move from regiment to regiment or operate independently in the same way as heroes. Should a regiment accompanied by an Assassin be routed, the Assassin is also routed, but may make any rally test separately.

Assassins are trained to deal deadly blows with their bare hands. In fact, there is no part of an Assassins body that cannot be used to slay both effectively and quickly. They can therefore fight unarmed without penalty.

Assassin - 27 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	5	4	3	1	7	2	8	9	10	8

Because of the unusually high points value, Dark Elf Assassins have a *x3 equipment modifier*.

CROSSBOW PISTOL

The crossbow pistol is simply a smaller version of an ordinary crossbow. The bow string is pulled back to a latch, a bolt fitted and the weapon fired by operating a simple trigger. The pistols must be reloaded after each shot, which takes an entire move phase spent stationary, without manoeuvring.



Troops who are in combat while they have loaded crossbow pistols are allowed to shoot them, provided they have one hand free; in practice this usually means foregoing the use of a shield. This is treated exactly as ordinary missile fire except:

It takes place during the combat phase.

The shooter is, in effect, making 2 attacks, so suffers a -1 to hit modifier on each.

Whichever weapon is being used in the left hand suffers a -1 to hit modifier.

Normally, when shooting into hand-to-hand combat, the firer must dice to see which side is hit. Troops using crossbow pistols do not have to do this, but assume all shots automatically hit the enemy.

Any casualties caused by the crossbow pistols count towards working out which side gets pushed back.

Crossbow Pistol - 1 point

Short Range	Long Range	Strength
0-6	6-12	3/2*

*3 at Short Range, 2 at Long Range.

DARK ELF BOLT THROWERS

Dark Elf bolt throwers may be loaded with up to four bolts. They take an awfully long time to load, but once they're ready have an extremely high rate of fire.

Crew. The basic crew for a repeating bolt thrower is four models.

Movement. The bolt throwers are fitted with wheels and can be pushed by their crew. Speed equals 1" per crewman pushing up to a maximum of 3" per turn. They may never reserve move nor may they be deployed on, or move across, difficult or hazardous terrain.

Shooting. They are assumed to start the game fully loaded with four bolts. They may fire 1-4 bolts at once. When firing 2 or more bolts, all shots must be aimed at the same target. Each shot has the normal effects detailed for a bolt thrower in the War Engines section of Combat, Book 1 of Warhammer Fantasy Battle. Dark Elf bolt throwers are subject to the same fire arc restrictions as ordinary bolt throwers.

Reloading. Once all four bolts have been fired, the engine must be reloaded. Partial reloads are impossible - the engine must be loaded with a complete set of four bolts. Reloading takes place during the movement part of the turn, so the engine cannot be reloaded while it is being repositioned or moved. The amount of time taken will depend on the number of crew:

Crew	Turns to reload
4	2
3	3
2	5
1	10

Attacking The Engine. The engine has the *toughness* and *wounds* given below on its profile. It may be attacked in hand-to-hand combat once all the crew have been killed or routed. The engine can be shot at, counting as a large target, but most weapons will lack the **strength** to damage it. The crew count the engine as soft cover if they are being shot at.

Repeating Bolt Thrower - 80 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	0	3	5	5	5	0	0			As Crew.....	

* see text

DARK ELF ARMY LIST

500-1000 POINTS OF CHAMPIONS, HEROES & MAGICIANS

The character model with the highest *leadership* must be declared as the army's commander. If there are two characters with equal *leadership*, the player may freely choose between them.

0-12 CHAMPIONS & HEROES

selected from the following list:

- 0-6 Champions, 9¾ points each.
- 0-4 Minor Heroes, 63 points each.
- 0-2 Major Heroes, 125 points.

The points values given are for an unarmoured model with a single hand weapon such as a sword or mace. In addition to this, they may be fitted out with equipment chosen from the following list.

Extra points for a sword, knife, mace or other additional hand weapon - ½ a point for a champion, ¾ for a minor hero and 6½ for a major hero.

Additional cost for a spear or lance - ½ a point for a champion, ¾ for a minor hero and 6½ for a major hero.

Additional cost for a two-handed sword or a halberd - 1 point for a champion, 7 for a minor hero and 13 for a major hero.

Extra for a crossbow or repeating crossbow (a model may never be equipped with both) - 2 points for a champion, 14 for a minor hero and 26 for a major hero.

Extra for a crossbow pistol - 1 point for a champion, 7 for a minor hero and 13 for a major hero.

Additional cost for a shield - ½ a point for a champion, ¾ for a minor hero and 6½ for a major hero.

Extra for chainmail armour - 1 point for a champion, 7 for a minor hero and 13 for a major hero.

Horses cost 11 points for champions and minor heroes, 22 points for major heroes.

Warhorses cost 22 points for champions and minor heroes, 32 for major heroes.

Cold One mounts are 137 points for champions and minor heroes, 147 for major heroes. Only 1 character model may appear as a Cold One rider. He or she must serve as the regimental leader for the Cold One rider regiment if it is used.

Minor heroes may be armed with a single attribute *magical weapon*, major heroes may be armed with a weapon with up to three attributes. The points costs vary from attribute to attribute, see pages 26-28 of Magic, Warhammer Vol 2.

0-4 MAGICIANS

Up to 2 of whom may be specialists - either *illusionists*, *necromancers* or *demonologists*. Specialist magicians have the same points cost as ordinary ones:

- 0-3 level one magicians, 85 points each.
- 0-1 level two magicians, 320 points.

The player may choose the magician's spells before the battle, each spell costing 10 points. The basic points values given above include a knife or dagger. Wizards may be armoured but this will interfere with their spell casting. They may also be given one additional weapon, chosen from the following list:

Additional cost for a sword or mace - 4½ points for a level 1 magician, 16 for a level 2.

Additional cost for a two-handed sword - 9 points for level 1 magicians, 32 for level 2.

Extra for a crossbow pistol - 9 points for level 1 magicians, 32 for level 2.

Extra cost for a shield - 4½ points for a level 1 magician, 16 for a level 2.

Extra for chainmail armour or a metal breastplate - 9 points for level 1 magicians, 32 for level 2.

Extra cost for mounting on a horse - 21 points all levels.

Extra cost for mounting on a warhorse - 32 points all levels.

Extra cost for mounting on a cold one - 147 points all levels.

A weapon carried by a level 1 magician may have a single *magical attribute*, one carried by a level 2 magician may have up to three attributes (see Warhammer Fantasy Battle, Vol 2, pages 26-28).

Rank & File

1000-1750 POINTS OF RANK & FILE TROOPS

Regiments of 8 or more may have a standard bearer, regiments of 16 or more may have a musician. Standard bearers and musicians cost double the points values of an ordinary trooper.

1-10 COLD ONE RIDERS

155 points each

in a single regiment. The riders are Nobles wearing chainmail armour, armed with lances and crossbows.

Crossbows can be replaced by repeating crossbows, this costs no additional points.

0-20 NOBLE CAVALRY

25½ points each

in regiments of 6 or more. They wear chainmail armour, carry hand weapons and ride warhorses.

Extra to arm the cavalry with lances - 1 point.

Extra to equip cavalry with crossbows - 4 points.

Converting the crossbows to repeating crossbows - Free.

Equipping cavalry with shields - 1 point.

20-40 NOBLES

24½ points each

in regiments of 10 or more. Nobles wear chainmail armour. They are armed with halberds or two-handed swords and crossbows.

Replacing ordinary crossbows with repeating crossbows - Free

Extra to equip Nobles with shields - 1 point.

40-60 WARRIORS

8¾ points each

in regiments of 15 or more. Armed with hand weapons, wearing chainmail armour and carrying shields.

Extra to arm up to half of the warriors present with crossbow pistols - 1 point per model.

Extra to equip up to a third of the warriors used with two-handed swords - 1 point.

20-40 CROSSBOWS

10¾ points each

in regiments of 10 or more. Armed with hand weapons and crossbows and wearing chainmail armour.

0-20 REPEATING CROSSBOWS

9¾ points each

in regiments of 10 or more. They are armed with hand weapons and repeating crossbows.

Extra to give any of the regiments chainmail armour - 1 point (females 2 points).

10-30 WITCH ELVES

13¾ points each

in regiments of 10 or more. Armed with two swords and wearing chainmail armour.

Extra to give up to 10 models one poisoned sword each - 4 points per model.

Extra to give up to 10 models two poisoned swords each - 8 points per model.

0-6 ASSASSINS

27 points each

hidden in existing regiments, up to a maximum of one Assassin per 10 ordinary models. The Assassins wear chainmail armour and are armed with hand weapons.

Extra to arm the Assassins with an additional hand weapon - 1½ points per model.

Extra to equip the Assassins with crossbows or repeating crossbows - 6 points per model.

Extra to *poison* the Assassins' basic or additional hand weapons - 6 points per weapon.

Extra to give the Assassins shields - ½ point per model.

0-4 CHARIOTS

40 points each

In one or two regiments. The chariots have scythed wheels and are pulled by two or four warhorses. One model must be the driver, who may be given extra armour but no additional weapons. The minimum crew comprises two Dark Elves, each carrying hand weapons. Each model includes a span of two warhorses.

Extra for one or two additional crew, each unarmoured and carrying a hand weapon - **15½ points per extra crewman.**

Extra to give crew members shields - **1 point per crew model.**

Extra to give any of the crew chainmail armour - **2 points per crew model.**

Extra to equip the crew with crossbows or repeating crossbows - **4 points per crew model.**

Extra to increase the span to four warhorses - **28 points.**

0-50 SKIRMISHERS

special

chosen from existing regiments, other than the Nobles, the Witch Elves or the chariots. Skirmishers do not have an increased points cost, but are subject to special rules and restrictions laid out on page 43 of the Combat Volume of Warhammer Battle.

0-3 REPEATING BOLT THROWERS

111 points each

in regiments of any size. Each model comprises a bolt thrower and four unarmoured crew carrying hand weapons. One engine and its crew cost 111 points.

Mercenaries

0-1000 POINTS OF MERCENARY REGIMENTS

which may be chosen from the following:

0-300 points of Hobgoblin mercenaries

0-300 points of Ogre mercenaries

0-1000 points of Orc mercenaries

Allies

0-750 POINTS OF ALLIED TROOPS

in a single *contingent*, the allies may be selected from the following list:

0-750 points of allied Goblinoid troops

0-500 points of allied Lizardmen

0-750 points of allied Undead

Tactics

A Dark Elf commander must base the choice of an army, and that army's tactics, on the simple rule that a crossbow armed model cannot move and fire. A force containing a large proportion of crossbows must adopt a fundamentally passive role, standing still and trying to mow down the enemy as they approach.

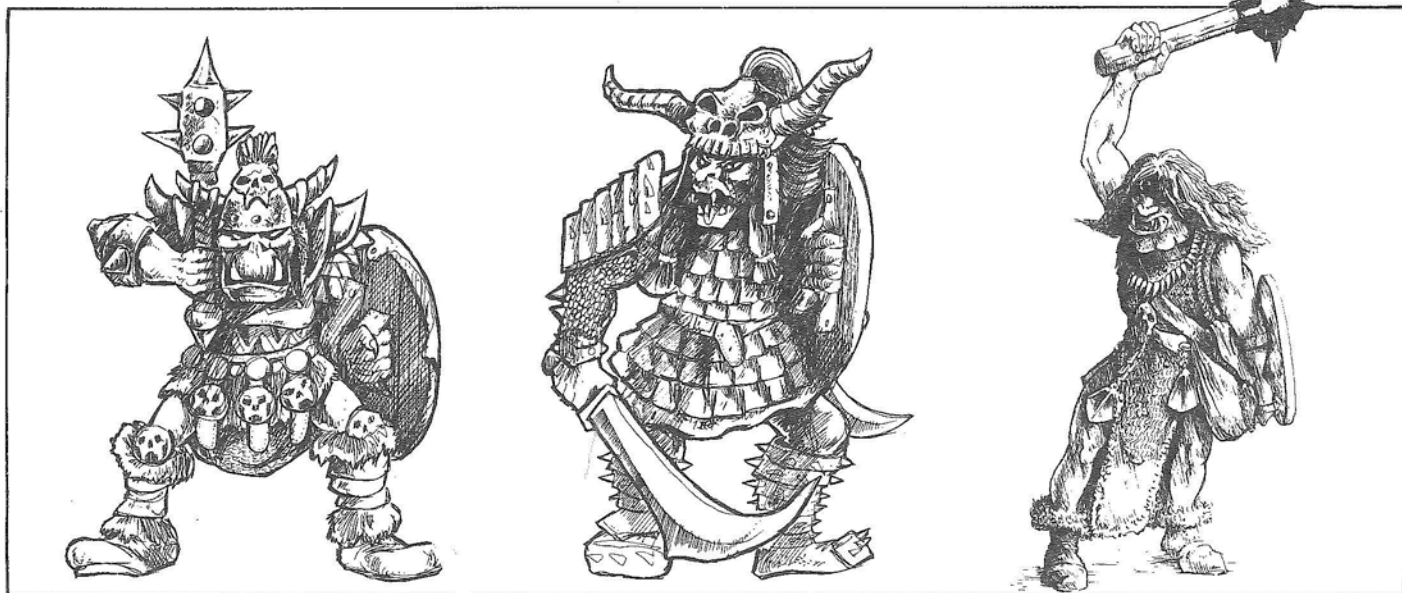
Crossbows are one of the most devastating missile weapons available to a Warhammer player, so this ploy stands a fairly good chance of working. The enemy advance can be slowed down by a series of small scale counter attacks. These will be particularly devastating if preceded by a volleys of crossbow and repeating crossbow fire from two or more Dark Elf regiments. There are problems, however.

The enemy player can do several things to minimise casualties: such as advancing through cover, casting 'Wind Blast' spells, and using skirmishers to screen the more valuable shock troops. Also, passive strategies, by definition, give the initiative to the other player. Dark Elf armies tend to be quite small because the troops are so expensive, which means that you're likely to be outflanked and possibly even encircled. This problem can be overcome by maintaining a reserve and deploying well back. This also means the enemy have got to travel further to reach your lines and will suffer even heavier casualties.

Deploying close to your own base line involves a risk of losing troops when they rout off the table, so players should endeavour to overcome this by charging the enemy. The main counter-attack, when it eventually comes, will be most effective if it is only directed at a small sector of the enemy line, led by Cold One riders or Witch Elves. This creates another problem because it means you can't really deploy in cover.

Well, that covers the so-called crossbow option, but there are other choices with a different mix of troops. An army which is strong on Cold One riders, conventional cavalry and Witch Elves can adopt an offensive strategy. Smaller numbers of crossbows, ideally stationed on vantage points behind the bulk of the army, can target on key enemy regiments to support the shock troops. The best way to use the frontline regiments is to attack over a small frontage using Cold One riders, regiments of Nobles and the Witch Elves. All of these are very strong in close combat, and - provided they are committed against the right opposition - success is almost guaranteed. The remainder of the army can be used to cover the flanks and tie up the enemy's own frontline shock troops.

A strategy somewhere between those described above can be attempted using an army with a high proportion of cavalry. The cavalry threaten to outflank the enemy and thus slow up their advance. Should they actually manage to get behind the enemy army, they can either start charging into the rear or wait until the friendly regiments are about to counter-attack and charge in conjunction with the frontal assault.



SKAVEN



The Skaven are the warped products of Chaos, which they serve, worship and adore. Their subterranean empire is vast, possibly even encircling the entire world. They are secretive, nocturnal creatures, little seen by man. The intricate web they have constructed of thousands of miles of tunnels and burrows, connecting with man-made drains and sewers, allows them to appear anywhere, suddenly and in force.

Theirs is an acutely tribal society, headed by the Thirteen Lords of Decay and the fearsome Grey Seers. On a battlefield, the bulk of Skaven warriors are drawn from the myriad small Warlord Clans. They will be assisted by small contingents of the more famous and powerful clans: Clan Skryre - the Warlock Engineers, Clan Eshin - the rat assassins, Clans Pestilens - the plague monks, and Clan Moulder - the breeders of foul, mutated Chaos beasts.

MUTATIONS

Heroic Skaven fighters usually have some form of *chaotic mutation*, and these are included in the creatures' basic points values. The number of mutations will depend on the fighter's status:

Fighter

Champion
Minor Hero
Major Hero

Mutations

D6 minus 4
D6 minus 3
D6 minus 2

A total of 0 or less means that the personality is not mutated. To determine each creature's mutations and their effects, see the chart for Chaotic Heroes in the Chaos army list.

CLAN ESHIN ASSASSINS

The Skaven Assassins of the Clan Eshin are reared in the ways of murder and subterfuge, skills which come naturally to Skaven and which can easily be developed to an unrivalled degree. Eshin Assassins are not placed on the table in the normal way, but remain 'disguised' within regiments of ordinary troops until it is time for them to spring. The player must make a written note of any Assassins hiding within normal regiments, and must indicate their presence to the GM before the battle. Once a regiment is engaged in hand-to-hand combat, its controlling player may reveal any or all assassins it contains. The assassin throws off his disguise, leaps out of the regiment, and may attack any single enemy model from the opposing regiment. Assassins are most useful for 'assassinating' enemy character models or other important figures.

The Eshin Assassin's attack is simulated as follows. The assassin model is substituted for a model from the fighting rank of the Skaven unit. This represents the Assassin throwing aside his disguise and preparing to attack. To prevent confusing the combat position, the Eshin Assassin model is left in place. However, the actual Skaven may be imagined leaping over the heads of friends and foes in order to reach his target. The Eshin Assassin can be directed against any model in the enemy regiment, not necessarily a model from the front rank. The enemy model and the Assassin are then obliged to fight each other in the combat round, and no other models may interfere in their battle even if in base-to-base contact. Models in the enemy's front rank, other than a model attacked by an Assassin, may *not* fight against the Assassin, even if they are in base-to-base contact with the model. An enemy model not in base-to-base contact with any model other than the Assassin, and not being attacked by the Assassin, may still strike, but only against an ordinary trooper.

Eshin Assassins armed with missile weapons are allowed to shoot directly at individual models in the front ranks of enemy regiments, provided they are within 8" of their target. This is an exception to the normal targeting rules and makes it possible to 'pick off' enemy leaders and heroes from a distance. Assassins are still subject to the normal rules on fire-arcs and lines-of-fire. Note that an Assassin must abandon his disguise to shoot, and the Eshin model is positioned to replace a front rank trooper.

Fighting Characteristics

Basic Profile - 4½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

Champion - 6½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	4	3	1	5	1	6	6	5	7

Minor Hero - 36 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	5	5	4	4	2	6	2	7	7	6	8

Major Hero - 84 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	6	6	4	4	3	7	3	8	8	7	9

Wizard Level 1 - 50 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	5	1	6	6	5	8

Wizard Level 2 - 72½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	4	4	2	6	1	6	6	5	8

Wizard Level 3 - 195 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	4	4	3	7	1	8	8	7	10

An Assassin may abandon his disguise at any time, and the Skaven Assassin model replaces that of an ordinary unit member. Once the model is placed on the table, an Assassin is allowed to move from regiment to regiment or operate independently in the same way as a hero. Should a regiment accompanied by an Assassin be routed, the Assassin is also routed, but may make any rally rest separately.

Clan Eshin teaches its members to fight with all manner of heinous weaponry, and to use their natural teeth and claws to full effect. Clan Eshin Assassins do not need weapons to fight and never count as using improvised weapons. However, Assassins usually carry a large variety of unique weapons incorporating magic and the dreaded warpstone. The weapons, either swords or throwing stars, sweat a deadly warpstone poison. The poison is strongly acidic, and opponents lose 1 from their armour saving throw. The poison's effects are so terminal that each time an assassin's weapon causes a wound the victim suffers not 1 but D4 wounds.

Clan Eshin Assassins - 18 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	5	4	4	3	1	5	2	7	7	6	8

The Ratmen's poisoned swords cost a basic 10 points each, poisoned throwing stars cost 4 points and have the following characteristics

	Short Range	Long Range	Strength
Throwing star	0-3"	3-6"	3

Because of their unusually high points value, Eshin Assassins have a *x2 equipment modifier*, and so have to pay twice as much for their special equipment.

CLAN MOULDER BEAST HANDLERS

Clan Moulder use the fell, mutating powers of the warpstone to breed vile new beasts from their slave stock. Each Moulder clansman can act as the regimental leader for up to 6 such beasts. All psychology tests are taken against the handler's characteristics. The regiment moves using the handler's move characteristic until they charge, when the higher charge rate of the beasts is used. Clan Moulder beast handlers have basic Skaven characteristics, but their skill costs an extra 50% of their basic profile making a total of 6¾ points. Their packs can be of 1-6 beasts, which must all be the same type of creature:

Chaos Hound - 34 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	5	0	5	5	2	5	2	9	9	9	9

Chaos Hounds usually bear some form of **chaotic mutation**, for details see the Chaos army list.

Wolf-rat - 3 points

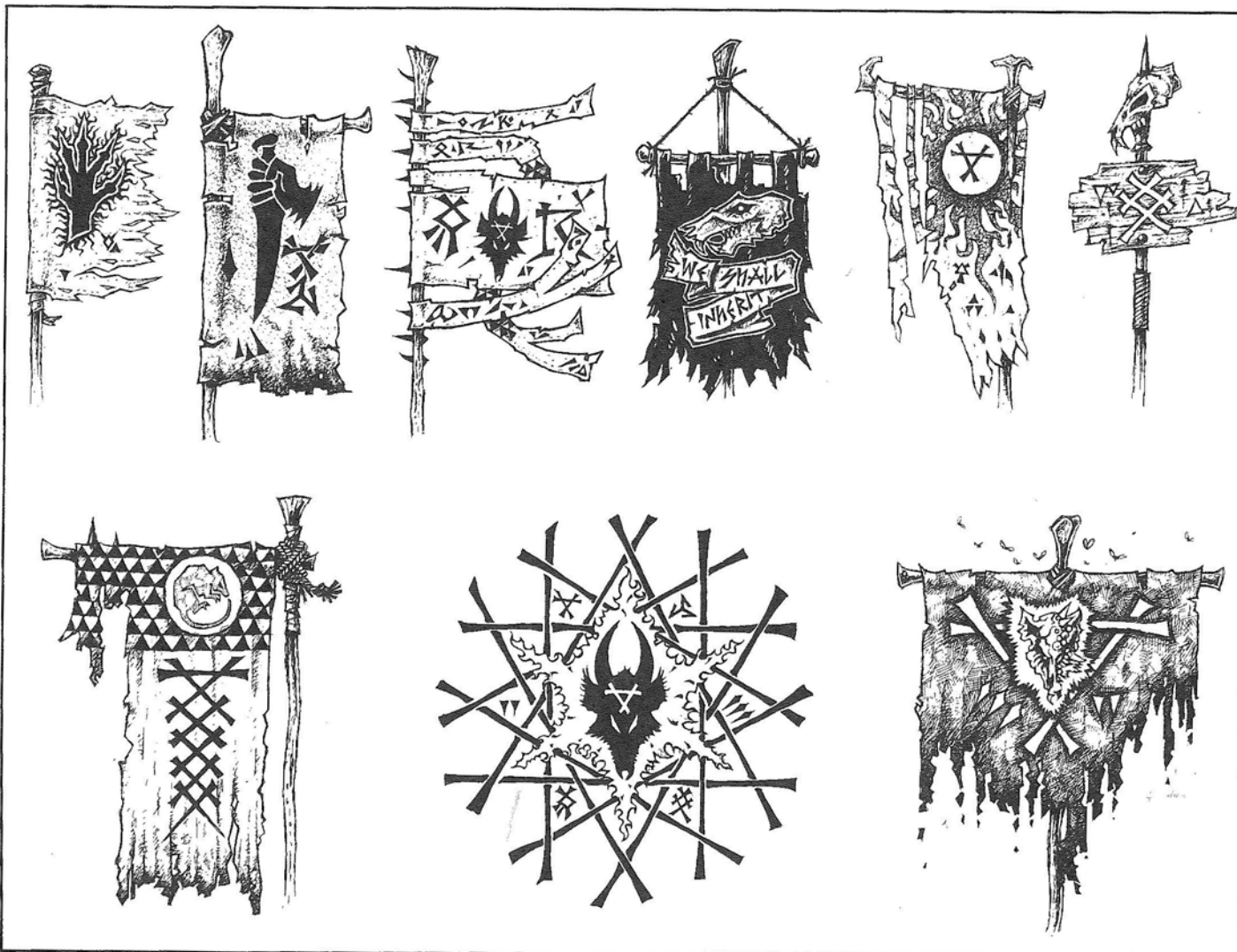
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	3	3	1	4	1	4	4	5	5

The creature's attack is a *venomous bite*.

Rat Ogre - 40 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	4	0	5	5	3	5	2	5	3	4	6

Rat Ogres make two attacks, one *claw* and one *venomous bite*. They cause *fear* in living creatures under 10' tall.



CLAN SKRYRE FIRETHROWER

This device projects a magical mixture of inflammable materials and the dreaded warpstone. The firethrower is an extremely potent weapon, although a dangerous one to use. It requires a crew of two, the first directing the weapon whilst the second carries the fatal warpflame mixture in a tightly bound tub.

Weapon	Short Range	Long Range	Strength	Save Modifier
Firethrower	0-6"	6-12"	5	-2

The firethrower is an *area effect weapon*, and - like all such weapons - it has an *area effect template*. This is circle of card, 2" in diameter, represents the area covered by the spreading effect of the warpflame. The player places this template with its centre within the weapon's maximum range of 12". The normal 90 degree fire arc rules apply, and in all cases the centre of the template is considered to be the target point. The firethrower team then rolls to hit as normal. If the shot hits, the template remains where it has been placed. If the shot misses, the template must be repositioned. A deviating template is moved D6" in a random direction determined by using the clockface principle. Deviating templates are moved by the GM. Templates never deviate by more than half the measured range of that shot.

Deviation may take the target point into a second or subsequent rank, or away from the unit altogether. Once positioned all models whose bases are wholly or partially within the template are automatically hit once. The GM must decide whether a base is within the template area and, in difficult cases, the GM may allow a 50/50 chance of a model being a target. Roll on the damage chart with a **strength 5**. Resolve any saving throws remembering that the firethrower has a -2 armour saving throw modifier.

When the firethrower is fired, there is always a chance it will malfunction and explode. No sane creature would take such a risk, but Skaven relish the danger and find the violent death of firethrower teams very exhilarating. If the first D6 rolled to hit shows a 1, this means the container full of warpflame mixture has exploded, instantly killing the crew and placing anyone too near in danger. Place a 2" diameter template over the exploding crew and work out any casualties on models within the area as normal.

Any unit or creature taking casualties or wounds from a firethrower must make an immediate 2D6 test against its *cool* just like a *fear* test. If this test is failed, the unit automatically *routs*. A firethrower costs 70 points.

CLAN SKRYRE POISONED WIND

This is another warpstone poison weapon. The poisonous gas is held in a crystal or glass globe, which is thrown like a grenade, shattering on impact to release the gas.

Poisoned Wind globes are used like ordinary missile weapons, using the characteristics given below. The Skaven player nominates a target model and rolls to hit as normal. Treat miss results as globes which fell far short of the target, failed to explode, were dispersed by the breeze or contained a dud gas. When a shot hits, place a standard 2" diameter area effect template over the target. Any model whose base is even partially inside the template suffers a single *venom* attack.

Equipping a model with poisoned wind globes costs 15 points.

CLAN PESTILENS WARPSCROLLS

Warpscrolls are potent magical scripts written in warpstone ink on the hides of living creatures. Warpscrolls may be used by any Clan Pestilens warrior of minor or major hero status. To use the scroll, the warrior must spend an entire turn stationary, without shooting, fighting or performing any action other than reading and displaying the scroll.

In the following turn's magic phase, the Skaven may direct the scroll's effects at any one regiment or personality within 24". The victims suffer a rapid ageing process which may cause them to shrivel up and die within seconds. Each member of the target regiment suffers an automatic strength 3 hit, and the survivors must then make an immediate *route* test.

Warpscrolls are *magical items*, and they costs 100 points

A firethrower team fires at a unit 8" away, the shot can deviate by no more than 4". Roll for deviation distance again on a roll of 5 or 6.

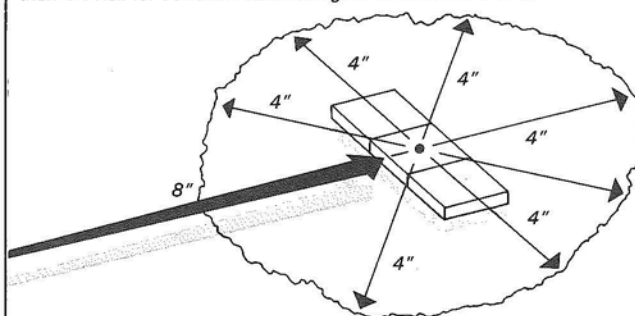


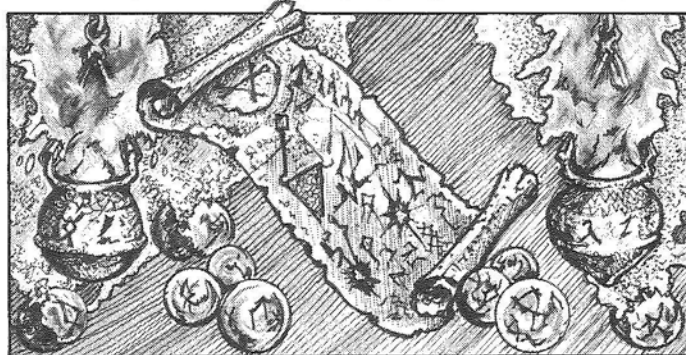
Diagram 7

CLAN PESTILENS PLAGUE CENSERS

Plague Censers are specially made incense burners created and used by the Clan Pestilens. The censers burn a warpstone preparation which gives off an incredibly lethal poisoned gas. The Skaven wielding these devices wear thick scarves to protect themselves from the fumes, but since these are only partially effective, being a censer-bearer means almost certain death.

Censer bearers are concealed in existing regiments in the same way as ninja, Goblin fanatics and Dark Elf assassins. A model equipped with this weapon is mounted on a circular card base 1" in radius. Because the censer bearer is initially hidden amongst its fellows, it is not placed on the table until ready for use. The player must write down how many censer bearers are present in each regiment, and represent these by normal skaven models until such time as they are ready to attack.

As soon as the sheltering regiment comes within 8" of an enemy, the censer bearers must be released towards their foe. This happens automatically, no matter which side's turn it is, and irrespective of the normal turn sequence. Each censer bearer model is pointed in a direction determined by the controlling player and moves off in this direction a distance of 2D6". Any regiment in the way of the censer bearer is moved over and suffers D6 automatic *venom* hits (with no saving throw for armour). The censer bearers' path and the damage they cause is worked out immediately. Opponents may never fight back against a censer bearer - they're far too busy trying to get out of the way!



Once it has made its initial out-of-sequence move, the censer bearer model is subsequently moved at the beginning of that side's movement. However, because of the effects of the censer's poisonous fumes, the bearer has now become utterly intoxicated and lost all sense of direction, so direction and move distance become random. For each censer bearer model nominate one direction as 12 o'clock, roll a D12 and use the clock-face principle to determine the direction in which the model moves. As before, the model moves 2D6" and crosses over all regiments in its path. Any regiment the model comes into contact with suffers D6 automatic *strength 5* hits with no saving throws for armour.

Any model rolling a double for movement in any turn following its initial move is poisoned by the censer's fumes and immediately removed from play. Any censer bearer model moving into a building, wooded area or over an obstacle is automatically removed as a casualty of its own weapon.

A censer bearer model costs 30 points

SLAVES

Ratmen slaves are often forced into armies to increase the numbers and soak up casualties. The slaves are poorly armed, badly equipped and understandably unenthusiastic. To ensure their cooperation and to deter them from fleeing the battlefield if things get uncomfortable, slaves are chained together. This wise precaution reduces their move rate and also means that if they are routed they take double casualties from their pursuers on the 'free hack' and on subsequent pursuit rounds. The slaves have the following profiles:

Skaven slave - 1 ¼ point

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2 ½	2	2	3	3	1	3	1	5	5	4	6

The slaves have such a low basic points value that they only have to pay half the usual point costs for their arms and armour.

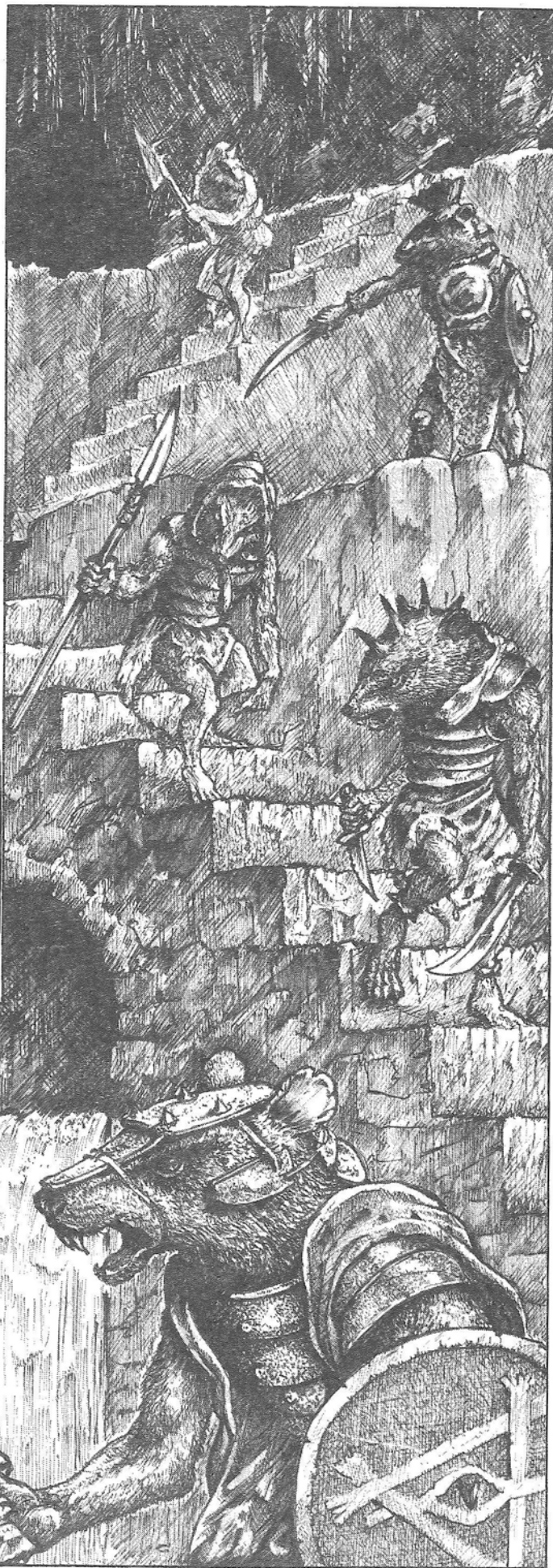
POTIONS

The Skaven use Potions to improve the fighting capabilities of their warriors. Ratmen regimental leaders can be issued with a potion that may be administered to the entire regiment at the start of the battle. For each Skaven regiment which has taken a potion, roll a D6 at the start of their first turn:

Score Effects

- 1 The whole regiment becomes steeled to death and fearless of danger. Its *leadership* for *rout*, *fear* and *terror* tests is increased by 2.
- 2 The regiment is filled with power against magic. Add 2 to its magical saving throws.
- 3 The regiment becomes psychotic, irrational and aggressive. It becomes subject to *hatred* against all enemy units, and subject to *animosity* against other Skaven.
- 4 As above but a much more potent potion. The regiment *hates* all enemy troops, suffers *animosity* towards other Skaven and becomes subject to *frenzy*.
- 5 The potion is a powerful stimulant, boosting the warriors' metabolisms to a phenomenal level. Roll a D6 at the beginning of each subsequent turn. If the score is 2-6, the regiment doubles its move allowance as well as its number of attacks. If the dice score is a 1, roll a D6 for each member of the regiment. Scores of a 1 or 2 indicate that the stimulation has proved too much for the warrior's hearts; they burst and the model is removed from play. Survivors carry on at their accelerated rate.
- 6 Nothing happens...the potion was obviously a dud!

Only one potion can be taken by a regiment during any particular battle. Equipping a Skaven leader with a potion costs 2 points per member of the regiment.



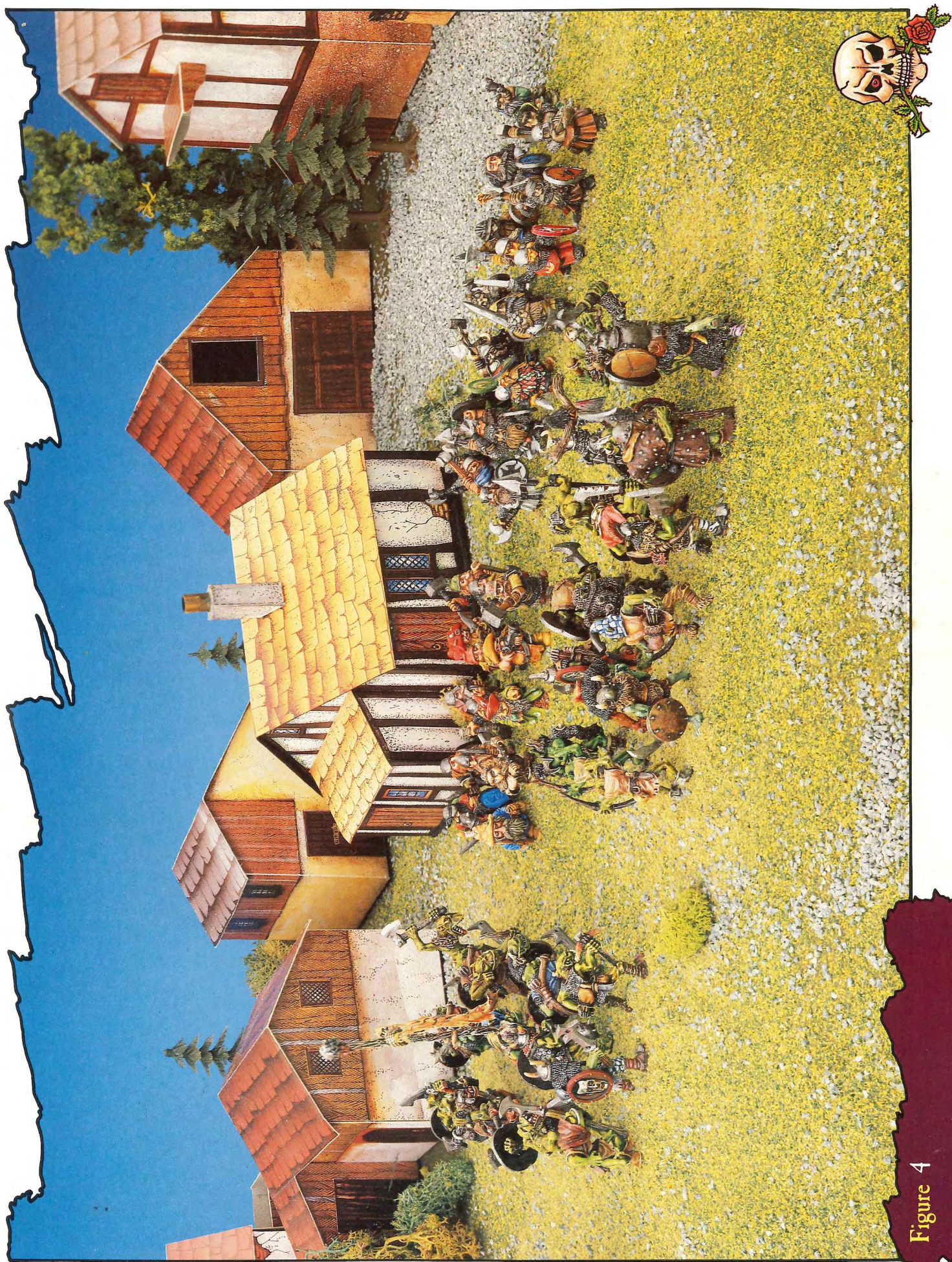


Figure 4

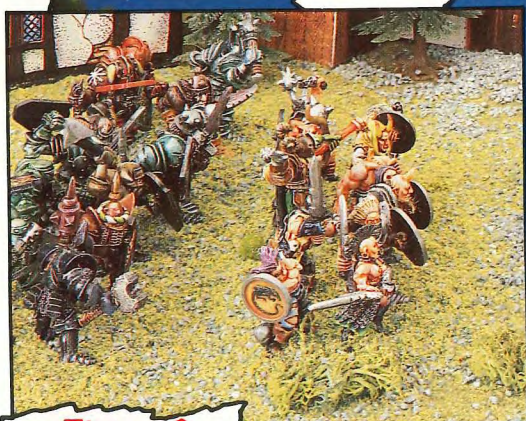


Figure 2



Figure 3

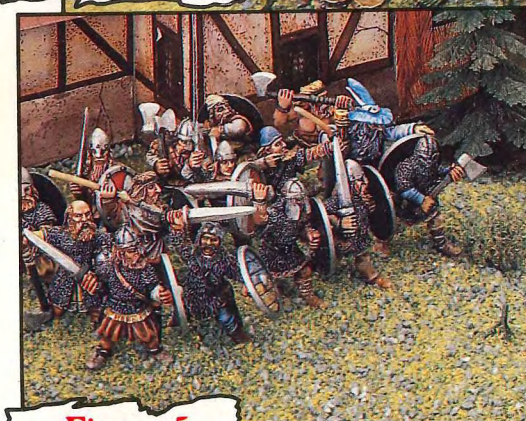


Figure 5

Figure One - The garrison of a small Empire village, driven from the protection of its buildings, prepares to sell their lives dearly in the face of an encircling attack by Orcs, Goblins and Chaos Warriors.

Figure Two - Chaos Claims Thee! Chaos Warriors encourage their lesser brethren, the Chaos Thugs, into an all-out assault. Caught between the target and the Warriors, the Thugs become even more eager for battle!

Figure Three - The last moments before a regiment of stout Dwarfs crash into a Skaven warband - this can only be a fight to the death!

Figure Four - "Pulp the Stunties!" Things look bad for these Dwarfs, as the Orcs in front try to goad them into an attack. If they cannot overcome their hate, the dwarfs will be charged in flank by the Orcs on their flank.

Figure Five - An unfortunate band of Goblins gets more than it bargained for as it attacks a small village. A regime of drunken Norse madmen has been celebrating in the inn, and now they are ready for some blood-letting!

Figure 1

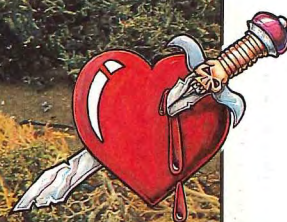




Figure 5

SKAVEN ARMY LIST

300-700 POINTS OF CHAMPIONS, HEROES & MAGICIANS

The personality model with the highest *leadership* must be declared as the army's commander. If there are two or more characters with equal leadership, the player may choose between them.

6-14 CHAMPIONS & HEROES

Champions must be assigned as regimental leaders. Heroes may either be leaders or act independently. The following table gives the maximum number of each type available and the points value for an unarmoured model armed with hand weapons.

- 4-8 Champions, each one costs 6½ points
- 0-4 Minor Heroes, each one costs 36 points
- 0-2 Major Heroes, each costing 84 points.

Extra for a sword mace or other additional hand weapon - ½ a point for a champion, 2 points for a minor hero and 4½ points for a major hero.

Extra for a halberd, two-handed axe or sword - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Extra to equip minor and major heroes with a poisoned weapon - 8 points for a minor hero, 18 for a major hero.

Extra for a model with a shield - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Extra to chainmail armour - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Extra for full plate armour - 1½ points for a champion, 6 for a minor hero and 12 for a major hero.

A maximum of one minor hero and one major hero may be declared as members of the Clan Pestilens. They may be equipped with warpscrolls, costing 100 points each.

In addition, the weapons of Skaven minor heroes may possess one magical attribute, and Skaven Major Heroes' weapons may have up to three attributes. The points values of magical weapons depend on the attributes used - see pages 26-28 of Magic, Warhammer Battle Vol 2.

0-7 MAGICIANS

They may be chosen from the list below. The points cost given is for a basic, unarmoured model with a dagger or knife.

- 0-4 level one magicians, 50 points each.
- 0-2 level two magicians, 72 points each.
- 0-1 level three magicians, 195 points

The player may chose the magician's spells before the battle, each costing 10 points. Wizards may be be given armour, although this interferes with spell casting (see Magic, page 7). They may also be armed with one extra weapon:

Extra for a sword mace or other additional hand weapon - 2½ points for a level 1 magician, 4 points for a level 2 and 10 points for level 3.

Extra for a halberd, two-handed axe or sword - 5 points for a level 1 magician, 8 for a level 2 and 20 for level 3.

Extra to equip level 2 or 3 magicians with a poisoned weapon - 16 points for a level 2, 40 for level 3.

Extra for a model with a shield - 2½ points for a level 1 magician, 4 points for a level 2 and 10 points for level 3.

Extra for chainmail armour - 5 points for a level 1 magician, 8 for a level 2 and 20 for level 3.

In addition, a level 2 magician's weapon may have a single *magical attribute*, a level 3 magician's weapon may possess up to three attributes.

Rank & File

800-2500 POINTS OF RANK & FILE TROOPS

Regiments of 15 or more may be given a standard bearer, regiments of 25 or more may be given a musician. Standard bearers and musicians costs twice as many points as the regiment's basic troops.

Skaven leaders may be issued with *potions* to administer to their troops at the start of the battle. These cost 2 points per model in the regiment.

75-250 WARRIOR CLAN SKAVEN 4½ points each

in regiments of 20-40. The basic warrior is unarmoured and carries a sword or similar hand weapon.

Extra to arm up to 50 warriors with spears - ½ point per model.

Extra to arm up to 30 warriors with halberds - 1 point per model.

Extra to give shields to any or all of the warriors - ½ point each.

Extra to equip up to 50 warriors with chainmail armour or metal breastplates - 1 point per model.

Extra for full plate armour for a maximum of 25% of the warriors used - 1½ points per model.

15-50 WARRIOR CLAN SLINGERS 5 points each

in regiments of 10-20. Armed with slings and hand weapons.

Extra to give slingers breastplates - ½ of a point per model.

50-350 SLAVE WARRIORS 1¾ points each

in regiments of 20-50. Slaves are armed with hand weapons, chained and manacled. The regiment must be lead by an ordinary Warrior Skaven. The basic cost is 4½ points plus any equipment chosen from the Warrior Clan section, above.

Extra to give up to 50% of the slave warriors halberds or similar pole arms - ¼ point per model.

Extra to give up to 50% of the slave warriors shields - ¼ point per model

0-10 CLAN MOULDER BEASTMASTER 6¾ points each

in one-model regiments, armed with hand weapons. Extra equipment may be selected from the warrior clan section, above. Each one acts as the regimental leader for a pack of up to six beasts. All beasts in a pack must be of the same species:

0-2 packs of Chaos Hounds - 34 points per hound model.

0-10 packs of Wolf Rats - 3 points per rat model.

0-1 packs of Rat Ogres - 40 points per rat ogre model.

0-50 CLAN SKRYRE WARRIORS 4½ points each

in regiments of 10 or more. Each model is unarmoured, armed with hand weapons.

Extra to arm Clan Skryre warriors with spears - 1 point each.

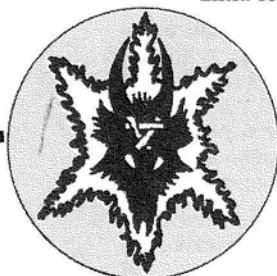
Extra to arm Clan Skryre with halberds - 1 point per model.

Extra to equip up to 50% with poisoned wind globes - 15 points each.

Extra to give them shields - ½ point each.

Extra for chainmail armour or metal breastplates - 1 point each.

Extra for full plate armour - 1½ points each.



0-6 CLAN SKRYRE FIRETHROWERS 87 points per team

organised into a maximum of two regiments. Each firethrower has a crew of two both wearing plate armour and carrying hand arms.

2-4 CLAN ESHIN ASSASSINS 18 points each

placed in existing regiments. The Assassins are unarmoured and carry only hand weapons.

Extra to arm the assassins with Clan Eshin poisoned swords - 20 points each.

Extra to arm the assassins with Clan Eshin poisoned throwing stars - 8 points each.

0-30 SKIRMISHERS

chosen from any of the regiments above. There is no additional points cost for using troops as skirmishers, but they must follow the rules given on page 43 of Combat, Book 1 of Warhammer.

Mercenaries

**0-300 POINTS OF
MERCENARY REGIMENTS**

selected from the following:

- 0-300 points of Hobgoblin mercenaries
- 0-300 points of Ogre mercenaries
- 0-300 points of Orc mercenaries

Allies

0-500 POINTS OF ALLIED TROOPS

in a single *contingent*, either:

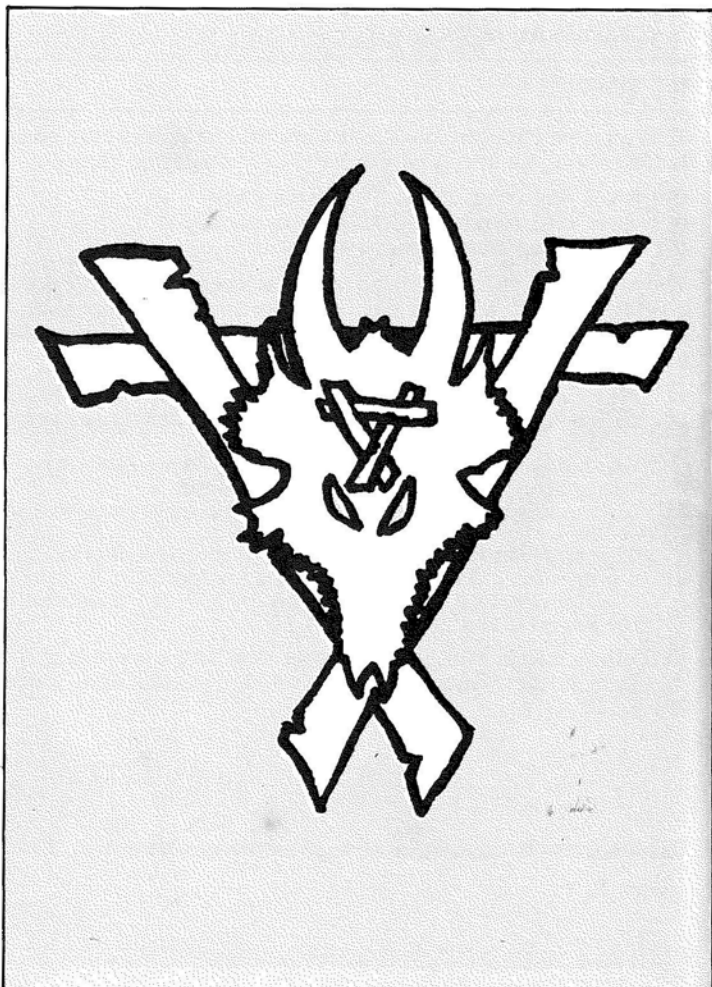
- 0-300 points of Dark Elf allies
- 0-300 points of Lizardmen allies
- 0-500 points of Undead allies

Tactics

Skaven are good fighting troops, but they lack the mega-elites possessed by most armies. To overcome this, a Skaven army should include as many of the special troops types as possible, particular the Clan Moulder beast handlers and the Clan Skryre firethrowers. Such weapon confer the vital tactical edge needed to overcome superior enemy troops.

The choice of strategy must be dictated by the Skaven's lack of archers and cavalry. The army must be bought to grips with the opposition very quickly, which means deploying it well forward and advancing at full pace. This often means risking encirclement, particularly when facing opponents strong on missilemen and cavalry like Elven and Nippon armies. Counter this threat by either deploying on a wide frontage or - probably more effectively - deploying on a narrow front but in depth. Slave warriors are cheap and expendable, and are ideal for covering the army's rear. While they can't move very fast, they'll have sufficient numbers to cover quite a large area. Even though almost any opponent can beat them, the charge, hand-to-hand combat and subsequent pursuit and reforming will take up enough time to give the rest of the army a breathing space.

Once the main bulk of the Skaven army is closing with the enemy, the firethrowers, poisoned wind and warpscrolls must be reserved for taking out the enemy's elite.



Chaos armies must be generated just before the start of a battle. They also employ some extremely complicated troop types. A commander who isn't familiar with the effects of mutations and the special rules accompanying them will need to keep referring to the rules books. The result of all this is that the appearance of a Chaos Army on a battlefield will often slow down the rate of play. They should only be used by more experienced players.

CHAOTIC FIGHTERS

Fighting Characteristics

Chaos Thug - 8½ points

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

Chaos Marauder - 18 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	3	3	1	5	2	8	8	8	8

Chaos Warrior - 40 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	3	2	6	2	10	10	10	10

Chaos Champion - 66 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	5	3	2	7	2	10	10	10	10

Chaos Knight - 128 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	8	8	5	4	3	8	3	10	10	10	10

Chaos Lord - 215 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	9	9	5	4	4	9	4	10	10	10	10

CHAOS SORCERERS

Wizard Level 1 - 210 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	2	5	1	9	9	9	9

Wizard Level 2 - 320 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	6	1	10	10	10	10

CHAOS DWARFS

Chaos Dwarfs do not *bate* Goblins as do other Dwarfs, nor do they suffer *animosity* towards Elves. Chaos Dwarfs are powerful fighters, and may appear on a battlefield as leaders of Chaos Warbands or regiments of Beastmen. Chaotic Dwarf Underlings are exclusively employed as crews for their dangerous and unpredictable black powder weapons.

Chaos Dwarf Underling - 9½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	4	4	4	1	3	1	9	7	9	9

Chaos Dwarf Warrior - 22½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	5	5	4	4	1	4	2	9	7	9	9

CHAOTIC MUTATIONS

Most Chaotic character models have a number of 'chaotic mutations'. The mutations are included in the creature's basic points cost, so the player doesn't have to pay extra points.

Before the start of a battle, a Chaotic player should give the GM a list of all the models who may have mutations. These should then be secretly generated by the GM, noted down and passed back to the player. The number of mutations for each type is given on the following table:

Status	Mutations
Chaos Champion	D6-4
Chaos Knight	D6-2
Chaos Lord	D6
Level 1 Sorcerer	D6-2
Level 2 Sorcerer	D6
Familiar	D6-4

If the modified dice score is zero or less, it simply means that the fighter isn't mutated, or that the mutations don't effect his fighting capabilities. Once you've determined the number of mutations, generate the type by rolling a D100 and consulting column 1 of the following table. The table is also used for generating attributes for Skaven (column 1), Chaos Beastmen's *dominant attributes* (column 2) and Chaos Hounds' attributes (column 3). A particular model or regiment may not have the same mutation twice; should a duplicate mutation be scored, ignore it and roll again for a different one.

SKAVEN	BEASTMEN	HOUND
1	2	3
01-04	01-05	Blood Rage
05-08	-	Breathes Fire
09-12	06-09	Chaos Spawn
13-16	10-14	Great Fangs
17-20	15-19	Great Horns or Tusk
21-24	20-23	Hideous Appearance
25-28	24-28	Horrible Stench
29-32	-	Hypnotic Gaze
33-36	29-33	Iron Hard Skin
37-40	34-38	Long Limbs
41-44	39-43	Mace Tail
45-48	44-48	Magically Resistant
49-52	49-52	Manic Fighter
53-56	53-56	Prehensile tail
57-60	57-60	Powerful Leg
61-64	61-65	Poisonous Bite
65-68	66-70	Razor Sharp Claws
69-72	-	Regeneration
73-76	71-75	Scorpion Tail
77-80	76-80	Snake Tail
81-84	-	Spits Acid
85-88	81-85	Very Agile
89-92	86-90	Very Fast
93-96	91-95	Very Strong
97-00	96-00	Weaponmaster

The attributes for Beastmen are *dominant attributes* for entire regiments, as explained in the Beastmen section, below. Attributes for other types have the following effects:

Blood Rage. The individual is subject to *frenzy*

Breathes Fire. In hand-to-hand combat, the individual may make an additional 'breathe fire' attack. The chosen victim, who must be in base-to-base contact, suffers one automatic *strength* 3 hit, which also causes 2 points of *fire damage*.

Chaos Spawn. The personality receives an additional D6 mutations.

Great Fangs. The individual may make an additional *bite* attack with +1 on the dice to wound and -1 from the opponent's armour saving throw.

Great Horns or Tusk. The individual may make an additional *gore* attack. Add one to the dice rolled to wound and subtract 1 from the opponent's armour saving throw.

Hideous Appearance. The creature causes *terror* in enemies smaller than itself, and *fear* in others.

Horrible Stench. The creature smells very bad. Throw a D6 to discover the range of the stench. Any living creature within range is subject to a -1 modifier on all dice rolled. Elves, a fastidious bunch, will need to pass a *leadership* test to come within range of the smell. Other Chaotics will be entirely used to the stench, and suffer no disadvantage.

Hypnotic Gaze. The individual may fix his gaze on one opponent within 6" at a time. The victim must save against *will power* or be fixated and unable to do anything at all. The victim will remain fixated as long as the gaze is kept upon it. Models using missile weapons that turn may not use this power, except against their target. Those fighting at close quarters may only use the gaze upon opponents who are in base-to-base contact.

Iron Hard Skin. The model has chitinous, warty or scaled skin. This confers an additional saving throw of 4, 5 or 6 on a D6 after any normal armour saving throw. If this throw is made, any non-magical weapon striking the creature will break.

Long Limbs. Add 2 to the model's *initiative* and hand-to-hand rolls to hit.

Mace Tail. The individual has a long tail with a knobbly 'mace' on the tip, rather like that of some dinosaurs. The model may make one additional *tail lash* attack, but this can only be delivered to the sides or rear.

Magically Resistant. Magically resistant creatures have their *will power* increased by two when they are attempting saving throws against magic. Characters with this attribute are allowed to try and save against attacks for which there usually is no saving throw, but don't then receive the +2 bonus.

Manic Fighter. Manic fighters *bate* any enemy troops within 12". They never rout, and ignore *fear* and *terror* tests.

Prehensile Tail. The model may make a *tail lash* attack which may only be delivered to the sides or rear.

Powerful Legs. The creature's kangaroo like legs increase the *move allowance* to 6. After normal movement the creature may then leap 3", either doubling its charge bonus or jumping over up to two ranks of human-sized troops and attacking them from the rear, but without the increased charge bonus.

Poisonous Fangs. The character may make an additional *poisoned bite* attack.

Razor Sharp Claws. This attribute confers an additional *attack*, with +1 on the dice rolled 'to wound' and -1 from the opponent's armour saving throw.

Regeneration. Models with this power can replace damaged tissue and heal wounds in a remarkably short period, although *wounds* sustained from fire cannot be regenerated. At the end of each of the army's turns, roll 2D6 for each regenerating model whose *wounds* have fallen below their starting level. If the dice score is equal to or less than the character's *will power*, the model regenerates 1 *wound*.

Regenerating characters who are slain are not removed from play. Instead, leave the model on the table, laid on its side to show that it is out of action. Then, roll against *will power* at the end of each turn, as normal. If the character fails the first test, it cannot regenerate any further and is removed from play. If the test is passed, it regenerates a *wound* and may carry on moving, fighting and firing as normal.

Because regeneration may take place after the character has been slain, opponents are allowed to inflict extra *wounds* on regenerating characters who would otherwise be dead. For example, a regenerating character could be reduced to zero *wounds* and then suffer another two *wounds*. This should be recorded as '-2' *wounds*, the chaotic would need to regenerate three wounds before it could start fighting again.

Scorpion Tail. Before the start of the battle roll a D6:

- 1-2 Non-poisonous
- 4-6 Poisonous

Scorpion tails confer an extra *attack*, which may only be made to the front (not the rear and sides, as with other tail attacks).

Snake Tail. The creature has an extremely long tail which terminates in a snake's head. This confers an additional poisonous bite attack which may be made to the front, sides or rear.



Spits Acid. This attribute allows the fighter to make a special *acid spit attack* in hand-to-hand combat. The player selects the target and rolls to hit against his *bow skill*, ignoring any modifiers. If the spit hits, roll another D6:

- 1-2 No Effect
- 3-4 Hit. The target must make an armour saving throw or suffer an automatic wound
- 5-6 Hit in the face. Targets wearing face protection may save by scoring a 4 or more on a D6. Those who fail this throw or who aren't wearing any kind of protection are blinded for 2D6 turns and suffer one automatic wound.

Very Agile. The model's *initiative* is increased by 2. It also makes an extra armed attack.

Very Fast. Double the model's *movement allowance* and *initiative*.

Very Strong. Add 2 to the model's *strength* and *toughness*.

Weaponmaster. Add 2 to the fighter's *weapon skill* with any one favoured weapon.

Note. Where a chaotic attribute confers an extra attack, the model is not penalised for using two weapons at once or making an attack with the wrong hand.



CHAOS BEASTMEN

Beastmen are the results of some of the worst of the Incursions of Chaos. They are the servants and minions of the Chaos Gods who bestowed upon them their half-animal traits.

Basic Profile - 10 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	3	2	3	1	7	6	7	6

Chaos Beastmen must be used in regiments lead by a Chaos Dwarf, or a Chaos Fighter of Warrior or a higher status. Chaos Beastmen are as prone to mutations as very high ranking Chaotic characters. However, because of their numbers it is impossible to record the mutations borne by each and every one. To solve this problem assume that each regiment will have a number of *dominant mutations*. These are assumed to be common mutations amongst that particular group.

At the start of the battle, the GM should generate each regiment's dominant mutations, write them down on a scrap of paper and pass them to the player. The number of dominant mutations for a Beastman regiment is the score of a D6 minus 2. If the total is zero or less it simply means that the regiment has no dominant

attributes (the mutations it does have are wide, varied and accounted for by the Beastmen's basic profile). Generate each regiment's attributes by rolling a D100 and consulting *Column 2* of the generation table above. A regiment may not have the same mutation twice. Should a duplicate mutation be scored, ignore it and roll again for a different one.

Dominant mutations do not apply to each model in the regiment, so their effects on combat are slightly less, as explained below. Most of the mutations confer an extra attack per pair of models fighting. Single models and remainders have no effect whatsoever.

Blood Rage. The entire regiment is subject to *frenzy*.

Chaos Spawn. The regiment receives an additional D3 *dominant mutations*.

Great Fangs. For each pair of models fighting, the regiment may make an additional *bite* attack.

Great Horns or Tusk. For each pair of models fighting, the regiment may make an additional *gore attack*, adding +1 to the roll 'to wound'.

Hideous Appearance. The regiment causes *fear* in enemies who are smaller than Beastmen.

Horrible Stench. The regiment smells very bad. Throw a D6, to discover the range of the stench. All creatures who can smell the creature will be subject to a -1 modifier on all dice rolled. Elves, a fastidious bunch, will need to pass a *leadership* test to come within range of the smell. Other Chaotics will be entirely used to the smell, and suffer no disadvantage while within range of it.

Iron Hard Skin. A high proportion of the regiment have chitinous, warty or scaled skin. This confers an additional saving throw of a 6 on a D6 after any normal armour saving throw.

Long Limbs. Add 1 to the regiment's *initiative* and hand-to-hand rolls to hit.

Mace Tail. For every two models in base-to-base contact, the regiment may make an additional *tail lash attack*. This can only be delivered to the sides or rear.

Magically Resistant All members of the regiment have their *will power* increased by one when attempting saving throws against magic. They are allowed to try and save against attacks for which there usually is no saving throw, but don't receive the +1 bonus.

Manic Fighter The entire regiment *bates* any enemy troops within 12". They never rout and ignore *fear* and *terror* tests.

Prehensile Tail. For each pair of models in base-to-base contact, the regiment may make a *tail lash attack*. This may only be delivered to the sides or rear.

Powerful Legs. Increase the regiment's *move allowance* by 2.

Poisonous Fangs. For each two models in base to base combat, the regiment may make one additional *poisoned bite* attack.

Razor Sharp Claws. For each pair of models in base-to-base contact, the regiment may make an additional *claw attack*, with +1 on the dice rolled to wound and -1 from the opponent's armour saving throw.

Scorpion Tail. Before the start of the battle roll a D6:

- 1-2 Non-poisonous
- 4-6 Poisonous

Regiments with Scorpion tails as a dominant attribute may make one extra *attack* for each pair of models in base to base contact. This may only be made to the front (not the rear and sides, as with other tail attacks).

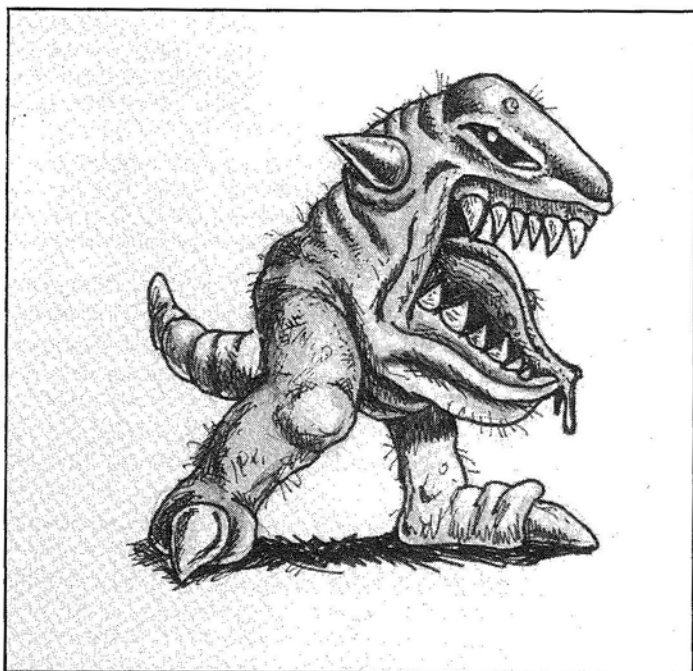
Snake Tail. Several members of the regiment have extremely long tails which terminate in a snake's head. For each pair of models in contact with the enemy, this confers an additional *poisoned bite attack*, which may made to the front, sides or rear.

Very Agile. The regiment's *initiative* is increased by 2.

Very Fast. Add 1 to the regiment's *movement allowance* and its *initiative*.

Very Strong. Add 1 to the regiment's *strength* and *toughness*.

Weaponmaster. Add 1 to the regiment's *weapon skill* with any one favoured weapon.



CHAOS FAMILIARS

Familiars are granted by the Gods of Chaos to particularly favoured magician followers. The familiar must remain within 6" of the wizard at all times, obeys the wizard's commands to the letter and ignores all normal psychology tests, fear and terror. A Chaos Sorcerer accompanied by a familiar receives an extra 5 constitution points.

Familiar - 19½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	6	2	8	8	8	8

CHAOS HOUNDS

Chaos Hounds are gigantic mutant wardogs. Their whole-hearted savagery and sheer ferocity appeal to the Chaos Gods. Chaos Hounds can be mutated versions of almost any predatory animal, although dogs, wolves and giant cats are the most common. The following profile is for an average creature, although the very word 'average' is totally inappropriate when applied to the creations of chaos, particularly the war hounds.

Chaos Hound - 34 points

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

Each Chaos Hound has its own unique attributes. However, we assume that each handler will be in control of animals from the same litter, or at least ones which are closely related. Apart from anything else, this makes recording the creatures' mutations considerably easier.

At the beginning of a battle, the GM should roll a D6 for each 'pack' of creatures. The score is the number of mutations on each of the beasts. The mutations should be generated using *Column 3* of the chart given under *chaotic mutations* above. For the effects of the mutations see the explanation given in the same section (not the *dominant mutation* list used for Beastmen).

CHAOTIC STEEDS

Chaotic Steeds are warped versions of horses. They are extremely rare and usually reserved by the Gods as gifts for their most favoured followers. Chaotic Steeds appear only when used as mounts for Chaotic Fighters of Warrior or higher status.

Chaotic Steed - 27½ points used as mount

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	5	0	5	5	2	5	2	3	3	3	3

CHAOTIC FIREARMS

Chaos Dwarfs retain many of the metal working skills of their cousins in the south. They manufacture a variety of lethal firearms which no sane Dwarf would even contemplate using.

Rocket Launcher - 35 points

This simple tube-like weapon fires a rocket with a powerful, explosive warhead. Its main advantage, apart from the ease of manufacture, is that it is light and relatively simple to use. It dispenses with the need for a cumbersome chassis and can be carried about by a crew of two - one to carry the rockets, the other to carry the gun.

Rocket launchers cannot be loaded, moved and then fired. It assumed they start the game unloaded. Provided the weapon has the full crew of two, it can load and fire in any turn if it doesn't move (although it is allowed to change the direction of facing). Rocket launcher teams are allowed to reserve move, but only in turns in which they didn't fire. If one of the crew is killed, the rocket launcher may only fire if the player rolls 4 or more on a D6.

The launcher has a maximum range of 36" and a normal fire-arc of 90 degrees. The weapon fires in the same way as a bow or crossbow, using the crew's *bow skill*. The firer nominates a target model and rolls to hit, using the normal modifiers given in the shooting rules. When the weapon hits, place a 2" diameter area template with its centre over the target model. All models whose bases lie wholly or partially inside the template suffer a single hit with a *strength* of 5. If the weapon misses, roll for the direction of deviation using the D12 clockface principle and a D6 for the extent of the deviation in inches.

Should the dice rolled to hit score a 1 or a 2 (before any modifiers are applied), the weapon has misfired. Roll a D6 to see what happens:

Score Result

- 1-3 The warhead fails to ignite. It shoots normally but has no effect.
4-6 The rocket explodes before launching. The weapon is destroyed, the crewman holding it is killed and any other models within 2" suffer an automatic strength D6 hit.

Mortar - 60 points

The mortar is sometimes inaccurately referred to as a *petard*. It is a weapon manufactured and employed by Chaos Dwarfs, comprising a relatively light-weight mortar firing a black powder bomb.

The mortar can be lifted and carried about by its crew. The speed equals 1" per crewman, up to a maximum of 2" per turn. The mortar may not reserve move.

The weapon cannot move or re-position and fire in the same turn. If it has the full crew of two, the weapon may fire every turn, provided it hasn't been moved or re-positioned. If one of the crew is killed the mortar can only fire if the player first scores 4 or more on a D6.

Mortars have a minimum range of 18" and a maximum of 36". Because of their inherent inaccuracy, treat all shots as long range. When firing, simply nominate a target model and roll to hit using the gun's *bow skill*. When a hit is scored, place a standard 2" diameter effect template over the target model. All models whose bases lie even partially within the area of effect automatically suffer 1D3 *strength* 4 hits.

If the shot misses, roll a D12 using the clockface principle to determine the direction of deviation and a D6 to determine the extent in inches.

Whenever the dice rolled to hit scores a 'natural' 1 (ie a score of 1 before any tactical modifiers), this means the mortar has malfunctioned. Roll another D6 to decide what has happened:

Score Result

- 1-2 The barrel has cracked and the weapon is now useless.
3-6 The mortar explodes, destroying itself and causing 1D6 *strength* 6 hits on any models within 5"

Mortar

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	0	2	6	6	4	0	0			As Crew.....	

* see text

CHAOS ARMY LIST

300-1250 POINTS OF HEROES & MAGICIANS

The character model with the highest *leadership* must be declared as the army's commander. If there are two or more characters with equal *leadership*, the player may freely choose between them.

2-9 CHAMPIONS & HEROES

selected within the limitations laid out in the following lists, which detail the maximum of each grade which can be used, plus the points costs for a basic unarmoured model with a hand weapon.

2-8 Chaos Champions, 66 points each.

0-4 Chaos Knights, 128 points each.

0-2 Chaos Lords, 215 points each.

They may be fitted out with weapons, armour and mounts selected from the following lists, which already account for their *equipment modifiers*. The player should, wherever possible, chose a combination that matches the models:

Extra for a sword, mace or other additional hand weapon - **3½ points for a champion, 6½ for a Knight and 11 for a Lord.**

Extra for a two-handed sword, axe or hammer - **7 points for a champion, 13 for a Knight and 22 for a Lord.**

Extra for a longbow - **10½ points for a champion, 19½ for a Knight and 33 for a Knight.**

Extra for a crossbow or repeating crossbow - **14 points for a champion, 26 for a Knight and 44 for a Lord.**

Extra for a shield - **3½ points for a champion, 6½ for a Knight and 11 for a Lord.**

Extra for a metal breastplate or chainmail armour - **7 points for a champion, 13 for a Knight and 22 for a Lord.**

Extra for full plate armour - **10½ points for a champion, 19½ for a Knight and 33 for a Knight.**

Extra for a Chaotic Steed - **32 points for a champion or Knight and 42 for a Lord.**

In addition, a Knight's main weapon may bear a single *magical attribute*, and a Lord's may possess up to three attributes.

0-4 MAGICIANS

The magicians may either act independently or be assigned as regimental leaders. They may be chosen from the list below, the points cost is for a basic, unarmoured model with a dagger or knife.

0-3 level one magicians, 210 points each

0-1 level two magicians, 320 points each

The magicians must be specialists, either *demonologists* or *necromancers*. Like all specialists, they may only have one battle magic spell at each Level.

The player may chose the magician's spells before the battle, each spell costing 10 points. The magicians may be given additional equipment selected from the following list. However they may be given only one extra weapon and any armour will interfere with the casting of spells (see Magic, Warhammer Battle Vol 2, page 7).

Extra for a sword, mace or additional hand weapon - **10½ points for a level 1 magician, 16 points for a level 2.**

Extra for a two-handed sword or axe - **21 points for level 1 magicians, 32 for level 2.**

Extra for a shield - **10½ points for level 1 magicians, 16 for level 2.**

Extra for chainmail armour or a metal breastplate - **21 points for level 1 magicians, 32 for level 2.**

Extra for full plate armour - **31½ for a level 1 magician, 48 points for a level 2 magician.**

Extra for a Chaotic Steed - **42 points.**

Level 1 magicians' weapons may have a single magical attribute, and level 2 magicians may have up to three magical attributes (see Warhammer Battle, Vol 2, pages 26-28).

Chaotic Sorcerers may also be accompanied by a Familiar, costing 19½ points, regardless of level.

Rank & File

800-1500 POINTS OF RANK & FILE TROOPS

Regiments of Chaos Marauders and Warriors may be given *standard bearers* and *musicians*. Warbands may be given a standard bearer if they are more than 20 models strong, and they may be given musicians if they are more than 30 strong. Regimental standard bearers and musicians cost twice as much as a basic trooper.

0-20 CHAOS WARRIORS 48 points each

who may either be deployed in regiments of 5 or more, or used as leaders for other regiments. They are armed with hand weapons, carry shields and wear full plate armour.

Extra to equip any of your Chaos Warriors with two-handed swords, axes or hammers - **These cost 4 points per model.**

Extra to give equip any Chaos Warriors with crossbows - **8 points per model**

0-40 CHAOS MARAUDERS 21 points each

in regiments of 10 or more. Armed with hand weapons, carrying shields and wearing chainmail armour.

Extra to equip up to half of the Marauders used with two-handed swords, axes or hammers - **2 points per model.**

Extra to equip up to half of the Marauders used with crossbows - **4 points per model**

Extra to mount up to 10 Chaos Marauders on conventional Warhorses - **14 points per model**

20-100 CHAOS THUGS 9 points each

in regiments (Warbands) of 10 or more. Each Warband must be led by a Chaotic Fighter of at least Chaos Warrior status, or a Chaos Dwarf. The Thugs are armed with hand weapons and carry shields.

Extra to arm Thugs with two-handed axes, swords or hammers - **1 point per model.**

Extra to arm up to 20 Thugs with crossbows - **2 points each.**

Extra to give up to half of the Thugs chainmail armour or metal breastplates - **1 point per model.**

Extra to have up to 15 Thugs subject to *frenzy* - **5 points each.**

40-100 BEASTMEN 10 points each

in regiments (Warbands) of 20 or more. The Beastmen are unarmoured and armed with hand weapons.

Extra to equip up to 20 Beastmen with two-handed axes - **1 point per model.**

Extra to give up to 20 Beastmen chainmail armour or metal breastplates - **1 point per model.**

0-6 CHAOS HOUNDSMEN special

operating as leaders of regiments (packs) of up to 6 Hounds. The Houndsmen must be either Chaos Dwarfs or Chaotic Fighters of at least Warrior status. The points values and equipment options should be taken from the relevant sections in this list. The Hounds cost 34 points each.

0-50 CHAOS DWARFS 22½ points each

either deployed in regiments of 5 or more, serving as crew for mortars and rocket launchers or used as leaders for other regiments. Includes hand weapons but no other equipment.

Extra for two-handed axes, swords or hammers - **3 points**

Extra for chainmail armour or a metal breastplate - **3 points**

Extra for crossbows - **6 points per model.**

Extra for shields - **1½ points per model.**

Extra for full plate armour - **4½ points**



Extra to give the crewmen chainmail armour - **1 point each.**
 Extra to give the crew full plate armour - **1½ points each**
 Extra to give the crew two-handed axes or warhammers - **1 points each.**

78½ points team

Extra to give the crewmen chainmail armour - **1 point each.**
 Extra to give the crew full plate armour - **1½ points each**
 Extra to give the crew two-handed axes or warhammers - **1 point each.**

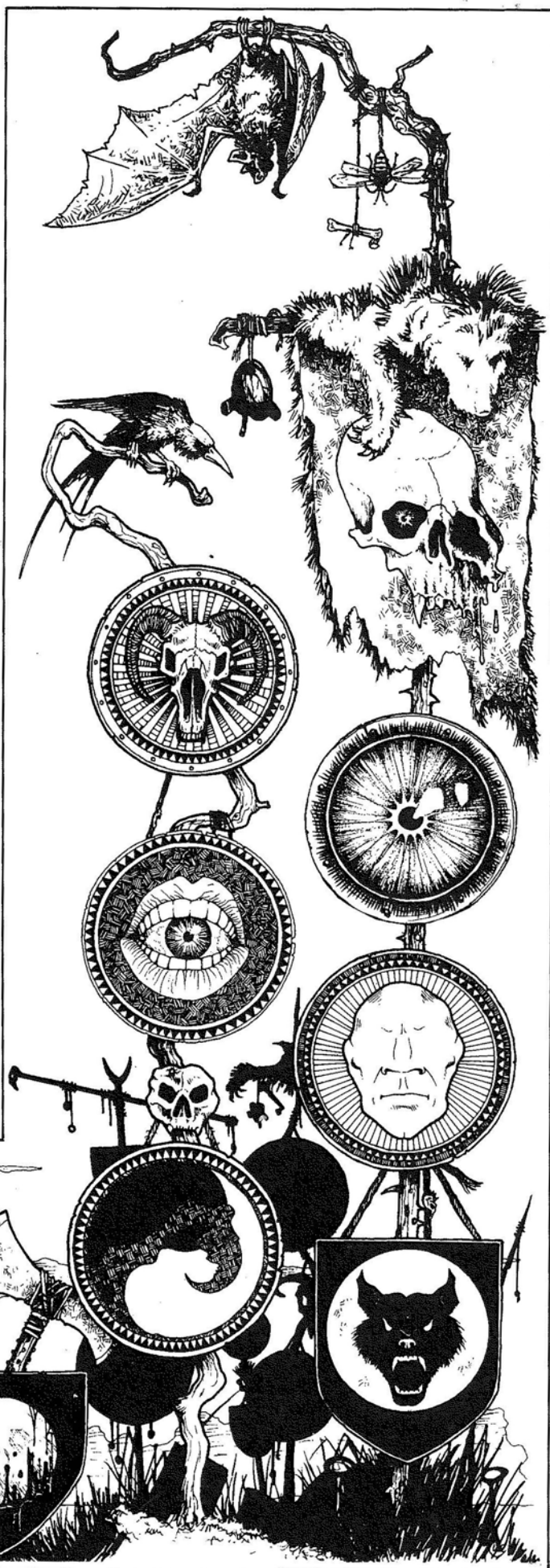
0-500 POINTS OF MERCENARY REGIMENTS

0-500 points of Hobgoblin mercenaries
0-500 points of Ogre mercenaries
0-500 points of Orc mercenaries

0-500 POINTS OF ALLIED TROOPS

0-300 points of Dark Elves
0-500 points of Goblins
0-300 points of Lizardmen
0-500 points of Undead

With the awesome strength of the different sorts of chaotic troops, a single, simple (some would say crude), option is open. Deploy the army on a small frontage (this is probably going to be necessary anyway, because of the lack of numbers). Leave the odd warband in reserve to cover outflanking attempts and place a few crossbows or allies on the flanks. Then, carefully calculate the enemy's strongest troops, move towards them, charge and beat them to death. Then hammer the remainder of the army. Then jump up and down on the corpses.



The following list is for an army of the land of Nippon. The military aristocracy of this far-off eastern isle are called Samurai, and its armies are centred around and led by these charismatic warriors.

Fighting Characteristics

Personal Characteristics

Basic Profile - 5 points

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

Champion - 7 points

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

Minor Hero - 36 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	5	2	8	8	8	8

Major Hero - 84 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	9	9	9

Wizard Level 1, CPs 10 - 55 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	7	7	7	8

Wizard Level 2, CPs 20 - 195 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	2	5	1	8	8	8	9

Wizard Level 3, CPs 30 - 360 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	3	6	1	9	9	9	10

SAMURAI

The Samurai classes dominate Nippon society. Their land is so vast and so often inhospitable, the Samurai so strong and the Emperor so weak, that central control has all but disappeared. Society is normally run by the Samurai, who exchange their protection for control over the towns and cities, along with taxes and the right to levy militias. As the Samurai have grown in strength, so has each settlement's need for the Samurai. The Samurai's training, devotion and continual practice have turned them into awesome fighters:

Samurai - 38 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	5	2	8	8	8	8

WARRIOR MONKS

Nippon abounds with diverse orders of monks, either martial or clerical. The Orders select their members at a very early age and the chosen ones devote their entire lives to philosophy, theology and the martial arts. A lifetime of gruelling study hones their bodies and minds to a very fine edge.

Warrior Monk - 34 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	1	6	2	10	10	10	10

The unusually high profile of the warrior monks means that the cost of their arms and armour is subject to a *x4 equipment modifier*. Warrior Monks fighting without weapons do not incur the usual penalties for fighting unarmed.



NINJA ASSASSINS

Ninja Assassins are dark agents of death who prey upon the unwary and slay them without mercy. Ninjas are not placed on the table in the normal way, but remain 'disguised' within regiments of ordinary troops until it is time for them to spring. The player must make a written note of any Ninja hiding within a normal regiment, and must indicate their presence to the GM before the battle. Once a regiment is engaged in hand-to-hand combat, its controlling player may reveal any or all assassins it contains. The assassin throws off his disguise, leaps out of the regiment, and may attack any single enemy model selected by the player. Ninja are most useful for assassinating an enemy character model or other important figure.

The Ninja's attack is simulated as follows. The ninja model is substituted for a model from the fighting rank of the Nippon regiment; this represents the assassin throwing aside his disguise and preparing to attack. To prevent confusing the combat position, the Ninja model is left in place, however. The actual Ninja may be imagined leaping over the heads of friends and foes in order to reach his target. The attack can be directed against any model in the enemy regiment, not necessarily a model from the front rank. The enemy model and the Ninja are then obliged to fight each other in the combat round, without interference from any other models, even where they are in base-to-base contact (no warrior in his right mind would go within sword reach of a Ninja in any case!). Models in the enemy's front rank, other than a model attacked by a Ninja, may *not* fight against the Ninja, even if they are in base-to-base contact with the model. An enemy model not in base-to-base contact with any model other than the Ninja, and not being attacked by the Ninja, may still strike, but only against an ordinary trooper.

Ninja armed with missile weapons are allowed to shoot directly at individual models in the front ranks of enemy regiments, provided they are within 8" of their target. This is an exception to the normal targeting rules and makes it possible to 'pick off' enemy leaders and heroes from a distance. Ninja are still subject to the normal rules on fire-arcs and lines-of-fire. Note that a Ninja must abandon his disguise to shoot, and the Ninja model is positioned to replace a front rank trooper.

A Ninja may abandon his disguise at any time, and the Ninja model replaces that of an ordinary unit member. Once the model is placed on the table, Ninja are allowed to move from regiment to regiment or operate independently in the same way as heroes. Should a regiment accompanied by a Ninja be routed, the Ninja is also routed, but may make any rally test separately.



Ninja are trained in the same martial arts as the Warrior Monks, and can fight unarmed without penalty, or with a wide variety of weapons:

The **kusarigama** is a sickle on a length of cord or light chain. It can be used as a *hand weapon*, but can also be thrown, counting as a *knife* and additionally *entangling* in the same way as a *net*.

Shuriken or throwing stars counting as thrown *knives*, and are always *poisoned*, as are darts from a *blowpipe*.

Torinoko grenades are missile weapons, short range 0-3", long range 4-6". The Ninja nominates a target model and places a 1" diameter *area template* over it. The Ninja then rolls to 'place' the grenade using his *bow skill* to hit in the normal way. If the result is a hit, all models whose bases lie even partially inside the area are hit once. If the result is a miss, the template is repositioned as follows. Nominate a direction as 12 o'clock and roll a D12. The score gives a direction in terms of a clock-face. This is the direction in which the grenade overshoots or undershoots its target. To determine how far the grenade has deviated from its target points roll a D6; this is the number of inches by which the grenade toss has gone astray.

For example, the Nippon player realises his grenade toss has missed, so he decides that the area directly forward from his model will be 12 o'clock, and rolls a D12 score of 6, and a D6 score of 3. The grenade has landed 3" off-target at 6 o'clock (short). The centre of the template is repositioned at the point of landing and any models whose bases lie within the template are automatically hit exactly as before. However, note that no grenade may miss its target point by more than half the measured range, so a toss of 5" may not deviate by more than 2½". A grenade may be loaded with the following ammunition types.

Explosive causing a *strength* 1 hit.

Flash powder which causes those hit to halve their *move allowance*, *weapon skill*, and *bow skill* in their next turn.

Firecracker which cause those hit to be *confused* in the following turn.

Ninja - 87 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	8	8	4	4	2	10	3	10	10	10	10

Because of their unusually high profile, Ninja have a *x9 equipment modifier*; points costs for the Ninja's special equipment are therefore:

Ninja sword
Poisoned sword
Kusarigama
Shuriken
Torinoko grenade

9
18
18
9
18

KAMIKAZE SUICIDE SQUADS

Many young, fanatical warriors are so devoted to their cause that they regard it as a high honour to die in battle. These warriors are prepared to go into battle as human bombs, carrying either a cask of black powder or bandoliers loaded with separate explosive charges. Kamikaze warriors are hidden in existing regiments in the same way as Goblin fanatics, Skaven plague censer bearers and Ninja.

The player pays for the kamikaze warriors separately but represents them with identical models to the parent regiment. The first time the regiment comes within 8" of enemy troops, the normal turn sequence is temporarily suspended. Replace the regimental models with models of the kamikaze warriors. They then light the fuses on their explosive packs and rush forwards towards the enemy. If there are two units within 8", the player may choose which one to attack. The warriors are allowed to move 8", although this may be reduced by obstacles or difficult ground. Before moving them, roll a D6 for each individual. If the dice scores a 3 or more, the attack goes exactly to plan. If it scores a 1 or a 2, something has gone wrong, roll another D6:

Score	Result
1,2	Fuse Goes Out. The warrior turns on his heels, returns to the parent unit and must try again the next time enemy are within 8".
3,4	Fuse Too Short. The charge explodes unexpectedly early. Roll another D6 to see how many inches the warrior travels before the charge is detonated. If the result gives him enough movement to reach the target, the attack proceeds normally.
5,6	Fuse Too Long. The warrior reaches any chosen point on the facing rank of the target unit, but the charge doesn't explode. If the warrior survives the ensuing combat, he may relight the charge and automatically detonate it in his next turn's shooting phase.

When a charge explodes, the wearer suffers an automatic *strength* 6 hit. If he survives this, he may make normal hand-to-hand combat attacks, provided he is in contact with the enemy. If the charge ignites before the warrior reaches his target, he is killed automatically.

After calculating the damage on the wearer, place a 2" diameter template centred on the point where the charge ignited. Any models whose bases are wholly or partially within the template suffer an automatic *strength* 6 hit.

PEASANTS

Nippon peasants are extremely reluctant to fight for their Samurai overlords, however sometimes they have no choice!

Peasant - 3¼ points

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

Peasants, because of their low profile, have a *x½ equipment modifier*.



ARQUEBUS

Arquebuses are short barrelled hand guns with a shoulder stock. They are crude, muzzle-loaded guns fired by applying a lighted taper to a tiny hole at the base of the barrel. They may be used like any other missile weapons but must be reloaded after each shot.

	Short Range	Long Range	Strength
Arquebus	0-8"	8-16"	4
	1½ points		

Reloading takes an entire turn while stationary. During reloading, troops may neither move nor shoot, although they are allowed to make a single formation change. Arquebus armed troops are assumed to start a battle with their weapons already loaded. Once they have reloaded, they are allowed to move before firing them.

FIRELOCK PISTOL

Firelock pistols are fired by a simple flint mechanism which, when triggered, sparks and ignites the charge inside the barrel. As they only need one hand to point and fire, they are ideal for use by mounted troops.

They were grudgingly adopted by the Samurai, who realised that a firelock loaded with an over-large charge was lethal at short ranges. This also gives the gun a tendency to backfire, making it a positive threat to it's owner. This element of risk, not present in an arquebus, appeals to the Samurai's enjoyment of danger and adds to their aura of courageousness.

	Short Range	Long Range	Strength
Firelock	0-3"	3-6"	5

Firelocks have a strong recoil, so that even though they can be fired with one hand, they cannot be fired two at a time. Firelock pistols usually require a single turn to reload. The Samurai regard this task as beneath them, so they may only use each gun once per game.

Misfires. If the dice rolled to hit scores a 1, the firelock has exploded. It is destroyed and the user suffers an automatic *strength* 6 hit.

Firelocks cost 2 points each.

ROCKETS

The war rockets of Nippon are between 6 and 9 feet long. They are filled with an exact quantity of chemically pure black powder. The range can be judged very accurately by altering the trajectory, which can be set with precision using calibrations on the launching frame. In addition to the explosive charge, Nippon rockets are packed with a mixture of fireworks which produce deafening noises, blinding pyrotechnics and dense smoke. These are designed to frighten, disorganise and distract the survivors of a hit.

Crew. The standard crew for a rocket launcher is three models, although extra ones may be supplied to make up for casualties.

Movement. Since rocket launchers are relatively lightweight, they are usually carried around by their crew. Speed equals ½" per crewman, up to a maximum of 4" per turn. When being transported, the launcher is subject all the normal rules for movement. Unlike other engines, rocket launchers are allowed to reserve move and cross difficult ground/obstacles.

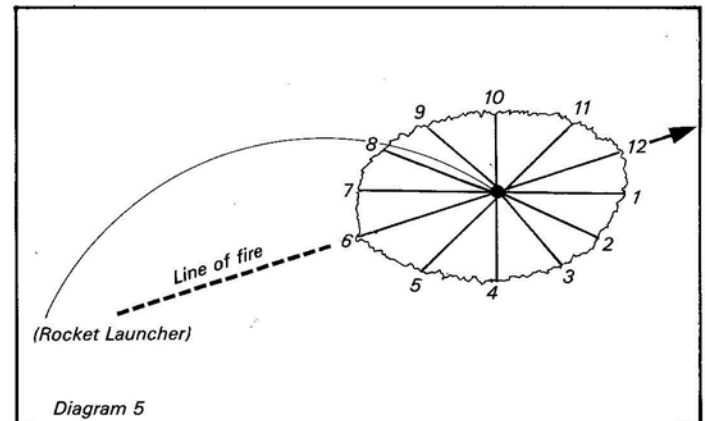
Deployment. Each time the launcher moves, it must be deployed before it can fire. Deployment takes the same amount of time as reloading the weapon, but is assumed to include loading the first rocket. Should the crew suffer casualties, it will take them much longer to deploy. See the table for reloading times, below.

Firing. Rockets cannot be ranged properly when the enemy get too close. Because of this, they have a minimum range of 8". Rockets cannot be fired at targets within the minimum range. The rocket launcher's characteristics are as follows:

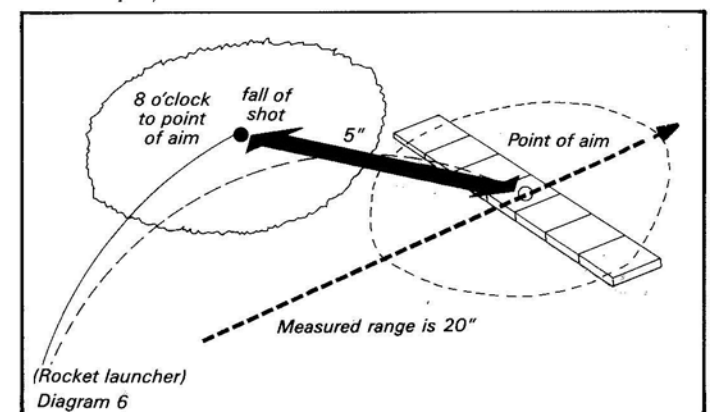
	Short Range	Long Range	Strength
Rocket	8-16"	16-32"	*
	* see below		

The firer nominates a target model and rolls to hit as normal, using the crew's *bow skill*. If the rocket scores a hit, place a standard 2" diameter template over the nominated target. All models whose bases are even partially within this area suffer an automatic *strength* 4 hit. Target regiments count as *confused* until the end of their next turn. This means the regiment may not move, except to turn to face a charge or follow up enemy in combat, or if they themselves are pushed back or routed. They may not fire missiles, but they may fight back if charged (though they suffer a -1 to hit modifier for being confused).

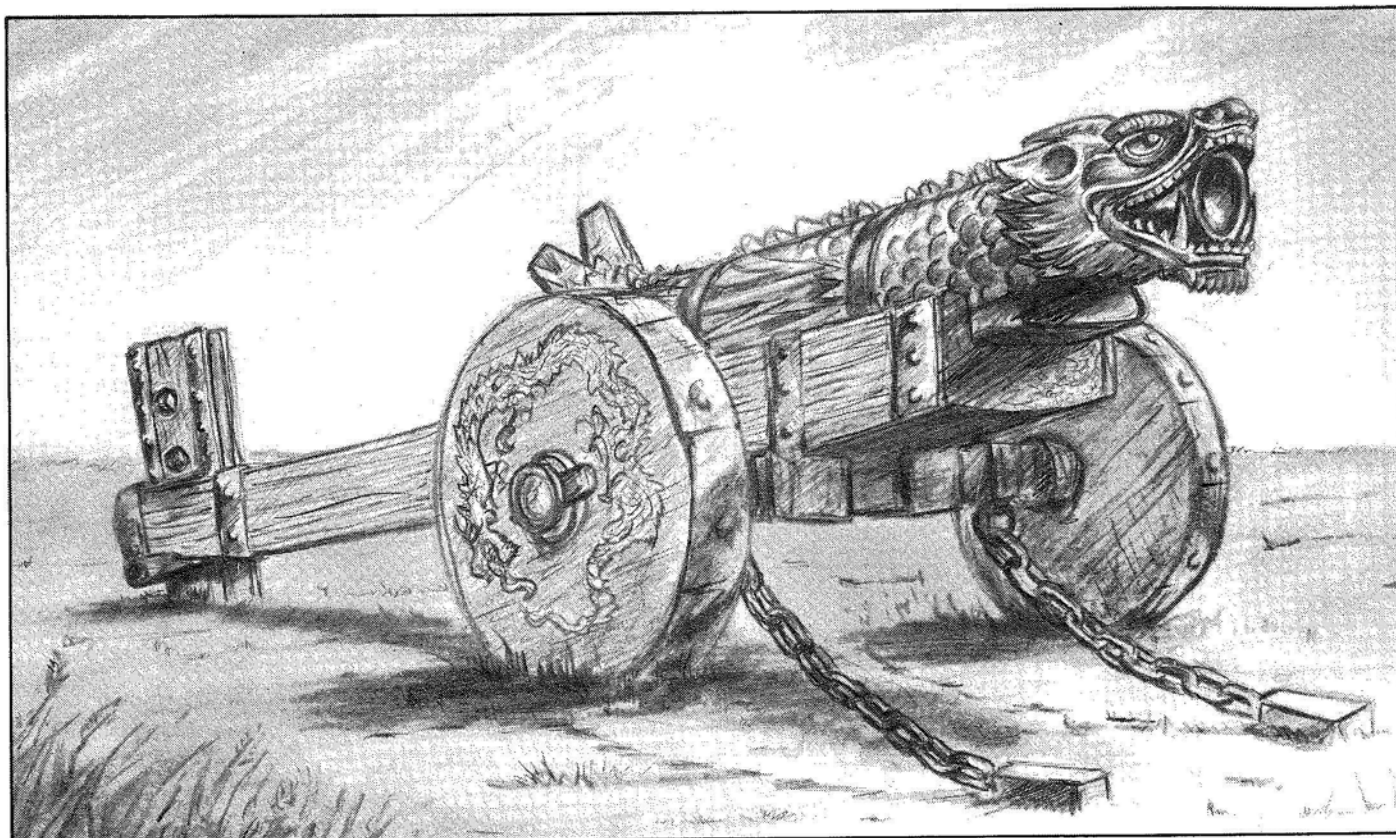
If the rocket misses it's target, it will impact somewhere close to the point of aim. To decide where exactly this is roll a D12 for the direction of deviation.



Roll a D6 to determine by how many inches the rocket has deviated, place the template over this point and roll for casualties as normal. A shot may never deviate by more than half the measured range. If the d6 scores more than this reroll the die. An example;



The launcher rolls a 2 to hit, and so misses. The D12 rolled for deviation scores a 8 so the shot has fallen short of the target and to the left. The second D6, rolled for the extent of deviation, scores a 5. The rocket lands 5" away from the target point, and completely misses the enemy.



Reloading. The launcher must be reloaded after each shot. It cannot be fired in the same turn as it was loaded or deployed. The time taken to reload and, if necessary, select a new target depends on the number of crew still surviving:

Crew	Turns to Reload
3	1
2	2
1	3

Attacking The Rocket Launcher. Once all its crew have been killed or routed, the launcher may be attacked using the nominal *toughness* and *wounds* given below. Rockets are insubstantial targets so they cannot be singled out by missilemen. Any fire must be directed at the team as a whole, counting as a large target. For each hit, roll a D6:

Score	Result
1-4	Crew hit
5-6	Launcher hit

Rocket Launcher - 75 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	0	*	0	4	2	3	0	As crew.....			

*depends on the crew, see text.

Misfires. If the die rolled to hit scores a 1 (before any modifiers) the weapon has malfunctioned, roll another dice to determine what has happened:

Score	Result
1,2	Rocket Explodes. All figures within an inch suffer an automatic <i>strength</i> 3 hit, and are <i>confused</i> . The launcher also takes a <i>strength</i> 3 hit. If it and some of the crew survive the explosion, the launcher may be reloaded and carry on working.
3,4	Dud Rocket. No damage is done but the launcher must be loaded with a fresh rocket before it can fire again.
5,6	Faulty Fuse. The fuse takes longer to burn than expected. The rocket must be fired next turn at exactly the same target point, even if the enemy have moved away. The launcher may not be re-targeted or loaded with a fresh rocket. In the following turn, if the to hit dice again scores a 1, there is still the same chance of the rocket exploding, turning out to be a dud or the fuse still not burning down.

CANNON

The rules on cannons are quite lengthy and have already been given in The Empire's list. Nippon cannons are subject to exactly the same rules so, to save space, the rules are not reproduced here, although for reference we've included the cannons basic profile and firing characteristics:

	Short Range	Long Range	Hits Strength
Ball	0-24"	24-48"	D3 <i>strength</i> 6 per rank
Chain-shot	0-12"		D6 <i>strength</i> 4 per rank

Basic Profile - 100 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	0	*	*	6	8	*	0	*	*	*	*

* varies according to the crew or with ammunition, see text.

BOMBARDIERS

While no Samurai would lower himself to work so closely with the lower orders and operate fundamentally 'cowardly' weapons, the profession of bombardier is regarded with great esteem amongst the lower military orders. A bombardier may serve as the regimental commander for batteries of 1 to 3 cannon or rocket launchers. Their characteristics are as follows:

Bombardier - 30 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1	8	7	7	7

As well as commanding a battery, a bombardier can personally supervise the firing of one artillery piece. Whenever it fires, the rolls to hit are made using the bombardier's *bow skill*, not that of the crew.

NIPPON ARMY LIST

500-800 POINTS OF CHAMPIONS, HEROES & MAGICIANS

The character model with the highest *leadership* must be declared as the army's commander. If there are two or more characters with equal *leadership*, the player may choose which one is to be used as the commander.

4-17 CHAMPIONS & HEROES

These may be selected from the following list, which also gives the points value for a basic, unarmoured model carrying some form of hand weapon:

2-8 Champions, 7 points each.

2-6 Minor Heroes, 36 points each.

0-3 Major Heroes, 84 points each.

They may be equipped with items selected from the list below, which already takes into account their *equipment modifiers*:

Additional cost for a halberd or two-handed sword - **1 point for a champion, 4 for a minor hero and 9 for a major hero.**

Additional cost for a bow - **1 point for a champion, 4 for a minor hero and 9 for a major hero.**

Additional cost for a long bow - **1½ points for a champion, 6 for a minor hero and 13½ for a major hero.**

Extra for chainmail armour or a metal breastplate - **1 point for a champion, 4 for a minor hero and 9 for a major hero.**

Extra cost for full plate armour - **1½ points for a champion, 6 for a minor hero and 13½ for a major hero.**

Additional points for a firelock pistol - **2 points for a champion, 8 for a minor hero and 18 for a major hero.**

Any character model may be mounted at a cost of **11 points for a champion or minor hero and 21 for a major hero.**

Any character may be mounted on a warhorse at a cost of **22 points for a champion or minor hero and 32 points for a major hero.**

Minor heroes may have one single attribute *magical weapon*, major heroes may have magical weapons with up to three attributes. For detail of the effects and points costs of the various attributes see pages 26-28 of Magic, Volume 2 of Warhammer Fantasy Battle.

0-8 MAGICIANS

Up to half of the magicians being used may be specialists in any one of the four brands of specialist magic. Magical specialities are free, but restrict the magician's choice of spells. See pages 9-10 of Magic, Warhammer Battle Volume 2.

0-6 level one magicians, 55 points each.

0-3 level two magicians, 195 points each.

0-1 level three magicians, 360 points each.

The magicians' spells cost 10 points each, and they should be chosen before the battle. The points values given above are for an unarmoured model with a knife or dagger. Magicians may be given armour, although it will interfere with their ability to cast spells. They may also be given one weapon selected from the following list:

Additional cost for a sword, mace or other hand weapon - **3 points for level 1, 10 for level 2 and 18 for level 3.**

Additional cost for a two-handed sword - **6 points for a level 1, 20 for level 2 and 36 for level 3.**

Extra for a shield - **3 points for level 1, 10 for level 2 and 18 for level 3.**

Extra for chainmail armour or a metal breastplate - **6 points for a level 1, 20 for level 2 and 36 for level 3.**

Extra to mount on a horse - **all levels, 21 points.**

Extra to mount on a warhorse - **all levels, 32 points.**

A level 2 magician may carry a single attribute *magical weapon*, and a level 3 may possess a weapon with up to three attributes.

Rank & File

1000-2500 POINTS OF RANK & FILE TROOPS

No regiment may be more than 50 strong. Any Samurai regiment, and any other regiment of 20 or more models, may be given a **standard bearer**. Samurai regiments of 10 or more and other regiments stronger than 30 models may also have a regimental *musician*. Standard bearers and musicians cost double the points value of basic troopers.

0-20 SAMURAI CAVALRY

42 points each

in regiments of 10-20. The Samurai wear metal breastplates and carry swords.

Additional points to arm the Samurai with two-handed swords - **4 points per model.**

Extra to arm the Samurai with lances - **2 points per model.**

Additional cost to equip them with bows - **4 points per model.**

Additional cost to arm them with up to 3 firelock pistols each - **8 points per pistol.**

Additional cost to equip with shields - **2 points each.**

0-40 CAVALRY

12 points each

in regiments of 10 or more. The cavalry are armed with swords and wear metal breastplates.

Additional cost to arm the cavalry with lances - **½ point per model.**

0-20 MOUNTED ARCHERS

12 points each

in regiments of 5 or more. They are armed with bows and swords.

Additional cost to equip the cavalry with metal breastplate - **1 point per model.**

0-20 MOUNTED CROSSBOWS

13 points each

in regiments of 5 or more. They are armed with crossbows and swords.

The crossbows may be replaced with repeating crossbows, **this is free.**

10-40 SAMURAI

46 points each

in regiments of 5 or more. Each one wears a metal breastplate and carries a two-handed sword.

Additional cost to arm them with two extra one-handed swords - **4 points per model.**

Additional cost to arm them with spears - **2 points per model.**

Extra to arm the Samurai with long bows - **6 points per model.**

Additional cost to arm them with up to 3 firelock pistols each - **8 points per pistol.**

Additional cost to equip Samurai with shields - **2 points.**

0-20 WARRIOR MONKS

34 points each

in regiments of 5 or more. The monks are unarmed and unarmoured

Additional cost to arm the monks with two-handed swords - **4 points per model.**

Extra to arm the monks with long bows - **6 points per model.**

Additional cost for a metal breastplate - **4 points each.**

Additional cost for full plate armour - **6 points each.**

50-200 ASHIGARU

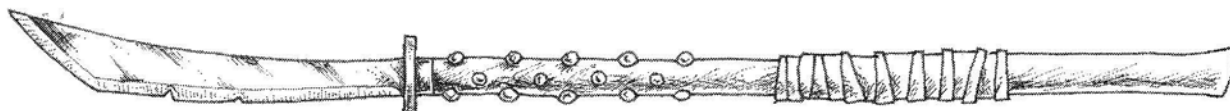
5 points each

in regiments of 20 or more. Armed with hand weapons.

Extra to give any regiment spears - **½ point per model.**

Extra to equip any regiment with shields - **½ point per model.**

Up to 50% of the Ashigaru being used may be equipped with metal breastplates - **1 point per model.**



20-60 ARCHERS 7 points each

in regiments of 10-20. Armed with hand weapons and bows.
Additional cost to equip the archers with metal breastplates - 1 point per model.

0-30 CROSSBOWMEN 7 points each

in regiments of 10 or more. Armed with crossbows and swords.
Additional cost to give the crossbowmen metal breastplates - 1 point per model.
Up to 50% of the crossbowmen being used may have repeating crossbows instead of ordinary ones. The conversion is free.

0-20 ARQUEBUSIERS 7½ points each

in a single regiment. Armed with hand weapons and an arquebus.

0-150 PEASANTS 3¼ points each

in regiments of 20 or more. The peasants are unarmoured and armed with hand weapons.
Up to 50% of the peasants may be armed with spears - ¼ point per model.

0-3 NINJA 87 points each

placed in existing regiments.
Additional cost for a ninja sword - 9 points.
Additional cost for a poisoned ninja sword - 18 points.
Additional cost for a kusarigama - 18 points.
Extra for shuriken - 9 points.
Ninja may carry up to four torinoko grenades; the player must specify which type is being used. The grenades cost 18 points each. Their expenditure must be recorded.

0-6 SUICIDE WARRIORS 25 points each

hidden in existing regiments. Armed only with swords and black powder kegs.

0-100 SKIRMISHERS

chosen from existing regiments. Skirmishers do not cost extra, but are subject to all the rules given on page 43 of Combat, Warhammer Battle Vol 1.

0-4 ARTILLERY PIECES

organised into regiments of any size, each regiment must consist of of the same sort of machine. These may be selected from the following list which gives points values including three unarmoured crew:

- 0-2 Cannons, 118 points each.
- 0-4 Rocket Launchers, 993 points each.
- 0-2 Stone Throwers, 118 points each.
- 0-2 Bolt Throwers, 68 points each.

Extra cost for up to three additional crew members per engine - 6 points per crew model.
Additional cost for up to 2 Boundaries - 30 points per model

Mercenaries

0-600 POINTS OF OGRE MERCENARIES

Because of their geographical isolation, these are the only mercenary types which a Nippon army may employ.

Allies

0-600 POINTS OF ALLIED GIANTS

forming a single contingent.

Tactics

Leading a Nippon army, you have at your fingertips a unusual blend of devastating close combat troops, lethal missile men and terrifying artillery. Despite this, it's a very difficult army to command properly. Because of the high cost of all the different troop types, they will probably be outnumbered, and so the troops must be used to their full potential to win.

The artillery should be used to support the close combat troops, rather than merely trying to wear down an approaching enemy. If they are carefully placed, artillery can seriously hamper the movement of enemy regiments. Arquebusiers, if positioned behind cover, will be costly to overcome, but cannot be counted on to withstand a sustained attack from any number of enemy shock troops. The Samurai are excellent archers, as well as good close combat fighters. It's worth trying to weaken the best enemy troops with bowfire before finishing them off with a charge. However, it would be absolutely disastrous to let them get bogged down and whittled away in an archery duel with large numbers of enemy bowmen.

The number of options available with a Nippon army is almost limitless. Try to use a combination of protected arquebusiers and artillery to set up cross fires, and use threatened charges from the Samurai to herd enemy units into these killing zones. The kamikaze troops and ninja are probably best stationed in the weaker regiments, the enemy will then get a very nasty surprise when attacked!



NORSE

The Norse live in the Northlands, or Norsca, beyond the northern borders of the Old World. They sometimes serve as mercenaries in the armies of the Old World, particularly those of Kislev and the Empire.

The Norse are a warlike breed, who prefer to seek wealth by taking it off other people, rather than by reaping the rewards of agriculture and manufacture, both of which are regarded as a boring necessity rather than a virtue. The Norse love nothing more than to go raiding and looting, thoroughly enjoying the blood-letting and the plunder. When not at war, they are still an outrageous race who spend much of their time boozing and composing poems about their own achievements or their rivals' shortcomings.

Fighting Characteristics

Personal Characteristics

Basic Profile - 5½ points

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

Champion - 7½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	4	4	3	1	4	2	7	7	7	7

Minor Hero - 38 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	5	4	4	3	6	3	8	8	8	8

Major Hero - 87 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	6	4	4	3	6	3	9	9	9	9

Wizard Level 1, CPs 10 - 55 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	7	7	7	8

Wizard Level 2, CPs 20 - 195 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	2	5	1	8	8	8	9

Wizard Level 3, CPs 30 - 360 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	3	6	1	9	9	9	10

All Norse are subject to *alcoholism* and *saga animosity*. Saga animosity is explained below.

HUSCARLS

Huscarls are the relatives, veteran warriors and bodyguards retained by a Norse chieftain. Regiments of Huscarls must be lead by a fighter of major hero status. Their profiles are as follows:

Huscarl - 18 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	5	5	1	5	1	8	8	8	8

SHAPECHANGERS

Shapechangers are very similar to ordinary human weres except that they have far less control over when they change. Although rare in Norse society, they are held in high esteem as Warriors. Every Norse army will contain a small proportion of shapechangers.



Shapechangers should be hidden inside existing regiments in the same way as Goblin fanatics, kamikaze warriors and ninja. At the start of every turn in which they are within 15" of an enemy, the player should secretly roll 2D6 for each regiment containing shapechangers. If the dice score is more than their *will power*, the troops immediately change shape and go into an automatic *frenzy*. Shapechangers in any beast-form cause *fear* in living creatures under 10' tall. Roll a D6 for each model to see what they change into:

Score Result

1-2	Bear
3	Rat
4-6	Wolf

Shapechanger Bear

The creature makes three attacks - two *claw* attacks plus one ordinary, armed attack with whichever weapon the shapechanger was carrying before the metamorphosis.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	4	4	2	3	3	6	3	6	6

Shapechanger Rat

The creature makes two attacks - one *venomous bite* attack, plus one ordinary armed attack with whichever weapon the shapechanger was carrying before the metamorphosis.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	3	3	1	4	1	4	4	6	6

Shapechanger Wolf

The creature makes two attacks - one *bite* attack and one ordinary one, using the weapons carried before the shapechange.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
9	4	0	3	3	1	3	1	3	4	6	6

Shapechangers, once they have transformed, will remain in their beast form and in a state of *frenzy* until there are no enemy within 15". If this happens, roll 2D6 for each model. If the dice score is more than the beast form's *will power*, the model remains in beast form and is still *frenzied*. If the dice score is less than or equal to the beast's *will power*, the shapechanger returns to his original form and is immediately placed back inside the parent unit (if the parent unit has been destroyed place the shapechanger in the nearest friendly Norse regiment).

Shapechangers have basic Norse profiles and cost 12 points each.

BERSERKERS

Berserkers never wear armour, but may carry shields and use any hand-to-hand or throwing weapon. Berserkers cannot be pushed back in combat and cannot be routed as a result of close combat or missile damage. They may be routed as a result of magically-induced *fear* or *terror*. Berserkers are subject to *frenzy* in the normal way. However, any regiment which becomes frenzied, remains so for the remainder of the battle. If not currently fighting, a frenzied unit must move at charge speed towards the nearest enemy. If no enemy are within sight, frenzied berserkers will look around for something else to kill! Friends! Each other! Anything! With no enemy to move against, the frenzied unit will charge any friendly unit within range. If there are no targets, enemy or friendly, Berserkers will move 'en masse' in a random direction at double move rate.

SAGA ANIMOSITY

The Norse Sagas record the history of their warring peoples. When the Norse aren't confronted with a common enemy, they devote their attention to fighting each other, bitterly remembering each and every insult or grievance. Even on a battlefield, old differences may come to the surface and a clan may seek to settle old scores.

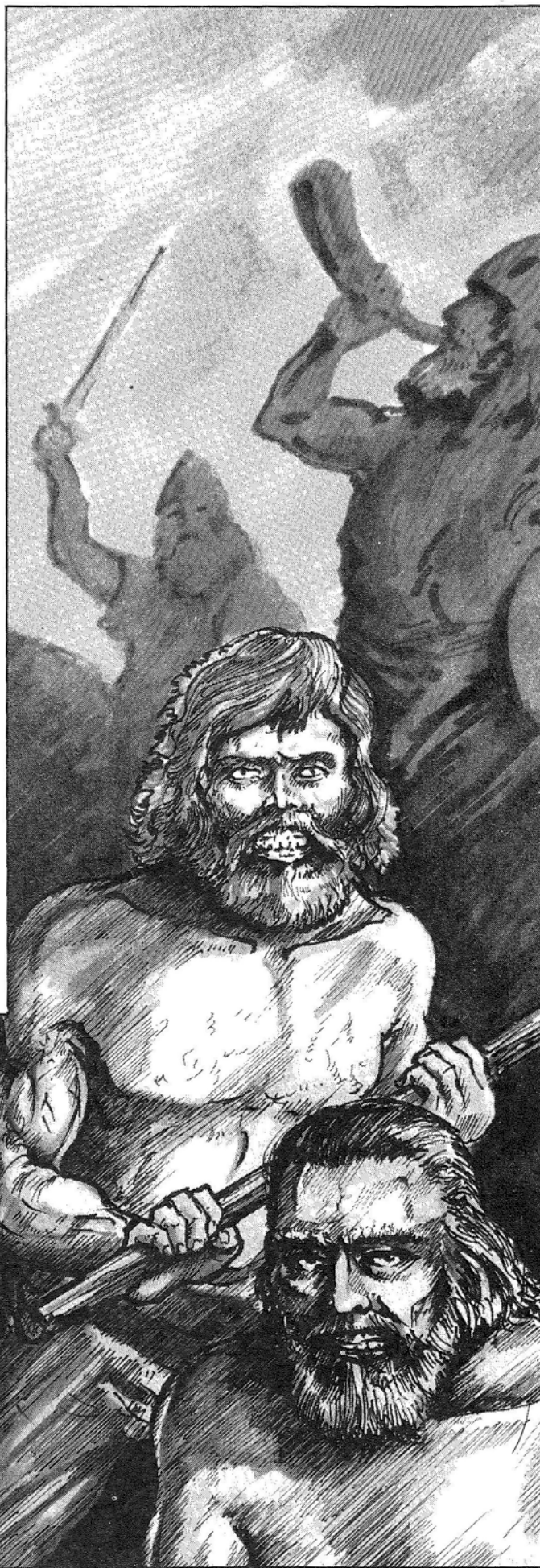
A player whose army contains Norsemen must test for *animosity* at the beginning of every turn. Any Norse regiment within charge reach of another Norse regiment will test. Roll a D6 for each regiment, a score of 6 means it must charge the nearest Norse regiment.

Regimental leaders may try to stop their troops reacting to animosity by testing against *leadership*. Roll 2D6. A score equal to or less than the character's *leadership* indicates that the leader has managed to control the regiment, and the unit behaves normally.

When two or more Norse units are fighting, they will not follow-up if all their opponents are pushed back. They will instead spend the entire next turn jeering, shouting and singing. Both regiments count as *confused* - they cannot move (except to turn to face a charge), may not fire missile weapons, and suffer a -1 to hit modifier if attacked.

If there is no push back, the leaders of the regiments involved may attempt to regain control at the beginning of each turn. To achieve this, every regiment involved in hand-to-hand combat must pass a leadership check. Should this happen, the regiments are moved back 1" and count as *confused* for the remainder of the turn.

Animosity will cease to apply, and fighting units will automatically return to normal, if there are any enemy troops within 12".



NORSE ARMY LIST

800-1200 POINTS OF HEROES & MAGICIANS

at least 800 of which must be spent on champions and heroes. The hero with the highest *leadership* must be declared as the army's commander. If there are two or more characters with equal *leadership*, the player may freely choose between them.

6-24 CHAMPIONS & HEROES

selected from the following list. The points values given are for a basic unarmoured model with a single hand weapon:

4-12 Champions, who cost 7½ points each.

1-8 Minor Heroes, at 38 points each.

1-4 Major Heroes, 87 points each.

Additional cost for a sword, mace or other additional hand weapon - ½ a point for a champion, 2 for a minor hero and 4½ points for a major hero.

Additional cost for a spear - ½ a point for a champion, 2 for a minor hero and 4½ points for a major hero.

Extra for a double-handed sword or axe - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a bow - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

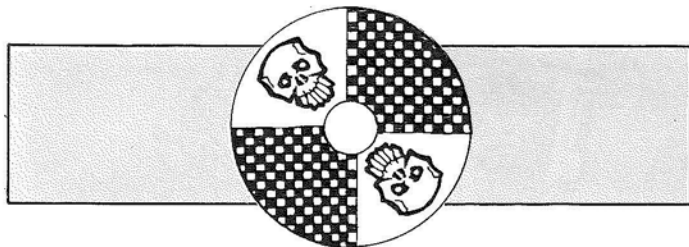
Extra for a sling - ½ a point for a champion, 2 for a minor hero and 4½ points for a major hero.

Additional cost for throwing axes - ½ a point for a champion, 2 for a minor hero and 4½ points for a major hero.

Additional cost for a shield - ½ a point for a champion, 2 for a minor hero and 4½ points for a major hero.

Extra for chainmail armour - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

In addition, champions may have 1 *rune* inscribed on any one weapon, and minor and major heroes may have up to 3. Minor heroes who aren't carrying a rune weapon may instead have a magical weapon with a single magical attribute, and major heroes who aren't using a rune weapon may have a magical weapon with up to 3 attributes. Magical weapons and rune weapons are detailed on pages 26-30 of the Magic Volume of Warhammer Fantasy Battle.



0-7 MAGICIANS

selected from the following list. The points values given are for an unarmoured model carrying a knife or dagger.

0-4 level one Magicians, 55 points each.

0-2 level two Magicians, 195 points each.

0-1 level three Magicians, 360 points each.

Only one of the magicians may be a specialist, either an *elementalist* or an *illusionist*. Specialists cost the same points as ordinary magicians, but may only have one Battle Magic spell at each Level. The player may choose the magician's spells before the battle, each costing 10 points. Wizards may be armoured, but this will interfere with their spell casting (see page 7 of the Magic Volume of Warhammer Battle). They may also be given one extra weapon:

Additional cost for an additional hand weapon - 3 points for level 1, 10 for level 2 and 18 for level 3.

Additional cost for a two-handed sword or axe - 6 points for level 1 magicians, 20 for level 2 and 36 for level 3.

Extra for a shield - 3 points for level 1, 10 for level 2 and 18 for level 3.

Additional cost for a metal breastplate or chainmail armour - 6 points for level 1 magicians, 20 for level 2 and 36 for level 3.

Level 2 wizards may be armed with a single attribute magical weapon or a weapon inscribed with up to 3 *runes*. Level 3 wizards may be armed with a magical weapon with up to three attributes or 5 *runes*.

Rank & File

1000-2500 POINTS OF RANK & FILE TROOPS

Regiments of 10 or more may be given a *standard bearer*, and regiments of 15 or more may be given a *musician*. Musicians and standard bearers cost double the points value of the ordinary troopers.

10-40 HUSCARLS

21 points each

in regiments of 10 or more. The huscarls are armed with hand weapons, wear chainmail armour and carry shields.

Additional cost to give arm any regiment with double-handed axes - 2 points per model.

Additional cost to give a regiment throwing axes - 1 point per model.

50-200 BONDI

6 points each

- feudal warriors or 'bondsmen'. They have normal Norse profiles and fight in regiments of 15 or more models. They are armed with hand weapons and carry shields.

Additional cost to give any regiment spears - ½ a point per model.

Up to 50% of the bondi present may be armed with double-handed axes or hammers, costing 1 point per model.

Additional cost to give any regiment chainmail armour - 1 point per model.

Extra to give any regiment throwing axes - ½ point per model

0-40 ARCHERS

6½ points each

in regiments of 10 or more. A Norse army may never contain more archers than half the number of bondi being used. The archers are armed with bows and hand weapons.

Additional cost to give archers shields - ½ point per model.

Extra to give archers chainmail armour - 1 point per model.

0-30 SLINGERS

6 points each

in regiments of 10 or more. Armed with hand weapons and slings.

Additional cost to equip slinger regiments with shields - ½ point per model.

10-40 BERSERKERS

11¼ points each

in regiments of 10 or more. Armed with hand weapons.

Extra cost for an additional hand weapon, either a sword or a knife - 1 point per model.

Additional cost for two-handed axes - 2 points per model.

Additional cost for a shield - 1 point per model.

0-100 SLAVES

3¼ points each

in regiments of 20 or more. Armed with hand weapons and carrying shields.

Additional cost to arm slaves with spears - ¼ point per model.

0-40 NORSE DWARFS

8½ points each

in regiments of 10 or more. Armed with double-handed axes or warhammers.

Additional cost to give Norse Dwarfs shields - ½ point per model.

Extra to give Norse Dwarfs chainmail armour - 1 point per model.

0-15 NORSE DWARF CROSSBOWS

9½ points each

in a single regiment. They are armed with crossbows and hand weapons.

Extra for a shield - ½ point per model.

Additional cost for chainmail armour - 1 point per model.

0-12 NORSE DWARF BERSERKERS

18 points each

in a single regiment of at least 6 models. Armed with hand weapons and subject to *frenzy*.

Extra to give berserkers an additional hand weapon - **1 point per model**.

Additional cost to give berserkers double handed axes or warhammers - **2 points per model**.

Extra to give a regiment throwing axes - **1 point per model**.

0-2 BOLT THROWERS

in one or two regiments. Each Bolt Thrower model includes three unarmoured crewmen with hand weapons and costs 60 points.

Additional cost for up to two surplus crew members per Bolt Thrower - **5 points each**.

0-60 SKIRMISHERS

selected from existing regiments. Converting troops to skirmishers is free, but they must obey the rules given for skirmishers on page 43 of the Combat Volume of Warhammer. The only Norse who will serve as skirmishers are the Slingers and Archers, the others regarding it is undignified.

Mercenaries

0-500 POINTS OF MERCENARY REGIMENTS

selected from the following list:

0-500 points of Empire mercenaries

0-500 points of Kislev mercenaries

0-300 points of Ogre mercenaries

Allies

0-750 POINTS OF ALLIED TROOPS

in one or two *contingents*. These may be selected from:

0-750 points of allied Dwarfs

0-600 points of allied Giants

Tactics

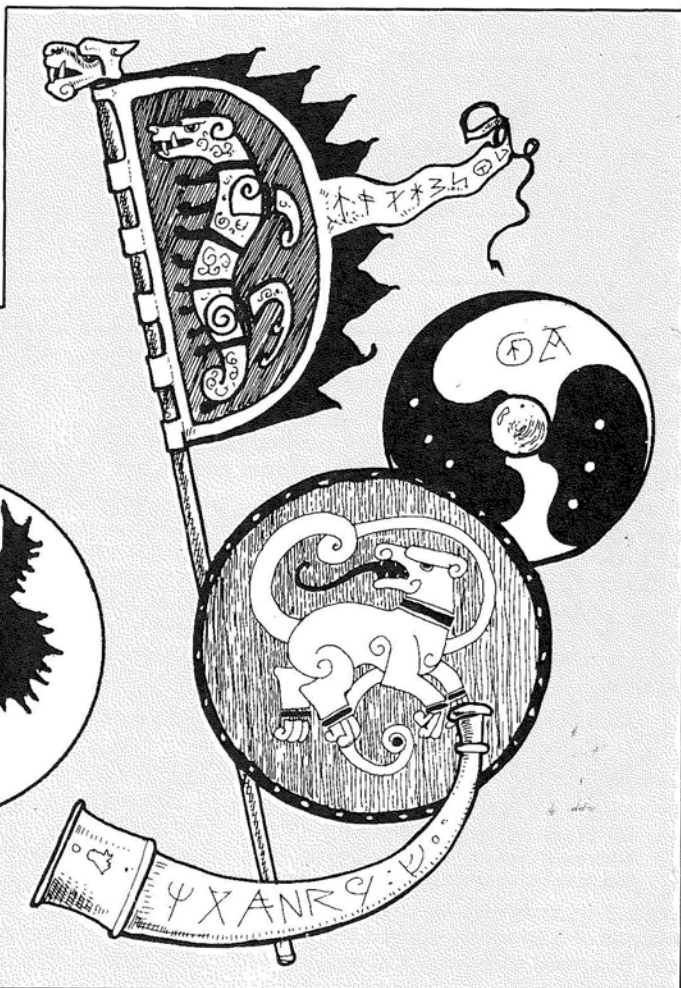
On the face of it, the Norse army is fairly weak, particularly compared to those which can field a variety of weird and wonderful troops types. It is all too easy to buy a lot of mediocre troops and deploy in a line one or two deep which stretches from one side of the table to the other. Commanders who do this can look forward to an unremitting series of defeats.

The Norse army has two principal advantages: the large number of heroes available and the equally large number of above average close combat troops. Buy as many champions and heroes as possible. Form the infantry into smallish bands of about 20 models, each one led by a powerful, charismatic leader. This gives an enormous advantage from the start, making the most of the army's mobility and counter-acting the worse effects of saga animosity.

The Norse, lacking any kind of cavalry, must accept that they are going to be outflanked and plan accordingly. Deploy in depth over a relatively small frontage, put the best troops in the front ranks, and leave the lower quality men to handle outflanking cavalry. Screen the front and flanks with archers and slingers and start moving forward.

When the enemy lines are close, form up into wedges and charge. If the line can be broken, the second and third rank regiments can start to turn and roll up the enemy, starting in the centre and working outwards. Other regiments can exploit the gap by moving through and attacking in the rear. Provided the onslaught can be maintained, no enemy can withstand this steady pressure.

If the enemy have bombard, you're in trouble. Densely packed columns of heavy infantry are the bombard's favourite targets. Concentrate *all* of your missile resources on getting rid of them or at least slowing down their rate of fire. If necessary, hold up the main advance until the bombards are disposed of. The Norse army can simply not afford the massive casualties they can cause, particular on the high flying front rank troops.



THE EMPIRE

The Empire is a vast nation, containing several different races, disparate townfolk and the followers of many religions. The following list covers most possible Imperial armies; the garrison of a major city, an Imperial expedition, the gathering one of the large Orders of Knighthood or even the Emperor's own entourage.

Fighting Characteristics

Basic Profile - 5 points

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

Champion - 7 points

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

Minor Hero - 36 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	3	6	2	8	8	8	8

Major Hero - 84 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	9	9	9

Wizard Level 1, CPs 10 - 55 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	7	7	7	8

Wizard Level 2, CPs 20 - 195 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	2	5	1	8	8	8	9

Wizard Level 3, CPs 30 - 360 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	3	6	1	9	9	9	10

THE IMPERIAL GUARD

The Imperial Guard form the core of the Imperial army. They are so well trained and disciplined that their profile represents a substantial increase on the normal human characteristics:

Guard Cavalry - 25½ points (including mount)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	3	4	4	1	5	2	8	7	8	7

Guard Infantry - 19½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	3	4	4	1	5	2	8	7	8	7

Guard Archers - 8¾ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	5	4	4	1	4	1	8	7	8	7

THE ORDERS OF KNIGHTHOOD

Templars

There are military orders of Templars attached to several religious cults of the Empire, notably those of Ulric, Myrmidia and Sigmar. Trained and equipped to the highest standard, their uncompromising fervour makes them universally feared and respected. Templars *bate* all Chaotic troops.

Knight Templar - 38 points (including mount)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	4	4	4	1	5	2	10	9	10	9

Knights Panther

The Panthers are devoted to preserving the endangered purity of the human race within the Empire. To this end, they war openly against mutants and other traces of Chaos, and encourage others to follow their cause. They are subject to hatred of Chaotics. They are also subject to *frenzy*, but only if within 15" of Chaotics. The presence of other enemy does not force them into *frenzy*.

Knight Panther - 28½ points (including mount)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	4	4	4	1	5	2	9	9	7	9

High Helms

This is the most recent of the Orders of Knighthood. The High Helms are elite cavalry, chosen from the toughest, most righteous and tallest of the land. While minor considerations like intelligence aren't pre-requisites, nobody can even be considered for the High Helms unless they are at least 6½ foot tall!

High Helm - 42 points (including mount)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	5	5	2	5	2	8	5	8	8

FORESTERS

The Empire is almost all forested, and the forests of The Empire are peopled with savage beasts, mutant bands, goblinoid raiders and other perils far too numerous to mention. All this makes the foresters a very special breed indeed!

Forester - 6½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	4	1	8	7	8	7

Foresters count wooded areas as hard cover or, if they're being charged, a defended obstacle. They do not count woods as difficult ground.

FLAGELLANTS

The Empire is full of religious zealots, some of the most devout (or twisted) of whom turn to flagellation in order to reach divine awareness. Flagellants often accompany The Empire's armies. Regular troops regard them with an understandable amount of reserve, and frequently complain about the unceasing whipping and groaning keeping them awake all night.

On the evening before a battle, flagellants will start whipping themselves into an ecstasy. As the battle begins, they redouble their efforts until the whole regiment goes into a crazed battle-mania. Cracking their whips and brandishing their scourges, the flagellants take to the battlefield in a considerable state of excitement and fervour. Because of their wild, whirling assault they are considered to have *two* hand-weapons each and therefore have *two* attacks.

Although Flagellants have basic human characteristics, they are subject to *frenzy* and *bate* Chaotics and any form of mutant. They cost 7½ points each.

LEVIES

The standing armies of The Empire are, in times of great need, supplemented by peasant levies from the towns and villages. These militias are inexperienced, untrained and often unwilling to fight.

Levies - 3 points

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

Note that because their points value is less than four, levies only pay half points for their weapons and equipment.

ARQUEBUS

The arquebus is a short-barrelled, muzzle-loaded hand-gun with a simple shoulder stock. It is fired by applying a lighted taper to a tiny hole at the base of the barrel. It may be used like any other missile weapon, but must be reloaded after each shot.

	Short Range	Long Range	Strength	
Arquebus	0-8"	8-16"	4	1½ points

Reloading takes an entire turn while stationary. During reloading troops may neither move nor shoot, but are allowed to perform one manoeuvre. Arquebus armed troops are assumed to start a battle with their weapons already loaded. Having reloaded, they are allowed to move before firing them again.

BLUNDERBUSS

Blunderbusses are cumbersome and largely ineffective weapons which make a lot of noise but rarely cause any damage. They may be used like any other missile weapons, but must be reloaded after each shot. At short range *only* any model damaged by a blunderbuss takes D3 wounds instead of the normal 1.

	Short Range	Long Range	Strength	
Blunderbuss	0-8"	8-16"	3/1*	2 points

*3 at short range, 1 at long.

Reloading takes an entire stationary turn. During reloading, troops may neither move nor shoot. Blunderbuss armed troops are assumed to start a battle with their weapons already loaded. Having reloaded, they are allowed to move before firing again.

Blunderbusses are subject to *misfires*. Each time the die rolled to hit turns up a 1 (before any modifiers are applied), something has gone wrong; roll a D6 to discover what:

- 1-3 The charge has failed to ignite. The weapon does not require reloading and may be fired again, next turn.
- 4-6 The weapon explodes. It is destroyed and the user suffers a single hit, with a strength of 1D6

CANNON

Imperial cannons are large, single barrelled weapons mounted on a wheeled chassis. Cannons are loaded from the breech and may fire either balls or chain-shot.

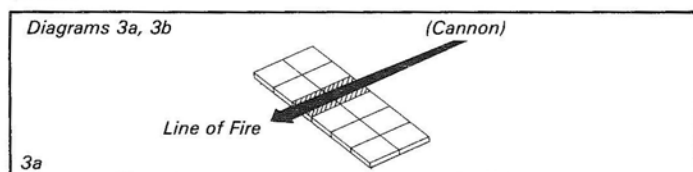
Crew. The standard crew for a cannon is three models.

Movement. Cannon may be pushed by their crew. Speed equals 1" per crewman pushing, up to a maximum of 3". Cannon never reserve move, and may not cross obstacles or difficult ground, nor may they be deployed on difficult ground.

Firing. A cannon may be fired once during the shooting portion of your turn. Cannons may fire either cannon balls or chain-shot:

Cannon Balls. To fire, first select your target. This may either be an enemy regiment, a single model with 3 or more wounds or a building or obstacle. There is no minimum range. Cannon have a 45° arc of fire.

When firing conventional cannon balls, the player must nominate a target regiment and roll to hit as normal. If a hit is scored, the cannon causes D3 strength 6 hits for each rank of the target unit. To calculate the number of ranks, extend the gun's line of fire through the regiment and count the number of models it crosses. This makes cannon extremely devastating when firing at deep columns or into a regiment's flank. The line of fire may not be extended further than 8 ranks or into another regiment, even if it is right behind the target. The total number of models removed may not exceed twice the number of ranks crossed by the line-of-fire.



The diagrams illustrate how cannon can become more devastating when fired from the flanks. The first illustrates the shot causing 2D3 hits with a maximum of 4 casualties. In the second diagram it causes 4D3 hits with a maximum of 8 casualties.

Chain-shot may only be fired at targets within 12". There is no long range. Chain-shot is an *area effect* weapon, using a template 12" long and 3" wide. When firing chain-shot, the player may place a chain-shot template starting at the edge of the model's base and pointing anywhere within the gun's arc of fire. All models whose bases lie even partially within the template, suffer an automatic strength 4 hit. Any model taking damage from a chain-shot receives D6 wounds instead of the normal 1.

	Long Range	Short Range	Hits Strength
Ball	0-24"	24-48"	D3 strength 6 per rank
Chain-shot	0-12"	--	D6 strength 4 per model.

Reloading. Cannons must be reloaded after every shot. This is done in the movement phase, so the gun can usually fire again in the shooting phase. If the number of crew falls to 2, it takes them two move phases to reload. If there is only one crewman left, it takes 3 movement phases to reload. The gun cannot be reloaded while it is being moved or re-positioned. Reloading chain shot or solid shot takes exactly the same amount of time, but the player must specify which type of ammunition is being loaded.

Misfires The main problem with a cannon is its tendency to overheat. To simulate this, keep a running tally of each gun's *heat*. This starts at 0 and goes up by two each time the gun fires. At the end of a turn in which the gun didn't fire the heat goes down by 1 (to a minimum of 0). Whenever a cannon fires (regardless of the ammunition used), roll a D6 before working out any hits/damage. If the number scored is equal to or less than the gun's heat, it explodes, destroying itself and causing an automatic strength 6 hit on each crewman. Any other models within 6" of the model's base suffer an automatic D6 strength hit.

For Example: A cannon fires in turn 1. There is no chance of it exploding. The cannon doesn't fire in turn 2 so it cools back down to 1. In turn 3, the cannon fires again. The heat is at 1, so the player rolls a D6 to see if the gun explodes and scores a 2 - it's OK, but the heat goes up to 3. In turn 4, the cannon is - rashly - fired again. Before rolling for damage, the player rolls a D6, and scores a 2. This is lower than the gun's heat, so the gun blows up.

Attacking Cannons Cannons have nominal *toughness* and *wounds* as given below, and can be attacked in hand-to-hand combat once all the crew have been slain or routed. The cannon cannot be harmed by normal shooting because of its *toughness*, but another war engine may have sufficient *strength*.

Cannon - 100 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	--	*	*	6	8	*	--	*	*	*	*

*As crew - see text.

BOMBARDIERS

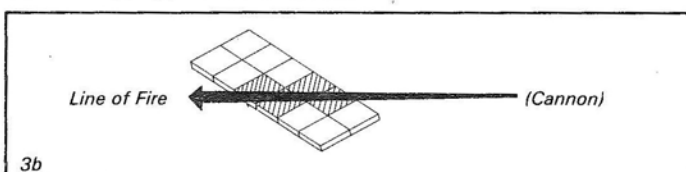
Bombardiers may serve as the regimental commanders of batteries of 1 to 3 artillery pieces. Their characteristics are as follows:

Bombardier - 30 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1	8	7	7	7

As well as commanding a battery, a Bombardier can personally supervise the firing of one artillery piece. Whenever it fires, the rolls to hit are made using the Bombardier's BS, not the crew's.

Stone Throwers use an unusual procedure when rolling to hit. A D20 is used, counting anything over 12 as a hit and 12 or less as a miss. When a Bombardier is personally supervising one, treat scores of 3, 6, 9 or 12 as direct hits.



THE EMPIRE ARMY LIST

500-900 POINTS OF CHAMPIONS, HEROES & MAGICIANS

The player may choose as many or as few models as he pleases. They can be all heroes, all magicians or a mixture. The model with the highest *leadership* becomes the Army commander.

2-8 CHAMPIONS & HEROES

Selected from the following lists.

- 2-8 Champions, 7 points each.
- 0-4 Minor Heroes, 36 points each.
- 0-2 Major Heroes, 84 points each.

The points values given above are for a basic, unarmoured model with a hand weapon. Extra equipment may be selected from the list below, which allows for character models' *equipment modifiers*. Each model may be given one extra close combat weapon and one missile weapon. They may be given as much armour as the player wishes, but this may reduce the model's move rate:

Additional cost for a lance or spear - ½ point each for champions, 2 points for minor heroes and 4 points for major heroes. Additional cost for halberd, or two-handed axe, hammer or sword - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Extra for a bow - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Longbows may be issued to a maximum of two models. Longbows cost champions 1½ points, minor heroes 6 points and major heroes 13½ points.

Up to two models may be armed with crossbows. These cost champions 2 points, minor heroes 8 points and major heroes 18 points.

Any model may be carry a shield, costing ½ point each for champions, 2 points for minor heroes and 4½ points for major heroes.

Chainmail armour or metal breastplates cost an extra 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Full plate armour costs champions 1½ points, minor heroes 6 points and major heroes 13½ points.

Any champion or hero may be on horseback, at a cost of 11 points for a champion or minor hero and 21 points for a major hero.

Any champion or hero may ride a warhorse, at a cost of 22 points for a champion or minor hero and 32 points for a major hero.

Minor heroes may be armed with a single attribute *magical weapon*, major heroes may be armed with a magical weapon with up to three attributes. The different attributes are described on pages 26-28 of Magic, Warhammer Fantasy Battle, Book 2.

0-8 MAGICIANS

Up to 4 of the magicians may be *specialists*, either *elementalists* or *illusionists*. Magical specialities are free but restrict the magician's choice of spells.

- 0-5 level one magicians, 55 points each.
- 0-3 level two magicians, 195 points each.
- 0 or 1 level three magician, 360 points.

The magicians' spells may be freely chosen within the limits given in Magic, Warhammer Battle, Book 2. Each spell costs 10 points. Magicians may be given armour, although it interferes with their ability to cast spells (Magic, page 7). They may also be given one additional weapon chosen from the following list.

Sword, mace or other additional hand weapon - 3 points for a level 1 magician, 10 for a level 2 and 18 for level 3.

Additional cost for a two-handed sword - 6 points for level 1 magicians, 20 for level 2, 36 for level 3.

Extra for a shield - 3 points for a level 1 magician, 10 for a level 2 and 18 for level 3.

Chainmail armour or metal breastplates - 6 points for level 1 magicians, 20 for level 2, 36 for level 3.

Extra for riding a horse - 21 points all levels.

Extra for riding a warhorse - 32 points all levels.

Level 2 magicians weapons may have a single *magical attribute*, and level 3 magicians may carry a weapon with up to three attributes.

Rank & File

1000-1500 POINTS OF RANK & FILE TROOPS

No regiment may be more than 50 strong. Regiments of 20 or more models may have a *regimental standard bearer*, and regiments of 30 or more may have *musicians*. Standard bearers and musicians cost twice as much as ordinary troopers.

0-15 IMPERIAL GUARD CAVALRY 39 points each

in regiments (called squadrons) of 6 or more models. Armed with hand weapons and lances, they wear full plate armour, carry shields and ride barded horses.

0-20 IMPERIAL GUARD INFANTRY 26½ points each

in a single regiment. Guard infantry are armed with hand weapons and halberds. They wear full plate armour and carry shields.

0-15 IMPERIAL GUARD ARCHERS 11¼ points each

in a single regiment. Armed with longbows and hand weapons. They wear a metal breastplate.

Additional cost to equip archers with shields - ½ point per model. Extra to replace the regiment's hand weapons with double handed swords or hammers - 1 point per model.

0-18 TEMPLARS 52 points each

in regiments of 6 or more. Armed with hand weapons and lances, they wear full plate armour, carry shields and ride barded horses.

0-12 KNIGHTS PANTHER 39 points each

in regiments of 6 or more. Armed with hand weapons and lances, they wear full plate armour, carry shields and ride barded horses.

0-12 HIGH HELMS 56 points each

in regiments of 6 or more. Armed with hand weapons and lances, they wear full plate armour, carry shields and ride barded horses.

15-50 HALBERDIERS 7 points each

in regiments of 12 or more. Armed with hand weapons and halberds, and wearing chainmail armour.

Additional cost to equip Halberdiers with shields - ½ point per model.

20-100 MEN AT ARMS 6½ points each

in regiments of 15 or more. They are armed with hand weapons, carry shields and wear chainmail armour or metal breastplates.

Up to 25% of the men-at-arms present may be armed with double-handed hammers - 1 point per model.

Up to 50% of the men-at-arms being used may be armed with spears - ½ point per model.

0-40 PIKEMEN 7 points each

in regiments of at least 20. Armed with hand weapons, pikes and wearing chainmail armour.

Additional cost to give Pikemen shields - ½ point per model. Extra to replace their hand weapons with double-handed swords - 1 point per model.

20-45 CROSSBOWMEN 8½ points each

in regiments of 10 or more. Each one carries a crossbow and hand weapon. They wear chainmail shirts.

Up to 33% of the crossbowmen in the army may be armed with double-handed axes as well as their hand weapons and cost 1 additional point per model.

0-20 ARQUEBUSIERS 6½ points each

in regiments of 5 or more. The arquebusiers are unarmoured and armed only with hand weapons and an arquebus.

10-30 FORESTERS 7 points each

in regiments of 5 or more. They are armed with hand axes and bows and wear chainmail armour.

The Foresters' bows may be replaced with longbows. The replacement costs **1½ points per model**.

Additional cost to replace hand axes with double-handed axes - **1 point per model**.

Any of the Foresters may be equipped with shields, costing **½ a point per model**.

0-100 MILITIA 2½ points each

in regiments of 20 or more. The militia are armed with hand weapons.

Additional cost to arm militia models with spears - **½ point each**. Up to 50% of the militia may be armed with crossbows, costing **2 points per model**.

Additional cost for shields - **½ point per model**.

Up to 50% of the militia may be given metal breastplates or chainmail armour at a cost of **1 point per model**.

0-100 LEVIES 3¼ points each

in regiments of 15 or more. Each one is armed with hand weapons and carries a shield.

Up to half of the levies may be armed with halberds or bows. These cost **1 point per model**.

Extra points to equip up to one tenth of the levies used with crossbows - **2 per model**.

Extra to equip up to a third of the levies used with chainmail armour - **1 point per model**.

0-12 HALFLING FORAGERS 3¾ points each

in a single regiment. Armed with hand weapons and short bows. Each model costs 3¾ points.

Extra to replace short bows with blunderbusses - **¾ points per model**.

0-12 FLAGELLANTS 7½ points each

in a single regiment of 6 or stronger. Flagellants are subject to *frenzy* and are unarmoured. They are armed with assorted whips, flails, goads and maces. Their combination of weapons enables each model to count as if armed with *two* hand-weapons.

0-4 FIELD ARTILLERY PIECES special

in regiments (batteries) of any size. Players may chose from the following different kinds of artillery but cannot field mixed batteries:

0-4 Bolt Throwers costs 50 points each and require a crew of three humans. Each model costs **80 points**.

0-1 Stone Throwers costs **100 points each** and require a crew of three humans. Each model costs **130 points**.

0-2 Cannons cost 100 points each and need a crew of three humans. Each model costs **130 points**.

Each battery may have one Bombardier attached to it, at a cost of 30 points per model. They may also have up to 3 extra crewmen, each costing 10 points.

0-20 ARTILLERY TRAIN GUARDS 6 points each

in regiments of 5 to 10 strong. There may never be more than 5 guardsmen per artillery piece. They are armed with hand weapons, and wear chainmail armour.

Additional cost for arming artillery guards with halberds - **1 point per model**.

Extra to equip any guard with a shield - **½ a point per model**.

Extra to arm guards with blunderbusses - **2 points per model**.

0-100 SKIRMISHERS special

selected from existing regiments. Converting troops to skirmishers is free but they must obey the rules given for skirmishers on page 43 of the Combat Volume of Warhammer.

Mercenaries

0-1250 POINTS OF MERCENARY REGIMENTS

These may be selected from the following list:

0-1250 points of Empire mercenaries

0-500 points of Kislev mercenaries

0-400 points of Norse mercenaries

Allies

0-750 POINTS OF ALLIED TROOPS

in one or two *contingents*. The allies may be either:

0-500 points of Dwarfs

0-500 points of Gnomes

0-400 points of Halflings

0-400 points of Wood Elves

Tactics

Imperial tactics can be as varied as the army. As a general rule, Templars and Imperial Guardsmen are better than any other shock troops they're likely to encounter. They should be used to hit the enemy's best troops, hopefully knocking them out and leaving the rest of the battle as a mere mopping-up operation. The enemy may try to prevent this happening by blocking their assault with 'cannon-fodder' and suicidal attacks by low quality, reserve troops. To stop this happening, make sure that the Guards and Templars are well supported by cavalry units.

A particularly successful formation is the oblique line. Deploy the slowest moving troops - crossbowmen, cannons and arquebusiers - on the extreme left flank. Don't advance with these troops. By the time the enemy reaches them, they'll have suffered heavy missile casualties and the battle will probably be over anyway. Next to these troops, deploy slightly faster types such as archers, lighter infantry and heavy cavalry. On the right of the army, roughly opposite the enemy's centre, deploy the Templars and Guards cavalry. To stop them being outflanked, deploy a number of small regiments of cavalry and light infantry regiments behind the Guards and Templars or slightly to their right.

The idea is simple. Anchored on the base of slow moving missilemen to its left, the whole army starts moving forward. The best troops (Guards cavalry and Templars) hit the enemy centre and smash it to pieces. Then the second grade troops hit the weakened, demoralised remnants of the enemy centre and right flank, annihilating them. The enemy is left with his left flank unengaged and the remains of the right flank already suffering heaving casualties from missiles. There are plenty of troops to finish them off.



DWARFS

The following list represents an army of Dwarfs from the Worlds Edge Mountains. The ancient holds of this range are under constant siege; threatened by Hobgoblins from the East, the Incursions of Chaos from the North, and the omnipresent Goblins and Orc which occupying vast chunks of the old Dwarf Empire.

Fighting Characteristics

Basic Profile - 7½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	2	1	9	7	9	9

Champion - 9¼ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	5	4	4	4	1	3	1	9	7	9	9

Minor Hero - 63 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	6	5	4	5	2	4	2	10	8	10	10

Major Hero - 132 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	7	6	4	5	3	5	3	10	9	10	10

Wizard Level 1 - 52½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	3	1	9	7	9	10

Wizard Level 2 - 180 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	4	5	2	4	1	10	8	10	10

Wizard Level 3 - 300 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	4	5	3	5	1	10	9	10	10

IMPERIAL DWARFS

The Imperial Dwarfs are dedicated to the reclamation of the Worlds Edge Mountains and the reoccupation of Dwarf lands. They are a faction within Dwarf society everywhere; each Dwarf community has its 'Imperialist sympathisers' and Imperialists from all over the Old World rally to the battlegrounds in the mountains. Two strongholds are especially renowned for their support of the Imperial cause; Karak-Ungar and Karak-Kadrim.

The Imperial Dwarfs are an extremely tough bunch. They are ruthlessly dedicated to seek-out and destroy Orc holds within the Worlds Edge Mountains, to bring aid to isolated Dwarf communities, and to crusade against all enemies of their race.

All normal Dwarf psychology and other special rules apply. In addition, Imperial Dwarfs are subject to *hatred* of all Chaotic troops. They must roll for *frenzy* at the beginning of any round of combat when their regiment is within charge range, or already in a hand-to-hand combat with any Chaotic troops.

Imperial Dwarf - 10 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	2	1	9	7	9	9

THE ENGINEERS GUILD

The Dwarf Engineers Guild is an ancient, obsessively secretive organisation. Amongst its other activities, the Guild manufactures a variety of arcane engines of war. These are built with a mixture of down-to-earth craftsmanship and bewildering magic. Many engines are advanced variants of the types described on pages 49-52 of *Combat*, Volume 1 of the *Warhammer* Battle rules. Others are unique to the Dwarfs.

Most of the Guild's creations as fairly easy to use, many are actually semi-automatic. Despite this, the Guild's members, who are paranoid about anyone discovering their secrets, refuse to permit outsiders to operate their machines.

Guildsdwarf - 8¾ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	2	1	10	9	10	10

WAR ENGINES

All the War Engines listed below are subject to the following rules:

Movement. The engines are fitted with wheels and can be pushed by their crew. Speed equals 1" per crewman pushing, up to a maximum of 3". Engines never reserve move and cannot cross obstacles or difficult ground, nor may they be deployed on difficult ground.

Fire Arcs. The engines may only engage targets within an arc 22½ degrees either side of straight ahead.

Attacking The Engine. The engine has the *toughness* and *wounds* given on its profile. It may only be attacked in hand-to-hand combat once all the crew have been killed. The engine can be shot at, counting as a large target, but most weapons will lack the *strength* required to damage it. The crew count the engine as soft cover from enemy missile fire.

TREBUCHET

The Dwarf trebuchet is, to some extent, a magical weapon. Its ammunition is an ordinary large stone, which, once projected towards its target, magically ignites into a blazing ball of fire.

A trebuchet is used as follows:

1. The shooting player takes an *area template* with a diameter of 2" and places it with its centre upon the target point. The target point must lie within the weapon's maximum range of 48" and must be within sight of the crew. It may be an enemy model, a building or any spot of ground.
2. The shooter then rolls once 'to hit' using the trebuchet's own *bow skill*, the result indicating if the missile lands where the player has aimed. A successful 'to hit' roll indicates the shot lands bang on target. An unsuccessful 'to hit' roll means the missile *deviates* and the next step is to decide where it lands. From the original target point, the player nominates a direction as 12 o'clock and rolls a D12. The result indicates the direction of deviation in terms of a clockface. To determine by how far the shot deviates, roll a D6. The score is the distance by which the shot has missed in inches. So if, for example, the shooting player had nominated directly away from the trebuchet as 12 o'clock, had made a D12 roll of 6 and a D6 roll of 3, the shot would land at 6 o'clock (short), 3" away from the original target point. The template is repositioned accordingly.
3. Once the position of the template has been established, all models whose bases lie wholly or partially within it are automatically hit and suffer a single *strength* 6 hit. Any model taking damage as a result of a hit suffers not 1 but D3 *wounds*. Models taking *wounds* also receive an additional D6 points of fire damage.

Engineers Guild Trebuchet - 150 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	0	5	6	6	8	0	0		As Crew.....		

* 1" per crewman pushing, up to a maximum of 3"

ORGAN GUN

Organ guns are multiple weapons, comprising three small bombardards and one howitzer. In any turn, the crew can fire either the small bombardards or the howitzer, but never both.

The lower three guns operate as bombardards, according to the rules on pages 51-52 of *Combat*, *Warhammer*, Vol 1. They fire together, with only a single 2" fire corridor. Roll 'to hit' each model within the fire corridor, work out any damage results and make any saving throws as appropriate. Any model taking damage as a result of a hit suffers not 1 but D3 *wounds*.

The upper gun is treated as a stone-thrower, lobbing a ball in a high arc with a maximum range of 48" and a minimum range of 18". It may not be aimed independently of the lower guns, but can fire separately.

The whole machine has a minimum crew of 3.

Engineers Guild Organ Gun - 175 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	0	3	6	6	8	0	0	0	0	0	0

* 1" per crewman pushing, up to a maximum of 3"

Reloading. The organ gun starts the game with both the bombards and the howitzer already loaded. A record should be kept of the status of each of these, as they must be reloaded after every shot. Reloading takes place in the move phase. If the gun is repositioned or moved it cannot be reloaded. The amount of time taken to reload depends on the number of crewmen:

Crew	Reloading Time/turns Howitzer	Bombards
5	1	2
4	2	4
3	3	6
2	4	8
1	5	10

Note that the time given to reload the bombards is for all three, as they may not be only partially reloaded.

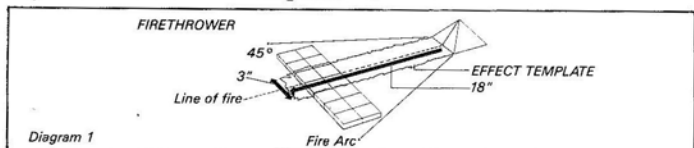
FLAMECANNON

Dwarf flamécannons are extremely complicated devices which project and ingite a stream of inflammable gases and resins. They are mounted on a wheeled chassis and fuelled by an explosive mixture contained in a bound and reinforced barrel.

Crew. The standard crew for a flamécannon is three models. Speed equals 1" per crewman pushing up to a maximum of 3".

Firing. A flamécannon may be fired once during the shooting portion of the player's turn. When firing a flamécannon use the characteristics given below.

Flamécannons are *area effect* weapons using a 3" wide, 12" long area template. When firing place the flamécannon template with one end against the flamécannon's barrel and its centre line anywhere within the weapon's 45° arc.



All models whose bases lie partially inside the template suffer D6 points of fire damage.

Misfires. The main problem with a flamécannon is its tendency to overheat. To simulate this, the player must keep a running tally of the the gun's *heat*. This starts as 0 and goes up by two each time the gun fires. At the end of any turn in which the gun didn't fire, the heat goes down by 1 (although never to less than 0). Whenever a flamécannon is fired, before rolling for effect, roll a D6. If the number scored is equal to or less than the gun's heat, it has *misfired*, roll another D6:

- 1-3 The gun fires normally and then explodes, destroying itself and causing an automatic *strength* 6 hit on all members of the crew. Any other models within 6" of the model's base suffer an automatic D6 *strength* hit.
- 4-6 The gun explodes before firing. The targets are unharmed, the explosion causes the same damage as above.

For Example: The flamécannon fires its first shot in turn 1. There is no chance of it misfiring, but its heat goes up to 2. The flamécannon doesn't fire in turn 2, so it cools back down to 1. In turn 3, the flamécannon fires, so the player rolls for misfires. He rolls a 4, more than the weapon's heat. The shot goes OK, but the heat goes up to 3. The flamécannon fires again in turn 4. The player rolls a D6, and scores a 2. This is lower than the gun's heat so it misfires. The dice rolled for the explosion scores a 2 - the targets are hit but the gun blows up.

Attacking The Flamécannon. The flamécannon has nominal *toughness* and *wounds* as given below, and can be attacked in hand-to-hand combat once the crew have been slain or routed. It cannot be harmed by normal shooting because of its *toughness*, but another war engine may have sufficient *strength*.

Flamécannon - 100 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	--	*	*	6	8	*	--	As Crew.....			

*See text.

BLUNDERBUSS

Blunderbusses are cumbersome and largely ineffective weapons which make a lot of noise but rarely cause any damage. They may be used like any other missile weapons but must be reloaded after each shot. At short range *only*, any model damaged by a blunderbuss takes D3 *wounds* damage, instead of the normal 1.

	Short Range	Long Range	Strength
Blunderbuss	0-8"	8-16"	3/1*

*3 at short range, 1 at long.

2 points

Reloading takes an entire turn while stationary. During reloading, troops may neither move nor shoot. Blunderbuss armed troops are assumed to start a battle with their weapons already loaded. Once they have reloaded, blunderbuss-armed troops are allowed to move in subsequent rounds before firing.

Blunderbusses are subject to misfires. Each time the dice rolled to hit turns up a 1 (before any modifiers are applied), something has gone wrong. Roll a D6 to find out what:

- 1-3 The charge has failed to ignite. The weapon does not require reloading and may be fired again, next turn.
- 4-6 The weapon explodes. It is destroyed and the user suffers a single D6 *strength* hit.

ARQUEBUS

The arquebus is a short barrelled hand gun with a shoulder stock. It is a crude, muzzle-loaded weapon fired by applying a lighted taper to a tiny hole at the base of the barrel. It may be used like any other missile weapon but must be reloaded after each shot.

	Short Range	Long Range	Strength
Arquebus	0-8"	8-16"	4

1½ points

Reloading takes an entire turn spent stationary. During reloading troops may neither move nor shoot, but are allowed to perform one manoeuvre. Arquebus armed troops are assumed to start a battle with their weapons already loaded. Once they have reloaded, arquebus-armed troops are allowed to move in subsequent rounds before firing.

SAPPERS

Dwarf Sappers must work in regiments of at least 2 models. A single survivor of a Dwarf Sapper regiment is of no special use, unless he can join another Sapper team. Sappers who move less than an 1" in any Turn can *construct* field works. The following options are open to them:

Build Stockades The stockade counts as hard cover/defended obstacle and is *toughness* 6, with 5 *wounds* per 4" section. Stockades are built at a rate of ½" per team member per move phase, up to a maximum speed of 2" per turn. The maximum speed may of course be increased to 4" per turn if there are two separate teams working on either end of the stockade.

Build Bridges These can span rivers, ditches or ravines. They are 1½" wide and *toughness* 5, with 4 *wounds* per 4" section. They may be built at a rate of ½" per Sapper per turn, up to a maximum speed of 2" per turn.

Demolish. Dwarf Sappers who are attempting to destroy existing constructions follow the normal rules, but are allowed 3 attacks per turn and count as armed with warhammers.

DWARF ARMY LIST

400-1000 POINTS OF HEROES & MAGICIANS

The character model with the highest *leadership* must be declared as the army's commander. If there are two characters with equal *leadership*, the player may choose between them.

6-14 CHAMPIONS & HEROES

They may be chosen within the limits given in the following table, which also gives the points cost for a basic, unarmoured model carrying a hand weapon.

4-8 Champions, 9½ points each.

2-6 Minor Heroes, 63 points each.

0-3 Major Heroes, 132 points each.

They may be equipped with items selected from the following list, which already takes into account their **equipment modifiers**:

Additional cost for a sword, mace or other additional hand weapon - ½ a point for a champion, 3½ points for a minor hero and 7 points for a major hero.

Extra points for a spear - ½ a point for a champion, 3½ for a minor hero and 7 for a major hero.

Extra for a halberd, two-handed sword, axe or hammer - 1 point for a champion, 7 for a minor hero and 14 for a major hero. Up to 3 models may be equipped with crossbows. These cost 2 points each for champions, 14 for minor heroes and 28 for major heroes.

Additional cost for a shield - ½ a point for champions, 3½ points for minor heroes and 7 points for major heroes.

Metal breastplate or chainmail armour - 1 point for a champion, 7 for a minor hero and 14 for a major hero.

Extra points for full plate armour - 2 for a champion, 14 for a minor hero and 28 for major heroes.

Any heroic dwarven fighter, even a lowly champion, may have up to 3 *runes* inscribed on one of his weapons. Rune weapons, and the points costs for the various runes, are detailed on pages 29-30 of Magic, Volume 2 of Warhammer Fantasy Battle. Dwarfs who wish to use Lesser Death Runes may choose which group of creatures they will affect.

0-4 MAGICIANS

selected from the following list. Up to 3 magicians may be *elementalists*. They cost the same points as ordinary magicians but may only have one Battle Magic spell at each Level.

0-3 Level one magicians, each model costs 52½ points.

0-2 Level two magicians, each one costs 180 points.

0-1 Level three magicians, costing 300 points.

The player may choose the magicians' spells before the battle, each spell costing 10 points. The basic points value given above is for an unarmoured model, armed with a knife or dagger. Magicians may be armoured but this will interfere with their spell casting (see page 7 of the Magic volume of Warhammer Battle). They may also be given one additional weapon, chosen from the following list.

Additional cost for a sword, mace or other additional hand weapon - 3 points for level 1, 9 for level 2 and 15 for level 3.

Extra points for a two-handed sword axe or hammer - 6 for a level 1 magician, 18 for level 2 and 30 for level 3.

Extra cost for a shield - 3 points for level 1, 9 for level 2 and 15 for level 3.

Chainmail armour - 6 points for a level 1 magician, 18 for level 2 and 30 for level 3.

Full plate armour - 9 points for level 1 magicians, 27 for level 2 and 45 for level 3.

Any Dwarf magician may carry one weapon inscribed with up to 3 *runes*, see Warhammer Battle Magic, pages 29 to 30.

Rank & File

800-1500 POINTS OF RANK & FILE TROOPS

No Dwarven regiment may be more than 30 strong. Regiments of 8 or more models may be given a regimental *standard bearer*, regiments of 16 or more may also have a regimental *musician*. Musicians and standard bearers cost double the points of the regiment's basic models.

40-100 WARRIORS

9 points each

in regiments of 10 or more. Armed with hand weapons, wearing chainmail armour or metal breastplates and carrying shields.

Additional cost to arm up to 40 warriors with halberds, two-handed swords, hammers or axes - 1 point per model.

Additional cost to equip up to half of the warriors with throwing axes or hammers - ½ a point per model.

0-100 IMPERIAL DWARFS

11½ points each

in regiments of 10 or more. Armed with hand weapons, wearing chainmail armour or metal breastplates and carrying shields.

Additional cost to substitute chain or breastplate for full metal armour - ½ a point per model.

Additional cost to arm up to 40 warriors with halberds, two-handed swords, hammers or axes - 1 point per model.

Additional cost to equip up to half of the warriors with throwing axes or hammers - ½ a point per model.

15-40 ARMoured CROSSBOWS

10½ points each

in regiments of 8 or more. Armed with hand weapons and crossbows, wearing chainmail armour.

Additional cost to give any regiment shields - ½ a point per model. Up to half of the troops may be equipped with two-handed swords, axes or hammers - 1 point per model.

0-20 LIGHT CROSSBOWS

9½ points each

in regiments of 8 or more. They are unarmoured, and carry hand weapons and crossbows.

Up to half of the troopers may have repeating crossbows instead of ordinary ones. The replacement is free. Additional cost to equip troops with shields - ½ a point per model.

0-30 BERSERKERS

11¼ points

in regiments of 10 or more. Unarmoured and armed only with a hand weapon and carrying a shield.

Additional cost to arm berserkers with an additional hand weapon - 1 point per model.

Additional cost to arm berserkers with two-handed axes or hammers - 1 point per model.

Extra to give berserkers shields - 1 point per model.

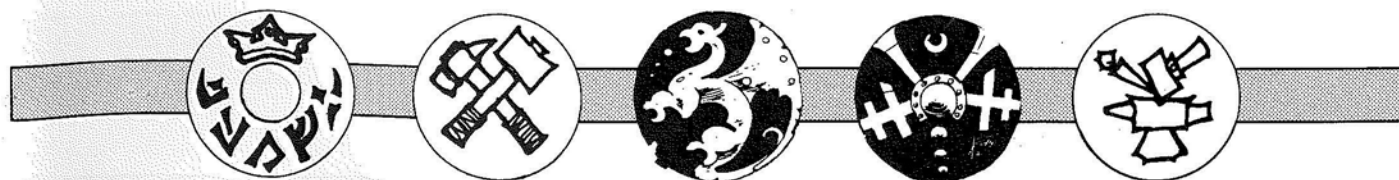
Additional points to give berserkers chainmail armour - 2 per model.

0-15 ARQUEBUSIERS

9 points each

in a single regiment. Armed with arquebus and hand weapons.

Extra to give the Arquebusiers chainmail armour or metal breastplates - 1 point per model.



0-80 PEASANTS **7½ points each**

in regiments of 20 or more. The peasants are unarmoured and armed only with improvised weapons.

Extra to equip up to 30 peasants with spears - **½ point per model**.
Extra to equip up to 10 peasants with crossbows - **2 points per model**.

0-2 BOLT THROWERS **72½ points each**

in up to two regiments. The bolt throwers have a crew of three unarmoured Dwarfs armed with hand weapons.

Extra to give the crews two-handed picks, hammers or swords - **1 point per model**.
Additional cost to give the crews chainmail armour - **1 point per model**.

0-2 GUILD WAR ENGINES **special**

which may be organised into batteries of the same types of weapons or which may operate independently. The basic costs include crews of unarmoured Guildsdwarfs carrying hand weapons. The player may chose the engines within the following limits:

Up to 2 Trebuchets or Mangonels each with a crew of 3 Guildsdwarfs. Basic cost **176 points per model**.
A maximum of 1 Organ Gun with a crew of 3 Guildsdwarfs. The engine and crew cost **201 points**.
A maximum of 1 Flamcannon with a crew of 3 Guildsdwarfs. The flamcannon and its crew cost **126 points**.
Up to 3 additional crew may be added per engine. The crew are unarmoured Guildsdwarfs carrying hand weapons. Each one costs **8½ points**.
Additional cost to give crew models chainmail armour - **1 point each**.

0-20 ARTILLERY GUARDS **9 points each**

in regiments of 5 or more. No more than 5 guardsmen may be used per artillery piece in the army. The guards wear chainmail armour, carry shields and are armed with hand weapons. They cost 9 points each.

Additional cost to arm the guards with crossbows - **2 points per model**.
Extra to arm up to half of the guards present with blunderbusses - **2 points per model**.

0-20 SKIRMISHERS **special**

Using troops as skirmishers incurs no additional points cost but they are subject to the rules on page 43 of Combat, Book 1 of Warhammer Battle.

Mercenaries

0-500 POINTS OF MERCENARY REGIMENTS

The minimum size for a mercenary regiment is 10 models. The army's mercenaries may be selected from the following list:

0-500 points of Empire mercenaries
0-500 points of Norse mercenaries
0-500 points of Ogre mercenaries

Allies

0-800 POINTS OF ALLIED TROOPS

in one or two *contingents*. The allies may be selected from the following races:

0-800 points of Empire allies
0-500 points of Gnome allies
0-400 points of Halfling allies
0-300 points of Wood Elf allies

Tactics

The best way to use a Dwarf army is to deploy it well back on the table and then, using crossbows and artillery, to try to wipe out the enemy before they even reach your lines. Exploit whatever cover is to be had. Where there is none, use sappers to build stockades, if necessary force-marching them so that the field works are nearly ready when the rest of the army arrives. This way you'll be able to inflict massive casualties with your stationary crossbowmen, and even if some of the enemy do reach your troops, they'll have great difficulties dislodging well-armed Dwarfs from defended positions.

The main risk with this strategy is being outflanked and attacked in the rear. To prevent this happening, station spare Dwarf or allied units on your flanks. It is unlikely that enemy cavalry will be able to take these out with a frontal attack and if they do, it'll probably take so much time that the battle will be over before they're in a position to attack you.

This is a fundamentally passive strategy and there is always a danger in letting the enemy take the initiative. An equally viable alternative is to start the battle waiting for the enemy to move, but mount a strong counter-attack as they approach your positions. Dwarfs are excellent fighters, so any enemy regiments which are charged will almost certainly be defeated. This approach confers many advantages - the enemy suffer the withering crossbow fire as they approach, the position is still difficult to outflank and - hopefully - the enemy never get to grips with the crossbows while your own troops enjoy the full combat advantages of charging.



This list in fact divides into two, each designed to represent one of two distinct armies. The first is from the Elven Kingdoms, made up of a mixture of High and Sea Elves. The second is for a Wood Elf army from the Old World. All the different kinds of Elves have the same characteristics but the two armies include different troop types.

Fighting Characteristics

Personal Characteristics

Basic Profile - 8 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	8	9	9	8

Champion - 10 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	7	1	8	9	9	8

Minor Hero - 63 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	2	8	2	9	10	10	9

Major Hero - 124 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	4	4	3	9	3	10	10	10	10

Wizard Level 1 - 85 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	7	1	8	9	9	9

Wizard Level 2 - 380 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	8	1	9	10	10	10

SHAPECHANGERS (All Elves)

Shapechangers are very similar to ordinary human weres except that they have far less control over when they change. They are more common amongst the Wood Elves than their cousins in the Elven Kingdoms, but even so, they are always extremely rare. Because of their strange powers and prowess in battle, they are highly regarded both as warriors and as the favoured kin of the animal spirits. Most Elven armies contain a small proportion of shapechangers.

Shapechangers should be hidden inside existing regiments in the same way as goblin fanatics, kamikaze warriors and ninja. At the start of a turn, if a regiment harbouring Shapechangers is within 15" of any enemy, the player should secretly roll 2D6. If the dice score is more than the Shapechangers' *will power*, they immediately change shape and go into an automatic *frenzy*. Shapechangers in any beast-form cause *fear* in living creatures under 10' tall. When a shape-change occurs, roll a D6 for each model to see what sort of creature it turns into:

Score	Result
1,2	Bear
3,4	Boar
5,6	Wolf

Shapechanger Bear

The creature makes three attacks - two *claw* attacks plus one ordinary, armed attack with whichever weapon the shapechanger was carrying before the metamorphosis.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	4	4	2	3	3	6	3	6	6



Shapechanger Boar

The creature makes two attacks, one *gore* attack, plus one ordinary armed attack with whichever weapon the shapechanger was carrying before the metamorphosis.

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

Shapechanger Wolf

The creature makes two attacks - one *bite* attack and one ordinary one, using the weapons carried before the shape-change.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
9	4	0	3	3	1	3	1	3	4	6	6

Shapechangers, once they have transformed, remain in their beast form and in a state of *frenzy* until there are no enemy models within 15". If this happens, roll 2D6 for each model. If the dice score is more than the beast form's will power, the model remains in beast form and is still frenzied. If less, the shapechanger returns to his original form and is immediately placed back inside the parent unit (if the parent unit has been destroyed place the shapechanger in the nearest friendly regiment).

Shapechangers have basic Elf profiles, they cost 16 points each.

SCOUTS (All Elves)

Elf scouts are the ultimate skirmishers. On a battlefield they harry the enemy with a steady shower of arrows and sporadic charges into the flanks of weakened or isolated regiments.

Scouts must be used as skirmishers, and are subject to the rules for skirmishers detailed on page 43 of *Combat*, Book 1 of *Warhammer Fantasy Battle*. The only difference between Elf scouts and other skirmishers is that they are sometimes allowed to charge ordinary, non-skirmisher regiments. This may only do this when one of the following applies:

- They have the opportunity to charge in the flanks or rear.
- Where the enemy regiment doesn't outnumber the scout regiment by more than two-to-one *and* there is no other enemy regiment within 12" of the target.

Wood Elf scouts also benefit from their *woodcraft*, which is explained below. Regardless of whether they are High, Sea or Wood Elves, the Scouts' profiles are as follows:

Elf Scout - 17 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	5	4	4	1	6	1	8	9	9	8

KEEPERS (All Elves)

Many Elves have a magical, semi-telepathic affinity with animals. The affinity is usually developed where the Elf has a close relationship with a beast, as would occur between a shepherd and his dog or a hunter and his pack. Most Elf bodyguards and standing armies employ a number of keepers, usually boar or bear handlers.

Elf keepers act as regimental leaders, controlling up to 8 animals. The keeper model should be positioned slightly to the rear of the centre of the regiment. For normal movement, the regiment must use the keeper's move allowance of 4. When it charges, the whole

regiment uses the animals' charge rate, allowing the keeper model to exceed its normal charge rate. Elf keepers have basic Elven profiles, but their skills cost an additional 50% (ie, keepers cost 12 points each). Should an Elven keeper be slain, all creatures under his control will complete any hand-to-hand fighting in which they are involved, and then make for the nearest table edge as soon as they are free to do so. They will not attack any fresh enemy, but will fight if attacked. Once they leave the table, they do not return.

Elven keepers may lead regiments of any of the following beasts:

Bear - 19½ points

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

Bears make two *claw* attacks. They cause *fear* in living creatures under 10' tall.

Boar - 1¾ points

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

Boars make just one *gore* attack.

Mastiff - 4¾ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	3	3	1	3	1	8	4	8	8

Mastiffs make a single *bite* attack.

Wild Cat - 8¼ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	4	0	4	3	1	3	3	3	3	8	8

Wild Cats make 3 attacks - 2 *claw* and 1 *bite*.

FALCONERS (All Elves)

Birds of prey are used extensively on battlefields by all forms of Elves. Each falconer carries a single hawk, the hawks may be used in two ways:

As Missile Weapons Provided the falconers aren't in hand-to-hand combat and are not using missile weapons, the Hawks may attack any enemy regiment or isolated individual anywhere within 24" of the falconer. The sudden flight of the hawks is considered to be like a missile attack, and is worked out in the shooting part of the turn. Hawks are cunning creatures, and each hawk is considered to fight as a missile with a *bow skill* of 5. If the hawk strikes its target, it causes a single *strength* 3 hit before flying back to its handler. It is impossible to fight against the hawk, the victim is only able to cover his eyes and protect himself as best he can against the sudden attack. This confers a normal saving throw. A hawk will always return to its handler immediately after attacking. If its handler is killed, it flies off and takes no further part in the battle. Because of their great speed, agility and small size, it is impossible to shoot or fight against a hawk.

In Close Combat. In close combat, hawks automatically fight alongside their falconer. Hawks have a *weapon skill* of 5 and *strength* of 3. Whilst it is not possible to fight against a hawk directly, any hawk whose handler is killed is assumed to be non-combatant, either flying away, badly hurt or slain. The number of hawks fighting is always equal to the number of falconers.

Falconers have basic Elf profiles, though their skills cost an additional 50% (ie, falconers are 12 points each). The falcons have the following profiles:

Falcon - 3 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	5	5	3	-	-	5	1	-	-	-	-

*see text for details.

CHARIOTS (High Elves and Wood Elves)

The chariot is highly favoured by High Elves and Wood Elves. Rules on chariots can be found on page 53 of *Combat*, Warhammer Battle Vol 1. Elf chariots are drawn by warhorses, which confer extra attacks to its front. The points cost for an Elf chariot is for the entire model, including two horses and two unarmoured Elf crew equipped with hand weapons. The chariots have the following profile:

Chariot

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	--	4	4	5	3	*			As crew.....	

Warhorses

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	--	4	3	1	3	1	3	3	3	3

*D3 for the chariot, plus 2 for the scythes, but only when charging.

WAR DANCERS (High Elves and Wood Elves)

War Dancers are the closest Elf equivalent to Berserkers. They are skilful, energetic, acrobatic fighters who regard combat as an art.

War Dancers are unique amongst berserker types, in that they have a degree of self-control, and also because they often fight from horse back. At any time they are within 15" of any enemy, they may, at the commander's discretion, become subject to *frenzy* and receive all the associated benefits and bonuses. Because of their acrobatic skills, they also receive an additional 5 or 6 saving throw against any close combat hit.

War Dancer regiments may end their *frenzy* either to run away from combat or, at the player's discretion, when they rout their opponents. War Dancers have the following basic profiles.

War Dancer - 19 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	5	4	3	3	1	7	1	8	9	9	8

WOODCRAFT (Wood Elves)

Wood Elves have a distinct advantage whenever they are operating in woods or forests. The following rules apply:

Wood Elves ignore any movement or manoeuvre penalties for wooded ground.

They count woods as hard cover when being shot at, a defended obstacle when charged.

A Wood Elf regiment which is entirely within a wood may make *guerrilla attacks*, provided the regiment is armed with some form of missile weapon. Guerrilla attacks take place in the shooting phase.

No models are moved, though it is assumed that a few of the Elves sneak up to the enemy, shoot and then rush back to their regiment. A quarter of any members of the regiment who are within 6" of the enemy make a guerrilla attack. Work out damage exactly as normal shooting, but the target does not count as behind cover even though within a wood.

TRAPS (Wood Elves)

Large, man-sized traps are often highly lethal, but difficult to conceal in the course of a battle. They are most often used by Wood Elf armies, to hamper and channel their enemies' movement. A regiment equipped with traps may use them only once. They are laid during the movement portion of the turn, taking up half the troops' *move allowance*. Represent each trap by a 20mm square piece of card. Models may lay traps to the front, sides or rear of their base. Once laid they may not be moved.

Every time a model moves over a trap roll a D6, and add one if the trap has been laid in woods scrub or hedges. If the total score is 6 or more, the model suffers an automatic *strength* 4 hit, with no saving throw for armoured or mounted troops. Elves are affected if they move over their own traps.

Equipping a regiment with traps costs ½ point per model.

ELF ARMY LIST

High & Sea Elf Alliance Armies and Wood Elf Armies use the same Character Models list but each have their own Rank & File listing.

600 to 1500 POINTS OF HEROES & MAGICIANS

Character models may be mounted on chariots, but doing so doubles their total points cost. The model with the highest *leadership* becomes the Army Commander.

2-18 CHAMPIONS & HEROES

selected from the following lists. Points values are for an unarmoured model with a single hand weapon:

0-10 Champions, 10 points each.

0-6 Minor Heroes, 63 points each.

0-3 Major Heroes, 124 points each.

Extra for a sword, mace or other additional hand weapon - ½ point for a champion, 3½ for a minor hero and 6½ for a major hero.

Extra for a spear or lance - ½ point for a champion, 3½ for a minor hero and 6½ for a major hero.

Extra for two-handed sword - 1 point for a champion, 7 for a minor hero and 13 for a major hero.

Extra for an Elf Bow - 2½ points for a champion, 10½ for a minor hero and 32½ for a major hero.

Extra for a shield - ½ point for a champion, 3½ for a minor hero and 6½ for a major hero.

Extra for chainmail armour - 1 point for a champion, 7 for a minor hero and 13 for a major hero.

Extra for a horse - 11 points for a champion or minor hero and 21 for a major hero.

Extra for a warhorse - 22 points for a champion or minor hero and 32 for a major hero.

Minor heroes may be armed with a single attribute magical weapon, major heroes may be armed with a magical weapon with up to three attributes.

0-6 MAGICIANS

selected from the following list. Any of the magicians may be *specialists*, either *elementalists* or *illusionists*. Specialists cost the same points as ordinary magicians, but may only have one Battle Magic spell at each Level. The points values given are for a basic unarmoured model armed with a dagger or knife.

0-4 level one, 85 points each.

0-2 level two, 380 points each.

The player may chose the magician's spells before the battle, each one costing 10 points. Wizards may be armoured, but this will interfere with their spell casting (see page 7 of the Magic volume of Warhammer Fantasy Battle). They may also be armed with one extra weapon:

Additional cost for a sword, mace or hand weapon - 4½ points for level 1, 19 for level 2.

Additional cost for a two-handed sword - 9 points for a level 1 magician, 38 for a level 2.

Extra points for an Elf Bow - 22½ for a level 1 magician, 95 for a level 2.

Additional cost for a shield - 4½ points for level 1, 19 for level 2.

Extra for a metal breastplate or chainmail armour - 9 points for a level 1 magician, 38 for a level 2.

Extra for mounting on a horse - 21 points all levels.

Extra for mounting on a warhorse - 32 points all levels.

A level 1 magician may chose one weapon to have a single *magical attribute*, level 2 magician's may have a weapon with up to three attributes. See pages 26-28 of Magic, Warhammer Battle Vol 2.

Elven Kingdoms

The armies of the Elven Kingdoms are always well armed and heavily armoured. Elves often field a very high proportion of cavalry, and their armies may also contain a high proportion of Sea Elf fighters employing a lethal combination of Elf Bow and two-handed sword.

800-2000 POINTS OF RANK & FILE TROOPS

in regiments of up to 30 models. Regiments of 12 or more may have a *standard bearer*, those of 18 or more models may be assigned a regimental *musician*. Standard bearers and musicians costs double the points value of an ordinary trooper.

10-40 CAVALRY

15½ points each

in regiments of 8-20. They are armed with a hand weapons, wear chainmail armour and carry shields.

Additional cost to arm any regiment with lances - ½ a point per model.

Extra to equip cavalry with javelins - ½ point per model.

Up to 50% of the cavalry actually used may be given barded horses - 1 point per model.

0-24 MOUNTED ARCHERS

16½ points each

in regiments of 6 or more. Armed with hand weapons and Elf Bows.

Additional cost to give mounted archers shields - ½ a point per model.

15-60 HALBERDIERS

10 points each

in regiments of 10 or more. Halberdiers are armed with halberds and swords. They wear chainmail armour.

Additional cost to equip halberdier regiments with shields - ½ a point per model.

15-60 SWORDS

9½ points each

in regiments of 10 or more. They wear chainmail armour, carry shields and are armed with a sword.

Up to 20 may have two-handed swords - 1 point per model.

30-60 ARCHERS

11½ points each

in regiments of 10-20. The Archers wear chainmail armour and are armed with Elf Bows and swords.

Up to 50% of the archers actually used may be equipped with two-handed swords - 1 point per model.

Archers may be equipped with shields at a cost of ½ point per model.

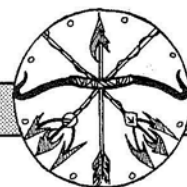
20-60 SEA ELVES

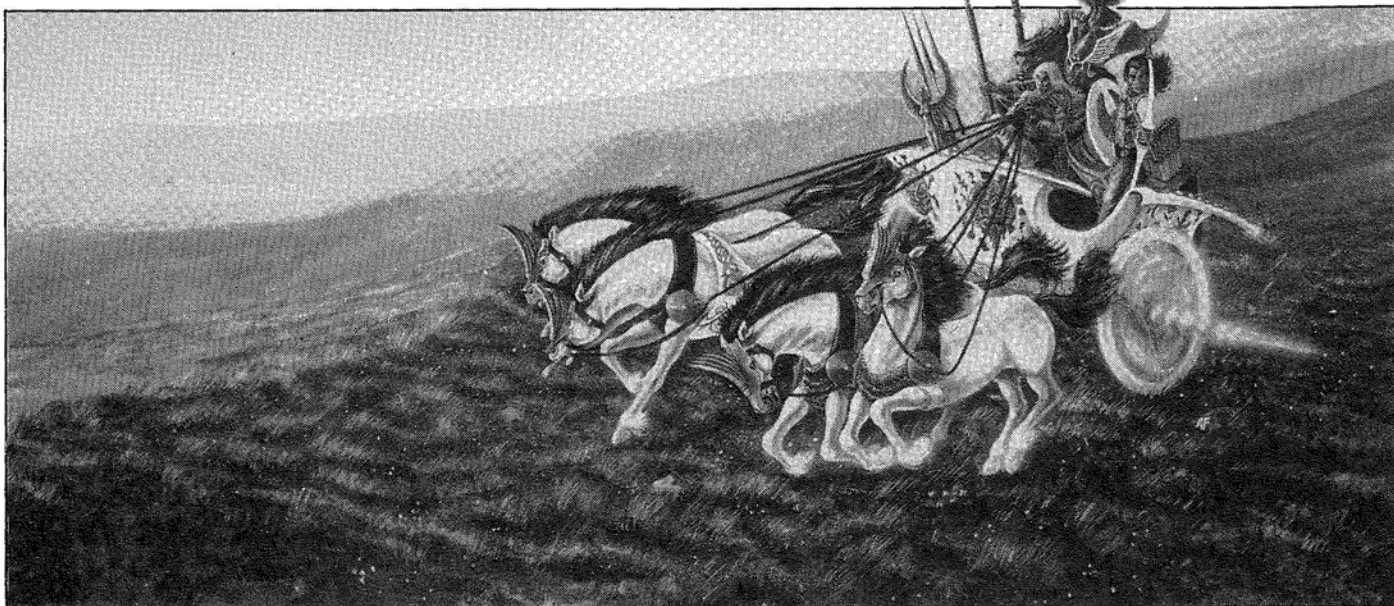
9½ points each

in regiments of 10-20. They are armed with hand weapons, wear chainmail armour and carry shield.

Additional cost to equip up to 30 Sea Elves with halberds or two-handed swords instead of shields - ½ point per model.

Extra to equip up to 30 Sea Elves with Elf Bows - 2½ points per model.





0-15 SCOUTS **19 points each**

in regiments of 5 or more. Armed with hand weapons and javelins, carrying shields.

Extra to replace javelins with Elf Bows - **4 points per model.**
Extra to equip Scouts with shields - **1 point per model.**

0-8 KEEPERS **12 points each**

The Keepers are unarmoured and armed only with hand weapons. They costs 12 points and can lead a regiment (pack) of up to 8 animals. These may be:

- Bears, 19½ points each**
- Boars, 1¾ points each**
- Mastiffs, 4¾ points each**
- Wild cats, 8½ points each.**

The animals in each pack must all be the same breed. One or more keepers can be combined to form a larger regiment but all the animals in the regiment must be of the same species.

5230-12 FALCONERS **15 points each**

In regiments of 5 or more. Armed with a side weapon and carrying a bird of prey.

Additional cost to arm the falconers with two-handed swords - **2 points per model.**
Extra points to convert the Falconers to cavalry - **6 per model.**

0-15 WAR DANCERS **19 points each**

in regiments of 5-15. The war dancers are unarmoured and carry swords.

Additional cost to arm war dancers with an additional sword - **1 point each.**
Additional cost to arm war dancers with two-handed swords - **2 points each.**
Additional cost to equip war dancers with shields - **1 point each.**
Additional cost to equip war dancers with chainmail armour - **2 points.**

2-8 SHAPECHANGERS **16 point each**

hidden in existing foot regiments. At the start of the battle, there may never be more than one shapechanger per four ordinary troopers in any regiment. Shapechangers cost 16 points for a basic model with a hand weapon, and arms and armour cost twice the usual price, because of their *x2 equipment modifier*:

Additional cost to arm a shapechanger with a halberd or two-handed sword - **2 points per model.**
Additional cost for an Elf Bow - **5 points per model.**
Additional cost for armour - **1 point for a shield, 2 points for chainmail.**

0-4 CHARIOTS **40 points each**

operating independently or organised into a single regiment. The chariots have scythed wheels and are pulled by two or four Warhorses. One model must be the driver, and he may be given extra armour but no additional weapons. The minimum crew comprises two Elves, each carrying hand weapons. Basic cost includes chariot model with two horses.

Extra for one or two additional crewman, each unarmoured and carrying a hand weapon - **16 points per extra crewman.**
Extra to give crewmen shields - **½ points per crew model.**
Extra to give crew chainmail armour - **1 point per crew model.**
Extra to equip the crew with Elf Bows - **5 points per crew model.**
Extra to increase the number of horses to four - **10 points per chariot model.**

0-50 SKIRMISHERS **special**

chosen from existing regiments. Skirmishers do not have an increased points cost, but are subject to special rules and restrictions laid out on page 43 of the Combat volume of Warhammer Fantasy Battle.

Mercenaries

Elven Kingdom armies do not employ mercenaries.

Allies

High Elf armies represent an alliance of High and Sea Elves. No other allied troops may be used.

Tactics

An Elven Kingdom army represents an almost unique mixture of excellent archers, heavy cavalry, mounted archers and high quality shock troops, not to mention the chariots, scouts and falconers. With the right mix, these troops can adopt almost any strategy they please.

The only handicap is likely to be a shortage of numbers. When facing a Goblin army, Elves will probably lack the required strength to cause *fear* in enemy regiments, and will be in grave danger of being whittled down to such a small group that it will be impossible to overcome the sheer bulk of the enemy.

To overcome this drawback, High Elven armies should try playing for a very quick victory, especially when fighting an army with a lot of bowmen. The commander should try to keep the army tightly grouped, with a few reserves to fend off the inevitable outflanking attempts. If possible, they should aim to split the enemy. A concentrated charge of the best cavalry, infantry and chariots, should then take out the biggest portion they can handle. If this works, all that remains will be to mop up the survivors.

Wood Elf Armies

Wood Elves live far closer to nature than their cousins of the Elven Kingdoms, so their armies contain a much lower proportion of armoured warriors and many more animal handlers, such as Huntsmen and Falconers.

800-1500 POINTS OF RANK & FILE TROOPS

in regiments of 25 or less. Regiments of 8 or more may have a *standard bearer*, regiments of 16 or more may also have a *musician*. Standard bearers and musicians cost double the points value of the regiment's basic troops

0-30 CAVALRY 14½ points each

in regiments of 8-20. Armed with a hand weapon and carrying a shield.

Additional cost to arm cavalry with lances - ½ a point per model.
Extra to give up to half of the cavalry chainmail armour - 1 point per model

0-20 MOUNTED ARCHERS 16½ points each

in regiments of 6 or more. Armed with hand weapons and Elf Bows.

Additional cost to give the mounted archers shields - ½ a point per model.

50-100 ARCHERS 10½ points each

in regiments of 10-25. Wood Elf Archers are armed with Elf Bows and swords.

Additional cost to equip up to 25 Archers with double-handed swords - 1 point per model.

Additional cost to equip Archers with shields - ½ a point per model.

30-60 WARRIORS 8½ points each

in regiments of 10 or more. Each warrior carries a shield and a sword.

Up to 50% of the warriors may be armed with a two-handed sword. They cost 1 point per model.

Up to 50% of the warriors may be armed with spears, costing a ½ point per model.

Up to 50% of the warriors may be given chainmail armour, at a cost of 1 point per model.

0-40 SCOUTS 19 points each

in regiments of 5 or more. Armed with hand weapons and javelins, carrying shields.

Extra to replace javelins with Elf Bows - 4 points per model.

Extra to equip Scouts with additional sword - 1 point per model.

Additional cost to equip scouts with traps - 1 point per model.

0-20 HUNTERS 8½ points each

in regiments of 5-10. Armed with hand weapons and spears.

Additional cost to arm hunters with javelins - ½ point per model.
Additional cost to arm hunters with Elf Bows - 2½ points per model.

Additional cost to arm hunters with double-handed swords - 1 point per model.

Extra to equip hunters with shields - ½ point per model.

Extra to arm hunters with nets - 1 point per model.

Extra to convert up to 10 hunters into cavalry - 6 points per model.

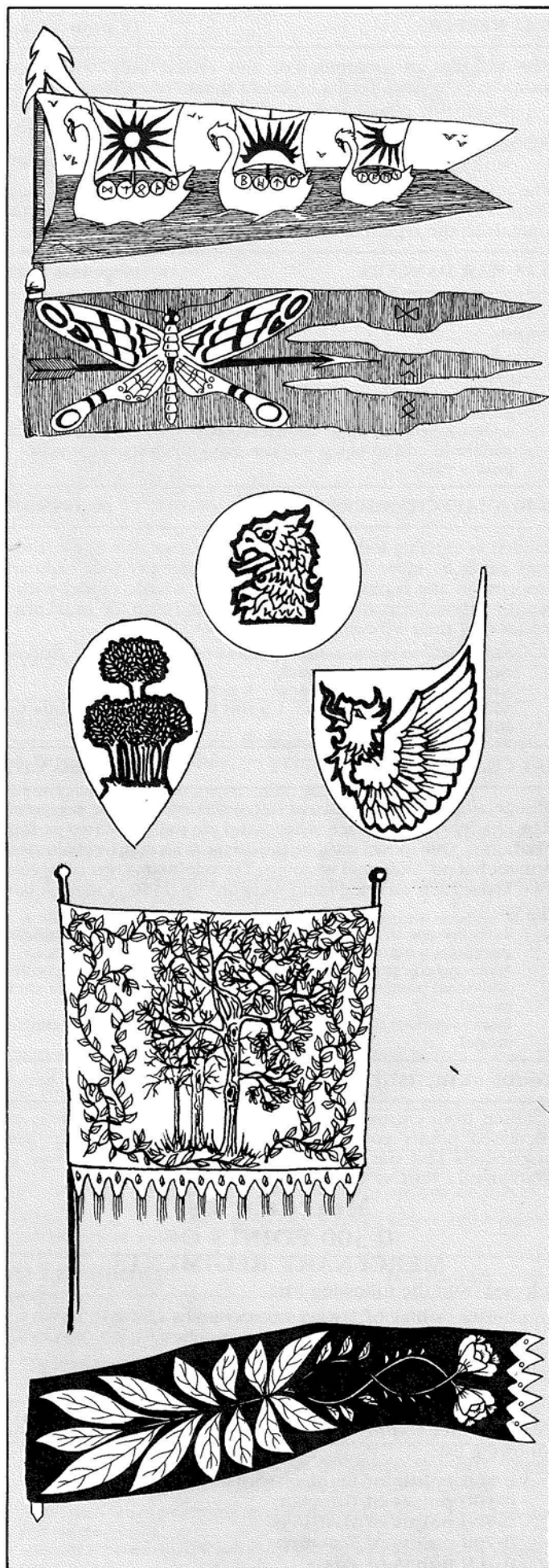
Extra to equip hunters with traps - ½ point per model

0-18 FALCONERS 15 points each

in regiments of 5 or more. Armed with a hand weapon and carrying a bird of prey.

Extra to give Falconers Elf Bows - 5 points per model.

Extra to convert the Falconers to cavalry - 6 points per model.



0-12 KEEPERS

12 points each

The Keepers are unarmoured, and armed only with hand weapons. They can lead a regiment (pack) of either:

- Bears, 19½ points each
- Boars, 1¾ points each
- Mastiffs, 4¾ points each
- Wild cats, 8¾ points each.

The animals in each pack must all be the same breed. One or more keepers can be combined to form a larger regiment, but all the animals in the regiment must be of the same species.

0-15 WAR DANCERS

19 points each

in regiments of 5-15. The war dancers are unarmoured and carry swords.

- Additional cost to arm war dancers with a additional sword - 1 point each.
- Additional cost to arm war dancers with two-handed swords - 2 points each.
- Additional cost to equip war dancers with shields - 1 point each.
- Additional cost to equip war dancers with chainmail armour - 2 points each.

4-16 SHAPECHANGERS

12 points each

hidden in existing foot regiments. At the start of a battle, there may never be more than one shapechanger per four ordinary troopers in any regiment. The cost is for a basic model with a hand weapon; arms and armour cost them twice the usual price because of their *x2 equipment modifier*:

- Additional cost to arm a shapechanger with a halberd or two-handed sword - 2 points per model.
- Additional cost for an Elf Bow - 5 points per model.
- Additional cost for armour - 1 point for a shield, 2 points for chainmail.

0-4 CHARIOTS

40 points each

all operating independently or organised into a single regiment. The chariots have scythed wheels and are pulled by two or four Warhorses. One model must be the driver, who may be given extra armour but no additional weapons. The minimum crew comprises two Elves, each carrying hand weapons. Includes a span of two horses.

- Extra for one or two additional crewmen, each unarmoured and carrying a hand weapon - 16 points per extra crewman.
- Additional cost to give crewmen shields - ½ points per crew model.
- Additional points to equip the crew with Elf Bows - 5 per crew model.
- Extra to increase the span to four warhorses - 10 points per chariot model.

16-100 SKIRMISHERS

special

chosen from existing regiments. Skirmishers do not have an increased points cost, but are subject to special rules and restrictions laid out on page 43 of the Combat volume of Warhammer Fantasy Battle.

Mercenaries 0-300 POINTS OF MERCENARY REGIMENTS

selected from the following list:

- 0-300 points of Dwarf mercenaries
- 0-300 points of Empire mercenaries

Allies 0-1000 POINTS OF ALLIES

in up to three contingents. The allies may be selected from the following list:

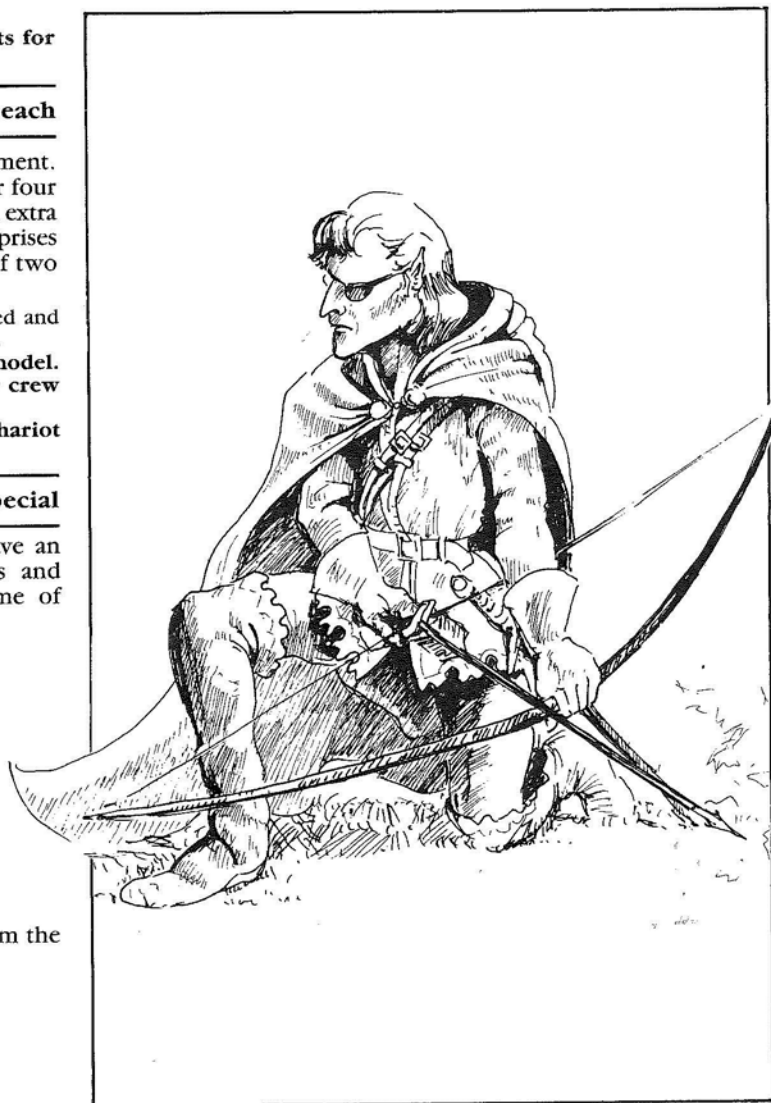
- 0-700 points of Empire troops
- 0-300 points of Gnomes
- 0-400 points of Halflings
- 0-700 points of Treemen
- 0-700 points of Zoats

Tactics

A Wood Elf army lacks any heavy shock troops, but is strong on skirmishers, missilemen and light shock troops such as chariots and cavalry. To win a battle, they have to employ fairly sophisticated tactics. Deploy the skirmishers and bows well forward across a broad frontage. Leave the cavalry and chariots towards the rear in the centre. Here they can act as a valuable reserve to cover outflanking attempts, and eventually deal the death blow to the opponents army.

At the start of the battle, move the skirmishers forward to harry and slow the enemy advance. This will win extra time to inflict as many missile casualties as possible. As the army slowly pulls back, it can use traps, troops in woods and sporadic counter-attacks to channel enemy regiments into killing zones where they are in a cross fire from several archer regiments.

After a few moves, the sustained bow fire should have weakened, and possibly even routed, a few regiments and broken up the enemy advance. If you're lucky, there will be a few regiments behind the enemy line, possibly concealed in woods and buildings. As commander, you must now try to judge the right time to strike. When you feel this has arrived, hit the enemy with everything you can - not just the cavalry and chariots. Remember that although the bulk of the rank and file are best suited as archers, they're still fairly mean in close combat, so charge with as many units as can be brought to bear. Hopefully, they'll rout several regiments within one or two turns and cause the rest of the army to break, running backwards towards their base line and demoralising the regiments which you've managed to slow down. The whole battle should then turn into a simple pursuit, and you may not have suffered any casualties at all!



ALLIES

Most armies have an allowance of allied troops, in one or more *contingents*. Allied contingents should be treated as an army within an army. They are subject to the following rules:

The model with the highest *leadership* must be declared as the contingent's *commander*. Where there are two or more models with equal *leadership* the player may choose which one to nominate as the commander.

All the regiments in the allied contingent must be deployed with their regimental leader within 12" of their own commander. Once the battle starts allied regiments are free to move wherever they please.

If a regimental leader is within 12" of the contingent's commander, the regiment may, if the player wishes, take any *rout*, *fear* or *terror* tests against the commander's *leadership*. Allied troops don't receive any advantage for being close to the *army* commander.



DARK ELVES

Statistics for Dark Elves are given in the main army listing. Players wishing to employ Witch Elves or troops armed with crossbow pistols should consult the special rules given in the Dark Elf army list. Dark Elves *bate* other Elves. They cause *fear* in regiments of Goblins which they outnumber by 2-1 or more.

Character Models

CHAMPIONS & HEROES

0-2 Champions, 9 3/4 points

0-1 Minor Heroes, 63 points

0-1 Major Heroes, 124 points

The points values given are for an unarmoured model with hand weapons, they may be equipped with extra items selected from the following list:

Additional cost for an extra sword or mace - Champions 1/2 a point, minor heroes 3 1/2 points, major heroes 6 1/2 points.

Additional cost for a crossbow pistol - Champions 1 point, minor heroes 7 points, major heroes 13 points.

Extra for a shield - Champions 1/2 a point, minor heroes 3 1/2 points, major heroes 6 1/2 points.

Extra points for chainmail armour - Champions 1 point, minor heroes 7 points, major heroes 13 points.

Any champion or hero may be on horseback - 11 points for a champion or minor hero and 21 points for a major hero.

Any champion or hero may ride a warhorse - 22 points for a champion or minor hero and 32 points for a major hero.

One of a Major Hero's weapons may have a single *magical attribute*, see pages 26-28 of Warhammer Battle, book 2.

MAGICIANS

0-1 Level one magicians, 93 points each.

The magician may be a specialist: either an *illusionist*, a *necromancer* or a *demonologist*. The magician's spells can be selected before the battle, costing 10 points each. Extra equipment may be chosen from the following list:

One extra weapon, either an additional hand arm, costing 5 points or a crossbow pistol, costing 10.

A shield which costs 5 points and/or chainmail armour at 10 points.

Additional cost for a magician riding a horse - 21 points.

Additional cost for magicians on warhorses - 32 points.

Rank & File

Regiments of 15 or more may have a *standard bearer*; those of 25 or more may have a *musician*. Musicians and standard bearers cost twice the points value of a basic trooper.

20-40 WARRIORS

9 1/4 points each

in one or two regiments. The warriors are armed with hand weapons, wear chainmail armour and carry swords or maces.

Up to 50% of the warriors present may be armed with crossbow pistols - 1 point per model.

0-15 CROSSBOWS

10 3/4 points each

in a single regiment. They are armed with hand weapons and crossbows and wear chainmail armour.

The crossbows can be replaced with repeating crossbows at no extra cost.

0-15 WITCH ELVES

13 3/4 points each

in a single regiment. The Witch Elves are subject to *frenzy*. They are armed with two swords and wear chainmail armour.

Additional cost to give Witch Elves a single poisoned sword - 4 points per model.

Additional cost to give Witch Elves two poisoned swords - 8 points per model.



DWARFS

The statistics for the different types of Dwarfs are given in the main Dwarf Army List.

Character Models

CHAMPIONS & HEROES

0-2 Champions, 9¼ points each.

0-1 Minor Heroes, 63 points.

0-1 Major Heroes, 132 points each.

The points costs given above are for a basic unarmoured model with a hand weapon. Extra gear can be selected from the following list:

Extra cost for an additional hand weapon, either a sword or knife - ½ point for a champion, 3½ for a minor hero and 7 points for a major hero.

Additional cost for a double handed sword, axe or hammer - 1 point for a champion, 7 points for a minor hero and 14 points for a major hero.

Additional cost for a crossbow - 2 points for a champion, 14 for a minor hero and 28 points for a major hero.

Extra for a shield - ½ point for a champion, 3½ for a minor hero and 14 points for a major hero.

Extra cost for chainmail armour - 1 point for a champion, 7 points for a minor hero and 14 points for a major hero.

Any of the champions and heroes may carry a weapon inscribed with up to three *runes*. The major hero may possess a weapon with a single *magical attribute* instead of a rune weapon.

MAGICIANS

0-1 Level one magician, 52½ points.

0-1 Level two magicians, 180 points each.

The magicians may be *elementalists*. Magician's spells should be chosen before the battle, at a cost of 10 points each. The points value given above are for a basic unarmoured model. Magicians may be given armour and one weapon selected from the following list:

Additional cost for a two-handed axe, sword or hammer - 6 points for level 1 magicians, 18 for level 2.

Extra for a crossbow - 12 points for level 1, 36 for level 2.

Additional cost for a shield - 3 points for level 1, 18 for level 2.

Additional cost for a breastplate or chainmail armour - 6 points for level 1 magicians, 18 for level 2.

Rank & File

Regiments of 10 or more may have a *standard bearer*, and regiments of 20 or more may have a *musician*. Standard bearers and musicians cost double points.

0-30 WARRIORS 8 points each

in regiments of 10 or more. They are armed with hand weapons, wear chainmail armour and carry shields.

Additional cost for double-handed axes or hammers - 1 point per model.

0-16 CROSSBOWS 10½ points each

in regiments of 8 or more. They are armed with hand weapons and crossbows, and wear chainmail armour.

Additional cost to give them shields - ½ point per model.

0-15 BERSERKERS 11¾ points each

in a single regiment. Armed with a hand weapon and carrying a shield.

Extra cost for an additional hand weapon - 1 point per model.
Additional cost for a double-handed sword or axe - 2 points per model.

THE EMPIRE

Statistics for Imperial troops are given in The Empire army list. Players who wish to use Templars or Foresters should check the special profiles and rules given in the list.

Character Models

CHAMPIONS & HEROES

0-3 Champions, 7 points each.

0-4 Minor Heroes, 36 points each.

0-2 Major Heroes, 84 points each.

The points values given above are for a basic, unarmoured model with a hand weapon. Extra equipment may be selected from the list below. Each model may be given one extra close combat weapon and one missile weapon. They may be given as much armour as the player wishes, but armour may reduce the model's move rate:

Additional cost for a lance or spear - ½ point each for champions, 2 points for minor heroes and 4 points for major heroes.

Additional cost for halberd, or two-handed axe, hammer or sword - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Extra for a bow - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Extra cost for a longbow - champions 1½ points, minor heroes 6 points and major heroes 13½ points

Extra for crossbows - champions 2 points, minor heroes 8 points and major heroes 18 points.

Any model may carry a shield - ½ point each for champions, 2 points for minor heroes and 4½ points for major heroes.

Chainmail armour or metal breastplates - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Full plate armour - champions 1½ points, minor heroes 6 points and major heroes 13½ points.

Any champion or hero may be on horseback - 11 points for a champion or minor hero and 21 points for a major hero.

Any champion or hero may ride a warhorse - 22 points for a champion or minor hero and 32 points for a major hero.

Major heroes may be armed with a single attribute *magical weapon*, see pages 26-28 of Magic, Warhammer Battle, Volume 2.

MAGICIANS

0-2 level one magicians, 55 points each.

0-1 level two magicians, 195 points each.

The magicians may be specialists: either *illusionists* or *elementalists*. Magicians' spells may be freely chosen within the limits given in Magic, Warhammer Battle, Book 2. Each spell costs 10 points. Magicians may be given armour, and one additional weapon chosen from the following list.

Sword, mace or other additional hand weapon - 3 points for a level 1 magician, 10 for a level 2.

Additional cost for a two-handed sword - 6 points for level 1 magicians, 10 for level 2 magicians.

Extra for a shield - 3 points for a level 1 magician and 10 for a level 2.

Chainmail armour or metal breastplates - 6 points for level 1 magicians, 10 for level 2.

Extra for riding a horse - 21 points both levels.

Extra for riding a warhorse - 32 points both levels.

Rank & File

Regiments of 20 or more models may have a *regimental standard bearer*, and regiments of 30 or more may have *musicians*. Standard bearers and musicians cost twice as much as ordinary troopers.

0-6 TEMPLARS 60 points each

in a single regiment of at least 5 models. They are armed with hand weapons and lances, wear full plate armour, carry shields and ride barded horses.

12-36 HALBERDIERS

7 points each

in regiments of 12 or more. They are armed with hand weapons and halberds, and wear chainmail armour.

Additional cost to equip Halberdiers with shields - ½ point per model.

15-60 MEN AT ARMS

6½ points each

in regiments of 15 or more. They are armed with hand weapons, carry shields and wear chainmail armour or metal breastplates.

Up to 25% of the men-at-arms present may be armed with double-handed hammers - 1 point per model.

Up to 50% of the men-at-arms being used may be armed with spears - ½ point per model.

0-30 PIKEMEN

7 points each

in a regiment of at least 20. They are armed with hand weapons and pikes and wear chainmail armour.

Additional cost to give Pikemen shields - ½ point per model.

10-20 CROSSBOWMEN

8½ points each

in regiments of 10 or more. Each one carries a crossbow and hand weapons. They wear chainmail shirts.

0-15 ARQUEBUSIERS

6½ points each

in regiments of 5 or more. The arquebusiers are unarmoured and armed only with hand weapons and an arquebus.

0-10 FORESTERS

7 points each

in regiments of 5 or more. They are armed with hand axes and bows and wear chainmail armour.

The Foresters' bows may be replaced with longbows - the replacement costs 1½ points per model.

Additional cost to replace hand axes with double-handed axes - 1 point per model.

Any of the Foresters may be equipped with shields - ½ a point per model.



GIANTS

Giants cause *fear* in troops under 10' tall. They may throw rocks or other improvised missiles a distance of up to 14" (0-7" short range, 7-14" long range). Hits are *strength* 7. Troops under 10' tall who are attacking a giant without spears, lances or pikes, are subject to a -1 to hit modifier, because all they can do is hack at the giant's legs.

Basic profile - 215 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	3	7	7	6	2	5	6	4	6	6

Giants are subject to both *stupidity* and *alcoholism*. A giant who rolls a 6 at the beginning of the game and failed the ensuing *will power* test is drunken. Drunken giants who are pushed back in combat fall over on the D6 score of a 6. For details of the results of such a fall see page 26 of the Warhammer Battle Bestiary.

GNOMES

Basic Profile - 5 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	3	2	1	3	1	8	7	7	8

Champion - 7 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	4	4	2	1	4	1	9	8	8	9

Minor Hero - 36 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	5	4	3	2	5	2	9	8	8	9

Major Hero - 84 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	6	4	3	3	6	3	10	9	9	10

Wizard Level 1, CPs 10 - 55 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	3	2	1	4	1	8	7	7	9

Wizard Level 2, CPs 20 - 195 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	3	2	5	1	9	8	8	9

Character Models

CHAMPIONS & HEROES

0-2 Champions, 7 points each.

0-1 Minor Heroes, 36 points each.

0-1 Major Heroes, 84 points each.

This is for a basic unarmoured model with a hand weapon. Extra equipment may be selected from the list below. Each model may be given one extra close combat weapon and one missile weapon. They may be given as much armour as the player wishes, but armour may reduce the model's move rate:

Additional cost for a two-handed sword or hammer - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a crossbow - 2 points for a champion, 8 for a minor hero and 18 for a major hero.

Extra for a shield - ½ a point for a champion, 2 for a minor hero and 4½ for a major hero.

Extra points for chainmail armour - 1 for a champion, 4 for a minor hero and 9 for a major hero.

Major heroes may be given a single attribute magical weapon - see Magic, Volume 2 of Warhammer Fantasy Battle.

MAGICIANS

0-2 Level one magicians, 55 points each.

0-1 Level two magicians, 195 points each.

One magician may be an *elementalist*. The magicians' spells may be chosen before the battle, at a cost of 10 points each. The magicians may be given armour and one weapon, selected from the following list:

Extra cost for a two-handed sword or axe - 6 points for level 1 magicians, 20 for level 2.

Additional cost for a shield - 3 points for level 1 magicians, 10 for level 2.

Additional cost for chainmail armour or a metal breastplate - 6 points for level 1 magicians, 20 for level 2.

Rank & File

24-48 WARRIORS

5 points each

in regiments of 12 or more. Armed with hand weapons and carrying shields.

Additional cost for chainmail armour - 1 point per model.

Up to 50% of the warriors may be equipped with double-handed swords or hammers instead of hand weapons. The replacement costs 1 point per model.

Regiments of 15 or more may have regimental *standard bearers*, those of 20 or more may also have a *musician*. Standard bearers and musicians cost double the points value of a basic trooper model.

0-24 CROSSBOWS

7 points each

in regiments of 10 or more. They are armed with hand weapons and crossbows.

Additional cost to equip them with shields - ½ point per model. Extra for chainmail armour - 1 point per model.

HALFLINGS

Halflings are subject to *alcoholism*. Halfling *cooks* are similar to standard bearers. The cook fights as an ordinary trooper, but his presence boosts the regiment's morale to such an extent that its *leadership* is increased by one. Halfling cooks are prized by all races - they may be captured in exactly the same way as standard bearers.

Basic Profile - 3½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	2	2	1	5	1	6	7	6	8

Champion - 5½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	3	5	3	2	1	6	1	6	7	6	8

Minor Hero - 34 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	6	3	3	2	7	2	7	8	7	9

Major Hero - 81 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	5	7	3	3	3	8	3	8	9	8	10

Wizard Level 1, CPs 10 - 40 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	2	2	1	6	1	6	7	6	9

Wizard Level 2, CPs 20 - 105 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	3	3	2	7	1	7	8	7	10

Character Models

CHAMPIONS & HEROES

0-4 Champions, 5½ points

0-2 Minor Heroes, 34 points

0-1 Major Heroes, 81 points

The points values given are for an unarmoured model with hand weapons, they may be equipped with extra items selected from the following list:

Additional cost for a shortbow - Champions ½ a point, minor heroes 2 points, major heroes 4½ points.

Extra for a shield - Champions ½ a point, minor heroes 2 points, major heroes 4½ points.

Extra points for chainmail armour - Champions 1 point, minor heroes ¾ points, major heroes 9 points.

One of the major hero's weapons may have a single *magical attribute*, see pages 26-28 of Warhammer Battle, Volume 2.

MAGICIANS

0-3 Level one magicians, 40 points each.

0-1 level two magicians, 105 points.

Up to half of the magicians may be specialists, either *illusionists* or *elementalists*. The magicians' spells should be chosen before the game commences, at a cost of 10 points each. The points costs for magician characters given above are for a basic unarmoured model with a dagger. Magicians may be given armour and one additional weapon selected from the following list:

Additional cost for a sword or mace - 2 points for a level 1 magician, 5½ for a level 2.

Additional cost for a shield - 2 points for a level 1 magician, 5½ for a level 2.

Extra for chainmail armour or a metal breastplate - 4 points for level 1, 11 for level 2.

Rank & File

Regiments of 10 or more models may have a *standard bearer*, and those of 15 or more may have a *musician*. Regiments 20 strong or larger may also have a regimental *cook*. Standard bearers, musicians and cooks all cost double the points value of a basic trooper.

10-50 WARRIORS

3¾ points each

in a regiments of 10 or more. The warriors are armed with hand weapons and carry shields.

Additional cost to give the warriors chainmail armour - ½ point per model.

20-50 ARCHERS

3¾ points each

in regiments of 10 or more. They are armed with knives and short bows.

Additional cost to give the archers chainmail armour - ½ point per model.

0-15 FORAGERS

3¾ points each

in a single regiment. Armed with knives and short bows.

Additional cost to replace short bows with blunderbusses - ¾ points per model.

For rules on Blunderbusses, see 'The Empire' army list.

0-60 SKIRMISHERS

special

chosen from existing regiments. Using troops as skirmishers is free, but they must obey the rules given on page 43 of Combat, Warhammer Battle Volume 1.

LIZARDMEN

ORCS & GOBLINS

Lizardmen have unusually tough skins, conferring a 'natural' saving throw of 6. Armour will increase the saving throw by the normal amount; for example, a Lizardman with a metal breastplate and a shield would have a saving throw of 4, 5 or 6.

Basic Profile - 20 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	2	1	1	10	5	10	10

Champion - 24 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	2	1	10	6	10	10

Minor Hero - 80 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	3	3	2	10	7	10	10

Major Hero - 146 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	5	4	4	3	10	7	10	10

Wizard Level 1, CPs 10 - 180 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	2	2	1	10	5	10	10

Character Models

CHAMPIONS & HEROES

0-2 Champions, 24 points each.

0-1 Minor Heroes, 80 points each.

0-1 Major Heroes, 146 points.

Additional cost for a spear - 1½ points for a champion, 4 for a minor hero and 7 for a major hero.

Additional cost for two-handed sword or mace - 3 points for a champion, 8 for a minor hero and 14 for a major hero.

Extra for a shield - 1½ points for a champion, 4 for a minor hero and 7 for a major hero.

Extra for a metal breastplate - 3 points for a champion, 8 for a minor hero and 14 for a major hero.

A major hero may possess a magical weapon with a single magical attribute.

MAGICIANS

0-1 Level one magicians, 180 points.

The magician may be a specialist: either an *elementalist* or a *demonologist*. The magician's spells cost 10 points each, and he may be equipped with items selected from the following list:

A sword - 9 points

A shield - 9 points.

A metal breastplate - 18 points.

Rank & File

10-30 WARRIORS

20 points each

in regiments of 6 or more. The warriors are armed with a sword.

Additional cost to arm the warriors with spears - 1 point per model.
Additional cost to arm up to 10 warriors with two-handed maces - 2 points per model.

Extra for give the warriors shields - 1 point per model.

Extra cost to equip up to 10 warriors with metal breastplates - 2 points per model.

Character Models

CHAMPIONS & HEROES

Champions & Heroes The contingent can contain a maximum of 7 heroic fighters, up to the limits given below. Note that the totals given are the maximum for the entire contingent, and the lists for Orcs and Goblins also give upper limits. Thus, for example, while the contingent may contain two minor heroes, only one of them may be an Orc.

0-4 Champions,

0-2 Minor Heroes,

0-1 Major Heroes,

ORCS

0-2 Orc Champions, 7¼ points each.

0-1 Orc Minor Heroes, 38 points each.

0-1 Major Heroes, 87 points each.

Extra points for a sword, mace, cleaver or other additional hand weapon - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Additional cost for a spear - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Additional cost for a two-handed axe or cleaver - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a bow - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a crossbow - 2 points for a champion, 8 for a minor hero, 18 for a major hero.

Extra for a shield - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Extra cost for chainmail armour - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a boar mount - 12¼ for a champion or minor hero and 21¾ for a major hero.

Additional cost for a wolf mount - 13¼ points for champions and minor heroes and 22¾ points for major heroes.

Orc major heroes may be armed with a weapon with a single magical attribute, see pages 26-28 of Warhammer Battle, Vol 2.

GOBLINS

0-4 Champions, 4¼ points

0-2 Minor Heroes, 22½ points.

0-1 Major Heroes, 75 points.

Additional cost for a spear - ½ point for a champion, 1½ for a minor hero and 4 for a major hero.

Additional cost for a short bow - ½ point for a champion, 1½ for a minor hero and 4 for a major hero.

Extra for a shield - ½ point for a champion, 1½ for a minor hero and 4 for a major hero.

Extra for chainmail armour or a metal breastplate - 1 point for a champion, 3 for a minor hero and 8 for a major hero.

Additional cost for a boar mount - 12¼ for a champion or minor hero and 21¾ for a major hero.

Additional cost for a wolf mount - 13¼ points for champions and minor heroes and 22¾ points for major heroes.

Goblin major heroes may be armed with a weapon with a single magical attribute, see pages 26-28 of Warhammer Battle, Vol 2.



MAGICIANS

The contingent can contain a maximum of 5 magicians, up to the limits given below. Note that the totals given are the maximum for the entire contingent, the lists for orcs and goblins also give upper limits. Thus, for example, while the contingent may contain two level two magicians, only one of them may be an Orc.

Up to two of the magicians may be specialists - either *necromancers* or *demonologists*. The magicians' spells, which cost 10 points each, must be selected before the battle.

ORCS

0-2 level 1 magicians, 57½ points.

0-1 level 2 magicians, 195 points.

Additional cost for a sword - 3 points for level 1 magicians, 10 for level 2.

Additional cost for a shield - 3 points for level 1 magicians, 10 for points for level 2.

Additional cost for chainmail armour or a metal breastplate - 6 points for level 1 magicians, 20 for level 2.

Additional cost for a boar mount - 21¾ points.

Additional cost for a wolf mount - 22¾ points.

Orc level 2 wizards may be armed with a single attribute *magical weapon*. See pages 26-28 of Magic, Warhammer Battle, Vol 2.

GOBLINS

0-3 level 1 magicians, 27½ points.

0-2 level 2 magicians, 100 points.

Additional cost for a sword - 1½ points for level 1 magicians, 5 for level 2.

Additional cost for a shield - 1½ points for level 1 magicians, 5 for level 2.

Extra for chainmail armour - 3 points for level 1 magicians, 10 for level 2.

Additional cost for a boar mount - 21¾ points.

Additional points for a wolf mount. 22¾ points.

Rank & File

Regiments of 20 or more may be given a *standard bearer*, and those of 30 or more may be given a regimental *musician*. Standard bearers and musicians cost twice the points of a basic trooper.

20-40 ORCS

6¼ points each

in regiments of 15 or more. Armed with hand weapons and carrying shields.

Extra point for a sword, mace or other additional hand weapon - ½ point per model.

Additional cost to give any regiment chainmail armour - 1 point per model.

0-20 ORC ARCHERS

6¼ points each

in regiments of 10 or more. They are armed with hand weapons and bows.

Extra to give Orc Archers metal breastplates or chainmail armour - 1 point per model.

25-75 GOBLINS

2¼ points each

in regiments of 25 or more. They are armed with hand weapons.

Up to 50% of the Goblins present may be armed with spears - ¼ point per model

Additional cost to give shields to up to 50% of the Goblins used - ¼ point per model.

Up to 25% of the Goblins present may be fitted out in chainmail armour - ½ a point per model.

20-80 GOBLIN ARCHERS

2½ points each

in regiments of 20 or more. They are armed with knives and short bows.

Extra to equip up to 50% of the Goblin Archers present with chainmail armour - ½ point per model.

0-12 WOLF RIDERS

10¼ points each

in regiments of 6 or more. Each rider is an unarmoured Goblin carrying hand weapons and a shield.

Extra to equip the riders with either a spear or a short bow - ¼ point per model.

Extra to equip the riders with chainmail armour - ½ point per model.

0-10 BOAR RIDERS

9¼ points each

in regiments of 5 or more. Each rider is an unarmoured Goblin carrying hand weapons and a shield.

Extra to make the riders Orcs instead of Goblins - they cost 3¼ points per model.

Extra to give the riders a spear - ¼ point for Goblin riders, ½ a point for Orcs.

Extra to give the riders chainmail armour - ½ point for Goblin models, 1 point for Orcs.

0-100 SKIRMISHERS

chosen from existing regiments. Using troops as skirmishers is free, but they must obey the special rules on page 43 of Combat, Warhammer Battle Vol 1. The only troops which may be selected as skirmishers are Goblin archers and javelinmen, Snotlings and Wolf or Boar riders.



SEA ELVES

Character Models

CHAMPIONS & HEROES

0-2 Champions, 10 points each.

0-1 Minor Heroes, 63 points each.

Additional cost for a halberd or two handed sword - 1 point for a champion, 7 for a minor hero.

Additional cost for an Elf Bow - 2 points for a champion, 14 for a minor hero.

Extra cost for shields - ½ point for a minor hero, 7 for a major hero.

Extra for chainmail armour - 1 point for a champion, 7 for a minor hero.

One weapon carried by a minor hero may have a single *magical attribute*.

MAGICIANS

The magician may be a specialist - either an *elementalist* or an *illusionist*. The spells must be selected before the battle, and they cost 10 points each.

0-1 Level one magicians, 85 points.

Additional cost for one weapon, either a two-handed sword for 9 points or an Elf Bow for 18.

Extra for a shield - 4½ points

Extra for chainmail armour - 9 points.

One of the magician's weapons may have a single *magical attribute*.

Rank & File

Regiments of 10 or more may have a **standard bearer**, and regiments of 15 or more may have a *musician*. Musicians and standard bearers cost double the points value of the basic troopers.

20-45 SEA ELVES

9½ points each

in regiments of 10 or more. They are armed with hand weapons, wear chainmail armour and carry shields.

Additional cost to arm up to 20 Sea Elves with halberd or two-handed swords - 1 point per model.

Additional cost to arm up to 20 Sea Elves with elf bows - 2 points each.



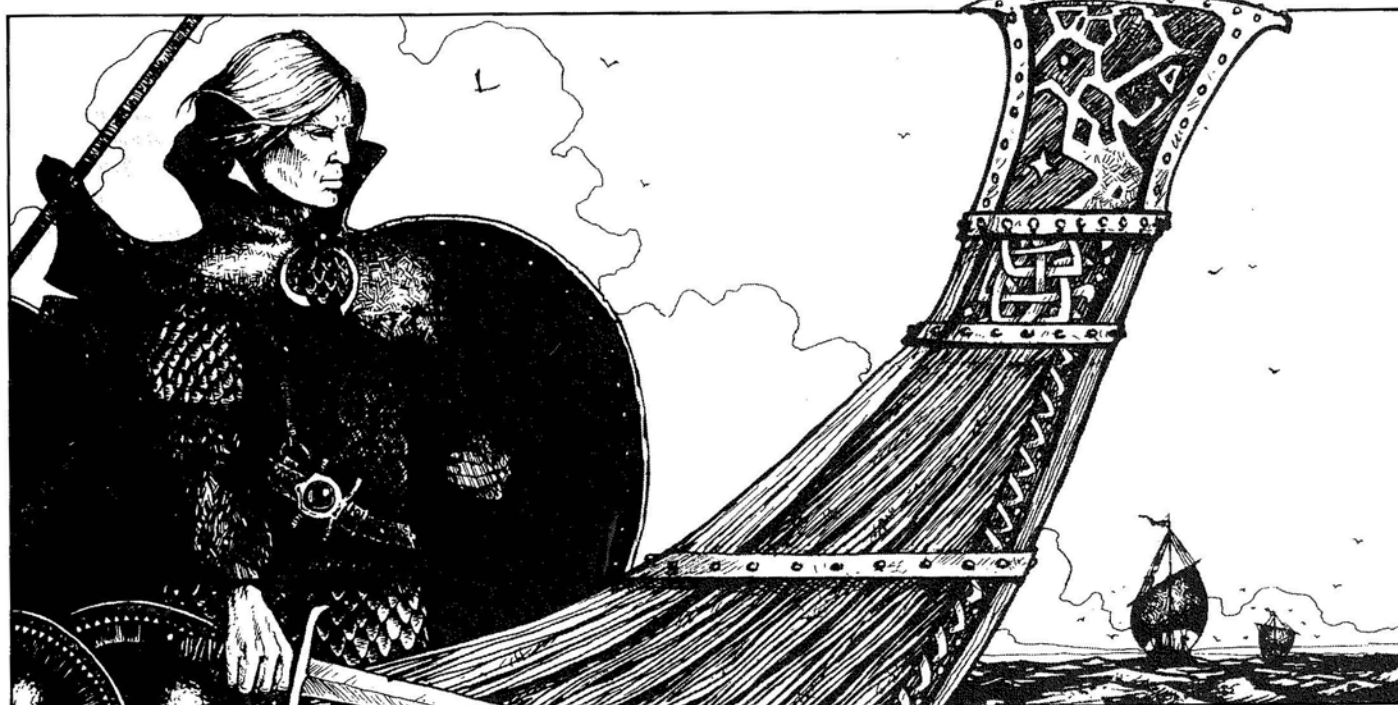
TREEMEN

Although they cannot wear armour, the tough skin on treemen gives them a saving throw of 5 or 6. They do not use weapons, but may make *stomp* attacks. Treemen are *flammable* and a Treeman taking fire damage will automatically become subject to *frenzy*. Treemen are subject to *hatred* of Goblins. They cause *fear* in living creatures under 10' tall.

Basic Profile - 287½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	8	3	6	7	6	2	4	10	9	10	10

Treemen can throw rocks up to a distance of 12" (short range 0-6", long range 6-12"). Hits are *strength* 6. Treemen cannot move and throw rocks in the same turn.



WOOD ELVES

Wood Elf statistics are given in the main Wood Elf army list. Players wishing to employ scouts or traps should check the special rules given in the list.

Character Models

CHAMPIONS & HEROES

0-3 Champions, 10 points each.

0-2 Minor Heroes, 63 points each.

0-1 Major Heroes, 124 points each.

Extra for a spear or lance - $\frac{1}{2}$ point for a champion, $3\frac{1}{2}$ for a minor hero and $6\frac{1}{2}$ for a major hero.

Extra for two-handed sword - 1 point for a champion, 7 for a minor hero and 13 for a major hero.

Extra for an elf bow - $2\frac{1}{2}$ points for a champion, $10\frac{1}{2}$ for a minor hero and $32\frac{1}{2}$ for a major hero.

Extra for a shield - $\frac{1}{2}$ point for a champion, $3\frac{1}{2}$ for a minor hero and $6\frac{1}{2}$ for a major hero.

Extra for chainmail armour - 1 point for a champion, 7 for a minor hero and 13 for a major hero.

Extra for a horse - 11 points for a champion or minor hero and 21 for a major hero.

Extra for a warhorse - 22 points for a champion or minor hero and 32 for a major hero.

Minor heroes may be armed with a single attribute **magical weapon**, major heroes may be armed with a **magical weapon** with up to three attributes.



MAGICIANS

0-2 level one magicians, 85 points each.

Any of the magicians may be *specialists*, either *elementalists* or *illusionists*. The points values given are for a basic unarmoured model armed with a dagger or knife. The player may chose the magician's spells before the battle, each one costing 10 points. Wizards may be armoured but this will interfere with their spell casting (see page 7 of the Magic volume of Warhammer Fantasy Battle). They may also be armed with one extra weapon:

Additional cost for a two-handed sword - 9 points each.

Extra for an Elf Bow - $22\frac{1}{2}$ points per model.

Additional cost for a shield - $4\frac{1}{2}$ points.

Extra for a metal breastplate or chainmail armour - 9 points.

Extra for mounting on a horse - 21 points.

Extra for mounting on a warhorse - 32 points.

Rank & File

Regiments of 8 or more may have a *standard bearer*, and regiments of 16 or more may also have a *musician*. Standard bearers and musicians cost double the points value of the regiment's basic troopers

0-16 CAVALRY

14½ points each

in regiments of 8 or more. They are armed with hand weapons and carrying a shield.

Additional cost to arm cavalry with lances - $\frac{1}{2}$ a point per model or Elf Bows costing $2\frac{1}{2}$ points per model.

20-30 ARCHERS

10½ points each

in regiments of 10-25. Wood Elf Archers are armed with Elf bows and Swords.

10-30 WARRIORS

8½ points each

in regiments of 10 or more. Each warrior carries a shield and a sword.

Up to 50% of the warriors may be armed with a two-handed sword - they cost 1 point per model.

Up to 50% of the warriors may be armed with spears - $\frac{1}{2}$ point per model.

0-10 SCOUTS

19 points each

in regiments of 5 or more. They are armed with hand weapons and javelins, carrying shields.

Extra to replace javelins with Elf Bows - 4 points per model.

Additional cost to equip scouts with traps - 1 point per model.

0-2 CHARIOTS

special

operating independently or organised into a single regiment. The chariots have scythed wheels and are pulled by two or four Warhorses. One model must be the driver, he may be given extra armour but no additional weapons. The minimum crew comprises two Elves each carrying hand weapons. Basic cost 40 points per chariot model including a span of two horses.

Extra for one or two additional crewman, each unarmoured and carrying a hand weapon - 16 points per extra crewman.

Additional cost to give crewmen shields - $\frac{1}{2}$ point per crew model.

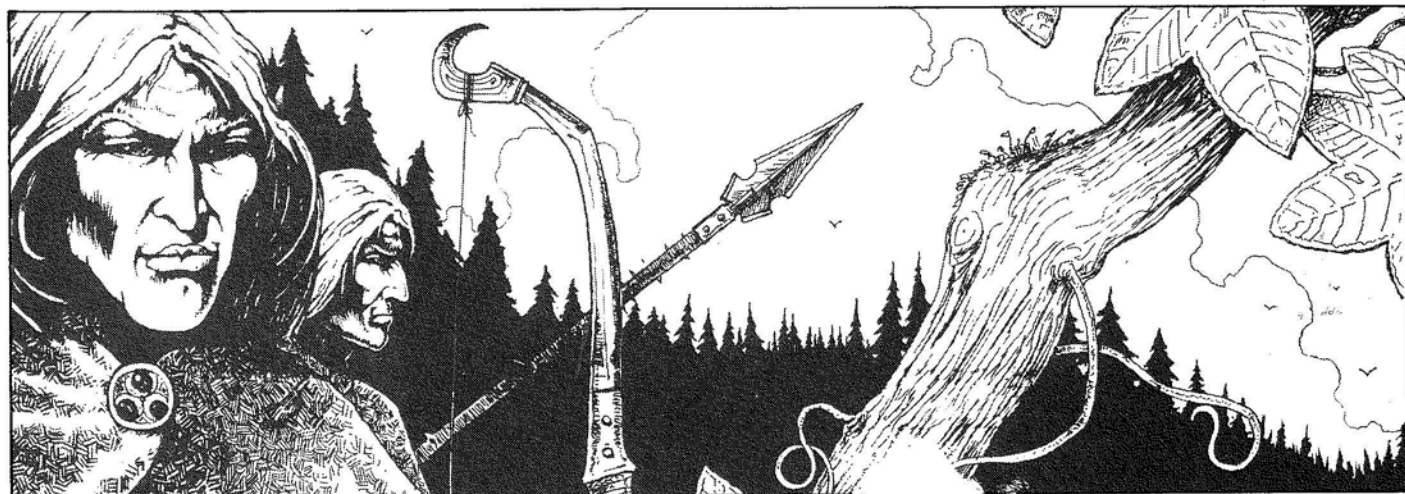
Additional points to equip the crew with Elf Bows - 5 per crew model.

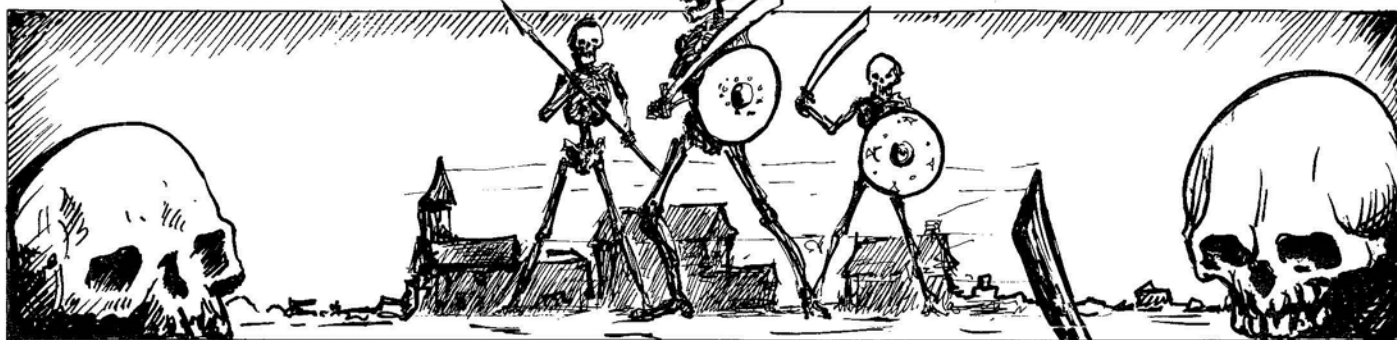
Extra to increase the span to four warhorses - 10 points per chariot model.

0-40 SKIRMISHERS

special

chosen from existing regiments. Skirmishers do not have an increased points cost, but are subject to special rules and restrictions laid out on page 43 of the Combat Volume of Warhammer.





UNDEAD

An allied contingent of Undead must be lead by a *necromancer*. The rules on Undead are quite complicated, and players wishing to field Undead allies should read the Undead army list, and the rules on *instability* on pages 56-57 of *Combat, Warhammer Battle*, Book 1.

Character Models

0-6 NECROMANCERS

The contingent may contain up to 4 necromancers chosen within the following limits.

0-3 Level one necromancers, 55 points each.

0-1 Level two necromancers, 195 points each.

The magicians must all be necromancers and may not have other magical specialities. Their spells should be chosen before the battle, each one costing 10 points. The points values given above are for an unarmoured model with a knife or dagger. Wizards may be armoured, but this interferes with their ability to cast spells (see page 7 of *Magic, Book 2 of Warhammer Battle*). They may also be given one additional weapon:

Additional cost for a scythe - 6 points for a level 1 magician, 20 for a level 2.

Additional cost for a shield - 3 points for a level 1 necromancer, 10 for level 2.

Extra cost for a metal breastplate or chainmail armour - 6 points for a level 1 magician, 20 points for a level 2.

Extra cost to be mounted on a horse - 21 points.

Extra cost to be mounted on a warhorse - 32 points.

A weapon carried by a level 2 necromancer may posses a single *magical attribute*, see pages 26-28 of *Magic, Warhammer Battle* Volume two.

0-5 SKELETAL CHAMPIONS & HEROES

The contingent may contain up to 5 skeleton personalities, up to the limits given on the following table. No more than half of these may be mounted.

0-3 Champions, 4½ points.

0-1 Minor Heroes, 32 points.

0-1 Major Heroes, 78 points.

Additional cost for a scythe - 1 point for a champion, 4 for a minor hero and 8 for a major hero.

Additional cost for a double handed axe or sword - 1 point for a champion, 4 for a minor hero and 8 for a major hero.

Extra points for a bow - 1 for a champion, 4 for a minor hero and 8 for a major hero.

Extra for a shield - ½ a point for a champion, 2 for a minor hero and 4 for a major hero.

Extra cost for chainmail armour or a metal breastplate - 1 point for a champion, 4 for a minor hero and 8 for a major hero.

Additional cost for full plate armour - 1½ points for a champion, 6 for a minor hero and 12 for a major hero.

Extra cost to be mounted on an undead horse - 24 points for champions or minor heroes, 34 points for major heroes.

Major heroes may be armed with a single attribute *magical weapon*.

0-2 MUMMIES

78 points each

This is for an unarmoured model, with either no weapons at all or a hand weapon:

Additional cost for a scythe or two-handed sword - 8 points.

Extra for a shield - 4 points.

Extra for a metal breastplate or chainmail armour - 8 points.

Extra cost for full plate armour - 12 points.

Mummies may also be given a single *magical attribute* for one of their weapons.

Rank & File

Regiments of 10 or more models may be given a *standard bearer*, and regiments of 20 or more be given a *musician*. Musicians and standard bearers costs *double* the points of a basic trooper model.

0-15 SKELETAL CAVALRY

13¾ points each

in regiments of 5 or more. They are armed with hand weapons and carry shields.

Additional cost to armour skeletal cavalry in chainmail - 2 points per model.

Extra to give regiments spears - 1 point per model.

20-60 SKELETON WARRIORS

2¾ points each

in regiments of 20 or more. They are armed with hand weapons or spears, and carry shields.

Up to 50% of the warriors may be armed with scythes - ½ a point per model.

Up to 50% of the skeletons may be equipped with metal breastplates or chainmail armour - ½ a point per model.

0-20 SKELETON ARCHERS

3 points each

in regiments of 10 or more. Each model is armed with a knife and bow.

Additional cost to give the archers metal breastplates or chainmail armour - ½ point per model.

20-40 ZOMBIES

1¼ points each

in regiments of 10 to 20. They are unarmoured, and armed with hand weapons only.

Additional cost to replace one regiment's hand weapons with scythes - 1 point per model.

20-80 GHOULS

2¾ points each

in regiments of 10 to 25. They are unarmoured, and armed with hand weapons only.

0-2 ETHEREALS

special

which start the game hidden within existing regiments, but which may start acting independently the moment their models are placed. These may be selected within the following limits:

0-2 Ghosts - 32½ points each.

0-1 Wraiths - 72½ points.

ZOATS

Zoats are rare, reclusive and powerful creatures. A whole *regiment* of Zoats would not be a practical proposition as an allied contingent, nor would they fight in such a unit. All Zoats are wizards in addition to their other powers. They are tough-skinned creatures, their backs and flanks covered with a thick mat of scales, conferring a 'natural' armour saving throw of 6. Living in the woods, they are able to move through woodland without the normal penalty, much in the same way as Wood Elves. The points values have been arrived at by applying a fair amount of common sense - the standard system costs them far too highly. Note that there are *two* types of *mastery one* Zoa available. Both have the same magical powers, but their profiles are different.

Wizard Level 1, CPs 10 - 110 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
7	6	3	5	5	3	5	2	10	10	10	10

Wizard Level 1, CPs 10 - 140 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
7	6	3	5	5	4	6	2	10	10	10	10

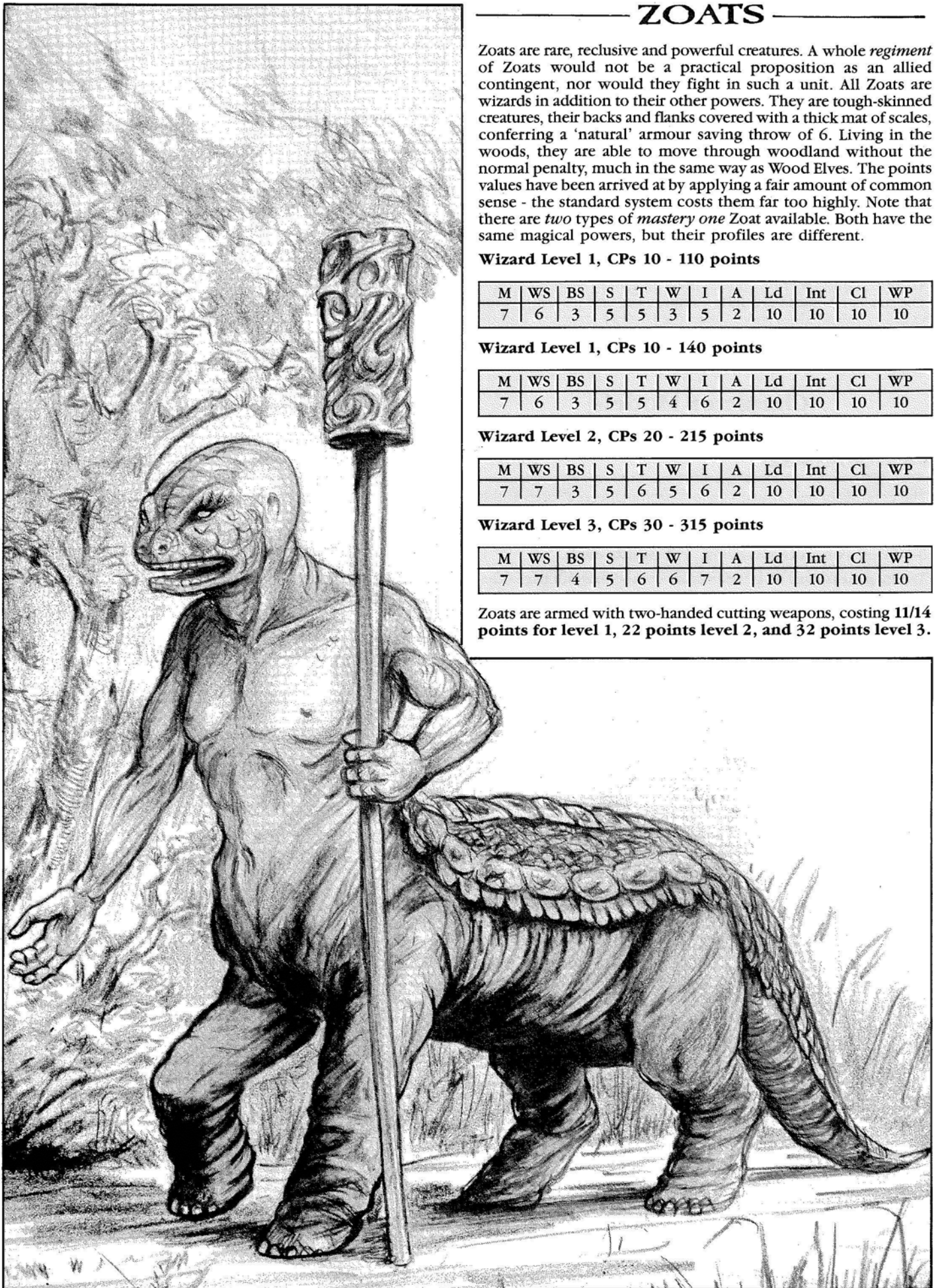
Wizard Level 2, CPs 20 - 215 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
7	7	3	5	6	5	6	2	10	10	10	10

Wizard Level 3, CPs 30 - 315 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
7	7	4	5	6	6	7	2	10	10	10	10

Zoats are armed with two-handed cutting weapons, costing 11/14 points for level 1, 22 points level 2, and 32 points level 3.



MERCENARIES

Mercenaries are not subject to the rules regarding *contingents* used for allies. Mercenary troops are formed into regiments like any other soldiers and the regiments can be stationed wherever the player chooses. However, mercenaries are noted for their unreliability and a tendency to lose heart and go home, or even to change sides when the battle is going badly. Mercenary regiments must take a test for *loyalty* whenever:

A friendly regiment routs within 6" or a regiment already routing approaches within 6".

The current army commander is slain.

The mercenary unit falls to half its original numbers. When this test coincides with a rout test, the rout test should be taken first. If the regiment fails the rout test, it doesn't take the loyalty test until it has been rallied and wishes to advance.

Loyalty tests are made by rolling 2D6. The unit carries on fighting if the total is equal to or less than the army commander's *leadership*. Should the total be higher, the mercenaries suffer an instant change of heart. Roll a D6 to see what they do:

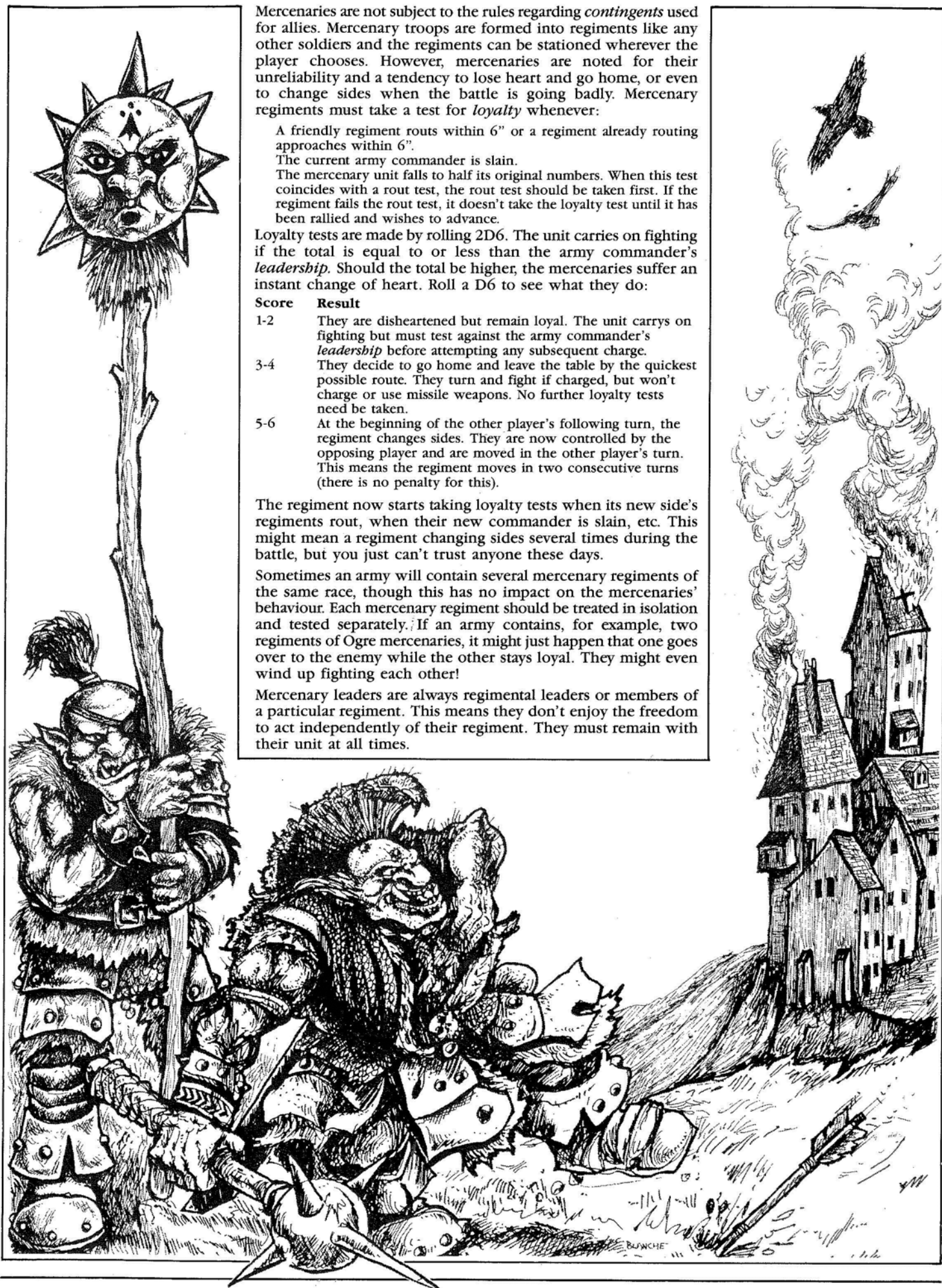
Score Result

- 1-2 They are disheartened but remain loyal. The unit carries on fighting but must test against the army commander's *leadership* before attempting any subsequent charge.
- 3-4 They decide to go home and leave the table by the quickest possible route. They turn and fight if charged, but won't charge or use missile weapons. No further loyalty tests need be taken.
- 5-6 At the beginning of the other player's following turn, the regiment changes sides. They are now controlled by the opposing player and are moved in the other player's turn. This means the regiment moves in two consecutive turns (there is no penalty for this).

The regiment now starts taking loyalty tests when its new side's regiments rout, when their new commander is slain, etc. This might mean a regiment changing sides several times during the battle, but you just can't trust anyone these days.

Sometimes an army will contain several mercenary regiments of the same race, though this has no impact on the mercenaries' behaviour. Each mercenary regiment should be treated in isolation and tested separately. If an army contains, for example, two regiments of Ogre mercenaries, it might just happen that one goes over to the enemy while the other stays loyal. They might even wind up fighting each other!

Mercenary leaders are always regimental leaders or members of a particular regiment. This means they don't enjoy the freedom to act independently of their regiment. They must remain with their unit at all times.



THE EMPIRE

There are dozens of large mercenary bands and hundreds of independent mercenary regiments operating in, or on the fringes of The Empire. While independent of imperial control, mercenaries derive their living from The Empire's cities and allies. They are a vital link in The Empire's defence. Mercenaries have ordinary human profiles.

Character Models

Regiments of 10 or more may be led by or contain a champion. Regiments of 20 or more may be led by a minor hero and regiments of 30 or more may be led by a major hero. Regiments containing a major or minor hero may also contain an additional regimental champion.

Champions cost 7 points, minor heroes cost 36 and major heroes 84 points. This is for a basic unarmoured model with a hand weapon. Extra equipment may be selected from the list below, which allows for character models *equipment modifiers*. Each model may be given one extra close combat weapon and one missile weapon. They may be given as much armour as the player wishes, but armour may reduce the model's move rate:

Additional cost for a lance or spear - $\frac{1}{2}$ point each for champions, 2 points for minor heroes and $4\frac{1}{2}$ points for major heroes. Additional cost for halberd, or two-handed axe, hammer or sword - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a longbow - champions $1\frac{1}{2}$ points, minor heroes 6 points and major heroes $13\frac{1}{2}$ points

Extra for crossbows - champions 2 points, minor heroes 8 points and major heroes 18 points.

Any model may carry a shield - $\frac{1}{2}$ point each for champions, 2 points for minor heroes and $4\frac{1}{2}$ points for major heroes.

Chainmail armour or metal breastplates - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Full plate armour - champions $1\frac{1}{2}$ points, minor heroes 6 points and major heroes $13\frac{1}{2}$ points.

Any champion or hero may be on horseback - 11 points for a champion or minor hero and 21 points for a major hero.

Any champion or hero may ride a warhorse - 22 points for a champion or minor hero and 32 points for a major hero.



Rank & File

Regiments of 15 or more may have regimental *standard bearers*, those of 20 or more may also have a musician. Standard bearers and musicians cost double the points value of a basic trooper model.

0-20 LANCERS **13 points each**

in regiments of 8 or more. These cavalry regiments are armed with hand weapons and lances, wear metal breastplates or chainmail armour and carry shields.

0-10 MOUNTED CROSSBOWS **14 points each**

in regiments of 5 or more. They are armed with hand weapons and crossbows, and wear chainmail armour or breastplates.

0-50 PIKEMEN **6 points each**

in regiments of 24 or more. They are armed with pikes and hand weapons.

Additional cost for a shield - $\frac{1}{2}$ point per model.

Additional cost for chainmail armour or a breastplate - 1 point

Additional cost for full plate armour - $1\frac{1}{2}$ points per model.

0-40 HALBERDIERS **6 points each**

in regiments of 20 or more. They are armed with hand weapons and halberds.

Additional cost for a breastplates or chainmail armour - 1 point per model.

Additional cost for a shield - $\frac{1}{2}$ point per model.

HOBGOBLINS

The Hobgoblins hold sway over the steppe lands to the east of the World's Edge Mountains, and they are also found amongst marauding goblin and chaotic armies. Hobgoblins are subject to *animosity* against other goblinoids, they are also subject to *frenzy*.

Basic Profile - 7½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	3	4	1	3	1	7	6	6	6

Champion - 10½ points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	4	1	4	1	7	6	6	6

Minor Hero - 54 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	4	4	5	2	5	2	8	7	7	7

Major Hero - 126 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	5	4	5	3	6	3	9	8	8	8

Character Models

Regiments of 10 or more may contain or be led by a champion. Regiments of 25 or more may be led by a minor hero and those of 40 or more may be led by a major hero. Regiments led by minor and major heroes may also contain a regimental champion. Character models may be fitted out with additional equipment as follows:

Extra for a sword, mace or other additional hand weapon - ½ a point for a champion, 3 for a minor hero and 6½ for a major hero. Additional cost for a halberd or similar two handed cutting weapon - 1 point for a champion, 6 for a minor hero and 13 for a major hero.

Extra for a bow - ½ a point for a champion, 3 for a minor hero and 6½ for a major hero.

Extra for a longbow - 1½ points for a champion, 9 for a minor hero and 19½ for a major hero.

Extra for a shield - ½ a point for a champion, 3 for a minor hero and 6½ for a major hero.

Additional cost for chainmail armour - 1 point for a champion, 6 for a minor hero and 13 for a major hero.

Rank and file

0-75 WARRIORS

9 points each

in regiments of 10 or more. The warriors wear chainmail armour and carry shields and hand weapons.

Extra to arm the warriors with a sword, axe or other additional hand weapon - ½ a point per model.

Additional cost to arm up to 50% of the warriors with halberds - 1 point each.

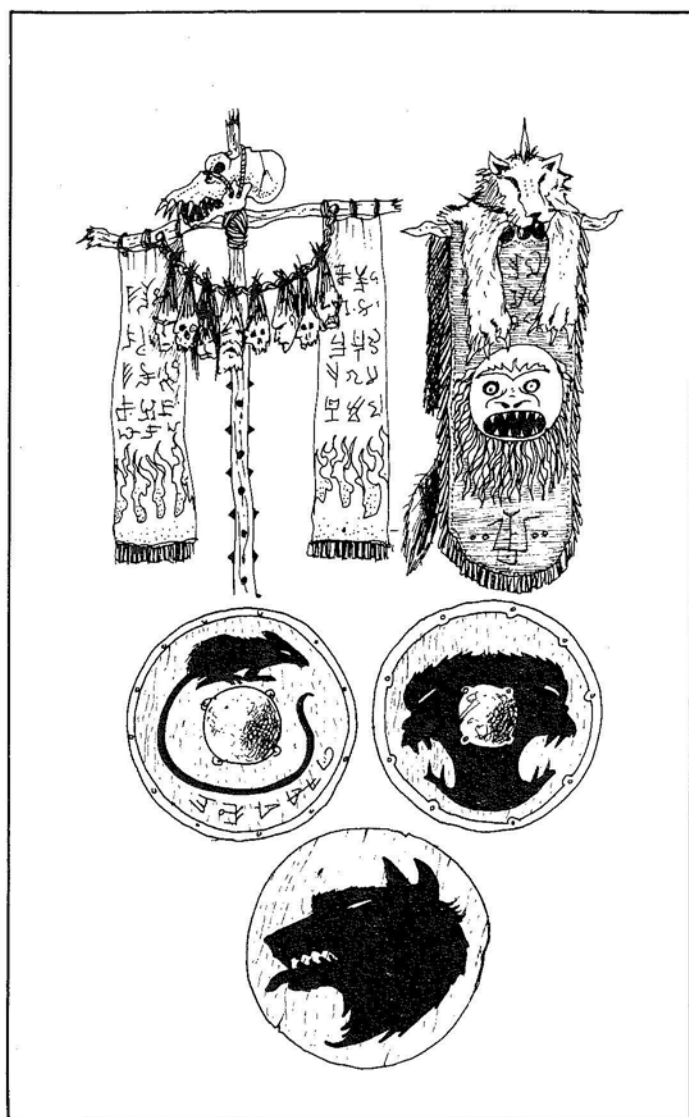
0-20 ARCHERS

9½ points each

in regiments of 10 or more. The archers wear chainmail armour and carry bows and swords.

Up to half of the archers may have long bows instead of ordinary bows - ½ a point per model.

Additional cost to equip the archer with shields - ½ point per model.



0-20 AXEMEN

6 points each

in regiments of 10 or more. The axemen are armed with two-handed axes.

Additional cost for chainmail or a metal breastplate - 1 point per model.

Extra for full plate armour - 1½ points per model.

0-20 CROSSBOWS

7 points each

in regiments of 10 or more. They are armed with hand weapons and crossbows.

Additional cost for a metal breastplate or chainmail armour - 1 point per model.

0-15 ARQUEBUSIERS

6½ points each

in one regiment. They are armed with hand weapons and arquebuses. Rules for arquebuses are given in the The Empire's army list.

0-10 FORESTERS

7 points each

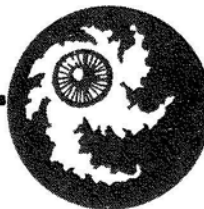
in regiments of 5 or more. They are armed with hand axes and bows and wear chainmail armour. Each model costs 7 points.

The Foresters' bows may be replaced with longbows - 1½ points per model.

Additional cost to replace hand axes with double-handed axes - 1 point per model.

Any of the Foresters may be equipped with shields - ½ a point per model.

Foresters have non-standard characteristic profiles, see The Empire army list.



KISLEV

The Kislevites are a hardy breed. They are descended from nomad stock and, in their lands on the north-eastern fringe of the old world, hardened by the constant onslaughts of Chaos. The warriors of Kislev are ordinary men, so they have the standard profiles given in the army list for The Empire.

Character Models

Regiments of 15 or more may be led by or contain a champion, regiments of 25 or more may be led by a minor hero and regiments of 36 or more may be led by a major hero. Regiments containing a major or minor hero may also contain an additional regimental champion.

Champions cost 7 points, minor heroes cost 36 and major heroes 84 points. This is for a basic unarmoured model with a hand weapon. Extra equipment may be selected from the list below, which allows for character models *equipment modifiers*. Each model may be given one extra close combat weapon and one missile weapon. They may be given as much armour as the player wishes, but armour may reduce the model's move rate:

Additional cost for a lance - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Additional cost for an axe - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a bow - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Extra for crossbow - 2 points for a champion, 8 for a minor hero and 18 for a major hero.

Any champion or hero may be on horseback - 11 points for a champion or minor hero and 21 points for a major hero.

Any champion or hero may ride a warhorse - 22 points for a champion or minor hero and 32 points for a major hero.

Rank & File

Kislevite regiments of 15 may have a *standard bearer*, and those of 20 or more may have a *musician*. Musicians and standard bearers cost twice the points values of an ordinary trooper.

0-15 MERCENARY KNIGHTS 14½ points each

in one regiment which, if used, must be five strong. They are armed with lances and hand weapons. They carry shields, wear full plate armour and ride barded horses.

0-30 CAVALRY ARCHERS 13 points each

in regiments of 6 or more. The archers carry shields, spears, javelins and bows.

0-30 HALBERDIERS 7 points each

in regiments of 20 or more. They are armed with hand weapons and halberds, and wear metal breastplates.

0-20 AXEMEN 6 points each

in regiments of 10 or more. They are armed with two-handed axes and hand weapons.

0-20 CROSSBOWMEN 7 points each

in regiments of 10 or more. They are armed with crossbows and hand weapons.



NORSE

The free-ranging, ocean-going habits of the Norse wash them up on almost every shore around the Old World. They can often earn as much money hiring themselves out to defend locals as they can by burning down villages and pillaging grain stores. The Norse are universally respected as warriors, and are found serving as mercenaries in many different armies. Norse troops have non-standard profiles, as shown in the Norse army lists. Norse mercenaries are subject to *alcoholism* and *saga animosity* towards other Norse.

Character Models

Regiments of 12 or more may be led by or contain a champion, those of 18 or more may be led by a minor hero and those of 24 or more may be led by a major hero. Regiments led by a major or minor hero may also contain a regimental champion:

Champions are 7½ points each

Minor Heroes are 38 points

Major Heroes are 87 points.

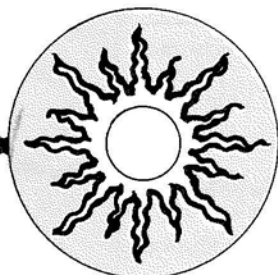
These are the points for an unarmoured model with a hand weapon:

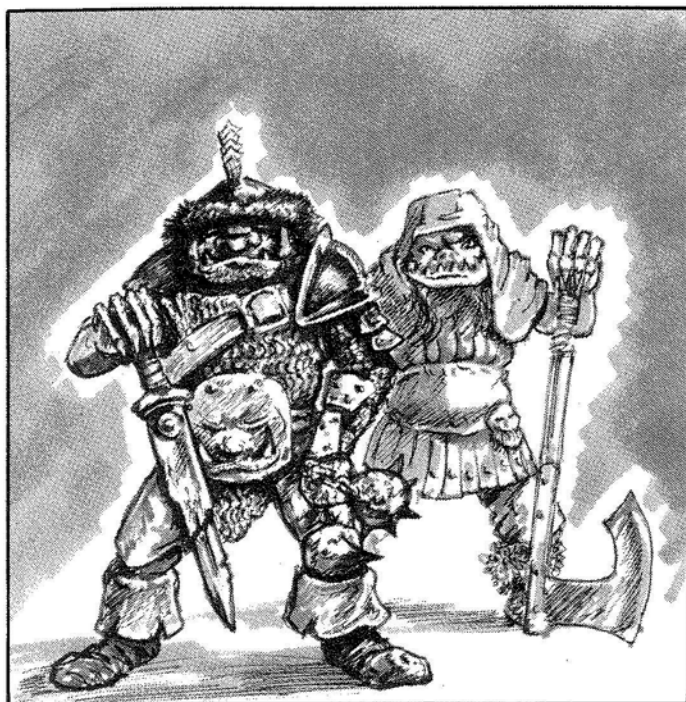
Extra for a an additional sword or hand axe - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Additional cost for a two-handed axe - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Extra for a shield - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Extra for chainmail armour - 1 point for a champion, 4 for a minor hero and 9 for a major hero.





Rank & File

Regiments of 10 or more may be given a *standard bearer*, and regiments of 15 or more may be given a *musician*. Musicians and standard bearers cost double the points value of the ordinary troopers.

0-15 HUSCARLS

21 points each

in a regiment of 10 or more. The huscarls are armed with hand weapons, wear chainmail armour and carry shields.

Additional cost to give arm any regiment with double-handed axes - **2 points per model**.

Additional cost to give a regiment throwing axes - **1 point per model**

20-50 BONDI

6 points each

in regiments of 15 or more. They are armed with hand weapons and carrying shields.

Additional cost to give any regiment spears - **½ a point per model**.

Up to 50% of the bondi present may be armed with double-handed axes or hammers - **1 point per model**.

Additional cost to give any regiment chainmail armour - **1 point per model**.

Extra to give any regiment throwing axes - **½ a point per model**

0-20 ARCHERS

6½ points each

in regiments of 10 or more. A Norse army may never contain more archers than half the number of bondi being used. The archers are armed with bows and hand weapons.

Additional cost to give archers shields - **½ a point per model**.

Extra to give archers chainmail armour - **1 point per model**.

0-15 SLINGERS

6 points each

in regiments of 10 or more. They are armed with hand weapons and slings.

Additional cost to equip slinger regiments with shields - **½ point per model**.

0-15 BERSERKERS

11 points each

in a regiment of 10 or more. They are armed with hand weapons.

Extra cost for an additional hand weapon, either a sword or a knife - **½ point per model**.

Additional cost for two-handed axes - **2 points per model**.

Additional cost for a shield - **1 point per model**.

OGRES

Ogres are mean, massive and somewhat temperamental death-machines. They live for fighting, killing and eating, usually in that order. They are not actually totally evil or cruel, but then they aren't particularly nice either. They can be found fighting for almost anyone, from wary human commanders to terrified Orcs...

Fighting Characteristics

Personal Characteristics

Basic Profile - 38 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	2	4	5	3	3	2	5	4	5	7

Champion - 63 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	4	3	5	5	3	4	2	5	4	5	7

Minor Hero - 128 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	5	4	5	6	4	5	3	6	5	6	8

Major Hero - 210 points

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	6	5	5	6	5	6	4	7	6	7	9

Character Models

Regiments of 6 or more may be led by or contain a champion, regiments of 12 or more may be led by a minor hero and regiments of 18 or more may be led by a major hero. Regiments containing a major or hero may also contain an additional regimental champion.

Champions cost 63 points, minor heroes cost 128 and major heroes are 210 points. This is for a basic unarmoured model with a hand weapon. Extra equipment may be selected from the list below:

Extra points for a club, sword or other additional hand weapon - **3½ for a champion, 6½ for a minor hero and 10½ for a major hero**.
Additional cost for a two-handed club or some form of two-handed cutting weapon - **7 points for a champion, 13 for a minor hero and 21 for a major hero**.

Extra points for a shield - **3½ for a champion, 6½ for a minor hero and 10½ for a major hero**.

Additional cost for a metal breastplate or chainmail armour - **7 points for a champion, 13 for a minor hero and 21 for a major hero**.

Rank & File

Regiments of 8 or more models may have regimental *standard bearers*, and those of 12 or more may also have a *musician*. Standard bearers and musicians cost double the points value of a basic trooper model.

0-20 OGRES

38 points each

in regiments of 5 or more. They are armed with hand weapons.

Up to 50% of the Ogres used may be armed with two-handed clubs at a cost of **4 points per model**.

Additional cost to give the Ogres shields - **2 points each**.

Extra for metal breastplates or chainmail armour - **4 points each**.



ORCS

Of all the goblinoid races, Orcs are most often found acting as mercenaries. This is simply because they are bigger and more brutal than their Goblin cousins. Large bands of Orc mercenaries are often found accompanying any evil or chaotic army.

Character Models

Regiments of 15 or more may be led by or contain a champion, regiments of 30 or more may be led by a minor hero and regiments of 45 or more may be led by a major hero. Regiments containing a major or minor hero may also contain an additional regimental champion.

Champions cost 7½ points, minor heroes cost 38 and major heroes are 87 points. This is for a basic unarmoured model with a hand weapon. Extra equipment may be selected from the list below, but each model may be given only one extra close combat weapon and one missile weapon. They may be given as much armour as the player wishes, but armour may reduce the model's move rate:

Extra points for a sword, mace, cleaver or other additional hand weapon - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Additional cost for a two-handed axe or cleaver - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a bow - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Extra for a shield - ½ point for a champion, 2 for a minor hero and 4½ for a major hero.

Extra cost for chainmail armour - 1 point for a champion, 4 for a minor hero and 9 for a major hero.

Additional cost for a boar mount - 12½ for a champion, 16½ for a minor hero and 21½ for a major hero.

Rank & File

Regiments of 20 or more may have regimental *standard bearers*, and those of 30 or more may also have a *musician*. Standard bearers and musicians cost double the points value of a basic trooper model.

0-80 WARRIORS

6¼ points each

in regiments of 15 or more. They are armed with hand weapons and carry shields.

Extra points for a sword, mace or other additional hand weapon - ½ point per model.

Up to half of the warriors may be armed with halberds or two-handed axes - 1 point per model.

Additional cost to give any regiment chainmail armour - 1 point per model.

0-30 ORC ARCHERS

6¼ points each

in regiments of 10 or more. They are armed with hand weapons and bows. Each model costs 6¼ points.

Extra to give Orc Archers metal breastplates or chainmail armour - 1 point per model.

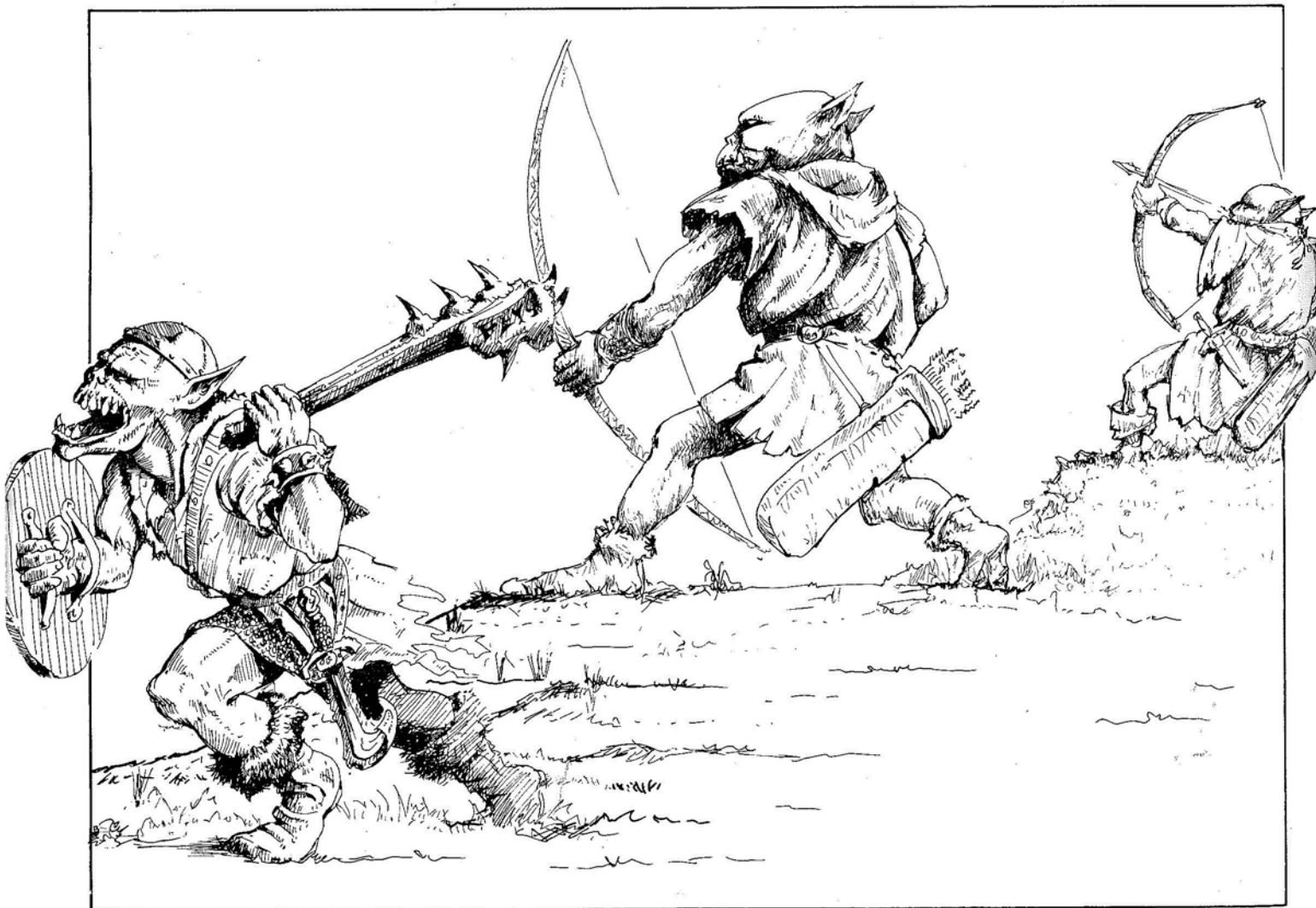
0-20 BOAR RIDERS

12½ points each

in regiments of 10 or more. Each rider is an unarmoured Orc carrying hand weapons and a shield.

Extra to give the rider a spear - ½ a point each.

Extra to give the rider chainmail-armour - 1 point each.



POST SCRIPT

Hallo out there! Can you hear me? This book is a major departure for Warhammer, players and writers alike. We'd like to know what you think of it - are the armies too big, too small, does one army keep winning, or another keep losing, would you like more character models in the armies, more rank and file, have you any ideas for new troop types or even new armies? Any comments would be welcome, these are early days for competition Warhammer and the wealth of experience and ideas generated by *your* games would be invaluable for further development, so write and tell us what you think, or we'll send the boys round.

Address your letters to:

Ravening Hordes
Games Workshop Design Studio
Enfield Chambers
14-16 Low Pavement
Nottingham
NG1 7DL

If you're including questions please word them so, where possible, they can be answered with a simple 'yes' or 'no'. Remember to enclose a stamped, self addressed envelope otherwise we won't be able to reply will we! We look forward to hearing from you.



Citadel currently manufacture the vast majority of models needed to assemble the armies featured in **Ravening Hordes**. There are however some models which we *as yet, do not* make. Whilst we are aware that many of our customers will be quite happy to convert existing models to finish off their armies, we are committed to the notion of providing **all** the models required for any army! Indeed this equally applies to any future army lists we may print. We think we have things pretty well under control, with a lot of the "missing" troop types planned for release over the next few months. However, (don't you just hate "howevers"!) we are but human and may have missed one or two here and there. If you notice any particular discrepancies as regards models please write to us and point them out. We won't sulk or be angry about it, in fact we will be quite happy if you do write. Use the address given above but head it "RAVENING HORDES MINIATURES". Thank you.

RAVENING HORDES



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