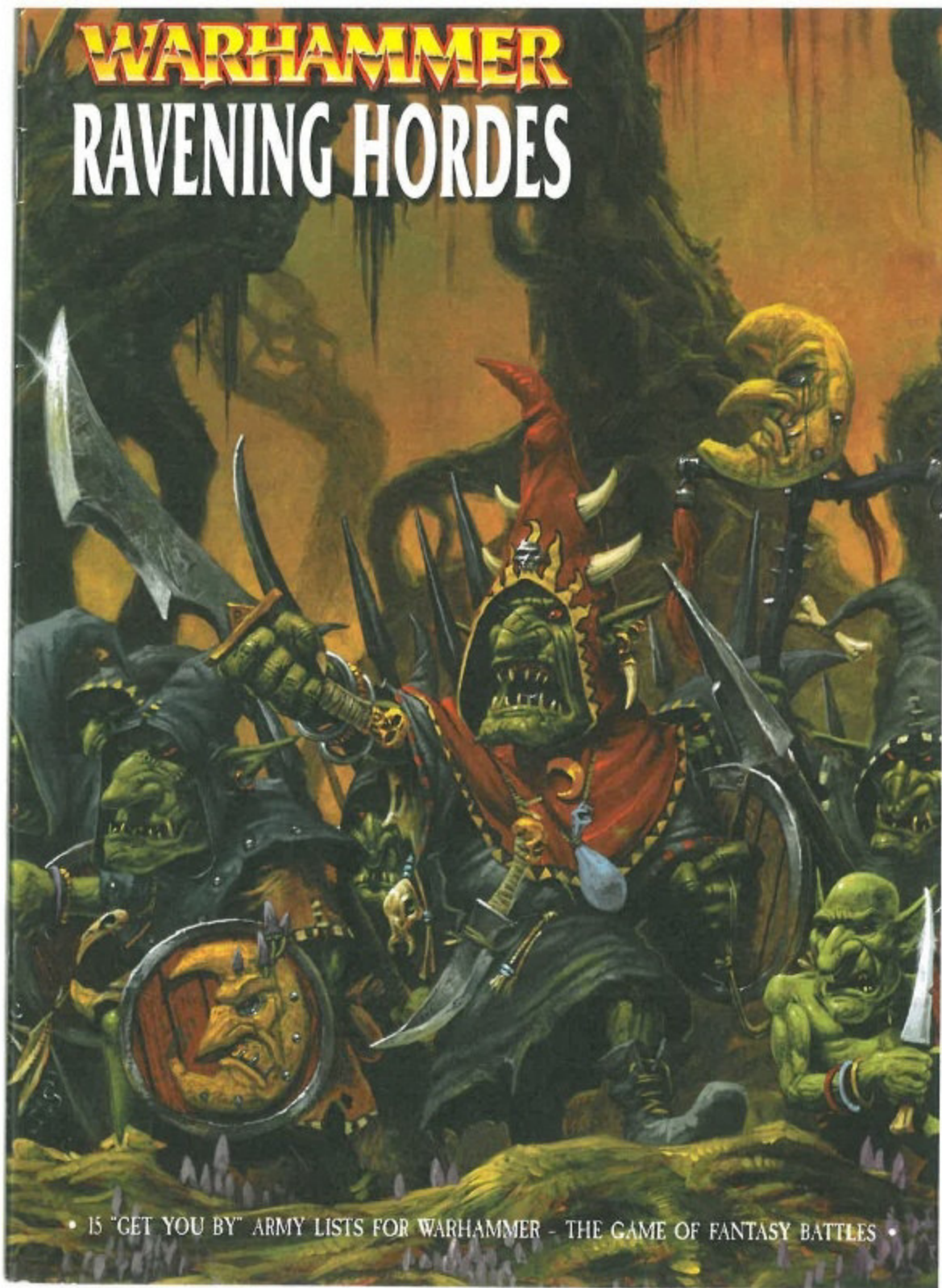


WARHAMMER

RAVENING HORDES



• 15 "GET YOU BY" ARMY LISTS FOR WARHAMMER - THE GAME OF FANTASY BATTLES •



Orc Warriors



Goblin Fanatic



Witch Elf



Skaven Jezzail



Lizardmen Krosgor



Dwarf Rangers



Empire Militia



Chaos Sorcerer

Welcome to RAVENING HORDES

a collection of 15 "get-you-by" army lists for veteran Warhammer generals

Ravenging Hordes is a complete set of army lists that allows veteran Warhammer players to convert their existing armies into a suitable format for the new version of the Warhammer game. Ravenging Hordes is not a permanent addition to the Warhammer range – the idea is to enable players to get by until such time as the new Warhammer Armies supplements are ready. Players should be aware that the new Warhammer Armies supplements will supercede and to some degree change the temporary information given in Ravenging Hordes – we don't know quite how as we haven't written them all yet!

As the idea behind Ravenging Hordes is to enable existing players to 'get by' we call this a set of 'get you by' army lists. If you are a new player you might find these lists interesting as an insight into the armies we will be revising in the future. However – bear in mind that not all of the troop types described are currently available and some will change when the new Warhammer Armies books come out. We recommend that new players consider collecting one of the new armies described in the new Warhammer Armies supplements and for

which all the redesigned models are available. The Empire and Orc & Goblin supplements will be made available very soon after the Warhammer game and further volumes will be added every few months.

We've prepared these lists because we are all Warhammer players who own large armies – some of which contain models collected over many years of gaming. Just like everyone else we want to be able to continue to use our existing armies right now – so Ravenging Hordes has been created to enable us to do just that. Of course, that won't stop us collecting new armies of new models or adding to our existing armies. Ultimately, however, we know that some old troops may have to be retired for most purposes because they don't quite 'fit in' with the new rules. As yet we don't know exactly what things are going to change – we've still got many hard hours of playing and testing to go yet... well someone has to do it!

As a final note... YES the new Warhammer Armies books will be an appropriate size for the subject matter and will contain background information comparable to the old versions.

CHOOSING AN ARMY FOR BATTLE

All the armies in this book use the same system for selecting forces for battle. This is explained below and is different from the old rules.

How the army list is organised

The army list is divided into four sections.

- CHARACTERS
- CORE TROOPS
- SPECIAL TROOPS
- RARE TROOPS

Characters represent the most able, brutal and successful individuals in your army: extraordinary leaders such as heroes and wizards. These form a vital and potent part of your forces.

Core Troops represent the most common types of warriors in the army. They usually form the bulk of the army and will often bear the brunt of the fighting.

Special Troops are the best of your warriors and some of the more common engines of war. They are available to your army in limited numbers.

Rare Troops are so called because they are scarce compared to your ordinary troops. They represent unique units, uncommon creatures and unusual machines.

How to choose an army

Both players choose armies to the same agreed points value. Most players find that 2,000 points is about right for a battle that will last an evening. Whatever value you agree, this is the maximum number of points you can spend on your army. You can spend less and will probably find it is impossible to use up every last point. Most 2,000 point armies will therefore be something like 1,998 or 1,999 points, but they still count as '2,000' point armies for our purposes.

RAVENING HORDES

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Choosing characters

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below. This table applies to all armies except the Bretonnians who have their own version at the start of their list.

Army Value	Maximum Characters	Lords
< 2,000	3	0
2,000-2,999	4	up to 1
3,000-3,999	6	up to 2
≥ 4,000	+2 max	+1 max

IMPORTANT: The number of characters is the *total* number of characters allowed in the army *including* Lords. For example: a 2,500 point Dwarf army may have up to 4 characters in total, of which 1 may be a Lord (ie 1 Lord + 3 Heroes).

An army does not have to include the maximum number of characters allowed, and can always include fewer than indicated down to a minimum of one (the General). Similarly, an army does not have to include Lords, it can include all of its characters as Heroes if you prefer.

At the beginning of the battle choose one of the characters in your army to be the General and tell your opponent which one it is. Your General will always be the character with the highest Ld in your army. However, as there can obviously only be one General in each army, you will have to choose who to elect if two or more of your characters tie for highest Ld.

Chariots & ridden monsters

Characters are sometimes allowed to ride on the backs of monsters or in chariots. Each character must be given their own chariot or mount. They will not all cram onto one!

Magic items

Characters (except daemons) may choose magic items from the common ones listed in the rulebook or the ones at the end of their army list. Note that you cannot take magic items from other army lists. Lords may have up to 100 points worth of magic items. Other characters may have up to 50 points worth of magic items.

Units that can take magic banners are listed at the beginning of each army.

Choosing troops

Troops are divided into Core, Special and Rare units. The number of units of each type that are available to you depends upon the points value of your army. This is indicated on the chart below.

Army Value	Core	Special	Rare
< 2,000	2+	0-3	0-1
2,000-2,999	3+	0-4	0-2
3,000-3,999	4+	0-5	0-3
≥ 4,000	+1	+1	+1

For example, if you are choosing a 2,000 point army you must take a minimum of 3 Core units and could choose to take up to 4 Special and/or up to 2 Rare.

In addition, if an individual entry has a number limiting it eg 0-1, then you may only have that many in your army. Otherwise you may have as many as the restrictions above, and points allow.

Very occasionally you may take several units as a single option.

Eg you can take up to 2 Goblin Wolf Chariots as a single Special choice. You may only take 1 Orc Bow Chariot for the same Special choice.

Unit entries

Each unit is represented by an entry in the Army List. The unit's name is given and any limitations that apply are explained.

Profiles. The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required these are also given even if, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum size for each unit. In some cases units also have a maximum size.

Equipment. Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value. Additional or optional weapons and armour are listed together with their extra cost.

Special rules. Many troops have special rules which are described in this section.

Mercenary regiments

Mercenaries are troops of other races who are prepared to fight under your flag in return for money, food, or some other suitable reward. You may always choose to take regiments of mercenaries in your army. Count each mercenary regiment as a Rare choice. Rules for mercenary regiments will be included in White Dwarf magazine.

Special characters

The old army lists include a selection of 'special characters', each with their own unique special rules and items. A quick glance at these sections will explain very simply why they are not included on the following pages: space. At a conservative estimate they would double the size of this volume, and as most of the players we have talked to and seen at clubs across the world use the splendid models we make for them simply as generals or wizards, we thought that this was the best solution until we have the time to reprint them.

Important points to remember

- The number of characters is the *total* number of characters allowed in the army *including* Lords.
- The number of Core units is the *minimum* you must take. The Special and Rare numbers are *maximums*.
- Finally, if at first glance you can't see your favourite troops, don't panic. You will sometimes find that several old troop types have been listed here as a single entry with many options for the sake of brevity.
- *Feel free to photocopy any part of this book for your own use or to give to a friend if they need it for their army.*





ORCS & GOBLINS

Greenskins live in the mountains and forests all over the Warhammer World. They respect nothing but strength and their culture is based on the simple understanding that might is right.

Champions, Musicians & Standard Bearers

A unit of Black Orcs, Spider Riders, Ogres or any Core unit except Snotlings may upgrade a model to a Champion, musician or standard bearer for +10 points each. Any unit of Boar Boys or Savage Orc Boar Boys may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Black Orcs, Boar Boys or Savage Orc Boar Boys.

Special Rules

The following special rules apply to the Orc & Goblin army.

- **Animosity.** Roll at the end of the Start of the Turn phase for each unit of Boar Boys, Savage Orc Boar Boys, Spider Riders, Squig Hunters, Netters or any Core troops except Snotlings. On a 2-6 they are OK and do what you want, on a 1 they squabble amongst themselves and can do nothing at all this turn.
- All Goblins *fear* Elves they do not outnumber 2-1 or more.
- Night Goblins *bate* Dwarfs.
- Orcs don't take panic tests due to breaking or fleeing Goblins or Snotlings.
- Boars strike with +2S on the turn they charge.
- Orc & Goblin wizards may use the Beasts and Death lores of magic from the Warhammer rulebook.

LORDS

WARBOSSSES

Black Orc Warboss 135 pts / Orc Warboss 110 pts /
Savage Orc Warboss 125 pts / Goblin Warboss 65 pts /
Night Goblin Warboss 55 pts / Forest Goblin Warboss 65 pts

GREAT SHAMANS

Orc Great Shaman 180 pts / Savage Orc Great Shaman 190 pts /
Goblin Great Shaman 155 pts / Night Goblin Great Shaman 145 pts / Forest Goblin Great Shaman 155 pts

	M	WS	BS	S	T	W	I	A	Ld
Black Orc Warboss	4	7	3	5	5	3	4	4	9
Orc Warboss	4	6	3	4	5	3	4	4	9
Orc Great Shaman	4	3	3	4	4	3	2	1	8
Savage Orc Warboss	4	6	3	4	5	3	4	4	9
Sav Orc Gr Shaman	4	3	3	4	4	3	2	1	8
Goblin Warboss	4	5	3	4	4	3	4	4	8
Goblin Great Shaman	4	2	3	3	4	3	2	1	7
Night Gob Warboss	4	5	3	4	4	3	5	4	7
Nt Gob Gr Shaman	4	2	3	3	4	3	3	1	6
Forest Gob Warboss	4	5	3	4	4	3	4	4	8
Forest Gob Gr Shaman	4	2	3	3	4	3	2	1	7
Boar	7	3	0	3	4	1	3	1	3
Wolf	9	3	0	3	3	1	3	1	3
Gigantic Spider	5	3	0	5	4	4	1	2	7
Wyvern	4	5	0	6	5	5	3	3	6

Equipment: Hand weapon. A Great Shaman may not have other equipment. A Warboss may have an additional hand weapon (+6 pts), Great weapon (+6 pts), spear (+6 pts) or halberd (+6 pts). He may wear light armour (+3 pts) and may carry a shield (+3 pts). A Black Orc may wear heavy armour (+6 pts).

An Orc or Black Orc Warboss may ride a Wyvern (+230 pts). An Orc, Savage Orc or Black Orc may ride a boar (+18 pts). Any type of Goblin may ride a wolf (+18 pts) or Gigantic Spider (+50 pts).

Special rules: A Great Shaman is a level 3 wizard. This may be increased to level 4 at a cost of +35 points. Savage Orcs are subject to *frenzy*. A Wyvern can *fly*, causes *terror*, has a 5+ armour save and is a *large target*. A Gigantic Spider causes *fear*, has a 4+ armour save and ignores penalties for moving over difficult terrain and obstacles such as rocks, cliffs and so on. However, they cannot ignore water features like rivers and swamps.

HEROES

BIG BOSSES

Black Orc Big Boss 80 pts / Orc Big Boss 65 pts /
Savage Orc Big Boss 75 pts / Goblin Big Boss 35 pts /
Night Goblin Big Boss 30 pts / Forest Goblin Big Boss 35 pts

SHAMANS

Orc Shaman 65 pts / Savage Orc Shaman 67 pts /
Goblin Shaman 55 pts / Night Goblin Shaman 50 pts /
Forest Goblin Shaman 55 pts

	M	WS	BS	S	T	W	I	A	Ld
Black Orc Big Boss	4	6	3	5	5	2	3	3	8
Orc Big Boss	4	5	3	4	5	2	3	3	8
Orc Shaman	4	3	3	4	4	2	2	1	7
Savage Orc Big Boss	4	5	3	4	5	2	3	3	8
Savage Orc Shaman	4	3	3	4	4	2	2	1	7
Goblin Big Boss	4	4	3	4	4	2	3	3	7
Goblin Shaman	4	2	3	3	3	2	2	1	6
Night Gob Big Boss	4	4	3	4	4	2	4	3	6
Night Gob Shaman	4	2	3	3	3	2	3	1	5
Forest Gob Big Boss	4	4	3	4	4	2	3	3	7
Forest Gob Shaman	4	2	3	3	3	2	2	1	6
Boar	7	3	0	3	4	1	3	1	3
Wolf	9	3	0	3	3	1	3	1	3

Equipment: Hand weapon. A Shaman may not have other equipment. A Big Boss may have an additional hand weapon (+4 pts), Great weapon (+4 pts), spear (+4 pts) or halberd (+4 pts). He may wear light armour (+2 pts) and may carry a shield (+2 pts). A Black Orc may wear heavy armour (+4 pts).

An Orc, Savage Orc or Black Orc character may ride a boar (+12 pts). Any type of Goblin may ride a wolf (+12 pts).

One Big Boss may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light armour. A Battle Standard Bearer may not be your army General.

Special rules: A Shaman is a level 1 wizard. This may be increased to level 2 at a cost of +35 points. Savage Orcs *frenzy*.

CORE UNITS

ORC BOYZ 5 points per model
0-1 UNIT OF BIG'UNS 7 points per model
SAVAGE ORC BOYZ 6 points per model

	M	WS	BS	S	T	W	I	A	Ld
Orc	4	3	3	3	4	1	2	1	7
Big'Uns	4	4	3	4	4	1	2	1	7
Savage Orc	4	3	3	3	4	1	2	1	7

Unit Size: 10+

Equipment: All have a hand weapon. Orcs & Big Uns have light armour. May have additional hand weapon (+2 pts), spear (+2 pts), bow (+4 pts) or a shield (+1 pt). Orc Boys & Big Uns may have halberd (+2 pts). Savage Orcs may have warpaint (+1 pt).

Special rules: Savage Orcs are subject to *frenzy*. Their warpaint gives them a 6+ ward save.

GOBLINS 2 points per model
NIGHT GOBLINS 2 points per model
FOREST GOBLINS 2 points per model

	M	WS	BS	S	T	W	I	A	Ld
Goblin	4	2	3	3	3	1	2	1	6
Night Goblin	4	2	3	3	3	1	3	1	5
Forest Goblin	4	2	3	3	3	1	2	1	6
Electric 2D6	special			5	3	1	-	D6	-

Unit Size: 20+

Equipment: Hand weapon and shield. May have spear (+1 pt) or swap their shield for a short bow (+1 pt). Goblins may be given light armour (+1 pt). Night Goblins may include 0-3 Fanatics (+25 pts each) in each regiment.

Special rules: Fanatics are *unbreakable*. They interrupt the normal sequence to emerge 2D6" (in a direction chosen by the Goblin player) as soon as an enemy unit moves within 8", or the Goblins move to within 8" of the enemy. In subsequent turns move them 2D6" in a random direction. Except on the turn they emerge, Fanatics die if they roll a double for movement. Fanatics also die if they hit an obstacle such as a wall, or move into difficult or impassable terrain. Any unit touched suffers 1D6 S5 hits with no armour save. Fanatics cannot be fought normally, but can be shot.

GOBLIN WOLF RIDERS 12 points per model

	M	WS	BS	S	T	W	I	A	Ld
Goblin	4	2	3	3	3	1	2	1	6
Wolf	9	3	0	3	3	1	3	1	3

Unit Size: 5+

Equipment: Hand weapon and light armour. May have short bow (+3 pts), spear (+1 pt) and/or shield (+3 pts).

Special rules: *Fast cavalry*.

SNOTLINGS 20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Snotlings	4	2	2	2	2	3	3	3	4

Unit Size: 3+

Equipment: Odd bits of bone and assorted scrap.

Special rules: Snotlings are represented by several models mounted on a single base and are treated as a single creature with 3 wounds. Cannot be joined or led by characters. Ignore Animosity. Count +1 'rank' bonus in close combat for each base after the first to a maximum of +4.

SPECIAL UNITS

0-1 UNIT OF BLACK ORCS 10 points per model

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

Unit Size: 10+

Equipment: Hand weapon and heavy armour. May have an additional hand weapon (+2 pts), spear (+2 pts), halberd (+2 pts) or Great weapon (+2 pts). Black Orcs may have shields (+1 pt).

ORC BOAR BOYS 17 points per model
SAVAGE ORC BOAR BOYS 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Orc Boy	4	4	3	3	4	1	2	1	7
Savage Boy	4	3	3	3	4	1	2	1	7
Boar	7	3	0	3	4	1	3	1	3

Unit Size: 5+

Equipment: All have a hand weapon and shield. Normal Orc Boar Boys also have light armour and a spear. Savage Orcs may have a spear (+2 pts) and/or warpaint (+3 pts).

Special rules: Savage Orcs are subject to *frenzy*. Their warpaint gives them a 6+ ward save.

SQUIG HOPPERS 18 points per model

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	3	1	5
Boar Squig 2D6	4	0	5	3	1	3	2	2	2

Unit Size: Fight individually, but you may take up to 3 as a single Special choice.

Equipment: The Gobbo has a hand weapon.

Special rules: *Unbreakable*. Moves in the Compulsory Movement phase. Choose a direction and roll 2D6. If you roll a double randomise the direction, otherwise move the dice roll in inches in that direction. If the Squig lands on a unit it will attack and then bounce off before the enemy fights back. Calculate the attack immediately, then move the Squig again. It will stop bouncing when it fails to land on a unit. Note that it will attack friend and foe alike.

BOLT THROWER 30 points per model

STONE THROWER 70 points per model

	M	WS	BS	S	T	W	I	A	Ld
Bolt Thrower	-	-	-	-	7	3	-	-	-
Stone Thrower	-	-	-	-	7	3	-	-	-
Goblin	4	2	3	3	3	1	2	1	6

Unit Size: 1 Stone Thrower with 3 Goblin crew, or up to 2 Bolt Throwers with 2 Goblin crew each, as a single Special choice.

Equipment: Hand weapon.

Special rules: If you have a Doom Diver, treat it as a Stone Thrower for now.

ORC BOAR CHARIOTS 80 points per model

GOBLIN WOLF CHARIOTS 60 points per model

	M	WS	BS	S	T	W	I	A	Ld
Boar Chariot	-	-	-	5	5	4	-	-	-
Orc Boy	-	3	3	3	-	-	2	1	7
Boar	7	3	-	3	-	-	3	1	-
Wolf Chariot	-	-	-	5	5	3	-	-	-
Goblin	-	2	3	3	-	-	2	1	6
Wolf	9	3	-	3	-	-	3	1	-

Unit Size: A Goblin Wolf Chariot with 3 Gobbo crew, pulled by 2 wolves or an Orc Boar Chariot with 2 Orcs, pulled by 2 boars. You may take up to 2 Goblin Wolf Chariots as a single Special choice.

Equipment: Hand weapons. The Gobbos also have short bows. The Orcs also have spears. Both chariots have scythes. Gobbo Wolf Chariots may have an extra wolf (+3 pts).

Special rules: The Wolf Chariot has an armour save of 5+, the boar chariot a save of 4+.



RARE UNITS

0-1 UNIT OF FOREST GOBLIN SPIDER RIDERS

12 points per model

	M	WS	BS	S	T	W	I	A	Ld
Forest Goblin	4	2	3	3	3	1	2	1	6
Giant Spider	7	3	0	4	3	1	1	1	5

Unit Size: 10+

Equipment: Hand weapon. May have a spear (+2 pts), short bow (+3 pts) and/or shield (+1 pt).

Special rules: Giant Spiders ignore the penalties for moving over difficult terrain and obstacles such as rocks, cliffs and so on. However, they cannot ignore water features like rivers and swamps.

0-1 SNOTLING PUMP WAGON 40 points per model

	M	WS	BS	S	T	W	I	A	Ld
Pump Wagon	2D6	-	-	4	4	3	-	-	-
Snotlings	-	2	-	2	-	-	3	3	10

Unit Size: 1

Equipment: The Snotlings fight with whatever comes to hand.

Special rules: *Unbreakable.* The Snotling Pump Wagon moves 2D6" in the Compulsory Movement phase (and not at all in the Movement phase). Pick a direction then roll the dice. If it hits a unit it counts as having charged and will do 2D6 impact hits. It has an armour save of 6+.

TROLLS 50 points per model

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

Unit Size: 3+

Equipment: Trolls often fight with a large club (hand weapon), though they don't really need one. You may upgrade Trolls to either Stone Trolls (+5 pts) or River Trolls (+10 pts).

Special rules: *Regenerate, cause fear, stupid.* Instead of their normal attacks, Trolls of all types may vomit once on a single enemy model in base-to-base contact. Troll vomit is S5, always hits, and allows no armour save. In addition, units of Stone Trolls may use an extra 2 Dispel dice against any spells that affect them. All close combat attacks against River Trolls are at -1 to hit.

0-1 UNIT OF NIGHT GOBLIN SQUIG HUNTERS

8 points per Squig Hunter Team

20 points per Cave Squig

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	3	1	5
Cave Squig	2D6	4	0	5	3	1	5	2	2

Unit Size: 5+ models (each Hunter Team is made up of 2 Gobbos).

Equipment: Goblins have prodders to herd the Squigs (count all the Gobbos as armed with spears).

Special rules: Units contain a mixture of Goblins and Squigs. Randomise shooting hits between Squigs and Gobbos. Unit fights in 2 ranks with all the Squigs in front. If there are more than 3 Squigs per Gobbo, the excess leave the unit – treat them as Bouncing Squigs that always move randomly (see the Squig Hopper entry, above).

0-1 UNIT OF GOBLIN NETTERS 4 points per model

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

Unit Size: 10+

Equipment: Either hand weapon and net, or a club.

Special rules: Units contain a mixture of Netters and Clubbers. Randomise shooting hits between Netters and Clubbers. Nets always attack before clubs. As long as there are Clubbers fighting, each hit from a Netter adds one to the number of hits caused by the Clubbers. In addition, if the ensnared enemy model hasn't fought back yet this turn he loses 1 attack. Hits are at S4 as long as there is at least 1 Clubber fighting. If there are no Clubbers fighting then the Netters use their hand weapons.

0-1 UNIT OF OGRES 35 points per model

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

Unit Size: 3+

Equipment: Hand weapon. May have additional hand weapons (+6 pts), Great weapon (+6 pts), halberd (+6 pts) and/or light armour (+3 pts).

Special rules: Cause fear.

GIANTS 200 points per model

	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	6	5	6	3	Special	6

Unit Size: 1

Equipment: Huge club.

Special rules: Large target, causes fear. Giants are not slowed by obstacles, but are prone to falling. Roll a D6 if they cross an obstacle or lose a round of combat. If you roll a 1 the Giant has fallen and will squash those underneath. Use the Scatter dice to see which direction he falls, and the model itself as a template. Those underneath take a single S10 hit for D6 wounds. Giants may not attack whilst on the ground. It takes a Giant one turn to stand up. Obviously, Giants fall over when they die. In close combat against enemy classed as a large target, Giants can Yell and Bawl (enemy automatically loses by 2 – only once per combat) or 'Eadbutt (1D6 hits at S6 on single enemy model). Against smaller opponents, Giants can either Yell and Bawl, Jump Up and Down (2D6 S6 hits on unit, but test to fall over first – see above) or Swing With Club (1D6 S6 hits).

MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

Rending Axe (magic weapon): Unsaved wounds are doubled. 35 pts.

Ogre Blade (magic weapon): +2S. 40 pts.

Battered Bronze Axe (magic weapon): +2A. 50 pts.

Uge Axe (magic weapon): Hits automatically. 75 pts.

Ironskin Shield (magic armour): Counts as a shield (6+ armour save). Also gives the wearer a +1 ward save. 50 pts.

Warpaint (talisman): Savage Orcs only. 5+ ward save, cannot be used with armour. 25 pts.

Crown of Sorcery (enchanted item): Makes the bearer a level 3 wizard. Must use Death magic. Bearer suffers from stupidity 100 pts.

Badum Staff (arcane item): +1 to the casting roll for each spell cast by the bearer. 50 pts.

Mork's War Banner (magic banner): Unit gains 2 extra Dispel dice against any enemy spells that affect it. 40 pts.

Gork's War Banner (magic banner): +1S when charging. 25 pts.

THE EMPIRE

The Empire is the greatest realm of Man in the Warhammer World. It lies at the heart of the Old World and consequently is beset on all sides by every manner of vile foes.

Champions, Musicians & Standard bearers

Any unit of foot troops in the army (except Flagellants) may upgrade a model to a Champion, musician or standard bearer for +10 points each. Any unit of cavalry may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1BS if the unit he is with is equipped with bows, crossbows or longbows, otherwise he will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Knightly Orders, White Wolves or Reiksguard.

Special Rules

The following special rule applies to the Empire army.

- Empire wizards may use any of the lores of magic in the Warhammer rulebook.

LORDS

GENERAL 90 points per model

WIZARD LORD 175 points per model

	M	WS	BS	S	T	W	I	A	Ld
General	4	6	5	4	4	3	6	4	9
Wizard Lord	4	3	3	3	4	3	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5
Pegasus	8	3	0	4	4	3	4	2	6
Griffon	6	5	0	5	5	4	5	4	7

Equipment: Hand weapon. A Wizard Lord may not have other equipment except barding for his warhorse. An Empire General may have an additional hand weapon (+6 pts), Great weapon (+6 pts), spear (+6 pts), flail (+6 pts) or halberd (+6 pts). He may also carry a longbow (+15pts), crossbow (+15 pts), pistol (+10 pts), brace of pistols (+20 pts). He may wear light armour (+3 pts) or heavy armour (+6 pts), and may carry a shield (+3 pts).

An Empire General may ride a Pegasus (+50 pts) or a Griffon (+200 pts). A Wizard Lord may ride a Pegasus (+50 pts). An Empire General or Wizard Lord may ride a Warhorse (+15 pts) which may be barded (+6 pts). If a General is mounted he may have a lance (+6 pts).

Special Rules: A Wizard Lord is a level 3 wizard. This may be increased to level 4 at a cost of +35 points. A Pegasus and a Griffon can fly. A Griffon causes terror and is a large target.

HEROES

CAPTAIN 50 points per model

BATTLE WIZARD 60 points per model

	M	WS	BS	S	T	W	I	A	Ld
Captain	4	5	5	4	4	2	5	3	8
Battle Wizard	4	3	3	3	4	2	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5
Pegasus	8	3	0	4	4	3	4	2	7

Equipment: Hand weapon. A Battle Wizard may not have other equipment. A Captain may have an additional hand weapon (+4 pts), Great weapon (+4 pts), flail (+4 pts), spear (+4 pts) or

halberd (+4 pts). He may also carry a longbow (+10 pts), crossbow (+10 pts), pistol (+7 pts), or brace of pistols (+14 pts). He may wear light armour (+2 pts) or heavy armour (+4 pts), and may carry a shield (+2 pts).

A Captain may ride a Pegasus (+50 pts). A Captain or Battle Wizard may ride a warhorse (+10 pts) which may be barded (+4 pts). In addition, if the Captain is mounted he may have a lance (+4 pts).

One Captain may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light or heavy armour and barding for his horse. A Battle Standard Bearer may not be your army General, nor may he ride a flying creature.

Special rules: A Battle Wizard is a level 1 wizard. This may be increased to level 2 at a cost of +35 points. A Pegasus can fly.

CORE UNITS

HALBERDIERS 7 points per model

SPEARMEN 7 points per model

SWORDSMEN 7 points per model

	M	WS	BS	S	T	W	I	A	Ld
Halberdier	4	3	3	3	3	1	3	1	7
Spearman	4	3	3	3	3	1	3	1	7
Swordsmen	4	4	3	3	3	1	4	1	7

Unit Size: 10+

Equipment: All have a hand weapon, light armour and shields. In addition, Halberdiers have a halberd and Spearmen have a spear.

HAND GUNNERS 8 points per model

CROSSBOWMEN 8 points per model

ARCHERS 8 points per model

	M	WS	BS	S	T	W	I	A	Ld
Hand Gunner	4	3	3	3	3	1	3	1	7
Crossbowman	4	3	3	3	3	1	3	1	7
Archer	4	3	2	3	3	1	3	1	7

Unit Size: 10+

Equipment: All have a hand weapon. In addition, Hand Gunners have a hand gun, Crossbowmen have a crossbow, and Archers have a bow. Any may have light armour (+1 pt) and/or shield (+1 pt).

Special rules: Archers skirmish.

KNIGHTLY ORDERS 24 points per model

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	4	3	4	3	1	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, lance, heavy armour and shield. Knights ride barded warhorses.

KNIGHTS OF THE WHITE WOLF 26 points per model

	M	WS	BS	S	T	W	I	A	Ld
White Wolf	4	4	3	4	3	1	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, Great Hammer and heavy armour. Knights ride barded warhorses.

SPECIAL UNITS

PISTOLIERS 17 points per model

	M	WS	BS	S	T	W	I	A	Ld
Pistolier	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, brace of pistols and light armour. Pistoliers ride warhorses.

Special rules: Pistoliers are *fast cavalry*.

GREATSWORDS 5 points per model

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

Unit Size: 10+

Equipment: All have a hand weapon and Greatsword. May have light armour (+1 pt).

GREAT CANNONS 100 points per model

	M	WS	BS	S	T	W	I	A	Ld
G. Cannon	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	3	1	7

Unit Size: 1 war machine with 3 crew.

Equipment: Hand weapon.

Special rules: See the Warhammer rulebook for details of these weapons. The Great cannon is the larger of the two types.

MORTARS 80 points per model

	M	WS	BS	S	T	W	I	A	Ld
Mortar	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	3	1	7

Unit Size: 1 war machine with 3 crew.

Equipment: Hand weapon.

Special Rules: Treat as a stone thrower from the rulebook with the following changes. You may only guess between 12" and 48", the mortar uses the large (2.5") template, resolve hits at S3 with a -1 save modifier.

KISLEV HORSE ARCHERS 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Horse Archer	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon and bow. Horse Archers ride warhorses. May have shield (+2 pts).

Special rules: *Fast cavalry*.

KISLEV WINGED LANCERS 16 points per model

	M	WS	BS	S	T	W	I	A	Ld
Lancer	4	4	3	3	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, lance, light armour and shield. Winged Lancers ride warhorses.

RARE UNITS

HELBLASTER VOLLEY GUN 120 points per model

	M	WS	BS	S	T	W	I	A	Ld
Helblaster	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	3	1	7

Unit Size: 1 war machine with 3 crew.

Equipment: Hand weapon.

Special Rules: Treat as a small cannon from the rulebook with the following changes. The Helblaster has a maximum range of 24" and always fires three barrels in a turn. When it fires roll an Artillery dice for each barrel instead of guessing the range. If you roll a misfire then roll on the table in the rulebook. Whatever the result, the remaining barrels in this set of three fail to ignite. otherwise, add up the numbers rolled. If the range is 12" or less, this is the number of S5, -3 save hits. If between 12" and 24", half the score to find the number of S4, -2 save hits. Each wounding hit causes 1 wound.

0-1 UNITS OF FLAGELLANTS 11 points per model

	M	WS	BS	S	T	W	I	A	Ld
Flagellant	4	2	2	4	4	1	3	2	10

Unit Size: 5-30

Equipment: Flails.

Special rules: Flagellants are *unbreakable*.

0-1 UNITS OF OUTRIDERS 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Outrider	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, repeater hand gun and light armour. Outriders ride barded warhorses.

Special rules: The repeater hand gun may fire once as a normal hand gun, or twice at -1 to hit on each shot. Unlike normal hand guns, you may move and fire with a repeater.

0-1 UNITS OF REIKSGUARD 10 points per model

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

Unit Size: 10+

Equipment: Hand weapon, heavy armour and shield.

0-1 UNIT OF DWARFS 9 points per model

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

Unit Size: 10+

Equipment: Hand weapon and light armour. May have shield (+1 pt), spear (+2 pts) and/or crossbow (+5 pts).

0-1 UNIT OF HALFLINGS 3 points per model

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	5	1	8

Unit Size: 10+

Equipment: Hand weapon. May have bow (+5 pts) or spear (+2 pts). May have light armour (+1 pt) and/or shield (+1 pt).

0-1 UNIT OF OGRES 35 points per model

	M	WS	BS	S	T	W	I	A	Id
Ogre	6	3	2	4	4	3	2	3	7

Unit Size: 3+

Equipment: Hand weapon. May have additional hand weapon (+6 pts), Great weapon (+6 pts), halberd (+6 pts) and/or light armour (+3 pts).

Special rules: Causes fear.

0-1 WAR WAGON 120 points per model

	M	WS	BS	S	T	W	I	A	Id
War Wagon	-	-	-	5	4	5	-	-	-
Crew	-	3	3	special	-	-	3	5	7
Warhorse	8	3	-	3	-	-	3	1	-

Unit Size: 1 wagon with 6 crew, pulled by 2 warhorses.

Equipment: The crew have a variety of experimental weapons.

Special rules: The War Wagon is a chariot with an armour save of 3+ and does D6 impact hits when it charges. The experimental weapons of the crew are unpredictable in the extreme. Each combat round roll 1D6 for the number of attacks from the crew. These are all resolved at D3+2 Strength (again, roll each round).

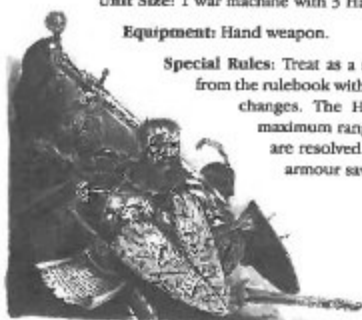
0-1 HALFLING HOT POT 100 points per model

	M	WS	BS	S	T	W	I	A	Id
Hot Pot	-	-	-	-	4	2	-	-	-
Crew	4	2	4	2	2	1	5	1	8

Unit Size: 1 war machine with 3 Halfling crew.

Equipment: Hand weapon.

Special Rules: Treat as a stone thrower from the rulebook with the following changes. The Hot Pot has a maximum range of 36". Hits are resolved at S3 with no armour save.



0-1 STEAM TANK 250 points per model

	M	WS	BS	S	T	W	I	A	Id
Tank	4	-	-	5	8	4	-	-	-
Commander	-	4	4	3	-	-	3	1	8

Unit Size: 1

Special Rules: *Unbreakable.* Treat as a chariot with the smaller of the two cannons in the rules mounted on the front. The Steam Tank does 1D3 impact hits if it charges a unit. You may only fire the cannon if you didn't move that turn, and only in a straight line directly forwards. In close combat the Commander may fight from his hench against anyone touching the Steam Tank itself. The Steam Tank has an armour save of 3+.

MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

Sword of Swift Slaying (magic weapon): Bearer always strikes first, even when charged. 25 pts.

Sword of Justice (magic weapon): Re-roll failed 'to hit' rolls. 50 pts.

Armour of Faith (magic armour): Counts as wearing armour (3+ armour save). Also gives bearer a 5+ ward save. 40 pts.

Charmed Shield (magic armour): Counts as a shield (6+ armour save). Discount first hit suffered in the battle. 30 pts.

Jade Amulet (talisman): 2+ ward save against the first wound suffered in the battle. One use only. 35 pts.

Ring of Volans (enchanted item): Randomly select one spell from any of the lores in the rulebook at the start of the battle. Can be cast in your Magic phase like a normal spell. One use only. Bound spell. Power level 6. 30 pts.

Van Horstmann's Speculum (enchanted item): In a challenge, the bearer and his opponent fight using each other's S, T, I and A. 25 pts.

Grey Wand (arcane item): +1 to the casting roll for each spell cast by the bearer. 50 pts.

Banner of Defiance (magic banner): Unit counts double its rank bonus for combat resolution, but cannot pursue. 70 pts.

Banner of Shielding (magic banner): Unit gains +1 armour save. 25 pts.

DAEMON HOST

Without warning, the fickle tides of Chaos vomit forth a Daemon Host to spill down from the Chaos Wastes and ravage the mortal realms. All fear them, and rightly so.

Champions,
Musicians & Standard Bearers

Units of Lesser Daemons may upgrade a model to a Champion, musician or standard bearer for +10 points each. Units of Daemon Cavalry may upgrade a model to a Champion, musician or standard bearer for +20 points each. A Champion will have +1A.

Special rules

The following special rules apply to all characters and troops in a Daemon army except Chaos Spawn.

- All Daemons cause fear.
- All Daemons except Pink & Blue Horrors have a 4+ armour save. When Pink Horrors are wounded they are removed and replaced by 2 Blue Horrors.
- All attacks from Daemons count as magical so can hit *etereal* creatures.
- Spellcasting Daemons may use any lore of magic from the Warhammer rulebook.

LORDS

GREATER DAEMONS

Daemon Prince 225 pts / Bloodthirster 500 pts /
Lord of Change 450 pts / Great Unclean One 425 pts /
Keeper of Secrets 475 pts

	M	WS	BS	S	T	W	I	A	Ld
Daemon Prince	6	7	0	5	5	4	8	4	10
Bloodthirster	6	10	0	7	6	7	10	8	10
Lord of Change	6	6	6	6	6	6	10	5	10
Great Unclean One	4	8	0	6	6	10	4	6	10
Keeper of Secrets	8	9	6	6	6	6	10	6	10

Equipment: Daemon Princes may take one Mark of Chaos at the appropriate points cost (see the Chaos Warrior army list).

Special rules: All count as 1 Lord choice and 1 Hero choice. Causes *terror*, *large target*. Daemon Princes without the Mark of Khorne may be wizards (+45 pts per level). All others except the Bloodthirster are level 4 wizards. All except the Keeper of Secrets and Great Unclean One fly. Bloodthirsters get 4 extra Dispel dice against each enemy spell that affects them. Each unsaved Wound from a Bloodthirster becomes D3 Wounds.

HEROES

EXALTED DAEMON 95 points per model

	M	WS	BS	S	T	W	I	A	Ld
Ex. Daemon	4	6	6	5	4	2	7	3	10

Equipment: Exalted Daemons may take one Mark of Chaos at the appropriate points cost (see the Chaos Warrior army list).

Special rules: Exalted Daemons may ride the mount of their chosen god, or any if Chaos Undivided. See the Daemon Cavalry for points cost. One Exalted Daemon may be upgraded to a Battle-Standard Bearer for +25 points. He may not be your army General.

CORE UNITS

LESSER DAEMONS

Bloodletter 20 pts / Plaguebearer 23 pts /
Daemonette 23 pts / Pink Horror 21 pts

	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	5	5	5	3	1	6	2	10
Plaguebearer	4	5	5	4	4	1	6	2	10
Daemonette	4	5	5	4	3	1	6	3	10
Pink Horror	4	5	5	4	3	1	6	2	10
Blue Horror	4	3	3	3	3	1	7	1	10

Unit Size: 10+

Special rules: Divide the number of models other than Blue Horrors in the unit by 5 (round fractions down), maximum of 4. Bloodletters get this number of extra dice to dispel each enemy spell that affects their unit, other Daemons are counted as the equivalent of this level wizard. Spells can be cast from any model in the unit. Calculate these at the start of each Magic phase.

SPECIAL UNITS

NURGLINGS 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Nurglings	4	3	3	3	3	3	2	3	10

Unit Size: 1-5

Special rules: *Unbreakable*.

FLAMERS OF TZEENTCH 55 points per model

	M	WS	BS	S	T	W	I	A	Ld
Flamer	9	3	5	5	4	2	4	2	10

Unit Size: 3+

Special rules: Shoots flames up to 6". Each hit causes D6 S3 hits on any unit hit. Ignore obstacles when moving.

FLESH HOUNDS 45 points per model

	M	WS	BS	S	T	W	I	A	Ld
Flesh Hound	10	5	0	5	4	2	6	1	10

Unit Size: 3+

Special rules: Spells that effect the unit are automatically dispelled, even if cast with *irresistible force*.

BEASTS OF NURGLE 45 points per model

	M	WS	BS	S	T	W	I	A	Ld
Beast of Nurgle	5	3	0	3	5	3	3	D6	10

Unit Size: 3+

Special rules: *Poisoned attacks*.

CHAOS SPAWN 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Spawn 2D6	3	0	4	4	3	3	3	D6	10

Unit Size: 1+

Special rules: *Unbreakable*, causes *fear*. Moves 2D6" towards enemy model (Chaos player's choice). Stops if contacts any unit (counts as charging) and fights with D6 attacks, hitting automatically.

FIENDS OF SLAANESH 28 points per model

	M	WS	BS	S	T	W	I	A	Ld
Fiend	6	4	0	4	3	2	5	3	10

Unit Size: 5+

RARE UNITS

DAEMON CAVALRY

Bloodletter 20 pts / Juggernaut +60 pts
Plaguebearer 23 pts / Beast of Nurgle +45 pts
Daemonette 23 pts / Steed of Slaanesh +12 pts

	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	5	5	5	3	1	6	2	10
Juggernaut	7	3	0	6	5	3	2	2	10
Plaguebearer	4	5	5	4	4	1	6	2	10
Beast of Nurgle	5	3	0	3	5	3	3	D6	10
Daemonette	4	5	5	4	3	1	6	3	10
Steed of Slaanesh	11	3	0	4	5	1	6	1	10

Unit Size: 5+ for Daemonettes, 3+ for others.

Special rules: Bloodletters ride Juggernauts, Plaguebearers ride Beasts of Nurgle, Daemonettes ride Steeds of Slaanesh. Daemonettes on Steeds are cavalry.

If a Bloodletter on Juggernaut or Plaguebearer on Beast of Nurgle is hit by missile fire, randomise whether the rider or mount is hit as with ridden monsters. In close combat either may be attacked separately. If the rider is killed the mount fights on. If the mount is killed the rider is removed with it. See the Lesser Daemon entries for Bloodletters, Plaguebearers and Daemonettes.

CHAOS WARRIORS

Far to the North, beyond the frozen desolation of the Troll Country, is the roiling mass of the Chaos Wastes. The twisted servants of the Chaos gods gravitate here, to this place where normal rules of existence do not apply and rivers are made of blood as often as they are of water.

Champions, Musicians & Standard Bearers

Any unit of Chaos Warriors or Marauders may upgrade a model to a Champion, musician or standard bearer for +10 points each. Any unit of Chaos Knights, Chaos Ogres or Dragon Ogres may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Chaos Warriors or Chaos Knights.

Special Rules

The following special rules apply to the Chaos army.

- Chaos armour on its own is a 4+ armour save and may be combined with shield and mount as normal. Wizards may still cast spells when wearing Chaos armour.
- Chaos wizards may use the Beasts, Fire, Metal, Shadow, Heavens and Death lores of magic from the Warhammer rulebook.

LORDS

CHAOS LORD 140 points per model
CHAOS SORCERER LORD 200 points per model
EXALTED CHAMPION 100 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Lord 4	8	3	5	5	3	8	5	9	
Sorcerer Lord 4	5	3	4	4	3	5	1	9	
Exalted Champ. 4	7	3	5	4	3	7	4	9	
Chaos Steed 8	3	0	4	3	1	3	1	5	
Chaos Dragon 6	6	0	6	6	6	3	6	8	
Chimera 6	5	0	6	4	5	3	5	6	

Equipment: Hand weapon. A Sorcerer Lord may not have other equipment except Chaos armour and barding for his steed. A Chaos Lord or Exalted Champion may have an additional hand weapon (+6 pts), Great weapon (+6 pts), spear (+6 pts), flail (+6 pts) or halberd (+6 pts). He may wear light armour (+3 pts), heavy armour (+6 pts) or Chaos armour (+12 pts), and may carry a shield (+3 pts).

A Chaos Lord can ride a Chaos Dragon (+360 pts) or a Chimera (+260 pts). A Sorcerer Lord may ride a Chimera (+260 pts). A Chaos Lord, Sorcerer Lord or Exalted Champion may ride a Chaos Steed (+18 pts) which may be barded (+6 pts). A mounted Chaos Lord or Exalted Champion may have a lance (+6 pts).

A Chaos Lord, Sorcerer Lord or Exalted Champion may ride in a Chaos Warrior Chariot chosen as normal from the Special units section of the army list at the cost shown there. He will displace one of the crew.

Special rules: A Sorcerer Lord is a level 3 wizard. This may be increased to level 4 at a cost of +35 points. A character riding a Chaos Dragon or a Chimera counts as 1 Lord choice and 1 Hero choice. A Chimera can fly, is a large target, causes terror and breathes S3 fire. A Chaos Dragon causes terror, is a large target and has a 3+ armour save. In addition, the Chaos Dragon has two heads and may breathe with both of them in the same

Shooting phase. One head breathes S2 fumes with a 2- armour save; the other S3 fire.

HEROES

ASPIRING CHAMPION 70 points per model
CHAOS SORCERER 80 points per model
MARAUDER CHIEFTAIN 45 points per model

	M	WS	BS	S	T	W	I	A	Ld
Aspiring Champ. 4	6	3	4	4	2	6	4	9	
Sorcerer 4	5	3	4	4	2	5	1	8	
Chieftain 4	5	3	4	4	2	5	3	8	
Chaos Steed 8	3	0	4	3	1	3	1	5	

Equipment: Hand weapon. A Sorcerer may not have other equipment except Chaos armour and barding for his steed. An Aspiring Champion or Marauder Chieftain may have an additional hand weapon (+4 pts), Great weapon (+4 pts), spear (+4 pts), flail (+4 pts) or halberd (+4 pts). He may wear light armour (+2 pts), heavy armour (+4 pts) or Chaos armour (+8 pts), and may carry a shield (+2 pts).

An Aspiring Champion, Sorcerer or Chieftain may ride a Chaos Steed (+12 pts) which may be barded (+4 pts). If an Aspiring Champion or Chieftain is mounted he may have a lance (+4 pts).

One Aspiring Champion or Marauder Chieftain may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light, heavy or Chaos armour and barding for his steed. A Battle Standard Bearer may not be your army General.

A Chieftain may ride a Chaos Marauder Chariot. An Aspiring Champion or Sorcerer may ride a Chaos Warrior Chariot. Chariots are chosen as normal from the Special units section of the army list at the cost shown there. A character will displace one of the crew.

Special rules: A Sorcerer is a level 1 wizard. This may be increased to level 2 at a cost of +35 points.

CORE UNITS

CHAOS WARRIORS 10 points per model
CHAOS MARAUDERS 4 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Warrior 4	5	3	4	4	1	5	1	8	
Marauder 4	4	3	3	3	1	4	1	7	
Warhorse 8	3	0	3	3	1	3	1	5	

Unit Size: 10+

Equipment: Hand weapon. Chaos Warriors also have heavy armour and may upgrade this to Chaos Armour (+2 pts). Chaos Warriors may also have Great weapon (+2 pts), halberd (+2 pts) or additional hand weapon (+2 pts). May have shield (+1 pt).

Marauders have a hand weapon and may be mounted on warhorses (+8 pts). If they are on foot they may have Great weapon (+2 pts), flail (+2 pts) or additional hand weapon (+2 pts). Marauders on foot may also have shield (+1 pt). If mounted they may have morning star (+1 pt) and/or shield (+2 pts).

Special rules: Mounted Chaos Marauders are fast cavalry.



CHAOS HOUNDS 12 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Hound 6	4	0	4	4	1	4	2	5	

Unit Size: 5+

Equipment: None.

SPECIAL UNITS

CHAOS KNIGHTS 31 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Knight 4	5	3	4	4	1	5	2	9	
Chaos Steed 8	3	0	4	3	1	3	1	5	

Unit Size: 5+

Equipment: Hand weapon, lance, heavy armour and shield. May upgrade their armour to Chaos armour (+2 pts). Chaos Knights ride barded Chaos Steeds.

0-1 UNITS OF HARPIES 22 points per model

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

Unit Size: 5-10

Special rules: *Flying unit*. They may never be led by characters and cannot use the General's Leadership.

MARAUDER CHARIOT 80 points per model

CHAOS WARRIOR CHARIOT 100 points per model

	M	WS	BS	S	T	W	I	A	Ld
Mar. Chariot -	-	-	5	4	4	-	-	-	-
Marauder -	4	-	3	-	-	4	1	7	
C. War. Chariot -	-	-	5	5	4	-	-	-	-
Chaos Warrior -	5	-	4	-	-	5	1	8	
Chaos Steed 8	3	-	4	-	-	3	1	-	

Unit Size: 1 Marauder Chariot with 2 Marauder crew, pulled by 2 Chaos Steeds or 1 Chaos Warrior Chariot with 2 Chaos Warrior crew, pulled by 2 Chaos Steeds. You may take up to 2 Marauder Chariots as a single Special choice.

Equipment: All chariots have scythed wheels. Marauder Chariots have a 5+ armour save, and their crew carry hand weapons and flails. Chaos Warrior Chariots have a 4+ armour save and their crew have hand weapons, halberds and heavy armour.

CHAOS SPAWN 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Spawn 2D6	3	0	4	4	3	3	D6	10	

Unit Size: 1+

Special rules: *Unbreakable*, causes *fear*. Moves 2D6 towards enemy model (Chaos player's choice). Stops if contacts any unit (counts as charging) and fights with D6 attacks, hitting automatically.

RARE UNITS

CHAOS TROLLS 50 points per model

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

Unit Size: 3+

Equipment: Trolls often fight with a large club (hand weapon).

Special rules: *Regenerate*, cause *fear*, *stupid*. Instead of their normal attacks, Trolls of all types may vomit once on a single enemy model in base-to-base contact. Troll vomit is S5, always hits, and allows no armour save.

DRAGON OGRES 75 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dragon Ogre 6	4	0	5	5	4	2	3	8	

Unit Size: 3+

Equipment: Hand weapon. May have additional hand weapon (+6 pts) or Great weapon (+6 pts). May have light armour (+3 pts).

Special rules: Cause *fear*. Scaly skin gives an armour save of 5+ which may be combined with light armour for a 4+ armour save.

CHAOS OGRES 35 points per model

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

Unit Size: 3+

Equipment: Hand weapon. May have additional hand weapon (+6 pts), Great weapon (+6 pts) or halberd (+6 pts). May have light armour (+3 pts), heavy armour (+6 pts) and/or shield (+3 pts).

Special rules: Cause *fear*.

CHAOS REWARDS & MARKS OF CHAOS

You may choose magic items for your characters and units from the common magic items in the rulebook. In addition, you may choose Chaos Rewards and Marks for your characters from the following list. These must be paid for out of the character's magic item allowance. Each model may only have one Mark of Chaos.

Mark of Khorne (Mark Of Chaos): Chaos armour, *frenzy*. 40 pts

Mark of Slaanesh (Mark Of Chaos): *Unbreakable*. 40 pts

Mark of Nurgle (Mark Of Chaos): +1T. 50 pts

Mark of Tzeentch (Mark Of Chaos): May re-roll a single D6 once during the battle. This may be one die from a roll of two or three or more. The character may use this only to re-roll dice rolls that affect him directly, eg his own armour saves, to hit rolls or tests against his own characteristics. 25 pts

Chaos Tomb Blade (magic weapon): No armour save. 50 pts

Daemon Sword (magic weapon): Each unsaved wound becomes D6 wounds. If a 1 is rolled for this, the bearer takes 1 wound instead with no save of any kind allowed. 50 pts

Crimson Armour of Dargan (magic armour): Counts as wearing armour (4+ armour save). Opponent must pass a Ld test once per turn to attack the wearer in close combat. If they fail, they may attack another model in base contact instead. 40 pts

Chaos Runeshield (magic armour): Counts as a shield (6+ armour save). Also nullifies the effect of any magic weapon used to attack the bearer in close combat as long as its wielder remains in base-to-base contact. 50 pts

Chaos Amulet (talisman): Hurls fire at the bearer and the unit he is with is at -1 to hit. 50 pts

Daemon Steed (enchanted item): Treat as a ridden monster. The Daemon Steed is a Daemon with all the appropriate special rules - see the Daemon army list. 50 pts

	M	WS	BS	S	T	W	I	A	Ld
Daemon Steed 8	4	0	4	4	3	6	3	10	

Skull of Katam (arcane item): +1 to cast spells. 50 pts

Banner of Wrath (magic banner): Once per Chaos Magic phase may fire a lightning bolt at the enemy causing D6 S6 hits. Treat as a magic missile with a 24" range. Bound spell. Power level 4. 80pts

BEASTMEN

Beastmen are mutated creatures, warped by the dark power of Chaos itself. They lurk in the marginal lands and in the dark forests. The Forest of Shadows in the Empire is a favourite haunt and a deadly place for even a hardened warrior to venture.

Champions, Musicians & Standard Bearers

Any unit of Gorgs, Bestigors or Ungors (except skirmishers) in the army may upgrade a model to a Champion, musician or standard bearer for +10 points each. Any unit of Dragon Ogres or Minotaurs may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Gorgs, Bestigors.

Special Rules

The following special rule applies to the Chaos Beastmen army.

- Beastmen wizards may use the Beasts, Shadow and Death lores of magic from the Warhammer rulebook.

LORDS

BEASTLORD 100 points per model
SHAMAN LORD 180 points per model

	M	WS	BS	S	T	W	I	A	Ld
Beastlord	4	7	3	4	5	3	6	4	9
Shaman Lord	4	3	4	4	3	3	1	8	

Equipment: Hand weapon. A Shaman Lord may not have other equipment. A Beastlord may have an additional hand weapon (+6 pts), Great weapon (+6 pts), spear (+6 pts) or halberd (+6 pts). He may wear light armour (+3 pts) or heavy armour (+6 pts), and may carry a shield (+3 pts).

A Beastlord or Shaman Lord may ride in a chariot chosen as normal from the Special units section of the army list at the cost shown there. He will displace one of the crew.

Special rules: A Shaman Lord is a level 3 wizard. This may be increased to level 4 at a cost of +35 points.

HEROES

CHIEFTAIN 60 points per model
SHAMAN 75 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chieftain	4	6	3	4	5	2	5	3	8
Shaman	4	4	3	3	4	2	3	1	7

Equipment: Hand weapon. A Shaman may not have other equipment. A Chieftain may have an additional hand weapon (+4 pts), Great weapon (+4 pts), spear (+4 pts) or halberd (+4 pts). He may wear light armour (+2 pts) or heavy armour (+4 pts), and may carry a shield (+2 pts).

One Chieftain may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light or heavy armour. A Battle Standard Bearer may not be your army General.

A Beastman Chieftain or Shaman may ride in a chariot chosen as normal from the Special units section of the army list at the cost shown there. He will displace one of the crew.

Special rules: A Shaman is a level 1 wizard. This may be increased to level 2 at a cost of +35 points.

CORE UNITS

GORGs 5 points per model
UNGORGs 3 points per model

	M	WS	BS	S	T	W	I	A	Ld
Gorg	4	4	3	3	4	1	3	1	7
Ungor	4	3	3	3	3	1	3	1	6

Unit Size: 10+

Equipment: Hand weapon. Gorgs may have halberd (+2 pts), Great weapon (+2 pts) or additional hand weapon (+2 pts). Gorgs may have light armour (+1 pt). Ungors may have spear (+2 pts). Any may have shield (+1 pt).

0-1 UNITS OF UNGOR SKIRMISHERS 4 points per model

	M	WS	BS	S	T	W	I	A	Ld
Ung. Skirmisher	4	3	3	3	4	1	3	1	6

Unit Size: 5-15

Equipment: Hand weapon. Ungors may have shield (+1 pt).

Special rules: Skirmish.

CHAOS HOUNDS 12 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Hound	6	4	0	4	4	1	4	2	5

Unit Size: 5+

Equipment: None.

SPECIAL UNITS

0-1 UNITS OF HARPIES 22 points per model

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

Unit Size: 5-10

Equipment: None.

Special rules: Flying unit. They may never be led by characters and cannot use the General's Leadership.

BEASTMAN CHARIOT 70 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	5	-	-	-
Gorg	-	4	3	3	-	-	3	1	7
Tuskgor	7	3	-	4	-	-	2	1	-

Unit Size: 1 chariot with 2 Gorg crew, pulled by 2 Tuskgors.

Equipment: The chariot has an armour save of 4+. The crew have hand weapons and Great weapons. May have scythed wheels (+15 pts).

0-1 UNITS OF BESTIGORS 11 points per model

	M	WS	BS	S	T	W	I	A	Ld
Bestigor	4	5	3	4	4	1	3	1	7

Unit Size: 10+

Equipment: Hand weapon, halberd and heavy armour. May have shield (+1 pt).

RARE UNITS

MINOTAURS 45 points per model

	M	WS	BS	S	T	W	I	A	Ld
Minotaur	6	4	3	4	4	3	4	3	9

Unit Size: 3+

Equipment: Hand weapon. May have Great weapon (+6 pts) or additional hand weapon (+6 pts). May have light armour (+3 pts).

Special rules: Cause fear.

DRAGON OGRES 75 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dragon Ogre	6	4	0	5	5	4	2	3	8

Unit Size: 3+

Equipment: Hand weapon. May have additional hand weapon (+6 pts) or Great weapon (+6 pts). May have light armour (+3 pts).

Special rules: Cause fear. Scaly skin gives an armour save of 5+ which may be combined with light armour for a 4+ armour save.

CHAOS TROLLS 50 points per model

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

Unit Size: 3+

Equipment: Trolls often fight with a large club (hand weapon), though they don't really need one.

Special rules: Regenerate, cause fear. Instead of their normal

attacks, Trolls of all types may vomit once on a single enemy model in base-to-base contact. Troll vomit is S5, always hits, and allows no armour save.

MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

Scimitar of Skultar (magic weapon): Attacks with this weapon are counted as being with the killing blow special ability. 50 pts.

Great Fang (magic weapon): No armour save. 50 pts.

Axes of Khorgor (magic weapons): A set of two axes. Bearer has an extra attack and may re-roll dice that fail to hit. 75 pts.

Black Maul (magic weapon): +2S. 40 pts.

Armour of Bones (magic armour): Gives the wearer a 2+ armour save which cannot be increased by any means. Shaman may wear it and still cast spells. 30 pts.

Iron Collar (talisman): Ignore first Wound suffered during the battle. 50 pts.

Heart of Chaos (enchanted item): Bearer subject to frenzy. 25 pts.

Scythes of Chaos (enchanted item): A chariot which the character rides causes D6+2 impact hits in total. 25 pts.

Shaman Staff (arcane item): +1 to the casting roll for each spell. 50 pts.

Beast Banner (magic banner): +1A to all models in the unit (including characters) when the unit charges. 50 pts.

SKAVEN

Lurking under the mighty cities of the Empire are the rank warrens of the Skaven. Uncountable thousands of Ratmen form vast armies that occasionally burst forth from these tunnels to infest the land.

Champions,

Musicians & Standard Bearer

Any unit of Clanrats, Stormvermin, Skavenslaves and Plague Monks may upgrade a model to a Champion, musician or standard bearer for +10 points each. A Champion will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Stormvermin or Plague Monks.

Special Rules

The following special rules apply to all characters and troops in a Skaven army.

- Add the current rank bonus of the unit to the Skaven Ld for all Ld tests. Maximum is Ld 10.
- Skaven wizards may use the Shadow, Fire, Beasts and Death lores of magic from the Warhammer rulebook.

LORDS

WARLORD 90 points per model

GREY SEER 230 points per model

VERMIN LORD 475 points per model

	M	WS	BS	S	T	W	I	A	Ld
Warlord	5	6	3	4	4	3	7	4	7
Grey Seer	5	4	3	4	4	3	5	2	7
Vermin Lord	8	8	0	6	6	6	10	6	10

Equipment: Warlords and Grey Seers have a hand weapon. A Grey Seer may not have other equipment. A Warlord may have an additional hand weapon (+6 pts), Great weapon (+6 pts), spear (+6 pts), flail (+6 pts) or halberd (+6 pts). May have a pistol (+10 pts). May wear light armour (+3 pts) or heavy armour (+6 pts), and may carry a shield (+3 pts).

Special Rules: A Vermin Lord counts as 1 Lord choice and 1 Hero choice. The Vermin Lord is a daemon who counts as level 4 wizard, is a large target and causes terror. The Vermin Lord is armed with a Doom Glaive. This does D3 wounds per hit. The Vermin Lord has a 4+ armour save. Note that a Vermin Lord may not have magic items, may not join units and may not be your General.

A Grey Seer is a level 4 wizard. A Grey Seer may ride a Screaming Bell (+200 pts) which is treated like a chariot except as modified below. The Screaming Bell cannot move on its own. Instead it is pushed along by a Skaven unit of at least 10 models which it joins for the whole battle. The whole unit moves like a chariot (ie cannot march) at their normal rate unless there are less than 10 Skaven pushing it in which case it is slowed by 1" per missing model.

The Screaming Bell is sounded each Skaven Shooting phase while the Grey Seer is alive. Roll a D6 for the effect: 1-2 all Skaven may re-roll any Ld tests this turn, 3-4 cavalry units within 24" of the Bell take a panic test, 5-6 all models on the table with T7 or more suffer D3 Wounds with no armour save allowed.

If the unit with the Screaming Bell charges it will do D3 impact hits in addition to the normal attacks from the Skaven in the unit. If the unit pushing the Bell flees, they abandon it and the Grey Seer who cannot leave it. The Bell cannot move until the unit rallies and rejoins it. The Grey Seer is effectively unbreakable whilst on the Bell.

SCREAMING BELL +200 points

	M	WS	BS	S	T	W	I	A	Ld
Screaming Bell	-	-	-	4	6	5	-	-	-

HEROES

CHIEFTAIN 50 points per model

WARLOCK ENGINEER 60 points per model

PLAGUE PRIEST 85 points per model

ASSASSIN 125 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chieftain	5	5	3	4	4	2	6	3	6
Warlock Eng.	5	3	3	3	3	2	4	1	5
Plague Priest	5	5	3	4	5	2	6	3	6
Assassin	6	6	5	4	4	2	8	3	9

Equipment: Hand weapon. May have an additional hand weapon (+4 pts), Great weapon (+4 pts), spear (+4 pts), flail (+4 pts) or halberd (+4 pts). May have a pistol (+7 pts). A Chieftain or Plague Priest may wear light armour (+2 pts) or heavy armour (+4 pts), and may carry a shield (+2 pts).

One Chieftain may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light or heavy armour. A Battle Standard Bearer may not be your army general.

Special Rules: A Warlock Engineer is a level 1 wizard. This may be increased to level 2 at a cost of +35 points. Plague Priests are subject to *frenzy*.

Assassins start the battle hidden inside any Core unit of troops. Make a note of which one before the armies are deployed. The Assassin may be revealed at the start of any Close combat phase. Remove one Skaven in base contact with the enemy and replace it with the Assassin. The model the Assassin replaces is removed from the game. The Assassin always strikes first on the turn he is revealed, even if the enemy charged. The Ld of an Assassin is never used for the unit to test on. The Assassin makes *poisoned attacks*.



CORE UNITS

CLANRATS 5 points per model

0-1 UNITS OF SKAVENSLAVES 3 points per model

0-1 UNITS OF STORMVERMIN 7 points per model

	M	WS	BS	S	T	W	I	A	Ld
Clanrat	5	3	3	3	3	1	4	1	5
Skavenslave	5	2	2	3	3	1	4	1	4
Stormvermin	5	4	3	4	3	1	4	1	5

Unit Size: 10+ for Clanrats or Stormvermin, 20+ for Skavenslaves.

Equipment: Hand weapon. Clanrats also have light armour and may have spear (+2 pts) and shield (+1 pt). Stormvermin also have light armour and may have Great weapon (+2 pts) or halberd (+2 pts) and may also have shield (+1 pt). Skavenslaves also have a shield and may have spear (+1 pt) or sling (+1 pt).

Special rules: Breaking or fleeing Skavenslaves do not cause panic in other units.

PACKMASTER 8 points per model

GIANT RATS 3 points per model

	M	WS	BS	S	T	W	I	A	Ld
Packmaster	6	3	3	3	3	1	4	1	6
Giant Rat	6	2	0	3	3	1	4	1	4

Unit Size: 10+

Equipment: Packmasters have a hand weapon and light armour and may have an additional hand weapon (+2 pts).

Special rules: If the unit has more than 6 Giant Rats per Packmaster then it must use the Giant Rats' Ld rather than the Packmasters'. Randomise shooting hits between Giant Rats and Packmasters. Giant Rats always lap around the enemy whether they win or lose, and will always pursue a fleeing foe. Breaking or fleeing Giant Rats do not cause panic except in other units of Giant Rats.

0-1 UNIT OF RAT SWARMS 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Rat Swarm	6	3	0	2	2	5	1	5	10

Unit Size: 1-6.

Equipment: None.

Special rules: *Unbreakable*.

SPECIAL UNITS

PLAGUE MONKS 7 points per model

0-1 UNIT OF GUTTER RUNNERS 14 points per model

	M	WS	BS	S	T	W	I	A	Ld
Plague Monk	5	3	3	3	4	1	4	1	5
Gutter Runner	6	4	4	4	3	1	5	1	7

Unit Size: 10+ for Plague Monks, 5-15 for Gutter Runners.

Equipment: Hand weapon. Plague Monks may have additional hand weapon (+2 pts). Gutter Runners may have additional hand weapon (+2 pts), throwing stars (+4 pts), sling (+5 pts), net (+1 pt, counts as shield) and/or light armour (+1 pt).

Special rules: Plague Monks are subject to *frenzy*. Gutter Runners are *scouts* and *skirmish*.

WARFIRE TEAM 70 points per team

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



Unit Size: 1. Warfire Teams are treated as a single 1W creature.

Equipment: Hand weapon, heavy armour and one warfire thrower per team of 2 Skaven.

Special rules: The warfire thrower fires the flame template a roll of the Artillery dice forwards in inches during the Shooting phase. Work out which models are hit as with breath weapons. Each model hit takes a single S5 hit. If you roll a misfire the warfire thrower explodes! Place the 3" template over the Warfire Thrower team and resolve a S5 hit on any model hit. The team themselves are automatically killed. Warfire teams count as characters for purposes of targeting them with missile fire and spells.

POISON WIND GLOBADIERS 25 points per model

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

Unit Size: 4-6

Equipment: Hand weapon, light armour and Poison Wind Globes.

Special rules: *Skirmish.* Globadiers may throw their Globes up to 6" in the Shooting phase. Place the small template on your intended target and roll the scatter dice. The Globe lands on target if you roll a HIT. Otherwise move the template D3" in the direction indicated. Each model hit takes a Wound on a 6+ with no armour save. Unlike normal shooting, Globes may be thrown into combat – see the notes on templates in the Shooting section of the rules.

CLAN SKRYRE JEZZAIL TEAMS 24 points per team

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

Unit Size: 3-10. Jezzail teams are treated as a single 1W creature.

Equipment: Hand weapon and Jezzail. Each team may have light armour (+1 pt).

Special rules: *Skirmish.* Treat Jezzails as S5, D3 wounds, -3 save hand guns with a 36" range.

BEASTMASTERS 10 points per model

RAT OGRES 40 points per model

	M	WS	BS	S	T	W	I	A	Ld
Beastmaster	6	4	3	3	3	1	4	1	7
Rat Ogre	6	3	0	5	4	3	4	3	4

Unit Size: 5+

Equipment: Beastmasters have a hand weapon and light armour and may have an additional hand weapon (+2 pts).

Special rules: If the unit has more than 6 Rat Ogres per Beastmaster then it must use the Rat Ogres' Ld rather than the Beastmasters'. Randomise shooting hits between Rat Ogres and Beastmasters. Rat Ogres cause *fear*, are subject to *stupidity* when not with Beastmasters.

RARE UNITS

CENSER BEARERS 18 points per model

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

Unit Size: Up to 6 Censer Bearers may be attached to a single unit of Plague Monks as 1 Rare choice.

Equipment: Plague censer (counts as flail).

Special rules: *Skirmish, frenzy.* They form a separate unit, and each model must remain within 3" of the parent unit until they charge. After they charge the Censer Bearers operate as a separate unit. Any model in base contact with a Censer Bearer at the end of the Movement phase must make a Toughness test or suffer 1 Wound with no armour save. Skaven only fail on a 6. Roll once (only!) each turn for each model in contact with any number of Censer Bearers. Censer Bearers themselves must test at the start of every Skaven turn.

DOOMWHEEL 180 points per model

	M	WS	BS	S	T	W	I	A	Ld
Doomwheel 3D6"	-	-	-	5	5	4	-	-	-
Engineer	-	3	3	3	-	-	4	1	5
Rats	-	3	-	2	-	-	1	5	-

Unit Size: 1 Doomwheel controlled by a Engineer.

Equipment: The Doomwheel has scythes. The Engineer has a hand weapon and pistol.

Special Rules: *Unbreakable.* Treat the Doomwheel as a chariot with a 4+ save. In the Shooting phase it must fire D3 lightning bolts. Roll an Artillery dice for the Strength of each bolt and 3D6" for its range. It will strike the nearest model in range, friend or foe. If the Artillery dice is a misfire roll again for Strength and resolve the hit against the Doomwheel itself. If you roll a misfire for this too then the bolt wounds the Doomwheel automatically. Continue until all the bolts have been fired.

MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

Fell Blade (magic weapon): Bearer is S10. Each unsaved wound becomes D3. Roll a D6 at the start of each Skaven turn. On a 1 the bearer suffers a single wound with no saves of any kind allowed. 100 pts.

Gouger (magic weapon): Each unsaved Wound is doubled. 35 pts.

Weeping Blade (magic weapon): +18. Each unsaved Wound becomes D3. 50 pts.

Warpstone Armour (magic armour): Counts as wearing armour (5+ armour save). Also gives the wearer a 5+ ward save. 40 pts.

Warpstone Amulet (talisman): 5+ ward save. 30 pts.

Skalm (enchanted item): Can be used at the beginning of any phase in either player's turn. Bearer recovers all Wounds suffered up to that point in the battle. One use only. 50 pts.

Skavenbrew (enchanted item): Roll a dice at the start of the game after the army has deployed. The Skavenbrew affects the character with the item and the unit he is with, but not other characters. 1 no effect, 2-3 hate all enemies, 4-5 subject to frenzy, 6 frenzy and hatred. One use only. 50 pts.

Warpscroll (arcane item): One enemy unit within 24" suffers a S3 hit per model and has to take a Panic test. One use only. Bound spell. Power level 4. 50 pts.

Storm Banner (magic banner): Can be activated at the beginning of a Skaven turn. No flying movement is allowed over the entire battlefield. The effect lasts until a 1 is rolled on a D6 at the start of either player's turn. One use only. 50 pts.

Sacred Banner of the Horned Rat (magic banner): Unit causes *fear*. 75 pts.

TOMB KINGS OF KHEMRI

The Tomb Kings of Khemri rule the land of Nehekharu - the land of the dead. The ancient civilisation of Khemri perished long ago, until the evil sorcerer Nagash performed a great ritual which awakened the Tomb Kings and their buried armies. Nagash tried to command the Tomb Kings, but they were angry at being raised from their eternal slumber and turned against him. Since that time the Tomb Kings have fought among themselves for domination of their ancient cities and against anyone who dares to rob their tombs.

Champions, Musicians & Standard Bearers

Units of Skeletons or Tomb Guard may upgrade a model to a Champion, musician or standard bearer for +10 points each. Units of cavalry and charioteers may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1BS if the unit he is with is equipped with bows, otherwise he will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Tomb Guard, Skeleton Charioteer.

Special Rules

The following special rules apply to all characters and troops in a Tomb Kings army.

- Liche Priests do not count the cost of any scrolls towards their magic items allowance (ie they can have up to 10 scrolls in addition to 100/50 points worth of other magic items).

- Immune to psychology.

- Cannot be broken, but a unit beaten in combat suffers 1 extra wound for every point they lost the combat by. No saves of any kind are allowed.

- Immune to poison.

- Cause fear.

- Cannot March.

- May only choose *bold* as a charge reaction.

- May always choose not to pursue.

- Liche Priests don't roll on the miscast table. If they roll double 1 the spell simply doesn't work.

- If the General is slain all units that are *not* led by a character or unit champion are destroyed, and any led by a character or unit champion suffer D6 Wounds, no saves of any kind allowed. Characters never suffer wounds from this. Note that if a unit is left without a character or unit champion at any stage once the General has been slain, it will be destroyed.

LORDS

0-1 TOMB KING 200 points per model

	M	WS	BS	S	T	W	I	A	Ld
Tomb King	4	5	4	5	5	4	4	4	9
Chariot	-	-	-	4	4	3	-	-	-
Skeleton steed	8	2	-	3	-	-	2	1	-

Equipment: Hand weapon. Rides in scythed skeleton chariot with a 4+ armour save, drawn by two skeleton steeds. May have a bow (+12 pts), spear (+6 pts) and/or javelins (+9 pts).

Special rules: *Flammable*. *Tomb King's Curse* - if the Tomb King is slain then the character or unit responsible suffers D3 wounds with no armour save.

LICHE HIGH PRIEST 120 points per model

	M	WS	BS	S	T	W	I	A	Ld
High Priest	4	3	3	4	4	3	3	2	8

Equipment: Hand weapon.

Special rules: A Liche High Priest counts as a level 4 wizard. They may dispel enemy spells normally, but may only cast spells if they have the Book of Mighty Incantations.

HEROES

LICHE PRIEST 45 points per model

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

Equipment: Hand weapon.

Special rules: A Liche Priest counts as a level 2 wizard. They may dispel enemy spells normally, but may only cast spells if they have the Book of Mighty Incantations.

TOMB LORD 95 points per model

	M	WS	BS	S	T	W	I	A	Ld
Tomb Lord	4	4	3	5	5	3	3	3	8
Chariot	-	-	-	4	4	3	-	-	-
Skeleton steed	8	2	-	3	-	-	2	1	-

Equipment: Hand weapon. May ride on a skeleton steed (+10 pts) or in scythed skeleton chariot with a 4+ armour save that is drawn by two skeleton steeds (+60 pts). May have a bow (+8 pts), a spear (+4 pts), javelins (+6 pts), light armour (+2 pts), shield (+2 pts).

One Tomb Lord may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light armour. A Battle Standard Bearer may not be your army General.

Special rules: *Flammable*.

CORE UNITS

SKELETON WARRIORS 6 points per model

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

Unit Size: 10+

Equipment: Hand weapon. May have bow (+3 pts), spear (+1 pt), light armour (+1 pt), shield (+1 pt). If armed with bow may not have spear or shield.

SKELETON CAVALRY 11 points per model

	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	2	1	5
Steed	8	2	2	3	3	1	2	1	5

Unit Size: 5+

Equipment: Hand weapon. May have bow (+4 pts), spear (+1 pt), light armour (+2 pts), shield (+2 pts). If armed with bow may not have spear or shield.

SPECIAL UNITS

TOMB GUARD 11 points per model

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

Unit Size: 10+

Equipment: Hand weapon, halberd and light armour. May have shield (+1 pt).

SKELETON CHARIOTEER 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	4	4	3	-	-	-
Skeleton crew	-	2	2	3	-	-	2	1	5
Skeleton steed 8	2	-	3	-	-	-	2	1	-

Unit Size: 2-5

Equipment: One skeleton chariot with a 4+ armour save, driven by one skeleton crew and drawn by two skeleton steeds. Crew may have bow (+4 pts) or spear (+1 pt). Chariots may have scythes (+15 pts).

Special rules: Khemri chariots operate in units like cavalry.

0-1 CARRION 30 points per model

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

Unit Size: 3-10

Special rules: *Flying unit.*

MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

IMPORTANT: Liche Priests' scrolls cannot be dispelled. However, spells cast by a Liche Priest with the Book Of Mighty Incantations may be dispelled as normal.

Mankara's Scroll Of Urgency (Liche Priest scroll): May be used in the Khemri player's movement phase. Any single unit can move double distance that turn. The unit may not charge. May not be combined with another Scroll of Urgency. A unit may only make one magical move per turn. *One use only. 10 pts.*

Horekhab's Scroll Of Righteous Smiting (Liche Priest scroll): Effects one unit of the caster's choice, anywhere on the battlefield. Can be used immediately before a unit shoots or attacks in hand-to-hand combat. All models in the unit, including any characters with it, receive one extra shooting or hand-to-hand attack. The scroll may be used in the Close Combat phase of the enemy turn if desired. A unit may only gain additional attacks once per turn, even if you have both a scroll of Righteous Smiting and the Tomb King's Crown. *One use only. 20 pts.*

Djerdra's Summoning Of The Vengeful Dead (Liche Priest scroll): Use at the start of the Khemri turn. Nominate any single unit of Skeletons, Skeleton Cavalry, Tomb Guards or Skeleton Chariots. The nominated unit gains D6x10 points worth of models equipped as per the rest of the unit. Excess points are wasted. *One use only. 30 pts.*

Flail Of Skulls (magic weapon): Counts as a flail (see Warhammer rulebook). Each unsaved wound becomes two wounds. *40 pts.*

Serpent Staff (magic weapon): Liche Priests only. Attacks with the Serpent Staff count as poisoned attacks. *15 pts.*

RARE UNITS

UNDEAD SCORPION SWARM 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Scorpions 4	3	0	3	2	5	1	5	10	

Unit Size: 1+

SCREAMING SKULL CATAPULT 75 points per model

	M	WS	BS	S	T	W	I	A	Ld
Catapult	-	-	-	-	5	3	-	-	-
Crew 4	2	2	3	3	1	2	1	5	

Unit Size: 1 war machine with 3 Skeleton crew.

Equipment: Hand weapon. Crew may have light armour (+1 pt).

Special rules: Treat Screaming Skull Catapults as Stone Throwers with a range of 48". Hits

are at S4 with D3 wounds per hit, no armour save. Units taking one or more casualties from Screaming Skull Catapults must take a Panic test.



Asp Arrows (magic weapon): May only be chosen by characters with a bow. Shooting attacks hit on a 2+. Attacks with Asp Arrows count as poisoned attacks. *15 pts.*

The Blazing Chariot (enchanted item): May only be chosen by a Tomb King. The Tomb King (and any unit of skeleton chariots he joins) may move in each movement phase as if a Scroll of Urgency had been used upon him. May not be combined with a Scroll of Urgency. *50 pts.*

The Tomb King's Crown (enchanted item): May only be chosen by a Tomb King. The Crown allows the Tomb King to command a unit within 12" to fight with the same effect as if a Scroll of Righteous Smiting had been used upon them. The crown may be used once per player turn. It may be used in both the Khemri player's turn and his opponent's turn. A unit may only gain additional attacks once per turn, even if you have both a scroll of Righteous Smiting and the Tomb King's Crown. *100 pts.*

Neferra's Book Of Mighty Incantations (arcane item): Randomly generate spells for the bearer (one spell for a Liche Priest or two spells for a Liche High Priest) from the Death Magic spell list. The Liche Priest can cast this spell using the normal rules for spell casting (ie the Liche must make a magic roll to cast the spell, it may be dispelled, etc). *25 pts.*

Banner Of The Hidden Dead (magic banner): Once per battle at the start of any Khemri turn this banner can be used to raise a unit of Skeleton Warriors, or Tomb Guard, or Skeleton Cavalry, or Skeleton Chariots that is worth 5D6x10 points. Declare which type of unit is being raised before rolling the dice. Any excess points are discarded. The unit must be placed within 12" of the standard, at least 2" away from any enemy models. It may move normally on the turn it appears, and may charge. *100 pts.*

VAMPIRE COUNTS

From beyond death the Vampires come, striking anywhere they please. Their domains are the dark and forgotten corners of the Empire and the cursed lands of Sylvania.

Champions, Musicians & Standard Bearers

Units of Skeletons, Grave Guard or Wight Cavalry may upgrade a model to a Champion, musician or standard bearer for +10 points each. A Champion will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Grave Guard, Wight Cavalry.

Special Rules

Unless otherwise noted, the following special rules apply to all characters and troops in a Vampire Counts army.

- **Immune to psychology.**
- Cannot be broken, but a unit beaten in combat suffers 1 extra wound for every point they lost the combat by. No saves of any kind are allowed.
- Immune to poison.
- Cause *fear*.
- Cannot March.
- May only choose *bold* as a charge reaction.
- May always choose not to pursue.
- Vampires and Necromancers don't roll on the miscast table. If they roll double 1 the spell simply doesn't work.
- Creatures noted as being *ethereal* may move across difficult or even impassable ground (or through any obstacle) without penalty. Note that they cannot see through such terrain if it would normally block line of sight. They can only be damaged by magic weapons or spells.
- If the General is slain all units that are *not* led by a character or unit champion are destroyed, and any led by a character or unit champion suffer D6 Wounds, no saves of any kind allowed. Characters never suffer wounds from this. Note that if a unit is left without a character or unit champion at any stage once the General has been slain, it will be destroyed.

LORDS

VAMPIRE LORD	275 points per model
VAMPIRE COUNT	185 points per model
NECROMANCER LORD	180 points per model

	M	WS	BS	S	T	W	I	A	Ld
Vampire Lord	6	7	3	5	5	4	8	5	10
Vampire Count	6	6	3	5	5	3	7	4	9
Necromancer Lord	4	3	3	3	4	3	3	1	8
Nightmare	8	2	0	3	3	1	2	1	5
Zombie Dragon	6	3	0	6	6	6	1	4	8
Manticore	6	3	0	6	5	4	3	4	6
Winged Nightmare	8	4	0	5	5	3	4	2	5

Equipment: Hand weapon. Necromancers may not have other equipment except barding for their Nightmares. May have a Great weapon (+6 pts) or a halberd (+6 pts). A Vampire may also have a spear (+6 pts), light armour (+3 pts), heavy armour (+6 pts) and/or a shield (+3 pts).

A Vampire Lord may ride a Zombie Dragon (+320 pts) or a Winged Nightmare (+100 pts). A Necromancer Lord may ride a Manticore (+215 pts). Any may ride a Nightmare (+15 pts). Mounted Vampires may have a lance (+6 pts) and may bard their Nightmares (+6 pts).

Special rules: A Necromancer Lord is a level 3 wizard. This may be increased to level 4 at a cost of +35 points. If Necromancers are not with a unit of Undead the special Undead rules for the army do not apply to him. A Vampire Lord is a level 2 wizard, a Vampire Count is level 1. A character riding a Zombie Dragon counts as 1 Lord choice and 1 Hero choice. A Winged Nightmare can fly and causes *fear*. A Zombie Dragon is a *large target*, can fly, causes *terror*, has a 3+ armour save, breathes S3 fumes and is -1 to hit (as is its rider). A Manticore is a *large target*, can fly and causes *terror*.

HEROES

VAMPIRE THRALL	75 points per model
WIGHT LORD	65 points per model
NECROMANCER	65 points per model

	M	WS	BS	S	T	W	I	A	Ld
Vampire Thrall	6	5	3	5	4	2	6	3	8
Wight Lord	4	4	3	4	4	2	3	3	8
Necromancer	4	3	3	3	3	2	3	1	7
Nightmare	8	2	0	3	3	1	2	1	5

Equipment: Hand weapon. May have a Great weapon (+4 pts) or a halberd (+4 pts). A Vampire or Wight may also have a spear (+4 pts), light armour (+2 pts), heavy armour (+4 pts) and/or a shield (+2 pts).

Any may ride a Nightmare (+10 pts). Mounted Vampires or Wights may have a lance (+4 pts) and may have barding for their Nightmares (+4 pts).

Special rules: A Necromancer is a level 1 wizard. This may be increased to level 2 at a cost of +35 points. If Necromancers are not with a unit of Undead the special Undead rules for the army do not apply to him. The Wight Lord does D3 wounds per hit if he does not have a magic weapon.

One Vampire Thrall or Wight Lord may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light or heavy armour and barding for his nightmare. A Battle Standard Bearer may not be your army General.

CORE UNITS

SKELTON WARRIORS	7 points per model
ZOMBIES	5 points per model
GHOULS	9 points per model

	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	2	1	5
Zombie	4	2	2	3	3	1	1	1	5
Ghoul	4	2	2	3	4	1	3	2	5

Unit Size: 10+ for Skeletons and Zombies, 10-30 for Ghouls.

Equipment: Zombies and Ghouls have no need of weapons or armour, though a few may carry them for old times' sake. Skeletons have a hand weapon and shield. Skeletons may also have a halberd (+1 pt) or spear (+1 pt). Skeletons may have light armour (+1 pt) or heavy armour (+2 pts).

Special rules: Ghouls are not Undead and so the special rules for the army do not apply. However, they do cause *fear*. Ghouls may not be joined or led by characters. As long as Ghouls have a greater Unit Strength than their foes they don't take Break tests. If Ghouls lose a round of combat to foes with an equal or greater Unit Strength they automatically break.

0-1 UNITS OF BAT SWARMS 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Bat Swarms	1	3	0	2	2	5	1	5	10

Unit Size: 1-5

Special rules: *Unbreakable*. Bat Swarms are not Undead and the special rules for the army do not apply. They are represented by several models on a single base and are treated as a single creature with 5 Wounds. Bat Swarms fly, but only move 8" rather than 20".

SPECIAL UNITS

DIRE WOLVES 11 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dire Wolf	9	3	0	4	3	1	2	1	3

Unit Size: 10+

Special rules: Dire Wolves get +1A on the turn they charge.

GRAVE GUARD 11 points per model

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

Unit Size: 10+

Equipment: Hand weapon, light armour and shield. May have a Great weapon (+2 pts), halberd (+2 pts) or spear (+2 pts). May upgrade their light armour to heavy armour (+1 pt).

Special rules: D3 wounds per hit.

WIGHT CAVALRY 20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Wight Cavalry	4	3	2	3	4	1	3	1	8
Nightmare	8	2	0	3	3	1	2	1	5

Unit Size: 5+

Equipment: Hand weapon, spear, light armour and shield. May swap spears for lances (+1 pt), upgrade their light armour to heavy armour (+2 pts) and/or add their nightmares (+2 pts).

Special rules: D3 wounds per hit from the Wights, but not the nightmares.

NECROMANTIC MAGIC

Necromancers and Vampires can randomly select their spells from the *Love of Fire* or from the *Love of Death*, as normal. In addition, they can always choose a Necromantic spell from the 2 below instead of rolling a dice on the table of their chosen list.

Example: A third level Necromancer can choose both Necromantic spells and roll one spell on the chosen list or choose a Necromantic spell and roll two dice on the chosen list or simply roll three dice on the chosen table.

Wizards can cast Necromantic spells more than once in a single magic phase, as long as the player has power dice left. The only limit is that Vanhel's Dance Macabre cannot be cast successfully on the same unit twice in a single magic phase. Note that if you wish to recast a Necromantic spell on a unit, you must do it immediately. This last restriction does not apply to the Staff of Damnation.

Vanhel's Dance Macabre (3+ to cast)

This spell can be cast on any one Undead unit within 24" of the caster. Any Undead unit (except Ghouls, Vampires, the Black Coach, independent characters not in units and all flying models) can be affected by this spell.

The unit affected can immediately make a normal move (including a retreat), with all the normal restrictions on movement. If this move brings the unit into contact with the enemy, the Undead unit counts as charging in the next round of combat. Charge responses are as normal. Vampires and Necromancers

0-1 UNITS OF SPIRIT HOSTS 80 points per model

	M	WS	BS	S	T	W	I	A	Ld
Spirit Host	6	2	0	3	3	4	2	4	5

Unit Size: 1+

Special rules: Spirit Hosts are represented by several models mounted on a single base and are treated as a single creature with 4 Wounds. They are *ethereal*.

RARE UNITS

0-1 BLACK COACH 250 points per model

	M	WS	BS	S	T	W	I	A	Ld
Black Coach	-	-	-	5	6	4	-	-	-
Wraith	-	3	0	3	-	-	2	1	8
Nightmare	8	2	-	3	-	-	2	1	-

Unit Size: 1 chariot with 1 crew, pulled by 2 nightmares.

Equipment: The Wraith has a scythe (count as Great weapon).

Special rules: The Black Coach causes *terror* and has a 4+ armour save. For every 6 unsaved Wounds it inflicts during the battle it adds +1 to the number of impact hits caused (up to +3).

BANSHEES 100 points per model

	M	WS	BS	S	T	W	I	A	Ld
Banshee	6	3	0	3	4	2	2	1	8

Unit Size: 1

Special rules: *Ethereal*. In the Shooting phase the Banshee may howl. This is a shooting attack and follows the normal restrictions. One enemy unit within 8" is hit automatically and takes 2D6+2-Ld Wounds with no armour save. Units that are *immune to psychology* (including *unbreakable* units) are also immune to the Banshee's howl.

0-1 UNITS OF VAMPIRE BATS 30 points per model

	M	WS	BS	S	T	W	I	A	Ld
Vampire Bat	1	3	0	4	4	1	3	2	5

Unit Size: 3-10

Special rules: *Flying unit*.

which are in the unit will move with the unit and cannot choose to leave it and move independently.

This spell can also be cast on a unit already engaged in hand-to-hand combat. If successful, the spell allows the Undead to fight with one extra Attack in the following Close Combat phase (Nightmares will get an extra Attack as well). This spell will not affect Vampires and Necromancers.

Note that a unit only gets one of the possible effects (movement or +1A).

Invocation of Nehek (5+ to cast)

This spell can be cast on any one unit of Zombies or Skeletons within 18" of the caster. If cast successfully, it adds D6 models to the unit. The new Skeletons will be armed and equipped exactly like the other models in the unit. The victory points value of the unit does not change.

MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

Ring of the Barrows (talisman): 4+ ward save. 45 pts.

Staff of Damnation (arcane item): Casts Vanhel's Dance Macabre once per Vampire Magic phase on all Undead units within 36" of the caster. Exhausted on a D6 roll of a 1. Round Spell. Power level 4. 50 pts.

Banner of Doom (magic banner): Enemy units within 6" suffer -1 Ld. 50 pts.

DWARFS

The Dwarfs live under the mountains in their ancient Holds. They are legendary for their ability to hold both a grudge and their drink, but are best known for their thirst for gold.

Champions, Musicians & Standard Bearers

Any unit of foot troops in the army may upgrade a model to a Champion, musician or standard bearer for +10 points each. A Champion will have +1A. A standard bearer from the following units may carry a magic or rune banner worth up to 50 points: Longbeards, Hammerers or Iron Breakers.

Special Rules

The following special rules apply to all characters and troops in a Dwarf army.

- The Dwarf army gets a basic 4 dice in its dispel pool, not 2. Each Runesmith or Runelord adds 1 dice to the pool.
- Dwarfs only flee or pursue 2D6-1" instead of the normal 2D6".
- Dwarfs do not cast spells.
- Dwarfs *hate* Orcs and Goblins of all types.

LORDS

DWARF LORD 120 points per model

0-1 RUNELORD 120 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dwarf Lord	3	7	4	4	5	3	4	4	10
Runelord	3	6	4	4	5	3	4	3	10

Equipment: Hand weapon. May have an additional hand weapon (+6 pts) or Great weapon (+6 pts). May have a crossbow (+15 pts) or a pistol (+10 pts). May have light armour (+3 pts), heavy armour (+6 pts) and/or a shield (+3 pts).

HEROES

THANE 60 points per model

RUNESMITH 75 points per model

	M	WS	BS	S	T	W	I	A	Ld
Thane	3	6	4	4	4	2	3	3	10
Runesmith	3	5	4	4	4	2	3	2	9

Equipment: Hand weapon. May have an additional hand weapon (+4 pts) or Great weapon (+4 pts). May have a crossbow (+10 pts) or pistol (+7 pts). May have light armour (+2 pts), heavy armour (+4 pts) and/or a shield (+2 pts).

One Thane may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic or rune banner (no points limit), but if he does so he may take no other magic or rune items. He may not be given any extra equipment except light or heavy armour. A Battle Standard Bearer may not be your army General.

CORE UNITS

DWARF WARRIORS 7 points per model

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

Unit Size: 10+

Equipment: Hand weapon and light armour. May have crossbow (+5 pts), shield (+1 pt) and/or Great weapon (+2 pts). May upgrade light armour to heavy armour (+1 pt).

0-1 UNIT OF DWARF MINERS 10 points per model

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

Unit Size: 10+

Equipment: Hand weapon, heavy armour and Great weapon (2-handed pick).

THUNDERERS 12 points per model

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

Unit Size: 10+

Equipment: Hand weapon, light armour and hand gun.

SPECIAL UNITS

TROLL SLAYERS

Troll Slayers 9 pts / Giant Slayers 50 pts /

Dragon Slayers 90 pts / Daemon Slayers 140 pts

	M	WS	BS	S	T	W	I	A	Ld
Troll Slayer	3	4	3	3	4	1	2	1	9
Giant Slayer	3	5	3	4	4	1	2	2	9
Dragon Slayer	3	6	3	4	4	2	3	3	10
Daemon Slayer	3	7	3	4	5	3	4	4	10

Unit Size: 10-30

Equipment: Hand weapon. Usually an axe. May have Great axe (+2 pts) or additional hand weapon (+2 pts). Unlike normal units, Slayers do not all have to have the same equipment.

Special rules: *Unbreakable.* Slayers always wound on a 4+ or better. If the Toughness of their foe would normally make this harder, treat it as a 4+. A unit of Troll Slayers may include up to 2 Slayer Champions (Giant Slayers, Dragon Slayers or Daemon Slayers) per unit at the cost shown above. This cost is part of the unit cost and does not 'use up' any of your allowance for characters. Slayer Champions *may not* leave their unit and *may not* have magic or rune weapons. However, they may have additional hand weapons (+6 pts), or a Great axe (+6 pts).



- 0-1 UNITS OF LONGBEARDS 11 points per model
 0-1 UNITS OF HAMMERERS 11 points per model
 0-1 UNITS OF IRON BREAKERS 13 points per model

	M	WS	BS	S	T	W	I	A	Ld
Longbeard	3	5	3	4	4	1	2	1	9
Hammerer	3	5	3	4	4	1	2	1	9
Iron Breaker	3	5	3	4	4	1	2	1	9

Unit Size: 10+

Equipment: Hand weapon, heavy armour and shield. Hammerers may have Great Hammer (+2 pts). Iron Breakers have the Rune of Stone on their armour giving them an armour save of 3+.

- DWARF CANNON 100 points per model
 BOLT THROWER 45 points per model
 STONE THROWER 85 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dwarf Cannon	-	-	-	-	7	3	-	-	-
Bolt Thrower	-	-	-	-	7	3	-	-	-
Stone Thrower	-	-	-	-	7	3	-	-	-
Crew	3	4	3	3	4	1	2	1	9

Unit Size: 1 war machine with 3 Dwarf crew. You may take up to 2 Bolt Throwers as a single Special choice.

Equipment: Hand weapon.

Special rules: See the Warhammer rulebook for details of these weapons. The Dwarf cannon is the smaller of the two types listed.

RARE UNITS

- GYROCOPTER 100 points per model

	M	WS	BS	S	T	W	I	A	Ld
Gyrocopter	-	-	-	-	6	1	-	-	-
Pilot	-	4	-	3	-	-	2	1	9

Unit Size: 1

Special rules: A Gyrocopter can fly and has a 3+ armour save. It is armed with a steam cannon (treat as a S3 breath weapon).

- FLAME CANNON 140 points per model

	M	WS	BS	S	T	W	I	A	Ld
Flame Cannon	-	-	-	-	7	3	-	-	-
Crew	3	4	3	3	4	1	2	1	9

Unit Size: 1 war machine with 3 Dwarf crew.

Equipment: Hand weapon.

Special rules: Treat as a cannon from the rulebook with the following exceptions. Maximum guess is 12'. Instead of rolling a second time for 'bounce', place the flame template where the shot lands with the wide end facing directly away from the cannon. Work out which models are hit as with breath weapons. Each model hit takes a single S5 hit with -2 armour save for 1W. Any unit that loses one or more models from a flame cannon hit must take an immediate panic test. If a flame cannon misfires it will explode, destroying itself and killing its crew.

- ORGAN GUN 180 points per model

	M	WS	BS	S	T	W	I	A	Ld
Organ Gun	-	-	-	-	7	3	-	-	-
Crew	3	4	3	3	4	1	2	1	9

Unit Size: 1 war machine with 3 Dwarf crew.

Equipment: Hand weapon.

Special rules: Treat as a small cannon in the rulebook with the following exceptions. Fires 5 barrels at once then misses a turn reloading. All shots in a turn must target a single point, but are rolled for separately. Maximum guess is 24'. If it rolls a misfire other than for "bounce", the rest of that turn's shots are wasted in addition to the normal effects.



MAGIC & Runic ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook. Engineering runes are unique items that may only be placed on war machines, and each war machine may only have one.

Runic Axe of Cleaving (magic weapon): Bearer gains +1S, +1A, +1WS. 50 pts

Runic Hammer of Smiting (magic weapon): +2S. Unsaved Wounds become D3 Wounds. 75 pts

Armour of Granite (magic armour): Counts as wearing armour (4+ armour save). Also gives the bearer 5+ ward save. 45 pts

Gromril Armour (magic armour): Gives wearer a 1+ armour save that cannot be improved. 30pts

Amulet of the Ancestors (talisman): 4+ ward save. 45 pts

Spellbreaking Torc (enchanted item): Runesmiths and Runelords only. Dispel one enemy spell automatically. One use only. 25 pts

Note: that Spellbreaking Torcs are like scrolls in that you may have as many in your army as you have points to buy and characters to carry.

Runic Crown of Kingship (enchanted item): The bearer, and the unit he is with, are stubborn. 75 pts

Runic Banner of Battle (magic banner): +2 combat resolution. 70 pts

Runic Banner of Courage (magic banner): Unit is immune to psychology. 50 pts

Runic Banner of Warding (magic banner): Unit gains 2 extra Dispel dice against each enemy spell that affects it. 40 pts

Rune of Forging (engineering rune): Cannons only. May re-roll the first Artillery dice of each shot (not the 'bounce'). 25 pts

Rune of Fortune (engineering rune): May re-roll the dice on the misfire table. 25 pts

Rune of Accuracy (engineering rune): Stone Throwers only. May re-roll the Scatter dice. 25 pts

LIZARDMEN

Secure in the almost unknown land of Lustria, the Lizardmen contemplate the meaning of the universe. If any dare to interfere with this divinely decreed duty they destroy them utterly.

Champions, Musicians & Standard Bearers

A Temple Guard unit or any Core unit in the army, except Swarms and Skink Skirmishers, may upgrade a model to a Champion, musician or standard bearer for +10 points each. Any unit of Cold One Riders may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1BS if the unit he is with is equipped with short bows or javelins, otherwise he will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Temple Guard or Stegadons.

Special Rules

The following special rules apply to the Lizardman army.

- Lizardmen units roll all Psychology and Break tests on 3D6 and discard the highest.
- A Lizardman army of 2,000 points or more must be led by a Slann.
- Skinks and Kroxigor are aquatic. They can move over marsh, rivers, streams or lakes without penalty, and will benefit from soft cover if in such a terrain feature.
- Lizardmen have an armour save from their scaly skin. This may be combined with armour and shields as normal. Skinks and Salamanders have a 6+ save; all Saurus Warriors including Temple Guard have a 5+ armour save; Stegadon and Kroxigor have a 4+ armour save.
- All Saurus Warriors, including Temple Guard, have two or more attacks. One of these is always a bite attack which is worked out at the basic Strength of the Lizardman. The other attacks may be modified by special weapon rules. For example, Saurus Warriors with spears may fight in a second rank, but only those actually in base contact may use their bite attack (as it will obviously not reach past the first rank).
- Slann may use any lore of magic from the Warhammer rulebook. A Skink Shaman can use the lore of the Heavens.

LORDS

0-1 SLANN MAGE LORD 480 points per model
SLANN MAGE PRIEST 280 points per model

	M	WS	BS	S	T	W	I	A	Ld
Slann Lord	4	5	3	5	5	8	4	6	10
Slann Mage Priest	4	4	3	4	5	6	3	4	9

Equipment: Slann ride palanquins and are guarded by their bearers. Count their weapons as hand weapons. Their attacks are included in the profile of the Slann Mage Lord himself.

One Slann Mage Lord or Mage Priest may be upgraded to a Battle Standard Bearer for +25 points. A Battle Standard Bearer may carry any magic banner (no points limit) in addition to his other magic items. A Battle Standard Bearer may also be your army general.

Special rules: A Slann Mage Lord is a level 4 wizard. A Mage Priest is a level 2 wizard. This may be increased to level 3 at a cost of +50 points. All Slann have a 4+ ward save.

HEROES

SAURUS HERO 100 points per model
SKINK HERO 45 points per model
SKINK SHAMAN 65 points per model

	M	WS	BS	S	T	W	I	A	Ld
Saurus Hero	4	5	0	5	5	2	3	4	9
Skink Hero	6	4	1	3	3	2	3	3	7
Skink Shaman	6	2	3	3	3	2	4	1	6
Cold One	8	3	0	4	4	1	1	1	5

Equipment: Hand weapon. A Skink Shaman may not have other equipment. A Saurus or Skink Hero may have an additional hand weapon (+4 pts), Great weapon (+4 pts), spear (+4 pts) or halberd (+4 pts). He may wear light armour (+2 pts) and may carry a shield (+2 pts). A Skink Hero may carry a short bow (+8 pts) or javelins (+8 pts).

Any Skink Hero or Shaman may ride a Cold One (+20 pts). Any Skink Hero or Shaman may ride on a Stegadon chosen as normal from the Rare units section of the army list at the cost shown there. He will displace one of the crew and follows the rules for characters riding in a chariot.

Special rules: A Skink Shaman is a level 1 wizard. Cold Ones cause fear, are subject to stupidity and give their riders a +2 modifier to their armour save. Skink arrows and javelins count as poisoned attacks.

CORE UNITS

SAURUS WARRIORS 12 points per model
SKINK WARRIORS 3 points per model

	M	WS	BS	S	T	W	I	A	Ld
Saurus Warrior	4	3	0	4	4	1	1	2	8
Skink Warrior	6	2	3	3	2	1	4	1	6

Unit Size: 10+

Equipment: All have hand weapon. Saurus Warriors also have shields, and may have spears (+2 pts). Skink Warriors may have short bow (+2 pts), or javelin and shield (+3 pts).

Special rules: Skink arrows and javelins count as poisoned attacks.

SKINK SKIRMISHERS 4 points per model

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

Unit Size: 5-15

Equipment: Hand weapon. May have short bow (+2 pts), or javelin and shield (+3 pts).

Special rules: Skirmish. Skink arrows and javelins count as poisoned attacks.

0-1 UNITS OF LIZARD SWARMS 50 points per model
0-1 UNITS OF SERPENT SWARMS 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Lizard Swarm	4	3	0	2	2	5	1	5	10
Serpent Swarm	3	3	0	2	2	5	1	5	10

Unit Size: 1-6

Special rules: Unbreakable. Serpent Swarms make poisoned attacks.

SPECIAL UNITS

0-1 TEMPLE GUARD 14 points per model

	M	WS	BS	S	T	W	I	A	Ld
Temple Guard 4	4	4	0	4	4	1	2	2	8

Unit Size: 10+

Equipment: Hand weapon and halberds. May have light armour (+1 pt) and/or shield (+1 pt).

KROXIGOR 65 points per model

	M	WS	BS	S	T	W	I	A	Ld
Kroxigor 6	6	3	0	5	4	3	1	3	9

Unit Size: 3+

Equipment: Great weapon.

Special rules: Cause fear.

COLD ONE RIDERS 22 points per model

	M	WS	BS	S	T	W	I	A	Ld
Skink Warrior 6	2	3	3	2	1	4	1	6	
Cold One 8	3	0	4	4	1	1	2	3	

Unit Size: 5+

Equipment: Hand weapon, spear and shield.

Special rules: Cold Ones cause fear, are subject to stupidity and give their riders a +2 modifier to their armour save.

SALAMANDERS 80 points per model

	M	WS	BS	S	T	W	I	A	Ld
Salamander 6	3	3	4	4	3	2	3	6	
Skink Runner 6	2	3	3	2	1	4	1	6	

Unit Size: 1 Salamander with 4 Skink Runners.

Equipment: Skink Runners have a hand weapon (good or prodger).

Special rules: Randomise shooting hits as with war machines, 1-4 hits the Salamander, 5-6 hits a Skink. Salamanders spit venom up to 24" range. Use their BS to hit as normal, however, if it hits place the small template over the target and resolve the hit as a stone thrower with S4 and no armour save. Each hit causes 1W. If all the Skinks are killed, the Salamander rolls on the Monster Reaction Chart to see what it does.

MAGIC ITEMS

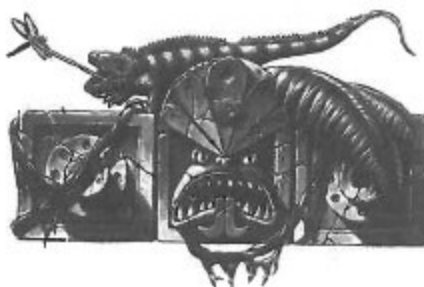
You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

Blade of Cocacila (magic weapon): In addition to normal damage, each hit negates a randomly determined magic item carried by the target for the rest of the battle. 100 pts.

Piranha Blade (magic weapon): Each unsaved wound becomes D3 wounds. 35 pts.

Bird of Chotek (magic weapon): One use only. Counts as a missile weapon with 30" range, inflicting a single automatic hit at S6 for D3 wounds. May only be used against targets capable of flying. 30 pts.

Bitameti (magic armour): Counts as wearing armour (5+ armour save, combines as normal with other armour saves). Re-roll failed armour save. 25 pts.



RARE UNITS

TERRADONS 35 points per model

	M	WS	BS	S	T	W	I	A	Ld
Skink Rider 6	2	3	3	2	1	4	1	6	
Terradon 2	3	0	4	4	1	2	1	3	

Unit Size: 3-10. Each Terradon has 2 Skink Riders.

Equipment: Skink Riders have hand weapon and short bow.

Special rules: Flying unit. Their arrows count as poisoned attacks. Remove a model only when 2 Skinks have been killed. Obviously if 1 of the Skinks has been killed it cannot attack, though the remaining Skink and Terradon fight as normal.

STEGADONS 230 points per model

	M	WS	BS	S	T	W	I	A	Ld
Skink Warrior 6	2	3	3	2	1	4	1	6	
Stegadon 6	2	0	5	6	6	2	4	6	

Unit Size: 1 Stegadon with 4 Skink crew.

Equipment: Skinks have hand weapon, spear, short bow, javelins and shield. May have 1 giant bow per Stegadon with 2 extra Skinks (+30 pts). Treat this as a bolt thrower with S5 that can move and fire. Check the line of sight for the giant bow from its position on top of the howdah.

Special rules: Treat Stegadons as ridden monsters which cause 1D6 impact hits when they charge (just like chariots). The Skinks' arrows and javelins (even from the giant bow) count as poisoned attacks. The Skinks get a 3+ armour save from the combined effects of scaly skin, shields and the howdah. Stegadons cause fear and are large targets. If all the Skinks are killed, the Stegadon rolls on the Monster Reaction Chart to see what it does.

Glyph Necklace (talisman): 5+ ward save. 30 pts.

Amulet of Xapati (talisman): Gives its wearer 2 extra Dispel dice against all spells that affect him or the unit he is with. 40 pts.

Cloak of Feathers (enchanted item): Skink on foot only. Model can fly. May not join units. 40 pts.

Bane Head (enchanted item): Nominate an enemy character at the start of the battle. All unsaved wounds caused by the bearer on the nominated target are doubled. 20 pts.

Plaque of Dombion (arcane item): Adds 1 extra dice to the Lizardman army's pool of magic dice in each player's turn. 50 pts.

Jaguar Standard (magic banner): The unit pursues an extra D6. 20 pts.

HIGH ELVES

High Elves come from the mystic Isle of Ulthuan, a hidden realm far out to sea that almost no others have visited.

Champions, Musicians & Standard Bearers

Any unit of foot troops in the army (except skirmishers) may upgrade a model to a Champion, musician or standard bearer for +10 points each. Any unit of cavalry may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1BS if the unit he is with is equipped with bows or longbows, otherwise he will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Phoenix Guard, Swordmasters, Dragon Princes, White Lions or Handmaidens.

Special Rules

The following special rules apply to the High Elf army.

- High Elves on foot and armed with bows or longbows can shoot in one more rank than is normally allowed.
- High Elves on foot may fight with spears in three ranks. See the Weapons section in the Warhammer rulebook.
- When fighting against Dark Elves all High Elves may re-roll failed Psychology tests (note that this does not include Break tests).
- High Elf wizards get +1 to their dispel roll against any enemy magic. This is *not* cumulative, so an army with two wizards will still only get +1 to dispel. However, this bonus *may* be combined with bonuses from magic items. High Elf wizards may use any lore of magic from the Warhammer rulebook.

LORDS

ELF PRINCE 110 points per model
ARCHMAGE 220 points per model

	M	WS	BS	S	T	W	I	A	Ld
Elf Prince	5	7	6	4	4	3	8	4	10
Archmage	5	4	4	3	4	3	5	1	9
Elven Steed	9	3	0	3	3	1	4	1	5
Pegasus	8	3	0	4	4	3	4	2	6
Griffon	6	5	0	5	5	4	5	4	7
Great Eagle	2	5	0	4	4	3	4	2	8
Unicorn	9	5	0	4	4	1	6	2	10
Dragon	6	6	0	6	6	6	3	3	8

Equipment: Hand weapon. An Archmage may not have other equipment except barding for his steed. An Elf Prince may have an additional hand weapon (+6 pts), Great weapon (+6 pts), spear (+6 pts) or halberd (+6 pts). He may also carry a longbow (+15pts). He may wear light armour (+3 pts) or heavy armour (+6 pts), and may carry a shield (+3 pts).

An Elf Prince may ride a Dragon (+320 pts), Great Eagle (+50 pts) Pegasus (+50 pts) or a Griffon (+200 pts). An Archmage may ride a Pegasus (+50 pts), Great Eagle (+50 pts) or Unicorn (+55 pts). Any Elf Lord may ride an Elven Steed (+18 pts) which may be barded (+6 pts). If a Prince is mounted he may have a lance (+6 pts).

An Archmage or Prince may ride in a chariot chosen as normal from the Special units section of the army list at the cost shown there. He will displace one of the crew.

Special rules: An Archmage is a level 3 wizard. This may be increased to level 4 at a cost of +40 points. A character riding a

Dragon counts as 1 Lord choice and 1 Hero choice. A Dragon, Pegasus, Great Eagle and Griffon can fly. A Griffon is a large target and causes terror. A Dragon is a large target, causes terror, has a 3+ armour save and breathes 53 fire. A Unicorn gets +2S on the turn it charges. A Unicorn also gives its rider +2 Dispel dice against each spell that affects them and the unit they are with.

HEROES

COMMANDER 65 points per model
MAGE 85 points per model

	M	WS	BS	S	T	W	I	A	Ld
Commander	5	6	6	4	3	2	7	3	9
Mage	5	4	4	3	3	2	5	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

Equipment: Hand weapon. A Mage may not have other equipment except barding for his steed. A Commander may have an additional hand weapon (+4 pts), Great weapon (+4 pts), spear (+4 pts) or halberd (+4 pts). He may also carry a longbow (+10 pts). He may wear light armour (+2 pts) or heavy armour (+4 pts), and may carry a shield (+2 pts).

An Elf Commander may ride a Great Eagle (+50 pts) or Pegasus (+50 pts). Any Elven Hero may ride an Elven Steed (+12 pts) which may be barded (+4 pts). If a Commander is mounted he may have a lance (+4 pts).

One Elven Commander may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light or heavy armour and barding for his Steed. A Battle Standard Bearer may not be your army general, nor may he ride a flying creature.

A Hero may ride in a chariot chosen as normal from the Special units section of the army list at the cost shown there. He will displace one of the crew.

Special rules: A Mage is a level 1 wizard. This may be increased to level 2 at a cost of +40 points. A Great Eagle and Pegasus can fly.

CORE UNITS

SPEARMEN 10 points per model
ARCHERS 12 points per model
LOTHERN SEAGUARD 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Spearman	5	4	4	3	3	1	5	1	8
Archer	5	4	4	3	3	1	5	1	8
Seaguard	5	4	4	3	3	1	5	1	8

Unit Size: 10+

Equipment: All have a hand weapon. In addition, Spearmen have a spear, light armour and shield. Archers have a longbow. Seaguard have spear, light armour, shield and bow. Archers may be given light armour (+1 pt). Spearmen and Seaguard may replace their light armour with heavy armour (+1 pt).

SILVER HELMS 19 points per model

	M	WS	BS	S	T	W	I	A	Ld
Silver Helm	5	5	4	3	3	1	6	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Equipment: Hand weapon, lance and light armour. Rides an Elven Steed. May have shield (+2 pts), upgrade to heavy armour (+2 pts) and/or have barding for their steeds (+2 pts).

SPECIAL UNITS

0-1 UNIT OF PHOENIX GUARD 11 points per model

0-1 UNIT OF SWORDMASTERS 12 points per model

	M	WS	BS	S	T	W	I	A	Ld
Phoenix Guard	5	5	4	3	3	1	6	1	8
Swordmaster	5	3	4	3	3	1	6	1	8

Unit Size: 10+

Equipment: Hand weapon and heavy armour. In addition, Phoenix Guard have a halberd and Swordmasters have a Greatsword.

Special rules: Swordmasters strike first if they charge and in Initiative order in subsequent rounds.

SHADOW WARRIORS 15 points per model

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

Unit Size: 5-15

Equipment: Hand weapon, longbow and light armour. May have shield (+1 pt).

Special rules: Shadow Warriors are scouts, skirmish and hate Dark Elves.

ELLYRIAN REAVERS 17 points per model

	M	WS	BS	S	T	W	I	A	Ld
Ellyrian Reaver	5	4	4	3	3	1	5	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Equipment: Hand weapon and light armour. May have spear (+1 pt) or bow (+5 pts). They ride Elven Steeds.

Special rules: Ellyrian Reavers are fast cavalry.

TIRANOC CHARIOTS 75 points per model

	M	WS	BS	S	T	W	I	A	Ld
Tiranoc Chariot	-	-	-	5	4	4	-	-	-
Crew	-	5	4	3	-	-	5	1	8
Elven Steed	9	3	-	3	-	-	4	1	-

Unit Size: 1 chariot with 2 crew, pulled by 2 Elven Steeds. You may take up to 2 Tiranoc Chariots as a single Special choice.

Equipment: The chariot has an armour save of 5+. The crew have hand weapon, spear and longbow. Tiranoc Chariots may have scythed wheels (+15 pts).

MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

Star Lance (magic weapon): Counts as a lance and hits automatically on the turn it charges. 80 pts.

Blade of Sea Gold (magic weapon): +2A. 50 pts.

Blade of Daring Steel (magic weapon): All hits that strike the target wound automatically. Armour saves are modified by the Strength of the bearer. 75 pts.

Armour of Protection (magic armour): Counts as wearing armour (6+ armour save). Gives the wearer a 4+ ward save. 50 pts.

Golden Crown of Atrazae (talisman): Discount the first wound suffered.

0-1 UNITS OF DRAGON PRINCES 27 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dragon Prince	5	5	4	3	3	1	6	1	9
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Equipment: Hand weapon, heavy armour, shield, and lance. They ride barded Elven Steeds.

RARE UNITS

0-1 UNITS OF WHITE LIONS 15 points per model

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

Unit Size: 10+

Equipment: Hand weapon, heavy armour and Great axes. May have shields (+1 pt). White Lions wear lion pelts that give them an additional +1 to their armour save against missile attacks.

Special rules: The Great axes of the White Lions do D3 wounds per wounding hit. As long as the general is leading the White Lions they are stubborn.

0-1 UNITS OF HANDMAIDENS OF THE EVERQUEEN

..... 18 points per model

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

Unit Size: 10+

Equipment: Hand weapon, longbow, spear and light armour.

REPEATER BOLT THROWER 100 points per model

	M	WS	BS	S	T	W	I	A	Ld
Repeater	-	-	-	-	7	3	-	-	-
Crew	5	1	4	3	5	1	5	1	8

Unit Size: 1 war machine with 2 High Elf crew. You may take up to 2 Repeater Bolt Throwers as a single Rare choice.

Equipment: Hand weapon and light armour.

Special Rules: May either fire a single bolt or a salvo of 6. A single bolt works exactly as described in the rulebook. A salvo must be fired at a single target. Roll to hit 6 times at S4 with a -2 save. Bolts fired in a salvo do not penetrate ranks.

GREAT EAGLES 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Great Eagle	2	5	0	4	4	3	4	2	8

Unit Size: 1. You may take up to 2 Great Eagles as a single Special choice.

Special rules: Great Eagles can fly.

One use only 50 pts.

Amulet of Fire (talisman): The Amulet of Fire gives its wearer 1 extra d6pt dice against all spells that affect him or the unit he is with. 20 pts.

Radiant Gem of Hoeth (enchanted item): The wearer counts as a level 1 wizard. However, the bearer may cast his spell whilst wearing armour. 50 pts.

War Crown of Saphery (arcane item): The wearer knows 1 more spell than normal for his level. Note this is not an additional level. 20 pts.

Sigil of Auryan (arcane item): Automatically dispels one enemy spell. In addition, roll a D6. On a 4+ the spell is destroyed and the casting wizard cannot use it for the remainder of the battle. One use only 50 pts.

Banner of Caledor (magic banner): Unit cannot be affected at all by Death magic. However, the spell itself is not dispelled. 25 pts.

DARK ELVES

The evil kin of the High Elves hold sway over the bleak land of Naggaroth. It is a confident general indeed who leads his men against these vile torturers and risks the agony of their dungeons.

Champions, Musicians & Standard Bearers

Any unit of foot troops in the army (except skirmishers) may upgrade a model to a Champion, musician or standard bearer for +10 points each. Any unit of cavalry may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1BS if the unit he is with is equipped with repeater crossbows, otherwise he will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Cold One Knights, Executioners or Black Guard of Naggaroth.

Special rules

The following special rules apply to the Dark Elf army.

- Dark Elves *hate* High Elves.
- Dark Elf Sorcerers and Sorcerer Lords get +1 to the total of each of their own casting rolls.
- Dark Elf wizards may use the Shadow, Fire, Metal and Death lores of magic from the Warhammer rulebook.

LORDS

DARK LORD 110 points per model

SORCERER LORD 220 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dark Lord	5	7	6	4	4	3	8	4	10
Sorcerer Lord	5	4	4	3	4	3	5	1	9
Cold One	8	3	0	4	4	1	1	2	3
Dark Steed	9	3	0	3	3	1	4	1	5
Dark Pegasus	8	3	0	4	4	3	4	2	6
Black Dragon	6	6	0	6	6	6	3	5	8

Equipment: Hand weapon. A Sorcerer Lord may not have other equipment. A Dark Lord may have an additional hand weapon (+6 pts), Great weapon (+6 pts), spear (+6 pts) or halberd (+6 pts). He may also carry a repeater crossbow (+12 pts). He may wear light armour (+3 pts) or heavy armour (+6 pts), and may carry a shield (+3 pt).

A Dark Lord may ride a Black Dragon (+320 pts) or a Dark Pegasus (+50 pts). A Sorcerer Lord may ride a Dark Pegasus (+50 pts). A Dark Elf Lord may ride a Cold One (+30 pts) or a Dark Steed (+18 pts). A Dark Steed may be barded (+6 pts). If he is mounted he may have a lance (+6 pts).

Special rules: A Sorcerer Lord is a level 3 wizard. This may be increased to level 4 at a cost of +35 points. Cold Ones cause *fear*, are subject to *stupidity* and give their riders a +2 modifier to their armour save. A character riding a Black Dragon counts as 1 Lord choice and 1 Hero choice. A Black Dragon and Dark Pegasus can fly. A Black Dragon is a *large target*, causes *terror*, has a 3+ armour save and breathes S3 fumes.

HEROES

DARK ELF COMMANDER 65 points per model

WITCH ELF HAG 102 points per model

ASSASSIN 130 points per model

SORCERER 95 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dark Elf Com.	5	6	6	4	3	2	7	3	9
Witch Elf Hag	5	6	6	4	3	2	7	3	9
Assassin	6	9	9	4	3	2	10	3	10
Sorcerer	5	4	4	3	3	2	5	1	8
Cold One	8	3	0	4	4	1	1	2	3
Dark Steed	9	3	0	3	3	1	4	1	5

Equipment: Hand weapon. A Mage may not have other equipment. A Dark Elf Commander, Witch Elf Hag or Assassin may have an additional hand weapon (+4 pts), Great weapon (+4 pts), spear (+4 pts) or halberd (+4 pts). He may also carry a repeater crossbow (+8 pts). He may wear light armour (+2 pts) or heavy armour (+4 pts), and may carry a shield (+2 pt).

A Dark Elf Commander or Witch Elf Hag may ride a Dark Pegasus (+50 pts). Any Dark Elf Hero except an Assassin may ride a Cold One (+12 pts) or a Dark Steed (+12 pts). A Dark Steed may be barded (+4 pts). If a Dark Elf Commander or Witch Elf Hag is mounted they may have a lance (+4 pts).

One Dark Elf Commander may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light or heavy armour and barding for his Dark Steed (not Cold One). A Battle Standard Bearer may not be your army General, nor may he ride a flying creature.

Special rules: A Sorcerer is a level 1 wizard. This may be increased to level 2 at a cost of +35 points. Witch Elves are subject to *frenzy* and make *poisoned attacks*. Cold Ones cause *fear*, are subject to *stupidity* and give their riders a +2 modifier to their armour save. A Dark Pegasus can fly.

Assassins start the battle hidden inside any Core unit of troops. Make a note of which one before the armies are deployed. The Assassin may be revealed at the start of any Close combat phase. Remove one Dark Elf in base contact with the enemy and replace it with the Assassin. The model the Assassin replaces is removed from the game. The Assassin always strikes first on the turn he is revealed, even if the enemy charged. The Ld of an Assassin is never used for the unit to test on. The Assassin makes *poisoned attacks*.

CORE UNITS

DARK ELF WARRIORS 7 points per model

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

Unit Size: 10+

Equipment: Hand weapon and light armour. May have a spear (+2 pts) or a repeater crossbow (+5 pts). May have a shield (+1 pt).

CITY GUARD 9 points per model

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

Unit Size: 10+

Equipment: Hand weapon, spear and light armour. May replace their spear with a repeater crossbow (+3 pts). May have a shield (+1 pt).

Special rules: A City Guard regiment may include a mixture of troops armed with spears and repeater crossbows. As the models are armed differently, you will have to remove casualties from the closest rank to the enemy rather than from the back.

CORSAIRS 10 points per model

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

Unit Size: 10+

Equipment: Hand weapon and Sea Dragon cloak. May have additional hand weapon (+2 pts) and/or repeater crossbow (+3 pts).

Special rules: The Sea Dragon cloak gives the Corsairs a +4 armour save.

DARK RIDERS 17 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dark Rider	5	4	4	3	3	1	5	1	8
Dark Steed	9	5	0	3	3	1	4	1	5

Unit Size: 5+

Equipment: Hand weapon and light armour. May have spear (+1 pt) and/or repeater crossbow (+7 pts).

Special rules: Dark Riders are *fast cavalry*.

SPECIAL UNITS

COLD ONE KNIGHTS 28 points per model

	M	WS	BS	S	T	W	I	A	Ld
Knight	5	5	4	3	3	1	5	1	8
Cold One	8	5	0	4	4	1	1	2	3

Unit Size: 5+

Equipment: Hand weapon, heavy armour and shield. May have lance (+2 pts) and/or repeater crossbow (+7 pts).

Special rules: Cold Ones cause *fear*, are subject to *stupidity* and give their riders a +2 modifier to their armour save.

SCOUTS 14 points per model

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

Unit Size: 5-12

Equipment: Hand weapon and repeater crossbow. May have light armour (+1 pt).

Special rules: Dark Elf Scouts are *scouts* and *skirmish*.

WITCH ELVES 11 points per model

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

Unit Size: 10+

Equipment: Two hand weapons. May have light armour (+1 pt).

Special rules: *Frenzy*, *poisoned attacks*.

MAGIC ITEMS

You may choose magic items for your characters and units from the following list under the common magic items in the rulebook.

Hydra Sword (magic weapon): +3A, 75 pts.

Victim Sword (magic weapon): Each unavenged wound is multiplied into D6 wounds, 70 pts.

Executioner's Axe (magic weapon): +2S. Requires 2 hands to use. Always strikes last (even when charging). Each unavenged wound is multiplied into D3 wounds, 90 pts.

Whip of Agony (magic weapon): Roll to hit and wound normally. If an opponent takes one or more hits from the Whip of Agony, in addition to normal damage he must pass a 1d6 test in order to strike back this turn. If he has not already done so. The target's armour save takes a separate test on its own. 35 pts.

Heartseeker (magic weapon): Its cold failed strike to hit 50 pts.

Blackened Armour (magic armour): Counts as wearing armour (6+ armour save). All attacks against the wearer are at -2S, 90 pts.

Ring of Darkness (talisman): Opponents are at -1 to hit the wearer in close combat, 40 pts.

Heart of Woe (enchanted item): When the bearer dies, the heart explodes. All models in base contact immediately suffer a D3 hit causing D3 wounds, 90 pts.

Soulstone (enchant item): Bearer ignores his first wound (though the spell is not cast and may not be reattempted this turn). One use only, 25 pts.

Blood Banner (magic banner): Cold One units carrying this may ignore their first failed stupidity test, 20 pts.

0-1 UNITS OF HARPIES 22 points per model

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

Unit Size: 5-10

Equipment: None.

Special rules: *Flying unit*. They may never be led by characters and cannot use the General's Leadership.

0-1 EXECUTIONERS 13 points per model

0-1 BLACK GUARD OF NAGGAROTH 11 points per model

	M	WS	BS	S	T	W	I	A	Ld
Executioner	5	5	4	4	3	1	5	1	8
Black Guard	5	5	4	3	3	1	6	1	8

Unit Size: 10+

Equipment: Both have hand weapon and heavy armour. In addition, Executioners carry a Great axe and Black Guard carry halberds.

Special rules: The Executioners' Great axes cause D3 wounds per unsaved wound.

RARE UNITS

REPEATER BOLT THROWER 100 points per model

	M	WS	BS	S	T	W	I	A	Ld
Repeater	-	-	-	-	7	3	-	-	-
Crew	5	4	4	3	3	1	5	1	8

Unit Size: 1 war machine with 2 Dark Elf crew. You may take up to 2 Repeater Bolt Throwers as a single Rare choice.

Equipment: Hand weapon and light armour.

Special rules: May either fire a single bolt or a salvo of 6. A single bolt works exactly as described in the rulebook. A salvo must be fired at a single target. Roll to hit 6 times at S4 with a -2 save. Bolts fired in a salvo do not penetrate ranks.

0-1 CAULDRON OF BLOOD 125 points per model

	M	WS	BS	S	T	W	I	A	Ld
Cauldron	-	-	-	-	S	S	-	-	-
Witch Elf	5	4	4	3	3	1	5	1	8

Unit Size: 1 Cauldron with 3 Witch Elf guards.

Equipment: 2 hand weapons and light armour.

Special Rules: War machine. Any Witch Elf model that is fighting within 18" of the Cauldron gets +1 A on the turn they charge. All Witch Elves within 18" of the Cauldron get a 6+ ward save. The Cauldron cannot be harmed in any way, though the guards may be killed. Discount all shooting attacks that hit the Cauldron. Note that the crew never abandon the Cauldron even though they're frenzied.

WOOD ELVES

To the Wood Elves, their forest home of Loren is a sacred place. They guard it with all their strength and cunning, leading invaders to their doom in the darkest tangles of the thickest woods.

Champions, Musicians & Standard Bearers

Any unit of Glade Guard or Archers may upgrade a model to a Champion, musician or standard bearer for +10 points each. Any unit of Glade Riders may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1BS if the unit he is with is equipped with longbows, otherwise he will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Glade Guard, Glade Riders.

Special Rules

The following special rules apply to the Wood Elf army.

- Wood Elf longbows have a -1 save modifier.
- All units in a Wood Elf Army (except flyers and chariots) move at normal speed through woods.
- Level 4 Mage Lords may use any lore of magic from the Warhammer rulebook. Lesser Wood Elf wizards may use Beasts and Life lores.

LORDS

FOREST LORD 110 points per model
MAGE LORD 200 points per model

	M	WS	BS	S	T	W	I	A	Ld
Elf Lord	5	7	6	4	4	3	8	4	10
Mage Lord	5	4	4	3	4	3	5	1	9
Elven Steed	9	3	0	3	3	1	4	1	5
Forest Dragon	6	6	0	6	6	6	3	5	8
Great Eagle	2	5	0	4	4	3	4	2	8
Unicorn	9	5	0	4	4	1	6	2	10

Equipment: Hand weapon. A Mage Lord may not have other equipment except barding for his steed. A Forest Lord may have a spear (+6 pts). He may also carry javelins (+9 pts) or a longbow (+15 pts). He may wear light armour (+3 pts) and may carry a shield (+3 pts).

A Forest Lord may ride a Forest Dragon (+320 pts) or a Great Eagle (+50 pts). A Mage Lord may ride a Unicorn (+55 pts) or a Great Eagle (+50 pts). A Forest Lord or Mage Lord may ride an Elven Steed (+18 pts) which may be barded (+6 pts). If a Forest Lord is mounted he may have a lance (+6 pts).

A Forest Lord or Mage Lord may ride in a chariot chosen as normal from the Special units section of the army list at the cost shown there. He will displace one of the crew.



Special rules: A Mage Lord is a level 3 wizard. This may be increased to level 4 at a cost of +40 points. A character riding a Forest Dragon counts as 1 Lord choice and 1 Hero choice. A Forest Dragon or Great Eagle can fly. A Dragon causes *terror*, is a *large target*, has a 3+ armour save and breathes S3 fire. A Unicorn gets +2S on the turn it charges. A Unicorn also gives its rider +2 Dispel dice to dispel each spell that affects them and the unit they are with.

HEROES

COMMANDER 65 points per model
MAGE 75 points per model

	M	WS	BS	S	T	W	I	A	Ld
Commander	5	6	6	4	3	2	7	3	9
Mage	5	4	4	3	4	2	5	1	8
Elven Steed	9	3	0	3	3	1	4	1	5
Great Eagle	2	5	0	4	4	3	4	2	8
Unicorn	9	5	0	4	4	1	6	2	10

Equipment: Hand weapon. A Mage may not have other equipment except barding for his steed. A Commander may have a spear (+4 pts). He may also carry javelins (+6 pts) or a longbow (+10 pts). He may wear light armour (+2 pts) and may carry a shield (+2 pts).

An Elven Commander may ride a Great Eagle (+50 pts). A Mage may ride a Unicorn (+55 pts). Any Elven Hero may ride an Elven Steed (+12 pts) which may be barded (+4 pts). If an Elven Commander is mounted he may have a lance (+4 pts).

One Elven Commander may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light armour. A Battle Standard Bearer may not be your army General, nor may he ride a flying creature.

A Mage or Commander may ride in a chariot chosen as normal from the Special units section of the army list at the cost shown there. He will displace one of the crew.

Special rules: A Mage is a level 1 wizard. This may be increased to level 2 at a cost of +35 points.

A Great Eagle can fly. A Unicorn gets +2S on the turn it charges. A Unicorn also gives its rider +2 Dispel dice to dispel each spell that affects them and the unit they are with.

CORE UNITS

GLADE GUARD 8 points per model
ARCHERS 12 points per model

	M	WS	BS	S	T	W	I	A	Ld
Glade Guard	5	4	4	3	3	1	5	1	8
Archer	5	4	4	3	3	1	5	1	8

Unit Size: 10+

Equipment: Glade Guard have a hand weapon and spear. Archers have a hand weapon and longbow. In addition, Glade Guard may be given light armour (+1 pt) and/or shield (+1 pt).

SPECIAL UNITS

DRYADS 31 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dryad	5	4	3	4	4	2	4	2	8

Unit Size: 5+

Equipment: None.

Special rules: *Flammable*, *skirmish*. Their tough skin gives them an armour save of 5+. Dryads are shapeshifters and in close combat may choose to assume either the Birch Aspect (+1A), Oak Aspect (+1S, +1T) or the Willow Aspect (-1A for attacking foes attempting to strike the Dryad). All the Dryads in

a unit assume the same Aspect and the effects only apply for the close combat phase. They cannot choose the same Aspect in two consecutive turns.

SCOUTS 14 points per model

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

Unit Size: 5-15

Equipment: Hand weapon and longbow.

Special rules: Wood Elf Scouts are *scouts* and *skirmish*.

WARDANCERS 20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Wardancer	5	5	4	3	3	1	6	1	8

Unit Size: 5-12

Equipment: Two hand weapons.

Special rules: Wardancers *skirmish*, are *immune to psychology*, and have a 6+ Ward save. Their talismanic war paint gives them an additional dice to dispel any spell that affects them. Each turn in close combat they may choose one special war dance with the following effects: Whirling Death (+1A), Woven Mist (enemy takes Ld test or needs 6s to hit the Wardancers), The Shadows Coil (the Wardancers don't attack and may not be attacked, and the combat is automatically considered a draw) or Storm of Blades (all Wardancers fight a single enemy model in contact with any one of them, the enemy fight back normally). You cannot choose the same dance in two consecutive turns.

0-1 WARHAWK RIDERS 29 points per model

	M	WS	BS	S	T	W	I	A	Ld
Rider	5	4	4	3	3	1	6	1	8
Warhawk	2	4	4	3	3	1	5	1	5

Unit Size: 5-10

Equipment: Hand weapon, spear and shield. May replace their spear and shield with a longbow (+4 pts).

Special rules: *Flying unit*.

GLADE RIDERS 19 points per model

	M	WS	BS	S	T	W	I	A	Ld
Glade Rider	5	4	4	3	3	1	6	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Equipment: Hand weapon, spear and light armour. May replace their spear with a longbow (+5 pts). May have shield (+3 pts).

Special rules: Glade Riders are *fast cavalry*.

RARE UNITS

TREEMEN 220 points per model

	M	WS	BS	S	T	W	I	A	Ld
Treeman	6	5	0	5	6	5	2	4	9

Unit Size: 1

Equipment: None. Doesn't need any.

Special rules: *Flammable*, cause *fear*, *bate Orcs & Goblins*. Their thick skin gives them a 3+ armour save. In combat they

may elect to make a single S10 attack doing D6 wounds instead of their normal attacks. If they lose a round of combat, but do not suffer any wounds that Close Combat phase, they are not required to take a break test.

0-1 UNITS OF WAYWATCHERS 22 points per model

	M	WS	BS	S	T	W	I	A	Ld
Waywatcher	5	4	5	3	3	1	6	1	8

Unit Size: 5-10

Equipment: Hand weapon and longbow.

Special rules: Waywatchers are *scouts* and *skirmish*. In addition, if the unit is entirely inside a wood it is hidden. This means that an enemy unit must roll 4+ in order to be able to shoot, charge or cast spells at them. If they fail this they may choose a different target. If the Waywatchers fight in close combat in a wood they get +1A on their first turn.

CHARIOTS 75 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Crew	-	4	4	4	-	-	5	1	8
Elven Steed	9	3	-	3	-	-	4	1	-

Unit Size: 1 chariot with 2 crew, pulled by 2 Elven steeds. You may take up to 2 Chariots as a single Rare choice.

Equipment: The chariot has an armour save of 5+. The crew have hand weapons, spears and longbows. May have scythed wheels (+15 pts).

MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

Bow of Loren (magic weapon): The Bow of Loren has a 36' range. It fires a number of shots equal to the bearer's Attacks at his Strength. All shots must be directed at the same target. The arrows count as magical weapons. 50 pts.

Hail of Doom Arrow (magic weapon): When fired, the arrow splits into 3D6 magical S4 arrows. Roll to hit for each arrow. One hit only. 25 pts.

Blade of Ages (magic weapon): Wounds automatically. Saves are modified by the Strength of the user. 75 pts.

Shield of Ptoles (magic armour): Counts as normal shield (6+ armour save). Gives the bearer a 1+ armour save against missile attacks. 15 pts.

Vambraces of Lightning (talisman): 5+ ward save. 30 pts.

Amber Amulet (enchanted item): Bearer recovers 1 Wound at the start of each of his turns unless he is dead. 25 pts.

Healing Potion (enchanted item): Can be used at the beginning of any phase. Bearer recovers all Wounds suffered to that point in the battle. One use only. 50 pts.

Potion of Knowledge (arcane item): Can be drunk during any Wood Elf Magic phase. Bearer may cast a single spell for free (counts as being cast at the spell's casting value). One use only. 25 pts.

Wind of Jet (arcane item): Adds 1 dice to the Wood Elf army's pool of magic dice in each player's turn. 50 pts.

Banner of the Forest (magic banner): The unit gains 2 extra Dispel dice against spells that affect it. 40 pts.

BRETONNIANS

To the west of the Empire is the proud land of Bretonnia. It is ruled with honour by its noble king and his valiant knights.

Army Composition

The Bretonnian army uses the following restrictions for army selection instead of the ones at the start of this book.

Army Value	Characters	Lords	Core	Special	Rare
< 2,000	0-3	0	2+	0-3	0-1
2,000-2,999	0-5	up to 1	3+	0-4	0-2
3,000-3,999	0-7	up to 2	4+	0-5	0-3
+1,000	+0-2	+1 max	+1	+1	+1

Champions, Musicians & Standard Bearer

Any unit of foot troops in the army (except skirmishers) may upgrade a model to a Champion, musician or standard bearer for +10 points each. Any unit of cavalry may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1BS if the unit he is with is equipped with bows or longbows, otherwise he will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Knights Errant, Knights of the Realm, Questing Knights, Grail Knights.

Special Rules

The following special rules apply to the Bretonnian army.

- Bretonnian knights never get rank bonus.
- Bretonnian warhorses do not suffer -1 Movement for barding.
- Bretonnian Knights (Knights Errant, Knights of the Realm, Questing Knights and Grail Knights – not mounted Squires) always use a special formation called a lance. This has 1 model in the first rank, 2 in the second, 3 in the third, and so on. When it charges it stops as soon as the first model contacts the enemy, and all the models in the charging unit fight (as long as they have an enemy model directly in front of them). Individual knights fight as if they were in base-to-base contact with the enemy model(s) directly in front of them (even if there is another knight between them and the enemy). Enemy models may fight back against any knight that could attack them. The enemy may fight with any models that are physically touching the knights, plus one more for each two knights who are fighting, but not actually in base contact. If your opponent survives the first round of combat and does not break, you lose the formation and reform like skirmishers into "normal ranks". In this formation only models in base contact fight. Remember that Bretonnian knights never get rank bonus.

The arc of sight, as well as the front, flank and rear arcs of the lance as a whole, are considered to be the same as those of the models in the widest complete rank. If the knights are charged they form into normal ranks and files facing the enemy that just charged them. This is done in the same way as forming up a unit of skirmishers. The enemy will get the normal +1 or +2 for flank or rear charges. You must reform (as per the normal rules) in order to readopt lance formation in the first turn the unit is free to do so.

Characters who have joined a lance fight according to the above rules. Characters are always placed on the outside edge of the lance, as close to the front as possible.

- If the Bretonnian army would move first in the battle they may

choose to sacrifice this opportunity and pray instead. This means that their opponent gets the first turn, but also gives the Bretonnians some protection from missiles. Each time the enemy wishes to fire a war machine they must roll a 4+ on 1D6. If they fail it does nothing. Each individual trooper with a missile weapon must also roll a 4+ each time he wishes to shoot. Note that if the Bretonnians would move second anyway they may not pray.

- Bretonnian wizards may use the Beasts, Fire, Metal, Life, Heavens and Light lores of magic from the Warhammer rulebook.

LORDS

GENERAL 100 points per model
WIZARD LORD 175 points per model

	M	WS	BS	S	T	W	I	A	Ld
General	4	6	3	4	4	3	6	4	9
Wizard Lord	4	3	3	3	4	3	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5
Hippogriff	6	5	0	5	5	4	5	4	7
Pegasus	8	3	0	4	4	3	4	2	6
Unicorn	9	5	0	4	4	1	6	2	10

Equipment: Hand weapon. A Wizard Lord may not have other equipment except barding for his steed. A Bretonnian General may have a Great weapon (+6 pts). He may wear heavy armour (+6 pts), and may carry a shield (+3 pts).

A Bretonnian General may ride a Hippogriff (+200) or a Pegasus (+50 pts). One female Wizard Lord may ride a Unicorn (+55 pts). A Bretonnian General or Wizard Lord may ride a warhorse (+15 pts) which may be barded (+6 pts). If the General is mounted he may have a lance (+6 pts).

Special Rules: A Wizard Lord is a level 3 wizard. This may be increased to level 4 at a cost of +35 points. A Bretonnian General is immune to psychology.

A Hippogriff or Pegasus can fly. A Hippogriff is a large target and causes terror. A Unicorn gets +2S on the turn it charges. A Unicorn also gives its rider +2 Dispel dice to dispel each spell that affects them and the unit they are with.

HEROES

PALADIN 70 points per model
WIZARD 60 points per model

	M	WS	BS	S	T	W	I	A	Ld
Paladin	4	5	3	4	4	2	5	3	8
Wizard	4	3	3	3	3	2	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5
Pegasus	8	3	0	4	4	3	3	2	7

Equipment: Hand weapon. A Wizard may not have other equipment except barding for her steed. A Paladin may have a Great weapon (+4 pts). He may wear heavy armour (+4 pts) and may carry a shield (+2 pts).

A Paladin may ride a Pegasus (+50 pts). A Paladin or Wizard may ride a warhorse (+10 pts) which may be barded (+4 pts). If a Paladin is mounted he may have a lance (+4 pts).

One Paladin may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not

be given any extra equipment except light or heavy armour and barding for his horse. A Battle Standard Bearer may not be your army General, nor may he ride a flying creature.

Special rules: A Bretonnian Wizard is a level 1 wizard. This may be increased to level 2 at a cost of +35 points. A Paladin is immune to panic. A Pegasus can fly.

CORE UNITS

KNIGHTS ERRANT 25 points per model
KNIGHTS OF THE REALM 27 points per model

	M	WS	BS	S	T	W	I	A	Ld
Knight Errant	4	3	3	3	3	1	3	1	7
Knight of Realm	4	4	3	3	3	1	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, lance, heavy armour and shield. All Knights ride barded warhorses.

Special Rules: Ignore panic caused by breaking or fleeing units that are not Knights.

MEN-AT-ARMS 3 points per model
BOWMEN 8 points per model

	M	WS	BS	S	T	W	I	A	Ld
Man-at-arms	4	3	3	3	3	1	3	1	7
Bowman	4	3	3	3	3	1	3	1	7

Unit Size: 10+

Equipment: Hand weapon. Bowmen also have a longbow. Men-at-arms may have spear (+2 pts) or halberd (+2 pts). Men-at-arms may have light armour (+1 pt) and shield (+1 pt).

SPECIAL UNITS

SQUIRES 4 points per model

	M	WS	BS	S	T	W	I	A	Ld
Squire	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 10+

Equipment: Hand weapon. Squires may be mounted on warhorses (+7 pts). If on foot, Squires may have either spear (+2 pt) or longbow (+5 pts). If mounted, Squires may have spear (+1 pt), bow (+4 pts) and/or shield (+2 pts).

Special rules: If Squires are on foot they are *skirmishers*, if mounted they are *fast cavalry*.

RARE UNITS

QUESTING KNIGHTS 31 points per model
0-1 UNITS OF GRAIL KNIGHTS 36 points per model

	M	WS	BS	S	T	W	I	A	Ld
Quest Knight	4	4	3	4	3	1	4	1	8
Grail Knight	4	5	3	4	3	1	4	1	9
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, lance, heavy armour and shield. All Knights ride barded warhorses.

Special Rules: Questing Knights are immune to panic. Grail Knights are immune to psychology.



MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

Sword of Heroes (magic weapon): Against opponents with T5 or above the bearer gets +2S and does D5 wounds per wounding hit. 50 pts.

Tress of Woudé (magic weapon): Bearer hits single foe in base contact on an unmodified 2+. Wounds on an unmodified 2+. Saves are modified by the Strength of the user. One use only. 50 pts.

Morning Star of Fracasse (magic weapon): +2S in the first round of combat. For each hit on a close combat opponent roll a D6. On a 4+ the opponent's magic weapon is destroyed. 50 pts.

Armour of Brilliance (magic armour): Counts as wearing armour and carrying a shield (3+ armour save). Opponents are at -1 to hit the wearer with both close combat and shooting attacks. 100 pts.

Armour of Fortune (magic armour): Counts as wearing armour (5+ armour save). Also gives the wearer a 5+ ward save. 40 pts.

Dragon's Claw (talisman): 5+ ward save and immunity to Dragon breath (for wearer and mount). 35 pts.

Potion Sacré (enchanted item): Drink before making a dice roll. Add +1 or -1 to the result. One use only. 15 pts.

Chalice of Malheur (arcane item): Roll 1D6 at the start of each player's Magic phase. On a 1 the bearer takes 1 wound with no save possible. On a 2-6 add 1 extra die to the pool for casting and dispelling. 50 pts.

Banner of the Lady of the Lake (magic banner): Enemy unit in contact gets no combat bonus for ranks. 100 pts.

Valorous Standard (magic banner): Unit rolls 3D6 for psychology tests and discards the highest. 35 pts.

CHAOS DWARFS

Far to the east in the ash-strewn lands of the Chaos Dwarfs lie the towers of Zharr Naggrund. In these blackened spires the Chaos Dwarfs plot their overthrow of the west and their eventual dominion over the world.

Champions, Musicians & Standard Bearers

Any unit of foot troops or Hobgoblin Wolfboyz in the army may upgrade a model to a Champion, musician or standard bearer for +10 points each. Any unit of Bull Centaurs in the army may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Chaos Dwarf Warriors, or Bull Centaurs.

Special Rules

The following special rules apply to the Chaos Dwarf army.

• Chaos Dwarfs only flee or pursue 2D6-1* instead of the normal 2D6*.

• The Chaos Dwarfs can use blunderbusses. A unit with blunderbusses may move and fire in the same turn. When they shoot they project a 'fire zone' the width of the unit and 12' straight forward. Any model within this is a potential target and is hit on a 4+. The only exceptions are models behind extremely substantial cover such as a hill or a building. Models behind walls or in woods are hit as normal. Hits are resolved at S5 plus 1 per extra rank up to S5. Ranks count if at least 4 wide. A single character in the front rank will not effect the unit's fire.

• Animosity. Roll at the end of the Start of the Turn phase for each unit of Hobgoblins, Orc Boyz, Goblins and Sneaky Gits. On a 2-6 they are OK and do what you want, on a 1 they squabble amongst themselves and do nothing this turn.

• Chaos Dwarfs and Bull Centaurs ignore panic tests for breaking and fleeing Orc and Goblin units of all types.

• Orcs of all types ignore panic tests for breaking and fleeing Goblin units of all types.

• All troops ignore panic tests for breaking and fleeing Hobgoblin units *except other Hobgoblins*.

• Chaos Dwarf Wizards may use the Fire, Metal, Shadow and Death lores of magic from the Warhammer rulebook.

LORDS

CHAOS DWARF LORD 120 points per model
SORCERER LORD 190 points per model
O1 BULL CENTAUR LORD 170 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf Lord	3	7	4	4	5	3	4	4	10
Sorcerer Lord	3	4	3	4	5	3	1	1	10
Bull Centaur Lord	8	6	3	5	5	3	5	5	9
Great Taurus	6	5	0	6	5	4	3	4	6
Lammasu	6	3	0	5	5	4	2	2	8

Equipment: Hand weapon. A Sorcerer Lord may not have other equipment. May have an additional hand weapon (+6 pts) or Great weapon (+6 pts). May have light armour (+3 pts), heavy armour (+6 pts) and/or a shield (+3 pts).

A Chaos Dwarf Lord may ride a Great Taurus (+230 pts). A Sorcerer Lord may ride a Lammasu (+200 pts).

Special Rules: A Sorcerer Lord is a level 3 wizard. This may be increased to level 4 at a cost of +35 points. Great Taurus and Lammasu are *large targets*, cause *terror* and can *fly*. A Great Taurus is immune to fire-based attacks, has a 4+ save and breathes S3 fire. A Lammasu gives its rider +2 Dispel dice to dispel each spell that affects them.

HEROES

CHAOS DWARF HERO 60 points per model
CHAOS DWARF SORCERER 65 points per model
BULL CENTAUR HERO 100 points per model
HOBGOBLIN HERO 40 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf Hero	3	6	4	4	4	2	3	3	10
Sorcerer	3	4	3	3	4	2	2	1	9
Bull Centaur Hero	8	5	3	4	5	2	4	4	9
Hobgoblin Hero	4	5	3	4	4	2	3	3	7
Wolf	9	3	0	3	3	1	3	1	3

Equipment: Hand weapon. A Sorcerer may not have other equipment. May have an additional hand weapon (+4 pts) or Great weapon (+4 pts). May have light armour (+2 pts), heavy armour (+4 pts) and/or a shield (+2 pts).

A Hobgoblin Hero may ride a wolf (+12 pts).

One Chaos Dwarf or Bull Centaur Hero may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light or heavy armour. A Battle Standard Bearer may not be your army General.

Special Rules: A Sorcerer is a level 1 wizard. This may be increased to level 2 at a cost of +35 points.

CORE UNITS

CHAOS DWARF WARRIORS 9 points per model

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

Unit Size: 10+

Equipment: Hand weapon, heavy armour and shield. May either have a Great axe (+2 pts) or replace their shield with a blunderbuss (+3 pts).

HOBGOBLINS 2 points per model

	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	4	3	3	3	3	1	2	1	6
Wolf	9	3	0	3	3	1	3	1	3

Unit Size: 10+

Equipment: Hand weapon. May have bow (+3 pts). May have light armour (+1 pt) and/or shield (+1 pt). May ride wolves (+9 pts).

Special rules: *IMPORTANT* Hobgoblins do not count towards the minimum number of Core units required in the army ie you must have some units of Chaos Dwarf Warriors regardless of the number of Hobgoblins present.

If Hobgoblins are mounted on wolves they are *fast cavalry*.

SPECIAL UNITS

ORC BOYZ GOBLINS

See the entries in the Orcs & Goblins list.

DEATH ROCKET 80 points per model

	M	WS	BS	S	T	W	I	A	Ld
Death Rocket	-	-	-	-	7	3	-	-	-
Crew	3	4	3	3	4	1	2	1	9

Unit Size: 1 war machine with 2 Chaos Dwarf crew.

Equipment: Hand weapon and heavy armour.

Special Rules: Treat as a stone thrower in the rulebook with the following exceptions. You may only guess up to 48" for range. Use the cannon misfire table if you roll a misfire and an arrow. However, if you roll a hit and a misfire the rocket hits the ground where you aimed and then shoots off in a random direction before exploding. Roll 4D6" for the distance the rocket moves (in the direction of the arrow on the hit symbol), and resolve the explosion there. It does no damage where it lands originally.

0-1 UNITS OF BLACK ORCS

See the entry in the Orcs & Goblins list.

HOBGOBLIN BOLT THROWER 30 points per model

	M	WS	BS	S	T	W	I	A	Ld
Bolt Thrower	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	2	1	6

Unit Size: 1 war machine with 2 Hobgoblin crew. You may take up to 2 Hobgoblin Bolt Throwers as a single Special choice.

Equipment: Hand weapon.

Special rules: See the Warhammer rulebook for details.

SNEAKY GITS 5 points per model

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

Unit Size: 10+

Equipment: Two hand weapons.

Special rules: *Poisoned attacks.* Enemy units may never lap round Sneaky Gits. Sneaky Gits may always lap round any number of models against enemy units regardless of whether they won the round of combat or not.

RARE UNITS

BULL CENTAURS 20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur	8	4	3	4	4	1	3	2	9

Unit Size: 5+

Equipment: Hand weapon, Great axe, light armour and shield. May swap Great axe for additional hand weapon for free. May upgrade light armour to heavy armour (+1 pt).

Special rules: Bull Centaurs have a Unit Strength of 2 per model.

EARTHSHAKER 110 points per model

	M	WS	BS	S	T	W	I	A	Ld
Earthshaker	-	-	-	-	7	3	-	-	-
Crew	3	4	3	3	4	1	2	1	9

Unit Size: 1 war machine with 3 Chaos Dwarf crew.

Equipment: Hand weapon and heavy armour.

Special Rules: Treat as a stone thrower in the rulebook with the following exceptions. You may only guess between 12" and 48" for range. Use the cannon misfire table. In addition to normal damage, roll 2D6 once you have worked out where the shell lands. Any troops within this distance in inches from the centre of the template move at half rate in their next turn and may not shoot missile weapons. War machines caught in the area may only fire on a 4+.

MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

Black Hammer of Hashut (magic weapon): +2S. Flammable targets are automatically killed if they take a single wound. 45 pts.

Obsidian Blade (magic weapon): No armour save allowed. If target takes an unsaved wound his armour and shield (including magic armour and shield) is destroyed. 70 pts.

Dark Mace of Death (magic weapon): Once per battle bearer may make a single special attack instead of rolling to hit, etc as normal. All models in base contact (not the bearer's mount) take D3 wounds with no armour save. 100 pts.

Armour of Gazrakh (magic armour): Gives wearer a 1+ armour save that cannot be improved. 30 pts.

Armour of the Furnace (magic armour): Counts as wearing armour (4+ armour save). 5+ ward save. Wearer (and his mount) is immune to fire based attacks and spells. 45 pts.

Talisman of Obsidian (talisman): Wearer cannot be affected by spells at all (not even friendly spells), and obviously cannot cast any himself. Wizards in base contact cannot cast spells. 100 pts.

Gauntlets of Bazhrakk the Cruel (enchanted item): +1S. If the wearer rolls a 1 to hit, this blow strikes a random friendly model in base contact instead. This could be his mount. 20 pts.

Black Gem of Gnarl (enchanted item): Can be activated at the beginning of either player's Close Combat phase, after challenges are issued and accepted. The bearer and one model in base contact (bearer's choice) may not attack or be attacked for the duration of that phase. Work out combat resolution as normal. Steeds may not attack either. One use only. 35 pts.

Chalice of Darkness (arcane item): You may choose to roll a D3 at the start of either player's Magic phase. Remove this many dice from both player's magic pools. 50 pts.

Banner of Slavery (magic banner): Orc, Goblin and Hobgoblin units within 12" of the banner may re-roll any failed Psychology tests. 50 pts.



A thousand times a thousand warriors fill the plains, their bright banners rippling, sunlight glinting off polished weapons and armour. Huge war machines rumble into position and the crackle of magic fills the air. The time of battle is at hand.

Ravens Hordes is a complete set of army lists for Warhammer that allows veteran players to convert their existing armies into a suitable format for the new version of the game. These lists enable players to get by until the new Warhammer Armies supplements are published. New players will find these lists an interesting insight into the armies that we will be releasing over the coming months.

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