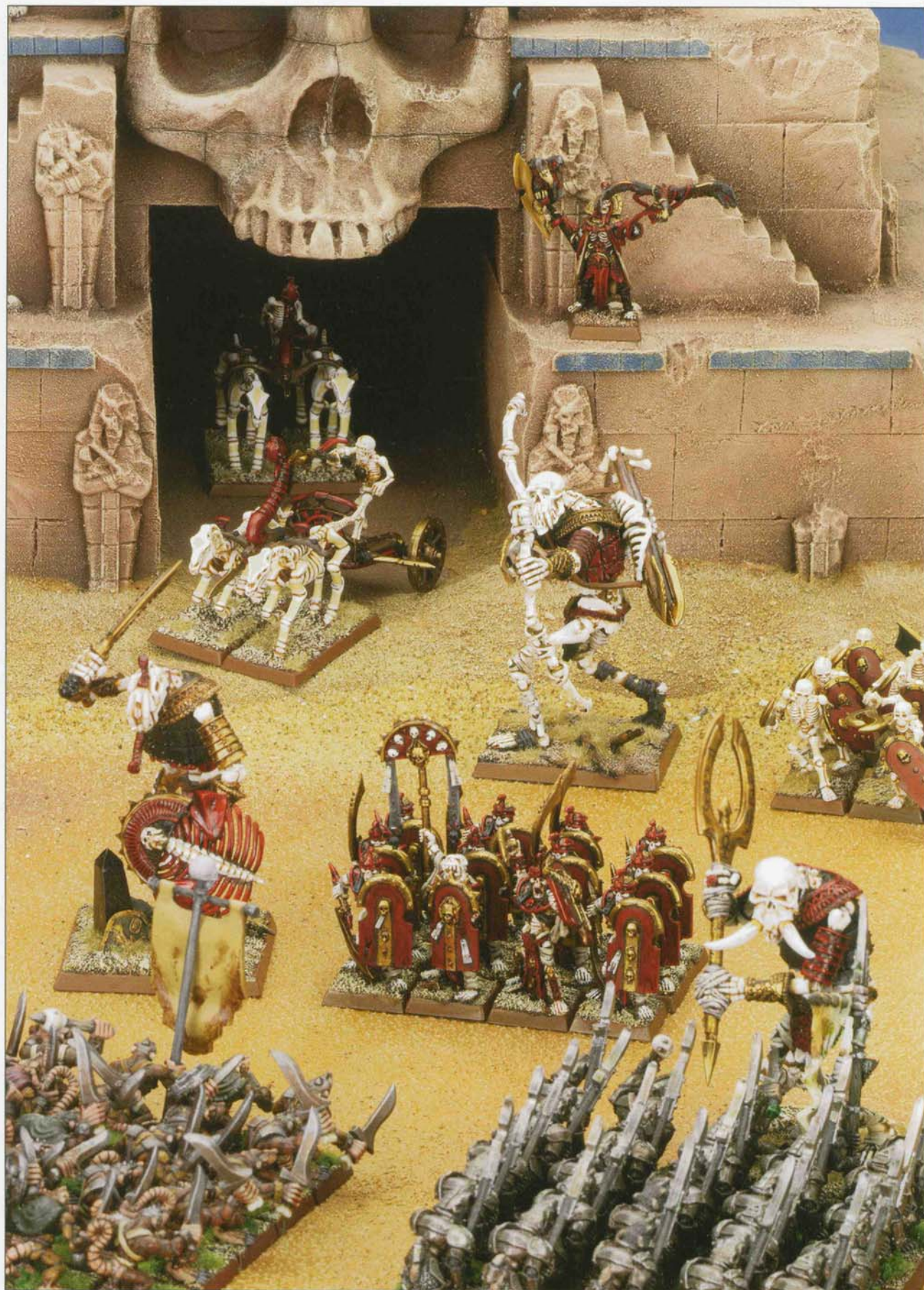


WARHAMMER

CHRONICLES 2004



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A Skaven raiding party finds itself facing three Bone Giants (see Giant Warriors of Khemri on page 46).

INTRODUCTION



Hello fellow Warhammer players, welcome to Warhammer Chronicles 2004.

They say you can't teach an old dog new tricks, but that isn't true for Warhammer. In the twelve months that have passed since the last Warhammer Chronicles compilation, we've received much feedback about the previous volumes, and also made a few evolutions in the way we've presented new rules and additions to the Warhammer game.

One of the obvious changes you'll notice as you flick through this book is the clarification of articles into Official and Trial rules. This is explained in more detail in the box below, and essentially means this: Official rules are the definitive rules of Warhammer. Trial rules, on the other hand, are only used when you've agreed to do so with your opponent. With some Trial rules it will be obvious that you're using them – you can't play a new mini-game without your opponent realising it! Some are experimental rules that you might want to try out, such as the revised Lores of Magic that were first published a long while ago in White Dwarf. Spend a couple of minutes before a game discussing which Trial rules, if any, you want to use.

Bear in mind that though we have divided up these additional rules into Official and Trial, there isn't a right way or a wrong way to play Warhammer. As Tuomas Pirinen points out in his Designer's Notes in the rulebook itself, the Warhammer rules are just a starting point, and should be viewed as such. The Trial rules included here are simply other ways to play Warhammer, or to add different challenges and twists to the game. In other words, feel free to just use Official rules if you want to, but also don't be afraid to use Trial rules now and then. Also, the organisers of events such as campaigns

To avoid any confusion, any Warhammer Chronicles articles that contain new rules in the future (in White Dwarf and the Journal) will be clearly marked as Official or Trial. Though I personally think the word Official is a bit strong, it does the trick and it means that anything marked as such should be considered as bona fide as the rulebook and Armies books themselves. You don't need your opponent's permission to use those rules – just go bog-wild and enjoy yourself!

On the other hand, if it says Trial rules, then the caveat is definitely 'let the gamer beware'. Now, we're not going to publish anything that is hideously unbalanced (unless we do it deliberately and tell you!) but there are only so many hours in the day for playtesting and we need to muster our resources where we can. So, Trial rules are optional and can only be used if you and your opponent(s) agree before battle commences. Trial rules includes stuff that is work in progress and may become Official later, as well as optional rules and wacky stuff that will always remain Trial rules.

So, Official means use it as much as you like, Trial means get your opponent's permission first.

Couldn't be clearer than that, could it?

and tournaments may want to use some Trial Rules at their events, and gaming clubs may also want to adopt some, none or all of the Trial rules published here. However, unless they specifically state otherwise, you should assume that only Official rules are allowed.

You'll also notice that this year's compilation is purely about gaming. Gone are the painting, collecting and modelling articles. This year we've squeezed out so many releases and wrote enough gaming articles that the Annual quickly filled up. Don't despair though – if you've missed a painting or modelling article from White Dwarf, I'm sure it will be turning up in another book sometime soon.

I have just enough space left to say that although this is a compilation of previously published articles, we have taken the opportunity to clarify where necessary, correct mistakes and typos, and assimilated feedback from gamers all across the world. In light of this, some changes may have been made, so it's worthwhile checking characteristics and points values of troops, and the wording of particular rules in the articles included herein. Where there have been these minor changes, the rules presented in Warhammer Chronicles take precedence over previously published material.

Happy Gaming!



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THE CULT OF ULRIC

by Ian Hawkes

Ulric is the mighty god of battle, wolves and winter. He is acknowledged across the Old World but the centre of his worship is Middenheim, the city of the White Wolf, in the north of the Empire. Ulric is a pragmatic god and his church is less overtly pious than that of Sigmar, rarely inclined to holy crusades and dogmatic preaching. However, Ulric is the patron of soldiers, and every initiate of Ulric is a warrior. The Cult of Ulric's political

power, combined with the martial nature of its members, means that Ar-Ulric, the High Priest, can wield tremendous military might should he require it. At such times as the state is unable or unwilling to deal with an enemy, Ar-Ulric is able to use his religious influence to call on his followers and his political power to procure state troops, drawing together powerful armies to destroy the foes of the Empire in the name of Ulric.



*A Cult of Ulric army converted and painted by
Neil Cropper, Matt Benson Parry, Ian Selly, Mark Riordan, Keith Furgerson, Owen Barnes and Dale Allen.*

THE WOLF GOD OF WINTER

Ulric is one of the many gods of the Old World. Like the others, he was, in the distant past, the god of one of the great tribes of men that would eventually come together to form the human nations of the present day. The tribe that worshipped Ulric were called the Teutogens, and inhabited the lands that are now the north of the Empire.

Along with Myrmidia, goddess of War, and Sigmar, the deified founder of the Empire, Ulric is a warrior god. However, where Myrmidia stands for the science and art of battle and Sigmar for the righteous power to smite evil, Ulric's domain is honour, bravery and prowess. He despises cowardice and weakness, and expects his followers to display directness and independence in all walks of life.

Ulricans and Sigmaries

These differing philosophies can cause friction between the cults of the war-gods. In particular Ulricans and Sigmaries have, if not contempt, then certainly a suspicion of each other. In most respects the two cults are in accord, as both have a hatred of evil and respect might and power. The smaller philosophical differences between them – such as Sigmar's placing of mental resolve above physical strength, or Ulric's emphasis on self-sufficiency rather than protection – can cause friction, but it is history rather than dogma which is the root of this animosity.

Before the coming of Sigmar, Ulric was the most powerful deity in the Old World; indeed, it was the High Priest of Ulric who crowned Sigmar as the first Emperor almost 2,500 years ago. For centuries, the Cult of Ulric refused to acknowledge Sigmar's divinity and, although most Ulricans now believe that Sigmar is as much a god as any other, it is rumoured that there is still a secretive sub-sect of the Cult of Ulric who hold that Sigmar was nothing more than a mighty mortal hero – and by implication that the entire Empire is founded on heresy. As well as this, the Cult of Ulric begrudges the Sigmaries their three Imperial votes to its one, believing that if any cult is to be prevalent it should be theirs. The most devout Sigmaries in turn are notoriously superstitious, and rarely hold any trust in anyone who is not a dedicated servant of Sigmar: in the case of the Cult of Ulric this suspicion is increased by the Ulricans' mistrust of the man-god, which in the eyes of the Church of Sigmar makes them highly suspect themselves. This mutual mistrust is mostly unfounded and relations between the two cults usually remain friendly, but on occasion the religious differences act as catalysts in other disagreements, turning the smallest bone of contention into a blazing conflict. This is particularly noticeable during Imperial elections, when the votes of the Grand Theogonist and two Arch-Lectors of Sigmar almost always go to the Count of Reikland, while the High Priest of Ulric invariably supports the Count of Middenland should he be contesting the election.

Ulric's relations with the other gods are mostly peaceful: in particular he has an ally in his brother Taal as a fellow god of nature and the north, and there exist many shrines dedicated to both Ulric and Taal as the gods of the four seasons. For the most part, Ulric is a distant deity, however, and has little interest in the affairs of other gods, while they in turn rarely conflict with his. Only with the Cult of Randal does Ulric on occasion take issue, as he sees the methods of the Trickster God as underhand and dishonourable.

THE ULRICSBERG

The brothers Taal and Ulric were the most powerful of the gods. Both were widely worshipped by men. And yet Ulric was troubled, for it seemed that his older brother came before him in all things. To Taal he voiced his concern. Taal asked what would make his brother content, and Ulric replied that he desired a place, a realm that he could truly say belonged to him alone. Taal considered this and decided to grant his younger brother's request. He gave to Ulric a vast rock, surrounded on all sides by harsh forests filled with beasts. Ulric was well pleased with the gift. Thanking his brother for his kindness, he struck the rock with his fist, smashing the top away and leaving a plateau a mile across. Here, he declared, his followers would build a great temple and city, where his fires would burn eternally and where men would come from far and wide to pay him tribute. And thus the Ulricsberg was in times past called the Fauschlag, which in the tongue of the Teutogens means Fist-Strike.

THE LAIR OF THE WHITE WOLF

The state of Middenland, in the north of the Empire, is one of the most treacherous realms in the Old World. Its soil has always been poor, its climate harsh, and the land covered by dense, impenetrable woodland. The people of Middenland are by necessity tough and rugged, for theirs is a hard existence, a constant struggle against hunger, cold and the dangers of the forests. To the north-east of Middenland are the Middle Mountains which are home to one of the largest populations of monstrous beasts in the Old World, and some fanciful tales have it that even such fell creatures as manticores and jabberwocks nest there. Beyond the mountains lies the Forest of Shadows. Here the necromancer Dieter Helsnicht, the so-called Doomlord of Middenheim, fled following his ousting by Ar-Ulric Herrsher and a company of White Wolves. His subsequent defeat at the Battle of Beeckerhoven occurred over 1,000 years ago but his body was never found, and legends persist in the superstitious lands of Ostland and Hochland that the Doomlord resides in the forest still, plotting his revenge against the city that nearly destroyed him.

Most fearsome of all, though, is the infamous Drakwald Forest. Few travellers willingly subject themselves to its perils, for the place's reputation has it that Orcs, Goblins, Beastmen and darker things wait around every corner. Even the exorbitant tolls charged by Nordland for travel on its coastal roads are rarely enough to convince merchants to take their chances in Drakwald. Even should the forest be traversed safely, the Midden Moors lie between the wayfarer and Marienburg, and while these are too open for hordes to lie in ambush, tales of haunted heaths and enchanted barrows abound.

It is little wonder that such a land has a deity as harsh as Ulric for its patron. The Wolf God is venerated by the Middenlanders simply because he is as unforgiving as the country he watches over, and demands of his followers the strength they need to survive there. Though Ulric has no time or sympathy for the weak, those who show strength of body and character will gain both his favour and his respect.

Middenheim

Located at the far northern tip of Middenland is the mighty city of Middenheim. It is built on top of a massive, sheer-sided bluff called the Ulricsberg, which rises out of the Drakwald Forest like a gargantuan monolith. Middenheim is known as the City of the White Wolf, for the greatest temple to Ulric in the Known World stands there. But Ulric is of deeper significance to Middenheim than merely its patron, and it is more than simple chance that it is the centre of the Ulrican cult. Middenheim is Ulric's city, for the rock upon which it stands is Ulric's own domain. Not only the temple, but Middenheim itself is a site of pilgrimage for followers of the Wolf God from all over the Old World.

Middenheim is accessible only by four long viaducts. Wooden drawbridges are interspersed along these viaducts, which are raised in times of dire need, cutting off easy access to the Ulricsberg and adding to the city's already fearsome defences. There also exists an intricate system of ropes and pulleys that are used to hoist supplies, and on occasion people, up and down the cliff face in baskets and on platforms.

Middenheim has always been the principle city of Middenland. Although at times various Counts have seen fit to rule from elsewhere, either by choice or circumstance, the true power in Middenland has rested in Middenheim for 2,000 years. The Imperial votes of the Count of Middenland

and Ar-Ulric give the city more political power than any other except Altdorf, and the armies of Middenland are large and powerful. Not only this but Middenheim also contains two of the oldest and most renowned Knightly Orders in the Empire: the Knights of the White Wolf, who are the Templars of Ulric, and the Knights Panther, sworn to protect the city and its Count.

The Undercity

Beneath Middenheim is an ancient network of tunnels and caverns. These date from before the time of Sigmar when Artur, the chief of the Teutogens, tunnelled up through the Ulricsberg and built a fortress atop it. In centuries past, it was used as general transport up and down the Ulricsberg, but as the viaducts were constructed, the tunnels gradually fell out of use. With the siege of Middenheim in 1812, they were finally sealed altogether, and the city watch and Knights Panther were given the task of preventing anyone from entering them.

However, from time to time, certain licensed adventurers are permitted to venture below in search of treasure. When (or if) they return, they often bring with them claims that the tunnels may be rather more extensive, and more inhabited, than they used to be. Such people are well known to exaggerate tales of their own deeds for the sake of renown, however, and their claims are usually discredited.

TIMELINE OF MIDDENHEIM

Imperial Year

- 50 Artur, the chief of the Teutogens, discovers the Ulricsberg rock and tunnels up to its peak, where he constructs a mighty fortress.
- 63 Wulcan, the High Priest of Ulric, experiences a vision of Ulric smiting the top of the Ulricsberg with the butt of his axe. Inspired, he builds a temple to the god on the site.
- 100-550 The ascendant Cult of Sigmar clashes in open conflict with the Cult of Ulric, which continues to deny Sigmar's divinity.
- 1124 Count Mandred of Middenland rallies the plague-ravaged citizens of the Empire and drives out a massive invasion of Chaotic beasts. Following this campaign, he is elected Emperor, holding his court in Middenheim.
- 1152 The assassination of Emperor Mandred. The Elector Counts cannot agree on a successor. Stirland and Talabecland emerge the strongest claimants and outright war begins between them. Baron Reinhart of Carroburg claims to be Mandred's heir as Count of Middenland. Baron Erich of Middenheim conquers Carroburg, killing Reinhart and securing the title for himself.
- 1360 Ar-Ulric Krieger moves to Talabheim to support the Ottila of Talabecland's claim to the throne following a disagreement with the Count.
- 1547 Count Siegfried of Middenland proclaims himself Emperor. There are now three Emperors.
- 1550 'Emperor Siegfried' leads an army from Middenheim to besiege Talabheim. He fails to take the city, and upon returning finds that the nobles of Middenland have renounced his rule and he is unable to retake Middenheim.
- 1812 Baron Leonhard, brother of Count Karl-Heinz of Middenland, proclaims himself the rightful Count. After a brief but bloody coup the Count is ousted and flees to Carroburg where he sets up a rival court, and the Count of Reikland offers him troops and weapons in return for subsequent aid in his own war with Wissenland.
Count Karl-Heinz lays siege to Middenheim, trying to break through the tunnels in the Ulricsberg, but is finally repulsed when Leonhard orders the tunnels sealed. Following this victory, Baron Leonhard is widely acknowledged as Count.
- 1865 The Count of Middenland attacks Carroburg, where Jurgen, the grandson of Count Karl-Heinz, is rumoured to be plotting to regain the Electorship. He finds the city defended by Reikland troops, who repel the attackers. The Count of Reikland's own Greatsword regiment is instrumental in the victory, earning their honorific title of the Carroburg Greatswords and their famous red uniforms. The Count is killed in single combat with Jurgen, who takes back his grandfather's title. He hands over the former Count's estates and wealth in payment to the Count of Reikland.

- 1979 The three year-old Magritta of Marienburg is elected Empress by those Electors not otherwise claiming the crown for themselves. The Countess of Stirland, the Ottila of Talabecland and the Count of Middenland refuse to acknowledge this, as does the Grand Theogonist. The Imperial system is effectively ended until the time of Magnus the Pious nearly 400 years later. As government is devolved further and further, the mercantile Burgomeisters begin to grow in power.
- 2010 Stirland is removed as a serious claimant to the Imperial crown owing to the fact that Vlad von Carstein of Sylvania all but destroys it.
- 2025 The dread vampire Vlad von Carstein is slain by Grand Master Kruger of the Knights of the White Wolf. However, von Carstein is seen at the head of another army within a year, and Kruger's body is found drained of blood at the base of the Ulricsberg.
- 2100 The Battle of Four Armies. Konrad von Carstein is battled to an inconclusive draw by a combined army from Middenland, Talabecland and Marienburg. The Count of Middenland and the Ottila of Talabecland treacherously order each other's assassination during the battle, and the only thing that stops Helmut of Marienburg becoming Emperor is him being killed by Konrad.
- 2198 Grand Master Giger of the White Wolves and Grand Master Sechse of the Knights Panther lead a joint victory over the Norse marauders of Thialfi Swiftaxe. Both try to claim sole credit.
- 2302 The Great War Against Chaos. Magnus the Pious of Nuln travels to Middenheim to enlist aid for the war. Ar-Ulric Kriestov, swayed by ancient animosities, at first attempts to have Magnus branded a heretic but eventually concedes and leads a massive army north to fight the barbarians.
- 2371 The marriage of Countess von Bildhofen of Middenland to Boris Todbringer of Middenheim. Their son Bertholdt becomes the first Todbringer Count of Middenland (the great-grandfather of the current Count).
- 2502 Boris Todbringer, the current Count, takes Anika-Elise Nikse of Nordland as his second wife only two weeks after meeting her for the first time.
- 2515 The Battle of Osterwald. The massive Orc and Goblin army of Azhag the Slaughterer is finally stopped when Seneschal Kessler of the Knights Panther kills Azhag in single combat. Azhag's powerful magic crown is recovered and a great argument breaks out between the Grand Theogonist, who wishes to seal the crown away within the Imperial vaults, and Ar-Ulric, who wants it destroyed. Following the intervention of the Emperor, the Grand Theogonist prevails and the crown is taken to Altdorf.
- 2518 to present Boris Todbringer initiates a massive purge of the Drakwald, personally taking the eye of the banebeast Khazrak who becomes known as The One-Eye. A year later the beast returns the favour, putting out Todbringer's right eye. The Count's war continues to this day, with a reward of 10,000 crowns on Khazrak's head.

WARRIORS OF THE WOLF GOD

PRIESTS OF ULRIC

	M	WS	BS	S	T	W	I	A	Ld
Ar-Ulric	4	5	3	4	4	3	5	3	9
Priest of Ulric	4	4	3	4	4	2	4	2	8

Special Rules:

Blessing of Ulric. The presence of the Priest adds one dice to the Dispel pool of the army. Ar-Ulric's Blessing adds two Dispel dice rather than one.

Crush the Weak. Ulric detests weakness and cowardice. The Priest and any unit he leads *bate* models with a basic Leadership characteristic of 6 or lower, even if normally Immune to Psychology. This has no effect on other characters in the unit or on the model's mount.

PRAYERS OF ULRIC

In each Magic phase, the Priest can use one of the following Prayers, counting it as a Bound Spell with a Power Level of 3. Ar-Ulric's fervour and will-power is such that he may use two Prayers in every Magic phase, although he may only use each Prayer once successfully:

Battle Howl: Remains in play until dispelled or the Priest attempts to use another Prayer. As long as the *Battle Howl* is in effect, the Priest and any unit he leads add D3" to their charge moves. If the charge is failed, the extra movement is wasted; make a normal move towards the target as normal.

Destruction: Every enemy model in base contact with the Priest suffers a single Strength 4 hit.

Winter's Chill: Any units engaged in close combat with the Priest or the unit he is with must take a Leadership test. If failed, they suffer a -1 penalty to hit in the next Close Combat phase. Note that this is not a psychology test.

Fury of Ulric: Remains in play until dispelled or the Priest attempts to use another Prayer. The Priest and any unit he leads become immune to *fear*, *terror* and *panic*.



CULT OF ULRIC ARMY SPECIAL RULES

Ulric's Champions: Any unit of Warriors of Ulric, Spearmen, or Halberdiers in a Cult of Ulric army may upgrade one model to a Priest of Ulric, representing Priests from throughout Middenheim and across the north gathering to join Ar-Ulric's campaign. This costs +75 points, and does not count against the army's characters limit. The Priest does not come with the same equipment as his unit, but equipment may be bought for him as normal. The Priest may not leave his unit if bought in this way but counts as a character in all other respects, eg, he may issue and accept challenges, move through the unit into a fighting rank, etc. A Priest attached to a unit will be lower in the cult hierarchy than one taken as a Hero choice and so may not have any magic items, although he may still choose items from the Talismans of Ulric list. Note that you may include a Priest and a Champion in the same unit.

Strength in Faith, Faith in Strength: Such a gathering of devout followers of Ulric is inspiring for his Priests, and their fervour gets ever stronger as they incite their followers to crush their enemies. Whenever a Priest of Ulric uses a Prayer, the Power Level of the Prayer is increased by D3. Therefore the total Power Level when using a Prayer will be 3+D3. For the purposes of dispelling 'Remains in Play' Prayers in later turns, only the basic Power Level of 3 is used. Note that this rule only applies in Cult of Ulric armies.

Cult: Although many soldiers of Middenheim are followers of the Winter God and take part in campaigns called for by Ar-Ulric, Cult of Ulric armies are united by religion rather than training. As such they lack the cohesion of other Empire forces, whose regiments train together to act as a unit on the battlefield. For this reason, the Empire Detachments rule does not apply to Cult of Ulric armies.

WARRIORS OF ULRIC

Ulric is the god of warriors across the Old World, and initiates of his cult are expected to make their way in the world by directness, bravery and force of arms. A good number find their calling in formal armies and mercenary regiments, yet in the Empire there are many wandering fighters seeking adventure, fortune, or simply to honour their patron. When Ar-Ulric announces a holy campaign many of these warriors heed the call, and those able to will make their way to Middenheim to take up the cause. They band together in groups of like-minded souls, frequently using a test of arms or other contest to establish a leader amongst them and a bearer for an agreed icon or standard.

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

Special Rules:

Individuals. The Warriors of Ulric are no formal regiment, but are followers of the Wolf God from many fighting and adventuring professions united in their service of Ar-Ulric. As such they carry a diverse selection of weaponry and equipment. However, for game purposes they all count as being armed in the same way. You should make sure that the majority of models in the unit carry the correct equipment, and make clear to your opponent how the unit is equipped before the game. (Note: Mordheim figures, particularly Middenheimers, are ideal for representing Warriors of Ulric)

THE WOLF-KIN

The Wolf-kin are fighters driven to near-madness by hardship or despair. Rather than lower themselves to morose preaching of punishment for man's sins and the end of the world, however, followers of Ulric traumatised in this way take a more direct approach befitting their pragmatic and vengeful god. Gathering together, they travel the roads and forests seeking out Beastmen, Orcs and evil in any form. Their anger and hatred lends them insane strength and they back apart their foes with a terrible fury, oblivious to the most insurmountable odds in their desire to destroy those responsible for the ills of the world.

Though often sombre and quick to anger, the warriors of the Wolf-kin are welcomed in the armies of Middenland, for their bravery and power more than make up for their impetuosity. Many a raiding force of bandits or Beastmen has attacked from the forests, confident of razing a village or town, only to be driven back by the fury of the Wolf-kin of Ulric.

	M	WS	BS	S	T	W	I	A	Ld
Wolf-kin	4	4	3	4	3	1	3	1	8
Wolf Brother	4	4	3	4	3	1	3	2	8

Special Rules:

Stubborn, Skirmishers. Note that after the Wolf-kin line up for combat, their Command group and any characters in the unit are moved to the middle of the fighting rank.



Hunting Hounds led by a Hunt Master.

HUNTING HOUNDS

The Drakwald Forest is vast and treacherous, and many monstrosities such as Beastmen, Orcs and Minotaurs make their lairs deep within it. These creatures are dangerous and savage, and must be purged from time to time lest their numbers grow out of control. Finding these lairs is difficult, and so the Middenlanders use packs of hounds to sniff them out and hunt them down.

	M	WS	BS	S	T	W	I	A	Ld
Hunting Hound	7	3	3	3	3	1	3	1	5
Hunt Master	4	4	3	3	3	1	3	1	7

Special Rules:

Fast Cavalry. Hunting Hounds form fast packs, and are therefore treated as fast cavalry as described on page 117 of the Warhammer rulebook. Note that this means the Hounds have a Unit Strength of 2.

Relentless Chase. Hunting Hounds are used to track and hunt down Beastmen and Orcs deep within the Drakwald Forest. They suffer no movement penalties for moving through woods. They suffer penalties for other terrain as normal. Hounds cannot be joined by characters other than their Hunt Master and do not cause Panic tests in friendly units except other Hounds, although they benefit from the General's Leadership and the Battle Standard as normal.

Hunt Master. The Hunting Hounds are often led by Hunt Masters, warriors mounted on warhorses who guide them towards the foe. The Hunt Master is bought as an upgrade in the same way as a unit Champion and is treated as a Champion in all respects, ie, he cannot be singled out as a target for missile weapons, may issue and accept challenges, etc. Note that as long as any Hounds remain alive the Hunt Master will be restricted to their Movement of 7, even though his horse would normally be able to move faster. He also benefits from the Hounds' Relentless Chase rule.



MASTERS OF THE KNIGHTS OF THE WHITE WOLF

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	3	4	4	3	6	4	9
Seneschal	4	5	3	4	4	2	5	3	8

Special Rules:

Crush the Weak. Their hatred of weakness and cowardice is such that the Grand Master and Seneschal, and any unit they lead, *bate* models with a Leadership characteristic of 6 or lower, even if normally Immune to Psychology. This will not affect other characters in the unit. In addition, the following rules apply:

Grand Master:

The Grand Master. The Grand Master may only join units of Knights of the White Wolf. He is a veteran of hundreds of battles and strong in his faith, and so is Immune to Psychology. In addition, as long as the Grand Master is with a unit of Knights of the White Wolf, they are inspired by his presence and are Immune to Psychology as well.

Seneschal:

Commanding Presence. The Seneschal is a veteran warrior, and is Immune to Panic. In addition his presence and leadership so reassures his troops that any unit he leads becomes Immune to Panic too. Note that the Seneschal is free to join any unit in the same way as other characters; his is a more public role than that of the Grand Master.

THE TEUTOGEN GUARD

The Teutogen Guard are the personal bodyguard of Ar-Ulric in his role as an Elector of the Empire, accompanying him both at state occasions and on the battlefield. They are named after the great Teutogen tribe that in the time of Sigmar helped the man-god drive the Orc and Goblin invaders from the lands of men. However, unlike the Greatswords who are drawn from the state army, the Teutogen Guard are instead selected from the ranks of the Templars of Ulric – the Knights of the White Wolf.

Each year the Teutogen Guard is renewed, with its members selected by the Grand Master and Ar-Ulric himself. They are often members of the Order's Inner Circle, although the selection process takes account only of merit not rank and ordinary brethren are just as likely to be chosen. Being selected for a tour of duty in the Teutogen Guard is one of the highest accolades a Knight of the White Wolf can receive, and the warrior's already fearsome resolve is strengthened still further by the weight of the honour and duty he bears.

	M	WS	BS	S	T	W	I	A	Ld
Teutogen Guard	4	4	3	3	3	1	3	1	8
First Knight	4	4	3	3	3	1	3	2	8

Special Rules:

Stubborn.



White Wolves accompanied by their Grand Master encounter a roving Beastmen warband.

THE ARMOURY

WHITE WOLF HAMMER

This is the same weapon referred to in the Empire Armies book as a cavalry hammer, the traditional armament of the Knights of the White Wolf. However, in this list some of the Knights of the White Wolf are on foot, so continuing to call it a cavalry hammer could get confusing! When a mounted model is using its White Wolf hammer, the cavalry hammer rules apply, namely +2 Strength in the turn the model charges and +1 Strength the rest of the time. On foot the hammer is wielded differently, and so counts as a halberd instead. In either case the weapon requires two hands to use.

MAGIC ITEMS

COMMON MAGIC ITEMS

Sword of Striking Weapon; +1 to hit.	30 points
Sword of Battle Weapon; +1 Attack.	25 points
Sword of Might Weapon; +1 Strength.	20 points
Biting Blade Weapon; -1 Armour save.	10 points
Enchanted Shield Armour; 5+ Armour save.	10 points
Talisman of Protection Talisman; 6+ Ward save.	15 points
Dispel Scroll (One Use Only) Arcane; Automatically dispel an enemy spell.	25 points
War Banner Banner; +1 combat resolution.	25 points

DISALLOWED MAGIC ITEMS

The following items may not be taken in a Cult of Ulric army, either because they are consecrated in the name of Sigmar rather than Ulric or because they are kept in the Imperial Vaults in Altdorf:

Mace of Helstrum
Sword of Righteous Steel
Armour of Meteoric Iron
The Gilded Armour
Shroud of Magnus
The Jade Amulet
Sigil of Sigmar
Icon of Magnus
Imperial Banner
Banner of Sigismund
Griffon Banner
Steel Standard
Power Stone

NEW MAGIC ITEMS

The following are new items available only to Cult of Ulric armies:

MAGIC WEAPONS

Blitzbeil

60 points

Ar-Ulric only.

Named after the axe of Ulric himself, Blitzbeil is traditionally carried by Ar-Ulric to battle against Middenheim's greatest foes. It strikes with the power of thunder and its mere presence chills enemies to the bone, numbing their limbs and slowing their movements.

Wielder strikes at +1 Strength and ignores Armour saves. In addition, all enemy models in base to base contact with the wielder strike last, even if they charged.

Storm Hammer

30 points

Grand Master or Seneschal only.

The Storm Hammer is made of dense meteoric iron, enchanted to allow it to be wielded as easily as a normal weapon. Its massive impact can send foes reeling or smash them to the ground.

As White Wolf hammer. Models wounded in the turn the wielder charges may not attack that turn.

Winter's Bite

30 points

In the year of its forging, this axe was embedded in the Ulricsberg for an entire winter, absorbing the very essence of Ulric's power.

On a To Hit roll of 6, Winter's Bite automatically wounds with no Armour save possible.

MAGIC ARMOUR

Armour of Skoll

40 points

This heavy suit of armour is decorated with a golden axe and wolf-head designs. It has the power to dull the natural light and warmth from the air around it, and the very energy of blows aimed at the wearer is sapped.

As heavy armour. Attacks against the wearer in hand-to-hand combat suffer a -1 Strength penalty. This can affect the attack's save modifier. Wearer is immune to spells of the Lore of Light.

Wolf Helm of the Teutogens

35 points

This iron helm, formed into the fearsome visage of a wolf, dates from before the coming of Sigmar but shines as brightly as the day it was created. It is said that Ulric will reward a courageous wearer with great strength.

Grants a 6+ Armour save that can be combined with other armour as normal. In addition, the wearer can take a Leadership test at the start of every Close Combat phase. If passed, they gain +1 Strength for the duration of that phase.

TALISMANS

Heart of Middenheim

40 points

A perfectly round stone set into a golden amulet, the Heart of Middenheim is crafted from a fragment of the keystone of the gateway to the Temple of Ulric. It has been carried by some of the finest warriors ever to have lived in the City of the White Wolf.

5+ Ward save. Wearer gains +1 to their Weapon Skill.

Cloak of Anraheir

25 points

The wizard Anraheir created this cloak to protect himself from the beastmen of the Drakwald. The cloak is made from the hide of a minotaur, which the mage slew with a magical spear he formed from the winds of magic.

Magic Resistance (1). Wearer counts as causing fear to all Beastmen and Minotaur models.

ENCHANTED ITEMS

Bane of the Craven

30 points

The power of this amulet fills all who feel it with fighting spirit, all thoughts of retreat banished from their minds.

Neither the unit that carries the Bane of the Craven nor any unit they charge may ever voluntarily flee as a charge reaction. They may use any other charge reaction they would normally be allowed.

Pelt of Horros

20 points

Long ago the villages around Middenheim were terrorised by a massive wolf, which became known as Horros after a savage beast of folklore. When it was finally slain by an unknown knight, the wolf's spirit was imprisoned within its pelt, bestowing the wearer with primal strength.

The wearer may re-roll one failed To Wound roll in each Close Combat phase.

Claw Totem

15 points

The bone of a wolf carved into the shape of a fang, the magic symbols inscribed in this totem instil a preternatural speed and eagerness in its bearer.

The character and any unit he is with can roll one extra dice and discard the lowest roll when pursuing fleeing enemies.

MAGIC STANDARDS

Banner of Middenheim

40 points

The origins of this banner are unknown, but centuries ago it was adopted as the battle standard of the City of the White Wolf. Its power fills the troops under it with great courage, inspiring them to defy the most terrifying of foes.

Unit carrying the banner is immune to fear and terror.

Standard of the White Wolf

40 points

The Standard of the White Wolf is made from the pelt of a massive wolf from the Drakwald forest. It has the power to protect its followers from the arrows and bullets of the enemy.

All missile fire against the unit (including magic missiles) suffers a -1 penalty to its Strength. Other types of attack, including spells that are not magic missiles, are unaffected.

Banner of the Warrior True

35 points

This finely woven standard was blessed by Ar-Ulric Sebrbart, who single-handedly slew thirty Orcs at the Battle of Kleindorf.

When the unit carrying this banner takes a Break test, they count as having lost the combat by D3 fewer points than they really did. If this reduces the margin of the loss to 0 or lower, they still count as having lost the combat but test on their unmodified Leadership. This has no effect on other friendly units in a multiple combat, which must test as normal.

TALISMANS OF ULRIC

The following items can only be chosen by Priests of Ulric and Ar-Ulric. Their value counts towards the bearer's maximum points allowance for magic items. However, they are not magical per se, and items or spells that have a special effect against magic items will not affect them. Unlike magic items you may include more than one of each item, even multiple items of the same type on a single Priest.

Amber Fang

35 points

The most favoured priests are gifted by Ar-Ulric with the incisor of a white wolf set into an amber medallion as a symbol of their faith and service.

A Priest carrying an Amber Fang can use an additional Prayer in each Magic phase. He may only successfully use each Prayer once. A Priest may only use one additional Prayer; there is no further bonus for additional Amber Fangs.

Ice Dagger

30 points

The Ice Dagger is not a weapon, but an icon of Ulric as the savagery of the piercing winter chill. It is usually worn on a chain around the neck.

The Ice Dagger is a powerful icon of Ulric's wrath, and the Priest draws strength from the faith and courage of those around him. The Priest bearing the Ice Dagger may add the current rank bonus of the unit he accompanies to the Power Level of his Prayers. The rank bonus may only be added once; there is no further bonus for additional Ice Daggers.

Fang of the Winter Wolf

25 points

One Use Only

A Fang of the Winter Wolf is a tooth taken from one of the largest wolves of the Drakwald Forest and blessed by Ar-Ulric himself. They are said to be potent talismans, and possession of one instils a priest with supreme confidence.

Before using a Prayer, a Priest of Ulric may declare he is using his Fang of the Winter Wolf. The Prayer counts as being cast with Irresistible Force, in the same way as a magic spell cast with two dice rolls of 6.

Shard of Skoll

15 points

Skoll is a legendary wolf from Teutogen folklore, the companion of Ulric himself who chases away the sun to allow the onset of winter. The Shards of Skoll, relics kept in bronze or iron amulets, are said to be fragments of the great wolf's claws and fangs.

The Shard adds +1 to the score of every dice rolled when making a Dispel attempt, up to a maximum of 6. Note that this makes automatic failure impossible, and automatic success far more likely. Only one Shard can be used against a single spell. If the Dispel attempt was successful, the Shard is destroyed, shattered by the magic it absorbs, but otherwise it can be retained and used again.

Wolfshead Emblem

10 points

One use only

The wolf's head is the most archetypal symbol of Ulric. Before a campaign the Priests of Ulric will bless many Wolfshead Emblems, such as medallions and brooches, with the power to ward away sorcery.

Before making a Dispel attempt, the player can declare he is using a Wolfshead Emblem. This allows him to roll one extra dice for the Dispel attempt. You do not necessarily have to use any of the army's normal Dispel dice – you may choose to use only the Wolfshead Emblem's dice, and more than one Emblem may be used against a spell if you wish.



ARMY LIST

CHARACTERS

LORDS

0-1 GRAND MASTER OF THE KNIGHTS OF THE WHITE WOLF 166 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	3	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

Weapons & Armour: Full plate armour, White Wolf hammer.

Mount: Barded warhorse.

Options:

- May be given magic items from the Common or Empire magic item lists with a maximum total value of 100 points.

Special Rules: *The Grand Master, Crush the Weak*

0-1 HIGH PRIEST OF ULRIC 145 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Ar-Ulric	4	5	3	4	4	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

Weapons: Hand weapon.

Options:

- May have light armour (+3 pts) or heavy armour (+6 pts), and may also carry a shield (+3 pts).
- May have an additional hand weapon (+6 pts) or a great weapon (+6 pts).
- May ride a warhorse (+15 pts) which may have barding (+6 pts).
- May be given magic items from the Common or Empire magic item lists and/or Talismans of Ulric with a maximum total value of 100 points.

Special rules: *Blessing of Ulric, Crush the Weak, Prayers of Ulric.* Note that the High Priest's Blessing adds two Dispel dice rather than one, and he can use two different Prayers in the same turn.

HEROES

SENESCHAL OF THE WHITE WOLF 62 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Seneschal	4	5	3	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

Weapons & Armour: White Wolf hammer, full plate armour.

Options:

- May ride a barded warhorse (+20 pts).
- May be given magic items from the Common or Empire magic item lists with a maximum total value of 50 points.

Special rules: *Commanding Presence, Crush the Weak*

PRIEST OF ULRIC 95 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Priest of Ulric	4	4	3	4	4	2	4	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Weapons: Hand weapon.

Options:

- May have light armour (+2 pts) or heavy armour (+4 pts), and may also carry a shield (+2 pts).
- May have an additional hand weapon (+4 pts) or a great weapon (+4 pts).
- May ride a warhorse (+10 pts) which may have barding (+4 pts).
- May be given magic items from the Common or Empire magic item lists and/or Talismans of Ulric with a maximum total value of 50 points.
- One Priest of Ulric may carry the Battle Standard for +25 points. The Battle Standard Bearer may not be the army's General. The Priest of Ulric carrying the Battle Standard may not choose any extra weapons or a shield. He may carry a magic banner (no points limit), but if he does so he may not take any other magic items or Talismans of Ulric.

Special rules: *Blessing of Ulric, Crush the Weak, Prayers of Ulric*



The new Warrior Priests of Ulric, painted by Darren Latham and Kirsten Williams.



Grand Master and Seneschal of the White Wolf, painted by Dale Allen.



Middenheim Huntsmen stalk their prey through the Middle Mountains.

CORE UNITS

KNIGHTS OF THE WHITE WOLF 23 pts/model

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

Unit Size: 5+

Weapons & Armour: White Wolf hammer, full plate armour.

Mounts: Barded warhorse.

Options:

- Upgrade one Knight to a Musician for +8 points.
- Upgrade one Knight into a Standard Bearer for +16 points. A Standard Bearer may carry a Magic Standard worth up to 50 points.
- Promote one Knight to a First Knight for +16 points.
- Knights of the Inner Circle: One unit may be upgraded to Knights of the Inner Circle, at the cost of +3 pts/model. The Knights and the First Knight in this unit are Strength 4.

WARRIORS OF ULRIC 3 pts/model

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

Unit Size: 10+

Weapons & Armour: Hand weapon.

Options:

- Any unit may be equipped with light armour (+1 pt/model) and may also carry shields (+1 pt/model).
- Any unit may be equipped with additional hand weapons (+2 pts/model) or great weapons (+2 pts/model).
- Upgrade one Warrior to a Musician for +5 points.
- Upgrade one Warrior to a Standard Bearer for +10 points.
- Promote one Warrior to a Champion for +13 points.

Special Rules: *Individuals*

HUNTING HOUNDS 7 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Hunting Hound	7	3	3	3	3	1	3	1	5
Hunt Master	4	4	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5-20

Weapons & Armour: None.

Options:

- Upgrade one Hound to a Hunt Master for +15 points. The Hunt Master rides a warhorse and wears light armour. He is armed with a spear.

Special Rules: *Fast Cavalry, Relentless Chase.* Hunting Hounds do not count towards the minimum number of Core units in your army; in other words you must always include some units of Knights of the White Wolf, Teutogen Guard or Warriors of Ulric.

0-1 TEUTOGEN GUARD 11 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Teutogen Guard	4	4	3	3	3	1	3	1	8
First Knight	4	4	3	3	3	1	3	2	8

Unit Size: 10+

Weapons & Armour: White Wolf hammer, full plate armour.

Options:

- Upgrade one Teutogen Guard to a Musician for +6 points.
- Upgrade one Teutogen Guard into a Standard Bearer for +12 points. A Standard Bearer may carry a Magic Standard worth up to 50 points.
- Promote one Teutogen Guard to a First Knight for +12 points.
- Knights of the Inner Circle: The Teutogen Guard may be upgraded to Knights of the Inner Circle for +2 pts/model. The Teutogen Guard and First Knight in this unit are Strength 4. Note that you may upgrade both the Teutogen Guard and one unit of Knights of the White Wolf to Inner Circle status in the same army.

Special Rules: *Stubborn*

SPECIAL UNITS

ARCHERS 7 pts/model

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

Unit Size: 10-20

Weapons & Armour: Hand weapon and bow.

Options:

- Promote one Archer to a Marksman for +5 points.

Special Rules: *Skirmishers*, *Huntsmen* any number of units in a Cult of Ulric army may be upgraded into Huntsmen for +2 pts/ model (see below).

HUNTSMEN

Unit Size: 5-10

Weapons & Armour: Hand weapon and longbow

Options:

- Promote one Huntsman to a Marksman for +6 points.

Special Rules: *Scouts*, *Skirmishers*

SPEARMEN 5 pts/model

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

Unit Size: 10+

Weapons & Armour: Hand weapon, spear and light armour.

Options:

- Any unit may be equipped with shields for +1 pt/ model.
- Upgrade one Spearman to a Musician for +5 points.
- Upgrade one Spearman to a Standard Bearer for +10 points.
- Promote one Spearman to a Sergeant for +10 points.

HALBERDIERS 5 pts/model

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

Unit Size: 10+

Weapons & Armour: Hand weapon, halberd and light armour.

Options:

- Any unit may be equipped with shields for +1 pt/model.
- Upgrade one Halberdier to a Musician for +5 points.
- Upgrade one Halberdier to a Standard Bearer for +10 points.
- Promote one Halberdier to a Sergeant for +10 points.

RARE UNITS

WOLF-KIN 8 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Wolf-kin	4	4	3	4	3	1	3	1	8
Wolf Brother	4	4	3	4	3	1	3	2	8

Unit Size: 5-15

Weapons: Hand weapon.

Options:

- Any unit may be equipped with light armour (+1 pt /model) and may also carry shields (+1 pt/model).
- Any unit may be equipped with additional hand weapons (+2 pts/model) or great weapons (+2 pts/model).
- Upgrade one Wolf-kin into a Standard Bearer for +10 points.
- Upgrade one Wolf-kin into a Musician for +5 points.
- Promote one Wolf-kin to a Wolf Brother for +10 points.

Special Rules: *Stubborn*, *Skirmish*

DOGS OF WAR Variable pts/model

The Cult of Ulric counts as an Empire army for the purposes of hiring Dogs of War and Regiments of Renown.





The new Warrior Priests of Ulric mounted on a warhorse and on foot.

Warrior Priests of Ulric

	M	WS	BS	S	T	W	I	A	Ld
Warrior Priest of Ulric	4	4	3	4	4	2	4	2	8

Cost: 95 points.

Weapons: Hand weapons.

Options:

- May choose either an additional hand weapon (+4 pts), or a great weapon (+4 pts).
- May choose either light armour (+2 pts) or heavy armour (+4 pts), and may also carry a shield (+2 pts).
- May ride a warhorse (+10 pts), which can have barding (+4 pts).
- May be given magic items from the Common or Empire magic item lists with a maximum total value of 50 points. Note that due to the following items being consecrated in the name of Sigmar, or held in the Imperial Vaults in Altdorf, they may not be chosen by Priests of Ulric: Sword of Sigismund, Sword of Righteous Steel, Gilded Armour, Jade Amulet, Armour of Meteoric Iron, Sigil of Sigmar, Icon of Magnus.

SPECIAL RULES

Blessing of Ulric: The presence of the Priest of Ulric adds one dice to the Dispel pool of the army.

Crush the Weak: Ulric detests weakness and cowardice. The Priest of Ulric and any unit he leads *bate* models with a Leadership characteristic of 6 or lower, even if normally Immune to Psychology. Priests of Ulric will never join Knight units except Knights of the White Wolf, and will not join a unit containing a Warrior Priest of Sigmar. Note that a Priest of Sigmar will not cast his Prayers on a Priest of Ulric!

Prayers of Ulric: In each Magic phase, the Priest of Ulric can use one of the following Prayers, counting it as a Bound Spell with Power Level 3.

Battle Howl: Remains in play until dispelled or the Priest attempts to use another Prayer. As long as the Battle Howl is in effect, the Priest and any unit he leads add D3" to their charge moves. If the charge is failed, the extra movement is wasted; make a normal move towards the target as normal.

Destruction: Every enemy model in base contact with the Priest suffers a single Strength 4 hit.

Winter's Chill: Any units engaged in close combat with the Priest or the unit he is with must take a Leadership test. If failed, they suffer a -1 To Hit penalty in the next Close Combat phase. Note that this is not a psychology test.

Fury of Ulric: Remains in play until it is dispelled or the Priest attempts to use another Prayer. The Priest and any unit he leads become immune to *fear*, *terror* and *panic*.

In Middenland, like nowhere else in the Empire, Sigmar falls second in worship to one of the Old Gods: Ulric, the wolf god of winter. In the north of the Empire life is harsh; the winters are freezing, the soil is poor, and the forests crawl with Goblins and Beastmen. Ulric is the state's patron because he is as harsh as the land itself, and the strength and independence he expects from his followers hardens the people to the austerity of their existence.

Ulric's Priests reflect this quality. All clerics of Ulric are ferocious fighters, for entry into the cult of Ulric is forbidden to those who do not follow a martial pursuit. This is because Ulric is a warrior first and foremost, expecting his followers to confront problems head-on and by force of arms whenever possible. In battle, the Priests of Ulric are the embodiment of the spirit of Ulric, swinging their axes and swords and crying oaths to their enemies with the ferocity of the Wolf God himself. The fighters around them are filled with courage, and the faith and strength of the warriors of Ulric is indomitable.

Warrior Priests of Ulric can be included as a Hero choice in Empire armies.





Kislevite allied contingents

New rules and background by Gav Thorpe

The Land of the Kislevites

GEOGRAPHY

Kislev lies to the north-east of the Empire, and is the most northerly 'civilised' nation. It is bordered by the Empire to the south and west, the Sea of Claws to the west, the Troll Country to the north and the Worlds Edge Mountains to the north-east and east.

The northern border of the country is ill-defined, but many draw it at the River Lynsk, which flows westward from the Worlds Edge Mountains to the Sea of Claws, while its border with the Empire has been established at the River Urskoy (named after the god Ursun), a tributary of the Talabec. The north of Kislev is barely distinguishable from the Troll Country and the tundra beyond, more wooded to the east in the foothills of the mountains. Some Kislev tribes travel

further north than the Lynsk, into the Troll Country, and eastwards along the High Pass. It is a cold, infertile land, and most of the Kislevites who live here have a nomadic existence, moving constantly from one grazing ground to the next, much like the marauder tribes of the Shadowlands.

Further south, Kislev becomes more hospitable, though still chill for the entire year. More farmsteads can flourish in these lands, though quarried stone is in short supply and so buildings tend to be of uncut rocks or wooden construction, giving them a rustic appearance which people of the Empire would consider backward and uncivilised. This is not so true of the mighty palaces and temples of the cities, with their distinctive gold, onion-shaped domes and towers.

There are three such cities in Kislev: Praag, Erengard and a capital that is also called Kislev. Each city has its own distinct history and personality, and so though they are all peopled by Kislevites, they have a character of their own.

Kislev

The capital of the nation and seat of the Tzars and Tzarinas who rule the land, Kislev is the largest and most developed of the three cities. Situated close to the Urskoy, it is virtually on the border with the Empire, and many Imperial customs and aesthetic values have influenced Kislev life, literature and architecture. Founded as the capital by the Khans and Khan-queens of the Gospodar people in Year 1 (IC1524), it has been besieged several times in its history, though has never fallen to an enemy.

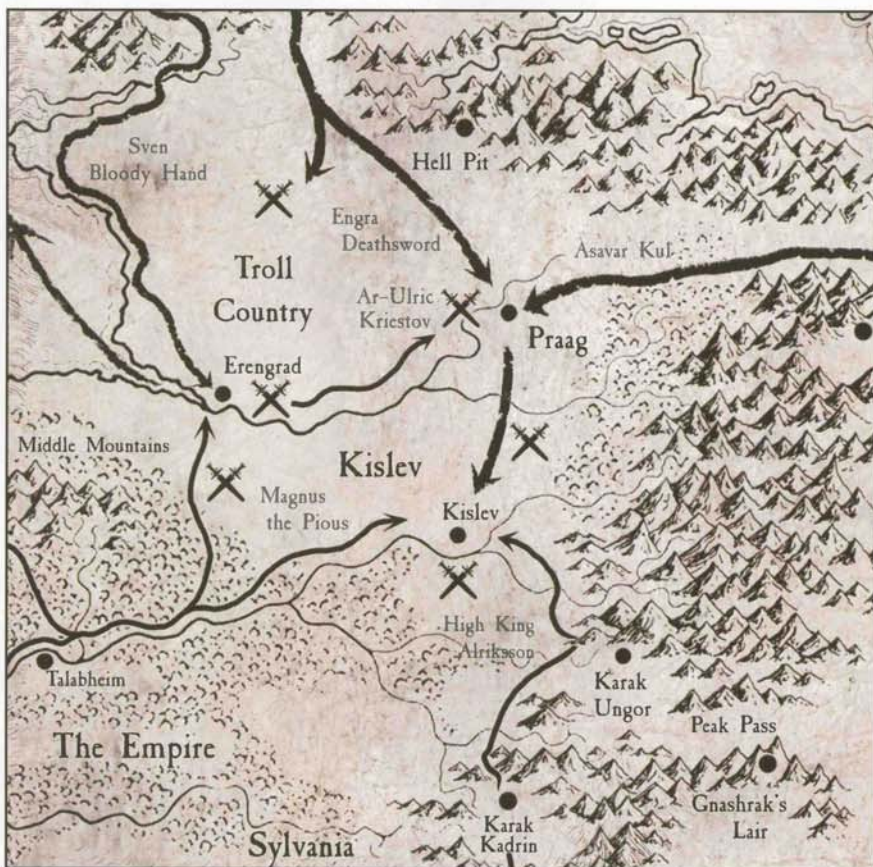
At the centre of Kislev lies the Bokha Palaces, the hereditary seat of power rebuilt during the reign of Tzar Boris Bokha after the original Palace Gospodarin was all but destroyed during the Great War against Chaos in 778 (IC2302).

Erengard

Originally the Ungol capital, when it was merely a walled town known as Norvard, and later overrun by the Gospodars, Erengard is Kislev's main trading city and its largest port. Situated on the coast of the Sea of Claws, vessels from across the Old World, New World and even Norsca come here with goods, slaves, gems and precious metals. Kislev does not have a standing navy as such, but the waters of the Sea of Claws are dangerous, despite the patrols of the Imperial navy, and all merchantmen are armed in some fashion, many to the standards of other nations' warships, and can be pressed into service by the Tzarina when needed.

Praag

Also known as the Cursed City, Praag is the most northerly of Kislev's largest settlements and has been overrun by the northern tribes several times. During the Great War against Chaos, the walls and buildings themselves became so corrupted with Chaos energy that they sprouted tentacles and eyes. Wailing



The Incursions of Chaos and the routes taken by allied forces.



A Kislev cavalry patrol sets out from their base.

screams echoed from roof tops and the ground beneath the city shifted and writhed. After their victory at the siege of Kislev, the Kislevites razed Praag to the ground and rebuilt it, though it is still rumoured that a dark taint remains there. The people of Praag are regarded

as shifty and nervous by most outsiders, paranoid and potentially in league with the Dark Powers of the North. Praag also acts as a rallying point for the scattered horse tribes in times of war, and has a considerable Ungol population. This has led to Praag attempting to cede from the

power of the Tzars on three occasions; twice the city was starved into submission by trade embargoes from the south, and on the third occasion, the city was reclaimed by military force and is now ruled by a Gospodar governor responsible only to the Tzarina herself.

KISLEV CALENDAR

Kislev in fact uses three dating systems: the Imperial calendar, the Gospodar calendar and the Ungol calendar. The Ungol calendar is now only used for the northern tribes, and works on the principle of a four-year cycle called an Urtza, dating from the time that the great Bear God, Ursun, first awoke from hibernation. This date roughly equates to 500 years before Sigmar. Dates are also known to vary from tribe to tribe, so that while one tribe may say that the great chieftain Eskadar fought the battle of Lynsk in 452 (IC 1310 = $(1310+500)/4$), another might say it is in 453 (IC 1312). For these reasons, it is only of interest to scholars for its eccentricity more than its functional use.

More widespread is the use of the Gospodar calendar, which dates from IC1524, the founding of the city of Kislev. Since the Great War against Chaos, the Imperial calendar has been

growing ever more in its usage, and now it is common for dates to be given in both the Gospodar calendar and the Imperial calendar.

THE ENDLESS WAR

Kislev breeds hardy people, not only because of the harsh climate and generally infertile lands, but also due to the constant depredations by raiders from the Chaos Wastes. These are usually constant, small-scale affairs as individual warbands and tribes head south in search of glory and plunder. Known by the Kislevites as Kyazak, these raiding parties are an ever-present threat to settlements and caravans north of the Lynsk, and some even venture as far south as to cross the Lynsk itself.

The incursions are short-lived, lasting perhaps only for a season at a time, and either end when winter draws in, or they are driven back by the armies of the Kislevites.

These armies are drawn from the scattered stanitsas and towns of the Kislev oblast, which each provide a standing force of warriors, much like a militia. Ungol horse archers patrol the most northern reaches of the country, while settlements with a great Gospodar heritage pool their resources to create squadrons (or rotas as they are known) of the famed Winged Lancers. This tradition is continued by the cities, and the Tzarina can command a large number of Winged Lancers drawn from the richest families and their household troops.

Occasionally, a particularly powerful chieftain or warlord will rise in Norsca, or amongst the tribes of the Kurgan people. They weld together a rough confederation of several tribes and launch attacks into Kislev. At these times, the various rotas of Kislev are drawn together into larger army groups called pulks. These pulks are invariably under the command of a noble of Gospodar

IMPORTANT EVENTS IN THE HISTORY OF KISLEV

Year (Gospodar calendar)	Event
c.-1600	The lands north of the Urskoy are peopled by the Ropsmenn and Ungols. Except for border raids and the odd skirmish, peace exists between them and the Teutogens who border their territory.
-1524	The Empire is founded under the warrior-king Sigmar. He scatters the ancient Norsii people from the shores of the Sea of Claws, and they flee northwards. The Ungols drive them further north into what is now Norsca. Sigmar aids the Ungols fighting Orcs of the Worlds Edge Mountains, and peace exists between the Empire and Ungols after they fight together at the Battle of Blackfire Pass.
c.-45	Over several years, increasing expansion by the tribes of the Chaos Wastes forces the Gospodar tribes to move westwards.
c.-30	Khan-queen Miska leads the Gospodar tribe over the High Pass, driving back the Ungol people.
-27	The settlement of Praag is overrun by the Gospodars and the Ungols are forced westwards.
-25	The army of Ungol Warlord Hethis Chaq defeats a Ropsmenn host led by King Weiran on the cliffs overlooking the Sea of Claws. The Ropsmenn are scattered and the Ungols take their lands.
1	Under the rule of Khan-queen Shoika, work begins on the building of the great Gospodar Capital, Kislev. She takes the title Tzarina, to indicate her new reign over the lands north of the Urskoy.
3	Norvard, greatest settlement of the Ungol, is captured by the Gospodars and renamed Erengard. This effectively completes their conquest of the lands north of the Urskoy.
778	Great War against Chaos. Praag is besieged and destroyed, Kislev is besieged and eventually relieved by a combined force of Men, Elves and Dwarfs.
968	Tzar Vladimir Bokha dies fighting Goblins east of Kislev. His son, Boris, inherits a nation that has done little to recover from the Great War against Chaos.
969	Tzar Boris Bokha defeats a large army of Beastmen outside Praag, earning himself the title Rarii Bokha (Bokha the Red).
973	Rarii Bokha returns from the wilds with the war-bear Urskin, and becomes the first High Priest of Ursun in over four hundred years, taking the title Boris Ursus.
993	Tzar Boris dies fighting in the Troll Country. Tzarina Katarin is crowned.
997	The time known as the 'Spring Driving'. The hordes of the Chaos Warlord Archaon rampage south, crossing the Lynsk. Numerous combined armies of the Tzarina and the Empire are defeated.



Tzar Boris leads an attack.

heritage and are the closest Kislev has to a standing army. Sometimes, a single pulk is enough to see off the threat, but other times two, three or more pulks may combine their forces to counter an ambitious marauder warlord.

During the Great War against Chaos, when the half-daemonic warlord Asavar Kul drove his armies into Kislev, accompanied by legions of daemonic creatures and bestial warbands, every pulk in the land was gathered to oppose the threat, and yet the Kislevites were sorely pressed to hold the tide. It is a testament to their stubbornness and pride that they held as long as they did, allowing an alliance of Men, Dwarfs and Elves, led by Magnus the Pious, to break the siege of the capital and drive back the immense horde.

Every year, the Kyazak grow more daring, their attacks driving deeper and deeper across the Lynsk, until the settlements outlying Erengard and Kislev have come under threat. Yet the Kislevites, and their ancestors, have spilt blood every year to take and protect

their lands, and whilst one Kislevite draws breath, there will be one who will defend against the northern hordes.

ALLIES OF KISLEV

Although Kislevites would like the world to think otherwise, their nation does not stand alone against the perils of Chaos. Although they must endure the constant raids and attacks of the northern marauders, in times of need when the followers of Chaos have gathered in great numbers, the Kislevites have received aid from others. Most commonly forces from the Empire, and in particular Ostland, the Ostermark and Talabecland, march north to assist against these larger incursions.

However, during the Great War against Chaos, when the hordes of the north stretched like a sea across the taiga, the Elves and Dwarf came to the aid of the Men. In return, it has been known for Kislevites to aid the Dwarfs, sometimes to clear the mountain passes, and in particular the High Pass, of foes such as Skaven, Greenskins and Marauders.

Both respect the stubbornness they see in each other, though Kislevites cannot understand how Dwarfs can spend so much time underground, while a Dwarf generally thinks that all that open sky drives the Kislevites a little bit insane.

Though the great forests of the Empire give way to the increasingly desolate oblast of Kislev, the country is not without small woods and forests, some of which are rumoured to be the homes of isolated Wood Elf communities. The Wood Elves distrust all other races, even their own kin of Ulthuan, but when ancient foes rear their heads, they have been known to make common cause with others. There are very few incidents of this in Kislev history, but they are there – battles against Beastmen when unexpected Wood Elf allies have attacked the Chaotic creatures from their hiding places, and occasions when a Kislev patrol has been drawn to the sounds of fighting to find a small Wood Elf community embattled by Orcs or Marauders.

KISLEV RELIGION

The Kislevites are descended from Human tribes that travelled from the Kurgan tribes of the north and east. In particular, the Kurgan influence is still strong in the north and the horse tribes share many traditions and customs with the likes of the Dolgans, Khazags and other marauder tribes. The ancient traditions of these peoples are more keenly held to amongst the nomads, who see their southern cousins as weakened by the civilising influence of the Empire. In this respect, worship of the various ancient Kislev gods varies across the nation, being more prominent in the north, while other gods have been incorporated into the Kislevite religion in southern lands. In addition, the Gospodars brought with them the Cult of the Bear God Ursun, which has been strongly established as the dominant religion of Kislev.

As most of the Kislevite ancestry originated from the eastern steppes and the harsh northlands, their gods represent very important forces in their lives. Various nature and household

spirits are worshipped all across the Old World, but this is particularly strong in Kislev. These magical creatures are servants and messengers of the gods in this world, and should be treated as such.

PEOPLE

Kislev is almost two nations in one. On the one hand, there are the more civilised peoples of the south and the cities, where the lands are relatively fertile. In the north, particularly north of the Lynsk, there are the nomad tribes.

At the time of Sigmar, the harsh lands north-east of the Urskoy were populated by the Ungol tribes, who also dominated the smaller tribes of the Ropsmenn who lived in what is now Troll Country. Sharing many traits with the Kurgan steppe nomads to the east, the Ungols were a scattered peoples consisting of nomadic horse-riding tribesmen. Sigmar's influence did not stretch this far north and they remained independent from the confederation of tribes founded by Sigmar.

Circa 1500 Imperial calendar, there was a large westward migration from the eastern steppes, and of particular importance was the arrival of the powerful and wealthy Gospodars. Torn with strife, the Empire was in no position to contest these lands, and the superior arms and tactics of the Gospodars drove the Ungols to the west and north, who in turn absorbed the Ropsmenn completely. Over the following century, the power of the Gospodars grew, and the city of Kislev was founded.

The settlement of Praag grew in size as the Gospodars used the Lynsk to launch incursions into Ungol territory, eventually forcing the Ungol to accept Gospodar rule (who were now beginning to be called Kislevites after their capital city). By this time, the former Ungol city of Erengard had grown into a busy port ruled by the Kislevites, and from here the Kislevites were able to sail the Sea of Claws, trading and fighting with the Norse, and on occasion the Empire, as well as keeping the Ungols in check.

MAJOR GODS OF KISLEV

URSun

Description: Ursun is the Father of Bears, which the ancient Gospodar held as sacred creatures. He is, unsurprisingly, most usually depicted as a massive cave bear, with a crown, teeth and claws of glistening gold. It is said that Ursun can take human form, and will appear as a burly, bearded man with an age-worn face, with thick hairy arms and a great mop of hair, wearing nothing but a loincloth.

Symbol: Depictions of a bear or a bear's face are most common, although worshippers of Ursun might well also wear a medallion of gold, shaped like a bear's claw. Devout followers of Ursun wear bearskin cloaks, or wear a bear's paw as a talisman. Amongst the northern tribes, it is not uncommon for Ursun cultists to wear a bear's skull over their helmets, or fixed to the front of their shields.

Temples: Ursun has no temples as such, but rough cairns and standing stones in the depths of forests have been raised over the centuries to honour him. Sometimes a cave once inhabited by a particularly large or fearsome bear will be turned into a shrine to Ursun, filled with rough lamps and offerings of fish and berries. In the cities, wooded areas are allowed to grow wild in certain parks and within the grounds of large buildings, and these are treated as areas sacred to Ursun.

It is not uncommon for someone wishing to entreat aid from Ursun to nail a fish or bunk of meat to their door to attract his spirit.

Friends and enemies: There is much friction between the followers of Ulric and Ursun. This is more a matter of pride than genuine animosity, as worshippers of Ursun and Ulric have much in common, but contests of strength-at-arms and other physical rivalry is commonplace. There is much goodwill between the cult of Ursun and that of Taal, and they share a common border at the Talabec. Ursun worshippers think it a bit daft to worship all animals in equal measure, since bears are obviously the lords of the wild, while Taal cultists think it a bit strange to revere one animal over any other. However, on the whole they share many similar rituals and beliefs. Generally, followers of Ursun are unconcerned with other religions, and many of the southern gods are seen by them as a bit soft and unworthy of praise.

Holy Days: There are only two true holy days of Ursun: the spring equinox, when cultists gather to rouse Ursun from his winter sleep with loud rituals, setting huge bonfires, roasting deer, drinking alcohol and generally making as much racket as possible; and the autumn equinox when the first harvest is offered up to Ursun so that he might gorge himself and prepare for his winter's rest.

Strictures: Never hunt a bear in the winter – let him sleep.

Bears must always be killed by hand or arrow – no dogs or traps.

Only wear the skin, claw or skull of a bear you have killed yourself.

Eat fish at least once per week, but never eat fish and other meat on the same day.

Never perform your ablutions indoors.

DAZB

Description: Dazb is the god of fire and the sun. It was Dazb who took the secret of flame from the sun and gave it to the ancient warrior chiefs of the tribesmen. Without Dazb's fire, the long winters would be fatal, and tributes and prayers are regularly offered up to him. In more civilised lands, he rules over the hearths of homes, and is also the patron of guests and the needy. Thus, hospitality to those who call engenders safety for a household, while a poor host or hostess may find that their fire will not start, or that their roof springs an unexpected leak.

Dazb is portrayed as a handsome youth, with long flowing hair and wreathed in fire. He is beautiful to behold and none can look at him directly without being blinded by his divine appearance. He is said to live in a golden palace in the east where he rests every night after travelling the world during the day. In his palace, he is accompanied by warrior-consorts

This state of affairs has existed for over 750 years, and Gospodar and Ungol society has merged over the centuries, to a greater or lesser extent, into the nation of Kislev. The ruling elite, from whom the Tzars and Tzarinas hail, are of Gospodar heritage. The influence of the Gospodar language and beliefs is more evident in the south, particularly in the cities of Kislev and Erengard, while further north the land becomes more barren and the horse tribes still hold sway. In fact, Praag itself has been reclaimed in a large part by the old

Ungol nobility, and in many ways is a separate power in the north.

TEMPERAMENT

Kislevites are known as dour, taciturn people, and this is not surprising considering the harsh lands they inhabit. They are as unforgiving as the northern climate, with a grim, even morbid sense of humour. Frequently the bulwark against the tribes of Chaos, they relish in part the debt owed to them by the people of the Empire to the south who they protect. However, this does not stop a Kislevite bitterly complaining

about this state of affairs at any opportunity. The Kislevites are closer to the people of the Empire than many of them would admit, and view them with a kind of patronising humour that one might reserve for a bright but slightly eccentric child. In point of fact, most Kislevites think that their neighbours have gone soft from easy living in fertile lands, and would benefit from a year or two in the north, or 'living in the wind' as the Kislevites like to describe it, in reference to the fierce north winds that often herald a Chaos incursion.



called the Arari, who can often be seen dancing and fighting for his amusement in the northern skies.

Symbol: The symbol of a sun, or a flame, are most commonly used as talismans by followers of Dazb. Gold is a sacred metal to the cult, and higher ranking priests will wear increasingly more gold decoration and jewellery.

Temples: The temples of Dazb are large, open arenas so that worshippers may pay homage to their god under the sky in which he lives. The richest of these temples are dominated by a large gilded statue of their god, and all contain many burning braziers and firepits which wreath the heavens in scented smoke and can never be allowed to go out.

Friends and enemies: The cult of Dazb is on genial terms with other main religions of the Old World, although there is some distrust between them and worshippers of Ulric (as god of winter).

Holy Days: Every day is holy day to Dazb. Worshippers must give brief thanks every morning when Dazb arises from his bed of coals, and wish him well when he returns to sleep every evening. The summer solstice is the most holy day of the year for the cult of Dazb, it being the day when their god walks amongst his followers for the longest time. Amongst the most barbaric of the northern tribes, the ancient tradition of offering up a sacrifice to Dazb on a pyre, whilst chanting praise to the sun god, is still practiced on the

solstice. In the more cultured lands of the south, this has been replaced by the burning of an ox or horse upon a fire of parchments on which the worshippers' prayers are written.

Strictures: Always offer hospitality, even to strangers and enemies.

Never let a fire go out during the night.

Never set a fire on a dirty hearth.

Offer prayers to Dazb on the first morning that the winter snows cover the ground.

TOR

Description: Tor is the god of thunder and lightning, and is worshipped as a warrior god. He is portrayed as a muscled, square-jawed warrior. He wields a massive axe with a haft of oak, and uses it to cleave the sky to create the thunderbolts for which he is famed. A warrior god, Tor is the most active of the Kislevite gods, and quite frequently his name is used as a curse on others. For example, the phrase 'Ty Tor!' means 'By Tor!' and is an exclamation of surprise. On the other hand, 'Do Tor!' means 'Tor's Bolt!' and is an entreaty for the god to unleash his anger upon the enemy.

Symbol: Tor is usually represented by the symbol of a thunderbolt, or an axe with a thunderbolt for a haft. Silver is considered the favoured metal of Tor, and it is usual for a famed warrior to have threads of silver woven into his moustache or beard as a sign of thanks to the storm god.

Temples: Tor's temples are built atop hills and there are many in the Worlds Edge Mountains near to the Peak Pass and High Pass. They are imposing structures of large stone blocks with heavy roofs of wooden logs.

Friends and Enemies: Tor has an indifferent approach to the other gods, and his followers have no particular allies, though they tend to get on well with worshippers of Ulric.

Holy Days: No formal holy days. However, during a mighty storm, adherents to the Torian faith will gather outside and give praise to their god. Warriors pray to Tor before and after battle.

Strictures: There is only one known stricture for the cult of Tor, and it is a sensible one – never stand under a tree in a thunderstorm.

OTHER WORSHIP

In the most southern regions, other gods are worshipped in small numbers by some Kislevites. Most notable of these are Taal (after all, Kislev borders one side of the Talabec, his sacred river) and Ulric. Even more than other Old Worlders, the Kislevites pay tribute to all manner of nature and household spirits who help them in their daily lives, or set them tests to prove themselves. Little offerings and rituals are followed in a near-unthinking fashion to appease the various needs of these sometimes mischievous but usually benevolent creatures.

KISLEV BESTIARY

The nation of Kislev is ruled over by the Tzars and Tzarinas. Currently the Tzarina Katarin rules, known also as the Ice Queen. Her father was Tzar Boris Bokha, a fierce warrior and devout follower of the Bear God and known by many as Boris Ursus or Radii Bokha (Red-Bokha).

The most famed military units of Kislev are the Winged Lancer cavalry, formed from the sons of the old Gospodar nobility. Amongst them are the Gryphon Legion, an elite regiment consisting of the wealthiest knights, and often found fighting in the Empire. These are supported by archers and axemen on foot, and mounted horse archers from the nomad tribes.

KISLEV BOYAR

Mid-ranking officers from the Kislevite army are called Boyars. As representatives of the Tzarina, their presence can bolster the discipline of Kislevite troops around them, and they act as liaison to friendly generals when Kislev and her allies fight together.

SPECIAL RULES

Stubborn: Boyars are resolute officers, forged over long years of hardship and war. A Boyar is *stubborn* as is any unit the Boyar leads (see Warhammer, p. 85).

KOSSARS

The Kossars were an Ungol tribe who worked as mercenaries against the other Ungols at the time of the Gospodar invasion. They had adopted a very unique style of fighting with bow and axe, which they then went on to teach the Gospodar warriors. Nowadays, Kossar regiments are a combined force

of Ungol and Gospodar soldiers, trained and kept by the Tzarina as a standing Kislevite force. They are well drilled, able to attack at range with their bows, and meet the enemy at close quarters with their great axes.

SPECIAL RULES

Steady in the Ranks: Kossars have fought for centuries with their distinctive combination of axe and bow. Their entire purpose is to wear the enemy down and then receive the charge with their heavy axes. They are trained to swiftly change weapons without undue haste. Kossars may stand & shoot as a charge reaction even if the enemy are within half their normal charge distance. In addition, if the enemy are outside half of their normal charge distance, the Kossars do not suffer the normal -1 penalty on their To Hit rolls (see Warhammer, page 61).

WINGED LANCERS

The mainstay of the Kislev cavalry are the Winged Lancers, who can trace their lineage back to the original Gospodar knights who rode from the east. They are so named for the large feathered wings they wear on their backs, which emit a shrill screaming noise when they charge.

SPECIAL RULES

Glorious Charge: Winged Lancers at the gallop are an awesome sight, their bright armour shining, their colourful uniforms blazing, accompanied by the fearsome shrieking emitted by their back banners. Any unit charged by a unit of Winged Lancers with a Unit Strength of 5 or more must take a Panic test, as if it had been charged in the flank whilst

engaged to the front. (see Warhammer, page 80).

GRYPHON LEGION

The most famed regiment of Winged Lancers are the Gryphon Legion. Born to the highest ranking nobles, these knights travel far and wide and operate as mercenaries when not called to battle by the Tzarina herself. The regiment was founded in 286 (IC1810) as the bodyguard of Tzar Gospodar IV. They became semi-independent after an expedition into the Worlds Edge Mountains in 293 (IC1817) that encountered a great many beasts of Chaos. Their commander at the time, Vladic Dostov, slew a Griffon single-handedly and kept its body as a prize. From then on, they took the name Gryphon Legion and have always worn wings made from Griffon feathers upon their backs.

The Gryphon Legion spends most of its time fighting for wealthier nobles in the Empire, but is sworn to respond to the call if the Tzar or Tzarina commands. This is unusual, however, as most threats can be dealt with by the regular Winged Lancers and Horse Archers.

SPECIAL RULES

Glorious Charge: The Gryphon Legion follow the same rules for *Glorious Charge* as the Winged Lancers.

Mercenaries: If an Empire army does not take a Kislev allies contingent, it may instead take a single unit of the Gryphon Legion as a Rare unit. In this case, the unit is not counted as an allies unit and is treated as part of the army just like any Empire unit.



Kossars led by a Boyar.



Ungol Horse Archers

UNGOL HORSE ARCHERS

These mounted warriors are auxiliaries drafted in from the savage northern tribes of Kislev. They are fierce warriors, but lack the discipline of the regular army. Trained to loose arrows from the saddle from an early age, they are the

best Human fast cavalry in the Old World. They delight in running rings around their opponents, peppering them with arrows and dodging away before the enemy can retaliate. They wear little or no armour and carry swords, yet make up in numbers what they lack in terms of equipment.

SPECIAL RULES

Fast Cavalry: Ungols are some of the most adept horsemen in the Old World, and follow the rules for Fast Cavalry (see Warhammer, page 117).



Gryphon Legion

Riders of the Dead

Extracted from Dan Abnett's 'Riders of the Dead', published by the Black Library

There was a stand of trees ahead, overlapping another along the lowest part of the meadow. The trees ran east and thickened until they met the edge of the forest itself.

Gerlach turned them that way, towards the trees. Behind them, closing fast, warhorns blew and blades beat upon shields.

Three Northmen on black steeds broke out of the trees and thundered down to cut them off. There was no going wide. Gerlach wrenched out his lance and charged the first of them. There was a dull crump and the Northman he had been going for wailed out and tumbled from his saddle. His foot got hooked in the stirrup and his horse dragged him through the wet meadow weed.

Volks had found the time to re-load his petronel, Sigmar bless him. But now he was fumbling with it as the other two enemy riders cut in across them.

Gerlach slewed Saksen hard to the right to return the favour and protect Volks. Lance

down, and running at full stretch, he caught one of the intercepting riders side on and drove his shaft against the man's ribs. The spear tip missed, but their horses rammed together. The impact smashed the Northman from the saddle and wrenched the lance from Gerlach's grip. As he came clear, he found he was barely hanging on.

They reached the stand of trees, crashing through the bare branches and the saplings, showering dew and bark splinters around them. Gerlach saw Volks to his left and Demieter to his right.

Linser was no longer with them.

Gerlach looked back. The third rider had cut Linser down, killing his gelding and spilling him onto the ground. A fair number of the hunters had stopped, drawing into a circle around the unhorsed lancer. Gerlach could see Linser on his feet, arms raised, screaming as he dodged and scurried back and forth, trying to escape the tightening thicket of stabbing swords and slashing axes. The Northmen

were laughing and goading, playing with their prey like huntsmen toying with a wounded boar. Gerlach saw Linser struck with a sword and lose part of his hand. His wailing scream rose up like sharp ice into the smoky fog.

Oh, Sigmar! Oh, Sigmar, spare him!

"Heileman!"

Gerlach looked round. Volks was calling to him, urging him to spur on into the trees. Demieter was slumped against his horse's neck now, and Volks had taken Demieter's reins to trail him.

"Come on, Gerlach! For Sigmar's sake!"

The remainder of the chasers – those that hadn't stopped to torment Linser – had reached the tree stand and were crashing through after them. Gerlach pointed, and Volks followed him left into a maze of leafless ash and dark pine, guiding Demieter behind him.

There was a thick stench of leaf mulch and wood husk amongst the trees, and the



ground was spongy and thick with a raft of rotten leaves. They were forced to ride more slowly now. Gerlach could hear the crack and splash of their pursuers in the woodland clearings behind them.

Riding slower, he had time to reload his pistols. He drove Saksen with his knees, fiddling with each wheel-lock in turn. Such work was meant to be done at a standstill. With the horse jolting, it was hard to manage. Gerlach lost a lot of powder and three shot-balls as he tried to finish the job. But by the time they had cleared the trees, both his pistols were primed and loaded, their wheels wound tight and their dogs laid down. Volks had accomplished the same feat with his petronel.

The space beyond the trees was still and grey. The stand had masked the area from the worst of the smoke fuming off the murdered town. Mist foamed the wet grasses and haunted the edge of the forest to their right.

Volks was steering his tired troop horse that way, tugging Demicter after him. He looked back at the vexillary.

"Gerlach? Come on, man! The woods!"

Gerlach wasn't listening. He was looking west, back into the burning, smoke-wrapped field of death beyond the trees. He'd as good as forgotten about the Norther riders smashing through the stand on their tail.

"Gerlach! For pity's sake!"

Half a league away west, a mass of enemy riders and foot troops was assembling around their chieftain. Many of them carried severed heads on the ends of their blades, brandishing them to celebrate his victory. Some had captured Imperial field banners and ensigns. Others were stabbing or whipping prisoners forward, ragged, bloodied figures in the rag-remnants of Imperial uniform. Gerlach could see William Weitz, Gunther Stoelm, Kurt Vohmberg...

A flash of gold. Five riders were galloping in from the north end of the field with another trophy to place at the feet of their chieftain lord.

The standard of the Second Company Hipparchia Demilance. His standard.

"Gerlach?" Volks called. "Come on, man!"

"That's ours," Gerlach said.

"Yes, but--"

"That's ours, Hermen."

Volks looked at him. There were tears in his eyes.

"I know, but..."

Gerlach drew out his sabre. The enemy in the woods were scant seconds away.

"Don't be a bloody fool!" said Volks.

"Yes," said Demicter, sitting up in the saddle suddenly. "Be a bloody fool. There's nothing left for us now except glory."

Gerlach stared at him. Demicter raised his arms briefly. His lower breastplate was cracked and his innards, pink and frothed with blood, were poking out. "I'm never going to see my girl again, am I?" he said.

Gerlach shook his head.

"Let's do it," said Demicter, carefully pulling his lance from its boot, one arm still wrapped tight to keep his guts inside him.

"Volks?"

Hermen Volks drew out his petronel. "Come on then. Before I decide you're both mad."

They spurred hard and charged west. They came out around the long stand of trees, out of the mist, two of them with firearms raised, one with lance extended. The hunting Northers came from cover behind them, turning to pursue.

Gerlach stood in the stirrups as Saksen gained speed, one hand to the reins, the other aiming his dexter wheel-lock. The Northers carrying their standard heard their hooves drumming the wet earth and turned.

There were cries of alarm and surprise. Sword blades flashed as they came out of scabbards.

At full charge, Gerlach fired and smacked a rider off his horse. He holstered the pistol and drew its sinister partner as Volks fired his petronel. One of the Northers recoiled and clutched at his arm, his horse suddenly bucking.

Gerlach fired his second pistol. The shot went low, killing a Northman's horse stone dead. The beast collapsed under him and threw him off. He tried to scramble clear, but the lifeless horse rolled and crushed his leg, pinning him.

Then they were engaged in a melee. Gerlach had to throw his last pistol away so he could draw his sabre. He hacked at the man carrying the standard and probably blinded him, but Saksen was driving ahead, and he overshot. A swirl of figures around him, men shouting and horses braying. Something struck him a dull blow side on, and Saksen staggered. Mud splashed up. Nearby, a wooden stave or a shaft snapped. A man screamed. Horse spittle splattered around in stringy droplets.

Gerlach manhandled his gelding round, running clear for a second, and then turned as a yelling Norther ran at him on foot, brandishing a long berdish axe. The tribesman had a red-dyed horse tail fluttering from his helmet spike and his wild eyes were black with white rims like a hound's. Gerlach wrenched forward and ran the man through the chest with his sabre - a perfect downward thrust that the sergeant majors at the Cavalry School had taught them all.

Gerlach yanked his sword out as the man collapsed. Close by, in the frantic struggle, an enemy rider crashed over, without reason as far as Gerlach could tell. A boar-spear jabbed at him, the stab too short. He sank his spurs and drove Saksen back into the press, thrusting left and right. Something made an inhuman squeal.

He saw Volks through the chaos. The demilancer had the standard by its shaft and was fighting to ride clear, dragging it behind him. A broadsword swung at Gerlach's face, and he blocked it with his sabre, grunting with effort. He could feel the sheer panic rising in the horse between his knees. The broadsword, astride a heavy black stallion, tried to slash again, forcing his mount in against Saksen's flanks. The stallion was biting and kicking out. Gerlach struck once, twice, with his sabre, hacking with the blade edge because the melee was too close-packed to draw back for a clean thrust. He had no idea if he'd hit anything, but the barbarian with the broadsword was suddenly no longer in his field of view.

"Volks!" he yelled. "Ride clear! Ride clear!"

He couldn't see the demilancer any more, but above the thrashing mass of bodies, the standard head appeared briefly, waving wildly, the banner flapping.

More Northers were gathering in, riding hard from their chieftain's side to join the skirmish. Gerlach hadn't seen Demicter since they'd engaged. Something hit him across the left shoulder blade, and almost simultaneously he felt a sharp pain in his right hip. The stinking, howling enemy were all around him, close and lethal, like a pack of wolves. His sabre was slick and sticky with gore.

The sun suddenly came out. It was the most peculiar thing. Perhaps the weather had turned. Or perhaps the gods had intervened for a second, commanding the elements to respond to the extraordinary moment of battle that now took place. Afterwards, that's what Gerlach felt sure it was. Ulric, fierce god of courage, pleased by the carnage he saw, or Myrmidia, goddess of war, saluting valour, or even

trickster Randal again, taking delight in spoiling the darkness of a scene that should have belonged to his dour cousin, Morr, deity of the grave.

The sun came out, bright as the armour of Sigmar. Cold spring sunlight, like bars of smoking silver, shafted down across the field through an aperture in the black smoke and the grey-cast clouds. Everything glittered: blades, sweat beads, blood, breastplates. Everything was touched by that light and the black armour of the massing foe turned blacker still, like night shadows, contracted by daybreak.

Out of the western slopes, riders were coming. They were close, almost into the fight, by the time Gerlach spotted them through the mayhem or had heard the sound of their hooves above the clatter of skirmish. There were forty of them at least, riding fast, riding hard, caught in the shafts of sunlight and lit up like angelic beings. Gerlach felt terror the moment he saw them, a more awe-filled dread than anything he had felt in the face of the Northerners. The feeling hardly waned when he realised they were not the enemy at all.

They were lancers. Kislevite lancers.

Each one wore silver mail and sleeved coats of segmented lamellar plate inscribed with gold that glittered in the sun like a breaking summer sea. Their round-topped steel helmets had hard peaks, long neck-guards of mail and heart-shaped visors lowered across their noses. The cloth of their clothes was crimson and blue and many were draped in the white-and-black pelts of snow leopards. Breathtaking eagle wings, each one two spans high, rose vertically from their backs, the long feathers fluttering in the slipstream of their rush. Their long lances were lowered to the horizontal and couched.

The stories Gerlach had been told of the noble, terrifying splendour of the winged lancers were true after all.

The lancers swept into the milling thicket of barbarians with such force Gerlach felt the earth shake. Couched expertly under the arm by men well braced in saddle and stirrups, the lances conducted not only the strength of the rider's arm but also the force of his charging steed. They punched through shields, through bodies, through horses, demolishing everything in their path. Northerners and loose horses fled madly out of the way. The main mass of enemy riders was riding face on to the Kislev charge when they met. Armed with hooked axes and billed swords, the Northerners had no reach at all, and the first rank were dead and unhorsed by the long, relentless cavalry spears in a second.

Gerlach heard a huge voice bellowing commands, and a bone horn blew. The charge line broke with disciplined skill, the riders barely restraining their gallop, and they began to skirmish in twos and threes. Most left their long horse lances behind them, thrust tip-down and quivering in the soil as they switched to curved swords or dragged javelins from their saddle boots. The javelins, short and slim and light, flurried out like arrows, taking Northerners to whatever afterworld had been prepared for them. Each lancer carried two javelins, and Gerlach gawped at the astonishing horsemanship they displayed. The lancers loosed the javelins overarm, then leant as they passed to pluck the missiles back out of the dead targets to throw again.

The melee around Gerlach had broken and the ground was covered in jumbled bodies. He looked around for Volks or Demieter - for anyone - but saw only the broken waste of slaughter that lay in the wake of the charge. A dazed Northerner lumbered nearby, and Gerlach despatched him quickly. The vexillary's hands were shaking. He was dazed and breathless as he came down off the pitch of blind rage that had driven him into the fight.

The bone horn sounded again. The sun was folding back into the cloud cover and the light was failing, as if the gods had decided their display was over. The winged lancers were disengaging and turning. They had driven a deep wedge into the ranks of the enemy, but if they remained, without the pressure of the charge to their advantage, they would be overwhelmed by the sheer number of barbarians.

The lancers were sweeping back towards him now, standing in their stirrups and hallooing victory shouts. Each rider bent low to recover one of the lances they had left spiked in the earth. One of the front horsemen was brandishing a standard high for them to follow. It was the eagle wing on the shield, the long red and white stripe of banner snapping out behind it.

Gerlach saw Volks now, and Demieter, riding clear with them. Volks had the demilance standard, and was struggling to raise it up as he rode hard.

Gerlach started Saksen forward, coming across the front of the retreat, gaining speed to reach Volks. The enemy, shaken and mauled, was charging in pursuit, horse archers leading the reply, firing barbs from the saddle.

Gerlach turned hard until he was in with the lancers, riding with them. He lost sight of Volks and Demieter again, but he was close to the Kislevite leader and the man with the eagle wing standard. It was all he

could do to keep his tired gelding up with the smaller, sprightly Kislev mounts. He began to lag a little.

The lead lancer, his face hidden by the heart-shaped visor that jutted down from the peak of his helm, turned, shouted something, and waved him up urgently. Black-feathered arrows hissed into the grassy mud around him. One hit a lancer to his left between the shoulder blades, and he rolled from his saddle soundlessly, hands raised.

"Go on! Go on!" Gerlach sang out to Saksen, leaning forward, straining. They were onto the eastern slopes of the meadow now, powering towards the forest line.

An arrow glanced off his right pauldron with a painful crack that jerked his whole torso round. Gerlach fought to steady himself, but his balance had been thrown. There was a strange moment of weightless confusion and then a hideous, jarring impact. He was out of the saddle, on the ground, dazed and bruised and not quite aware of where he was.

He got up. The enemy wave was just twenty lengths behind him, down the slope. Arrows chopped the air. He looked east. Two more lancers had been brought down by the horse archers. One was the standard bearer. He had an arrow through his throat and another through his torso. His horse had come over with him, but now it was struggling up, shaking its head, rattling its silver war harness and plated bridle.

Gerlach ran towards it, hands raised to calm it. But it was oblivious to him and took off towards the trees before he could grab its trailing reins.

"Yha! Yha!" a deep voice cried. The leader of the lancers was closing on him from the right hand at a spirited lick. He had turned back, sweeping right around, and was leading Saksen by his bridle.

"Come you! Yha!" the lancer cried.

Gerlach paused for a split second and then bent down and grasped the shaft of the fallen Kislev banner. He raised the eagle wing up and ran towards the approaching lancer.

"Take it! Take the damn thing!" he shouted, thrusting the banner into the man's gloved hands. Then he threw himself into Saksen's saddle and they turned to follow the main Kislev mass into the trees.

Screaming darkness followed them.

Extracted from Dan Abnett's
'Riders of the Dead',
published by the Black Library.



USING AN ALLIES CONTINGENT

Though you may use an Allies Contingent list to field a full army of several thousand points, the list is by its nature limited in comparison to a full army list. The Allies Contingent list is designed to be used in concert with a main army.

To use an Allies Contingent, choose your main army as normal. In addition, you may spend some of your points on units from the Allies Contingent list. The number of allied characters and units you may include is dependant on the size of the whole army, as detailed on the following chart. Note that this is the size of the whole force, not simply the points spent on the main army. For example, if you spent 2,000 points on your main army and 1,000 points on an Allies Contingent, this is treated as a 3,000 points army.

As with a main army, there is a minimum number of Core units your Allies Contingent must contain. In addition, it must also include at least one character to be the Contingent Commander. This must be the character with the highest Leadership, just like the Army General. At least half of the total points of the whole force must be spent on main army characters and units. For instance, in a 3,000 points force, at least 1,500 points must be spent on the main army.

The types of armies that may include an Allies Contingent depends upon the Contingent itself. These are divided into two types: friendly and unfriendly. If taken with a friendly main army, then no special rules apply. If taken with an unfriendly army, the allies and the main army are uneasy with each other's presence. Though they may have a common cause, neither side is too

happy about it! Overall, it's better for everyone concerned that they don't get too close to each other. This means that any main army units within 6" of an Allies unit suffers a -1 modifier to its Ld, after all other modifiers have been applied. The same is true for Allies units within 6" of main army units.

ALLIES CONTINGENT SPECIAL RULES

The following special rules apply to the Allies Contingent.

- Allies Contingent units may only be joined by Allies Contingent characters. Allies Contingent characters may only join Allies Contingent units.
- Allies Contingent units do not benefit from the main army's General's Leadership even if within 12". They also do not gain Break test re-rolls from the main army's Battle Banner.
- Allies units may use the Contingent Commander's Leadership if within 12", and may re-roll a failed Break test if within 12" of a Contingent Standard.
- For all other purposes (Panic tests, combat results, etc) Allies units and characters are considered part of the same side as the main army.

Army Size	Allied Characters*	Allied Core	Allied Special	Allied Rare
1,000 or less	—	—	—	—
Up to 2,000	1-2	1-3	2	—
Up to 3,000	1-3	2-4	3	1
Up to 4,000	2-4	3-5	4	2
Up to 5,000	3-5	4-6	5	3

Add +1 to the minimum and maximum numbers for each extra 1,000 points.

*If the army is 3,000 points or more, one allied character may be a Lord for each 1,000 points or part over 3,000 points. Eg, 3,000-3,999 points, one character may be a Lord, 4,000-4,999 points, you may have two Lords, etc.

KISLEV ALLIES

Friendly Allies: Empire, High Elves, Bretonnians, Dwarfs, Dogs of War.

Unfriendly Allies: Wood Elves.

KISLEV ALLIED CONTINGENT ARMY LIST

HEROES

Your Allies Contingent must contain at least one Boyar to be the Contingent Commander.

The total number of characters you can field in your army can be found above.

* CONTINGENT STANDARD

If your Allies Contingent contains more than one Boyar, one Boyar may carry the Contingent Standard for +25 pts, and may not be the Contingent Commander.

The Boyar carrying the Contingent Standard cannot choose any extra weapons, nor can he use a shield.

If a Boyar is carrying the Contingent Standard, he can have any magic banner worth up to 50 points, but if he carries a magic banner he cannot carry any other magic item.

KISLEV BOYAR*POINTS/MODEL: 90

	M	WS	BS	S	T	W	I	A	Ld
Boyar	4	5	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Hand weapon

Options:

- May choose either a lance (if mounted, +4 pts), a great weapon (+4 pts), or additional hand weapon (+4 pts).
- May either choose a bow (+6 pts), or a pistol (+7 pts), or a handgun (+10 pts).
- May wear either light armour (+2 pts) or heavy armour (+4 pts), and may also carry a shield (+2 pts).
- May ride a warhorse (+10 pts), which may be given barding (+4 pts).
- May choose magic items from the Common magic items lists, with a maximum total value of 50 pts.

Special Rules: *Stubborn.*

WINGED LANCERSPOINTS/MODEL: 24

	M	WS	BS	S	T	W	I	A	Ld
Winged Lancer	4	4	3	3	3	1	3	1	8
Rotamaster	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, lance, heavy armour, shield.

Mount: Warhorse.

Options:

- Upgrade one Lancer to a Musician for +8 pts
- Upgrade one Lancer to a Standard Bearer for +16 pts
- Upgrade one Lancer to a Rotamaster for +16 pts

Special Rules: *Glorious Charge.*

UNGOL HORSE ARCHERSPOINTS/MODEL: 17

	M	WS	BS	S	T	W	I	A	Ld
Horse Archer	4	3	4	3	3	1	3	1	7
Champion	4	3	4	3	3	1	3	2	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, bow.

Mount: Warhorse.

Options:

- Upgrade one Horse Archer to a Musician for +7 pts
- Upgrade one Horse Archer to a Standard Bearer for +14 pts
- Upgrade one Horse Archer to a Champion for +14 pts

Special Rules: *Fast Cavalry.*

KISLEV KOSSARSPOINTS/MODEL: 9

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

Unit Size: 10+

Equipment: Hand weapon, bow, great axe.

Options:

- Upgrade one Kossar to a Musician for +5 pts
- Upgrade one Kossar to a Standard Bearer for +10 pts
- Upgrade one Kossar to a Champion for +10 pts

Special Rules: *Steady in the Ranks.*

0-1 GRYPHON LEGIONPOINTS/MODEL: 26

	M	WS	BS	S	T	W	I	A	Ld
Lancer	4	4	3	4	3	1	4	1	8
Champion	4	4	3	4	3	1	4	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, lance, heavy armour & shield.

Options:

- Upgrade one Lancer to a Musician for +8 pts
- Upgrade one Lancer to a Standard Bearer for +16 pts
- A Standard Bearer may be given a magic standard worth up to 50 pts.
- Upgrade one Lancer to a Champion for +16 pts. The Champion may exchange his lance for a pistol for free.

Special Rules: *Glorious Charge, Mercenaries.*

CORE UNITS

There is a minimum number of Core units that must be fielded, and this varies with the size of the army.

UNIT ENTRIES

Each unit is represented by an entry in the Allied Contingent army list. The units 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 may also have a maximum size.

Equipment: Each entry lists the standard weapons and armour for that unit. The value of these items is included in the points cost.

Options: Additional or optional weapons and armour are listed here, together with unit upgrades such as Champions, Standard Bearers and Musicians with their extra cost.

Special Rules: Many troops have special rules which are described in the bestiary and are listed in this section.



Kossars

SPECIAL UNITS

Special units are extremely specialised troops that appear on the battlefield less often than Core units.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army.

TRIAL RULES



Phil Kelly

Phil Kelly initially came to Games Workshop as one of the infamous White Dwarf crew, and after a spell as Features Editor transferred over to Games Development. He has recovered well from his time on Dwarf, although seems to have developed an irrational fear of cameras. Although primarily involved in Warhammer 40,000, having somehow won the Staff Tournament just prior to joining Games Development, Phil is currently working on the Bretonnian project.

LOST VALLEY OF THE CARNOSAURS

Using an army of Great Lizards by Phil Kelly

The primordial jungle of the Dragon Isles is a cloying, hostile swampland punctuated by the towering trunks of ancient trees. Their canopy all but blocks out the sparse sunlight filtering through to the snake-infested morass below, but far deadlier creatures stalk through the shadows of this forgotten land. Long severed from the Lizardmen race that once sought to direct them as creatures of war, the denizens of this primeval jungle have reverted to the level of pure predators. The Great Lizards of the Dragon Isles are exceptional hunters, and any who stray upon their territory quickly become their prey.

THE GREAT LIZARDS

From the slenderest serpent to the mightiest Thunder Lizard, the Dragon Isles are host to an ecosystem dominated entirely by reptiles. The lost kin of the Lizardmen of the Southlands that once lived there degenerated or wiped each other out in futile tribal wars, whilst the larger species thrived at their expense. Now the Dragon Isles are host to a race of monstrous scaled beasts that lumber through a landscape that has changed little since the dawn of time itself.

Most of the Great Lizards are gigantic, some many times larger than a Stegadon and with a temperament to match. Some are so large they can cross deep lakes without becoming fully submerged, and must eat almost constantly to fuel their massive frames. Terradons soar on thermals high above the plateaus on which they make their nests, sharp eyes scanning for movement in the jungle below, and in turn the fabled Great Wyrms wheel and cry above them. Cold One packs stalk amongst the trees, senses attuned to the sharp scent of warm blood, while Horned Ones flit past them like lethal shadows. Salamanders slither through the swamplands, spitting gout of fire at

unwary prey that stray too close.

Stegadons clash with Carnosaurs in the depth of the jungle in titanic struggles that can last for days on end, with the loser inevitably consumed by the victor.

But it is when invaders land upon the Dragon Isles that the true might of these beasts is unleashed. The Great Lizards of the Dragon Isles are fiercely territorial, and it is not without reason that this land, despite being rich in precious minerals such as diamonds, lapis lazuli and jade, remains uncharted. Any who stray to the borders of the forest will be met by a primal tide of claws and teeth as the jungle comes alive and either drives off or devours the interlopers.

HOW TO USE THE GREAT LIZARDS LIST

The Great Lizards list is used in conjunction with Warhammer Armies – Lizardmen. Great Lizards do not understand the concept of leadership and hence will never have a general. Similarly, they will never have Lords, Heroes and so on: these slots will usually remain empty, although a Coat will take up a Lord choice as usual. As a result the Great Lizards have no magic items or equipment whatsoever, they fight with tooth and claw, nothing more.



Raaaauugh!

ARMY SPECIAL RULES

See pages 238-239 of Warhammer with the following additions and amendments when choosing your Great Lizards army.

COLD-BLOODED

All Great Lizards are cold-blooded and naturally slow to react to psychology, if they react at all. They have brutish intelligence at best and do not understand the concepts of retreat or surrender. For all Leadership tests, all Great Lizard units roll three dice and choose the lowest two scores.

TERRITORIAL

Great Lizards are incredibly tenacious fighters when defending their homes. When Lizards are in their own deployment zone they pass all Ld tests. When they are outside the enemy's deployment zone, they may roll an extra dice for their Leadership tests and count as being *stubborn*. This means they will usually be rolling four dice and choosing the lowest two scores for their Ld tests.

Great Lizards always fall back toward their own table edge.

SACRED GROUND

The Dragon Isles have an ingrained mystical defence as the legacy of their Slann creators. As a result the Great Lizards side generates one additional Dispel dice for each multiple of 1,000 points in the enemy's army.

For example a Great Lizards army playing a 2,000 point enemy force would generate four Dispel dice during the enemy's Magic phase.

THE GREAT LIZARDS

HORNED ONE PACKS

Horned Ones are faster, more agile and far less dull-witted than their Cold One cousins. They hunt in coordinated packs to take down much larger prey, and have the cunning to set crude ambushes for the prey species upon which they feed. Their name derives from the long, curling horns that the dominant males of each pack sprout. Relentless hunters, the sharp, ululating call of a male Horned One is inevitably the death knell for the pack's unfortunate victim.

	M	WS	BS	S	T	W	I	A	Ld
Horned One	7	3	0	4	4	1	3	1	3

SPECIAL RULES

Fear: Horned Ones are large and frightening monsters with viciously sharp teeth. Horned Ones cause *fear* as described on page 81 of the Warhammer rules.

Skirmishers: A Horned One pack follows the Skirmishers rules on page 115 of the Warhammer rulebook.

Scaly Skin: Horned Ones have a Scaly Skin save of 6+.

JUNGLE SWARMS

The primeval jungles of the Lost Valley are overrun with thousands of snakes and reptiles. These range from tiny, highly venomous creatures to massive lizards and pythons. They wash around the legs of interlopers in a deadly wave, hissing and spitting, plunging their fangs into unprotected flesh. They make any sort of travel through the Lost Valley extremely perilous, for they slither into camps and force intruders to watch every step they take, sapping the resolve and will of even the hardest warrior.

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

SPECIAL RULES

Swarm: Jungle Swarms represent countless numbers of creatures on a single 40mm x 40mm base. This base is treated as a single model with several Wounds and Attacks. A Jungle Swarm base fights at full effect until it has taken 5 Wounds at which point it is removed. Jungle Swarms are Unbreakable.

Small: Jungle Swarms do not block the line of sight of other units. Note that this does not, however, allow other skirmishers to move through their formation.

Skirmishers: A unit of Jungle Swarm bases follow the Skirmishers rules on page 115 of the Warhammer rulebook.

Poisoned Attacks: Jungle Swarms have Poisoned Attacks, as described on page 114 of the Warhammer rulebook.



A Cold One pack.

COLD ONE PACKS

By far the most common of the Great Lizards in the jungles of the Dragon Isles are the Cold Ones. These voracious carnivores stalk through the peaty bogs of their natural habitat in loose packs, ever alert for the scent of warm blood. When the pack identifies its prey it is relentless and deadly, for the charge of a blood-maddened Cold One pack can cripple or kill a Great Lizard many times their size. The effect such a charge can have against the fleshy intruders that stray into their world is extremely unpleasant.

	M	WS	BS	S	T	W	I	A	Ld
Cold One	7	3	0	4	4	1	2	1	3

SPECIAL RULES

Fear: Cold Ones are large and frightening monsters with viciously sharp teeth. Cold Ones cause *fear* as described on page 81 of the Warhammer rules.

Stupidity: Cold Ones are not very intelligent creatures and are liable to become confused or inexplicably enraged. Cold Ones are therefore subject to *stupidity* as described on page 82 of the Warhammer rules. This means that a Stupidity test must be taken at the start of each turn.

Skirmishers: A Cold One pack follow the Skirmishers rules on page 115 of the Warhammer rulebook.

Thick-skinned: Cold Ones are thick-skinned, immune to pain and difficult to wound. The slime exuded from the beasts' skin quickly seals up wounds and gashes, and numbs the pain. They have an Armour saving throw of 5+.

Bloodscent: If a Cold One pack fails its Stupidity test it must move at maximum rate toward the nearest enemy unit that has suffered casualties. If this brings them into base contact with an enemy unit it is counted as a charge provided they could draw line of sight to that unit. Normal charge reactions apply. If no enemy units have suffered casualties they react to the failed Stupidity test as normal.

STEGADONS

The hostile jungles of the Dragon Isles are home to a phenomenal array of creatures, almost all deadly in their own way. Stegadons are among the largest and most aggressive of all. They are ancient creatures that were living in the jungles before the Old Ones first arrived. Gigantic, armoured beasts, they feed on almost anything they come across, from the lush vegetation and the trunks of vast forest trees, to the flesh of any creature foolish enough to get in their way. They are strong enough to uproot entire trees, and they can crack stone with their heavy footfalls. In the heat of the jungle, the Stegadons cool themselves by wallowing in the swamps, relying on their thick scaly hide to protect them from crocodiles and the gigantic predatory fish that infest the waters.

Massive horns project from the Stegadons' armoured crests, and their bodies are covered in spikes and bony armour plating. Their tails are heavy and barbed, and can be swung with devastating force. Highly territorial, a Stegadon will charge any creature invading its territory, destroying anything in its path. Disputes between rival male Stegadons can be heard for miles around, their roars reverberating through the jungle as the massive beasts fight. Often, these battles last for days on end, and are resolved only when one of the competitors has been slain, to be consumed by the victor.

Stegadons are terrifying and lethal in battle, crushing anything beneath their massive bulk and scattering any interlopers foolish enough to intrude on their territory.

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

SPECIAL RULES

Scaly Skin: The Stegadon has a 4+ Scaly Skin save.

Terror: A Stegadon causes *terror* as described on page 81 of the Warhammer rulebook.

Large Target: A Stegadon is a large target.

Unit Strength: A Stegadon always has a Unit Strength of 8.

Impact Hits: The Stegadon causes D6+1 impact hits when it charges, like a chariot with scythes (see page 128 of the Warhammer rulebook).

Stubborn: Stegadons are huge, resolute creatures, and are therefore *stubborn*.

Immune to Psychology: The towering Stegadons of the Dragon Isles pay no attention to things that might frighten other creatures, ploughing on towards the enemy without thought or care of what happens around it. Stegadons are Immune to Psychology.



Stegadon

TERRADONS

Dwelling in the jungle canopy hundreds of metres above the ground, Terradons are dangerous predators. Their keen eyesight can pierce the gloom of the jungle, enabling them to spot potential prey at great distances. They prey on anything man-sized and smaller, from birds soaring above the trees, to ground-dwelling animals and intruders on the jungle floor. Their huge, leathery wings can propel them at great velocity, and they are surprisingly agile, able to fly at full speed through thick jungle while avoiding branches, vines and trees. They are also expert gliders and can remain airborne for days end, utilising the steamy, hot thermals that rise from the jungle. Descending with mighty beats of their powerful wings, they attempt to latch onto their foes with their strong claws, ripping them into the air before releasing them to plummet to their doom.

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

SPECIAL RULES

Flying Unit: Terradons can fly.

Hit-and-Run Attack: Terradons attack their prey by diving upon them, grasping them in their talons and pulling them high up into the air, before dropping them. On any turn that Terradons charge, work out combat as normal. If the Terradons lose the combat or the combat is a draw, they do not take a Break test but automatically fall back (this is treated like fleeing, except that it does not cause panic in nearby units, and the Terradons automatically rally at the end of the fall back move). The enemy cannot pursue them. If the Terradons win the combat, before the enemy takes its Break test, the Terradons may elect to fall back. Regardless of whether the Terradons choose to fall back or not, the enemy must take a Break test as normal. If the Terradons elect to remain in combat then work out the results of the Break test and any pursuits as normal. This special attack may only be used on the turn that Terradons charge.

SALAMANDERS

Salamanders are giant, predatory amphibians that inhabit the swamplands and estuaries of the Dragon Isles. They are swift-moving creatures on both land and water, and voracious hunters. Their favoured method of catching land-based prey is to swiftly close the distance submerged in water. Once within range, they launch a burst of highly corrosive, flaming liquid from their gullet that burns and incapacitates their prey, before devouring them with their powerful jaws. Within their bodies is an organ that produces this fiery venom, and the Salamander will spout it if provoked or while hunting. The large sail of taut skin on a Salamander's back is thought to act as a cooling mechanism, to ensure that the cold-blooded creature does not expire from the fiery heat created within its body.



Salamanders



A Great Lizards army emerges from the jungle.

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

SPECIAL RULES

Aquatic: Salamanders can move over marsh, rivers, lakes or any other water features without penalty, and will benefit from soft cover while in such terrain.

Scaly Skin: Salamanders have a 5+ Scaly Skin save.

Skirmishers: Salamanders follow the rules for skirmishers.

Spout Flames: Range of 15". Roll an Artillery dice for each Salamander. This is the number of hits that the target suffers. Hits are resolved at Strength 3, although they reduce the target's Armour save by -1. Note that Salamanders cannot stand & shoot, though they may move and shoot as normal. On the roll of a Misfire, the shot is just discounted.

Aggressive: Salamanders must pass a Leadership test at the beginning of the turn or move at full speed towards the nearest enemy and charge them if possible.

Fear: Salamanders cause *fear* as described on page 81 of the Warhammer rulebook.

CARNOSAURS

Carnosaurs are terrifying giant predators that stalk the darkness of the primordial jungles. They are the most dangerous and aggressive of all the countless deadly creatures within the jungle, and are vicious and unrelenting hunters. Large enough to take down almost any prey, Carnosaurs are the top predator of the jungle, and have been known to attack even the mighty Stegadons on occasion. A fight between these two beasts is a titanic sight, a battle that often leaves the survivor badly wounded. Carnosaurs are built for speed and power, and their crushing jaws can rip huge chunks of flesh from their prey.

Once battle has been joined, the smell and taste of blood is enough to send Carnosaurs into a vicious blood-frenzy, and they become completely intent on killing and almost totally uncontrollable.

	M	WS	BS	S	T	W	I	A	Ld
Carnosaur	7	3	0	6	5	5	2	4	5

SPECIAL RULES

Blood-frenzy: Carnosaurs are huge, aggressive creatures that are almost impossible to control. Once the Carnosaur has inflicted a wound or a casualty, it will become immediately

subject to *frenzy* from the next Close Combat phase onwards. The Carnosaur will never lose its *frenzy*, even if it is beaten in combat. See page 84 of the Warhammer rulebook for the rules for *frenzy*.

Ultimate Predator: The main food source for the Carnosaurs are the giant reptilian creatures that dwell in the deepest jungles, and so Carnosaurs are perfectly adapted for killing large prey. Against large targets, each wound that the Carnosaur inflicts does D3 wounds rather than 1.

Scaly Skin: A Carnosaur has a Scaly Skin save of 4+.

Terror: A Carnosaur causes *terror* as described on page 81 of the Warhammer rulebook.

Large Target: A Carnosaur is a large target.

Immune to Psychology: The towering Carnosaurs of the Dragon Isles pay no attention to things that might frighten other creatures, ploughing on towards the enemy without thought or care of what happens around it. Carnosaurs are Immune to Psychology.

GREAT WYRMS

The Great Wyrms are enormous avian predators with wingspans to rival the dragons of the Old World. These monstrous beasts soar above the jungle canopies, the slow beat of their leathery wings punctuated by harsh cries that carry to the far borders of the primitive jungle. Their main diet consists of adult Terradons which they hunt through the bruised skies of the Dragon Isles, swooping and diving on their prey. The fact that the existence of these beasts is practically unknown is testament to the fact that they also have a taste for the flesh of warm-blooded creatures...

Designer's Note: The Wyvern model is an ideal representation for the Great Wyrms of the Dragon Isles.

	M	WS	BS	S	T	W	I	A	Ld
Great Wurm	4	3	0	6	5	5	3	4	5

SPECIAL RULES

Flying Unit: Great Wyrms can fly.

Unit Strength: A Great Wurm always has a Unit Strength of 5.

Scaly Skin: A Great Wurm has a Scaly Skin save of 4+.

Terror: A Great Wurm causes *terror* as described on page 81 of the Warhammer rulebook.

Large Target: A Great Wurm is a large target.

THUNDER LIZARDS

Thunder Lizards are true behemoths, so large that they dwarf even the mighty Stegadons. The tread of these beasts shakes the earth, and their deafening roars can be heard for miles around. They devastate the jungle as they pass through it, a miles-long trail of broken trees and trampled vegetation marking their passage. They are omnivores, capable of consuming their own weight in a single day. Woe betide those brave or stupid enough to stand in their way.

Designer's Note: You can use any old dinosaur models you might have to hand for the Thunder Lizard; just mount it on a Regiment base and away you go. It really doesn't matter what type of beastie it is, just so long as it's huge!

	M	WS	BS	S	T	W	I	A	Ld
Thunder Lizard	5	3	0	7	6	7	1	5	5

SPECIAL RULES

Behemoth: Thunder Lizards are so large that the ground shakes beneath their tread, and when they charge it is virtually impossible to stay upright let alone react with any discipline. The only charge reaction possible against a Thunder Lizard is Hold. Countercharging (as with Empire detachments) is impossible to effect, and the effects of spears and pikes are lost completely on the turn the Thunder Lizard charges. Furthermore, any Leadership tests caused directly by the Thunder Lizard are at a -1 Leadership.

Unit Strength: A Thunder Lizard always has a Unit Strength of 12.

Stupidity: Thunder Lizards have two separate brains, one in their cranium and one at the base of their spine, to better coordinate their massive frames. Unfortunately, neither of these brains is larger than a walnut, and thus the Thunder Lizards are subject to *stupidity*.

Impact Hits: The Thunder Lizard causes D6+1 impact hits when it charges, like a chariot with scythes (see page 128 of the Warhammer rulebook).

Scaly Skin: A Thunder Lizard has a Scaly Skin save of 2+.

Terror: A Thunder Lizard causes *terror* as described on page 81 of the Warhammer rulebook.

Large Target: A Thunder Lizard is a large target.

Immune to Psychology: The towering Thunder Lizards of the Dragon Isles pay no attention to things that might frighten other creatures, ploughing on towards the enemy without thought or care of what happens around it. Thunder Lizards are Immune to Psychology.

COATL

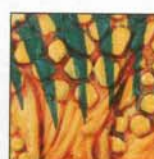
The sacred guardians that dwell in the deepest jungles of the Dragon Isles sometimes join the Great Lizards to repel invaders. See the rules after this article for more details.

COLOURS

The beasts that dwell within the dense jungles of Lustria display a wide variety of exotic patterns and colours. Shown here are just a few examples of the diverse schemes that work well on these creatures.



Rotting Flesh scales



Vomit Brown scales

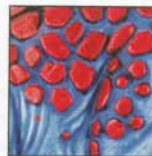


Camo Green scales

Dark Angels Green skin

Scaly Green stripes

Scorched Brown skin



Red Gore scales



Dark Angels Green scales

Shadow Grey skin

Rotting Flesh skin



A Thunder Lizard finds a new friend deep in the jungle.

ARMY LIST

CHOOSING THE LIZARDS

The Great Lizards 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 in the chart shown below.

For example, if you are choosing a 2,000 points army you must take a minimum of three Core units and could choose to take up to four Special and/or up to two Rare units.

In addition, if an individual entry has a number limiting it, eg. 0-1, then you may only have that many in your army.

ARMY SELECTION CHART

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
+1,000	+1	+1	+1

CORE UNITS

There is a minimum number of Core units that must be fielded, and this varies with the size of the Great Lizards army.

0-1 JUNGLE SWARM Pts/Model: 60

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

Unit Size: 1-6 bases.

Weapons & Armour: None

SPECIAL RULES

Swarm, Small, Skirmishers, Poisoned Attacks.

COLD ONE PACKS Pts/Model: 14

	M	WS	BS	S	T	W	I	A	Ld
Cold One	7	3	0	4	4	1	2	1	3

Unit Size: 10+

Weapons & Armour: None

SPECIAL RULES

Cold-blooded, Territorial, Scaly Skin (5+), Skirmishers, Fear, Stupidity, Bloodscent, Thick-skinned.

HORNED ONE PACKS Pts/Model: 13

	M	WS	BS	S	T	W	I	A	Ld
Horned One	7	3	0	4	4	1	3	1	3

Unit Size: 10+

Weapons & Armour: None

SPECIAL RULES

Cold-blooded, Territorial, Scaly Skin (6+), Skirmishers, Fear.

TERRADONS Pts/Model: 30

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

Unit Size: 3-10

Weapons & Armour: None

SPECIAL RULES

Cold-blooded, Territorial, Mounted, Flying Unit, Hit-and-Run Attack.

SPECIAL UNITS

Special units are extremely specialized troops that appear on the battlefield less often than Core units.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army.

SALAMANDER HUNTING PACKS ... Pts/Model: 85

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

Unit Size: 1-3

Weapons & Armour: None

SPECIAL RULES

Cold-blooded, Territorial, Aquatic, Scaly Skin (5+), Skirmishers, Spout Flames, Fear.

STEGADON Pts/Model: 195

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

Unit Size: 1 Stegadon

Weapons & Armour: None

SPECIAL RULES

Cold-blooded, Territorial, Scaly Skin (4+), Terror, Large Target, Unit Strength 8, Impact Hits, Stubborn, Immune to Psychology.

CARNOSAUR Pts/Model: 210

	M	WS	BS	S	T	W	I	A	Ld
Carnosaur	7	3	0	6	5	5	2	4	5

Unit Size: 1 Carnosaur

Weapons & Armour: None

SPECIAL RULES

Cold-blooded, Territorial, Scaly Skin (4+), Terror, Large Target, Blood-frenzy, Ultimate Predator, Immune to Psychology.

RARE UNITS

There is a maximum number of Rare units that can be fielded, and this varies with the size of the Great Lizards army.

THUNDER LIZARD Pts/Model: 320

	M	WS	BS	S	T	W	I	A	Ld
Thunder Lizard	5	3	0	7	6	7	1	5	5

Unit Size: 1 Thunder Lizard

Weapons & Armour: None

SPECIAL RULES

Cold-blooded, Territorial, Scaly Skin (2+), Terror, Large Target, Unit Strength 12, Behemoth, Stupidity, Impact Hits, Immune to Psychology.

GREAT WYRM Pts/Model: 260

	M	WS	BS	S	T	W	I	A	Ld
Great Wyrms	4	3	0	6	5	5	3	4	5

Unit Size: 1 Great Wyrms

Weapons & Armour: None

SPECIAL RULES

Cold-blooded, Territorial, Flying Unit, Scaly Skin (3+), Terror, Large Target, Unit Strength 5.

0-1 COATL See the rules after this article for more details.

TRIAL RULES



Andy Hoare

Andy Hoare escaped a promising career in pensions administration when he came across an ad for the post of

Assistant Games Developer on the web, whilst looking for 'something else'. To his astonishment, he got the job, and has been working on the Warhammer 40,000 Games Development team for the last two years. He's currently working with Graham McNeill on Codex: Witch Hunters.

LORE OF THE JUNGLE

The Coatl in Lizardmen Armies by Andy Hoare

Deep within the darkest reaches of the Lustrian jungle are to be found all manner of wondrous and inevitably deadly, poisonous and unfriendly creatures. From the bizarre dragon turtles of the Qurvezan delta, to the frankly revolting brainflukes of the jungles of despair, explorers and treasure seekers looking to intrude upon the ancient realms of the Lizardmen often fall prey to the manifold perils of the environment long before they encounter a single skink.

One of the most rare and enigmatic creatures to be found in Lustria is the Coatl. Sporting a long, sinuous, snake-like body, a Dragon's head and massive feathered wings, the Coatl is more than just an unlikely accident of evolution. The Coatl are powerful mages, and are said to have the power to alter the jungle around them to draw invaders away from the sacred places in which they dwell, and into the leech-infested swamps surrounding them.

The Coatl are believed by those few scholars and mages who have even the vaguest knowledge of such things to be related to the Lizardmen deity Tepok. It is thought this being is venerated by the Lizardmen as the god of the air, of magic and of sacred places. As such, the Coatl is worshipped by some as a manifestation, messenger or even an avatar of the deity, and is beseeched by Skink Priests whenever a particularly important holy place is under threat from invaders.

When the Coatl makes an appearance, it generally leaves few witnesses, but those fewfortunates who have lived to tell the tale mention a terrible force of nature that is able to call upon the ancient mystical power that permeates the jungle. The Coatl is said to appear from the skies upon a thunderous wind,

churning the jungle canopy and stirring the undergrowth to a frenzy. The skies darken and the jungle shifts, and the invaders are soon helplessly disoriented, lost within a swirling maelstrom of magical aspect. At this point, the Lizardmen invariably launch their own attack, and it's normally all over pretty fast for the foolhardy invaders.

A subject of some speculation amongst scholars is the nature of the relationship between the Coatl and the other natives of Lustria. It is known that the Coatl will fight to aid a Lizardmen army, particularly in the defence of a sacred site. However, it has been noted that the creatures do not live in such harmony with the diminutive, copper-skinned tribes-people that inhabit many regions of the continent. Actually, it seems that these natives are somehow able to exist higher up the Lustrian food chain than the Coatl, and are experts at hunting them down. It is said that these tribes view the Coatl as a choice delicacy, and are able to feed an entire clan on one of the larger specimens.

It is known that the Amazons like to wear Coatl feathers, devising all manner of ritualistic decorations and headdresses. It is highly unlikely they hunt the beasts themselves, preferring instead to allow the native tribesmen to do all the hard work for them...



Andy starts work on his Coatl (left). The component parts ready for pinning (above).

THE COATL

COATL..... points: 440

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

Weapons: None.

Armour: None.

A Coatl is a Level 4 Wizard, and can choose spells from the Lore of Light, the Lore of Life, and the Lore of the Heavens lists.

A Coatl is a Lords choice, but may never be the army general, even if its Leadership is higher than any other model's.

SPECIAL RULES

Cold-blooded: The Cold-blooded special rule is applicable to Coatl.

Fly: Being a manifestation of the Lizardmen deity of the air, a Coatl can fly.

Large Target: A fully-grown Coatl is a large target. Though smaller specimens exist in Lustria, they tend not to be encountered as they spend a lot of time hiding from the voracious native tribes-people.

Magical Storm: A Coatl appears upon an eldritch storm, and the skies darken as it soars above the jungle canopy. All missile fire directed at a Coatl suffers a -1 penalty to hit.

Master of the Sacred Places: Coatl are worshipped by the Lizardmen as guardians of the most secret and sacred areas of the jungle, and are able to control their environment so invaders soon become hopelessly lost, finding the jungle working against them. A Coatl knows this spell in addition to any other spells rolled. The spell has a casting value of 6+. Before the game begins, but after deployment, the Lizardmen player may reposition D6 pieces of jungle terrain, by D6", rolling the distance for each piece at a time.

Shield of the Old Ones: Coatl are creatures of magic, and are protected by the arcane and mystical defences of the Old Ones. They have a 3+ Ward save.

Terror: An angry Coatl is best left well alone. It causes *terror*, as described on pages 81-82 of the Warhammer rulebook.



A Coatl skims across the jungle canopy.

MODELLING THE COATL

There are plenty of components you could dig out of the Mail Order archive in order to make a Coatl, but here's what I used:

**Egrimm Van Horstman,
Dark Sorcerer of Chaos on Baudros,
Chaos Dragon:**

Chaos Dragon head 1
Chaos Dragon neck 2
Chaos Dragon tail 1

Emperor riding the War Griffon

Deathclaw:
Right Griffon wing
Left Griffon wing

I started by using a hacksaw to trim down the dragon's neck, cutting it just below the shoulder joint where the dragon's arms would join. I then joined it to the tail section, using a pin vice to drill a hole in each section so I could pin the joint with a small length of wire. Once attached, I smoothed the joint over with some Green Stuff.

The wings were joined in a similar manner, except in their case the hole was drilled all the way through the neck, and one wire pin inserted through so that it protruded on both sides. This was

used to pin both wings at once, for a stronger join.

Basing the beast was tricky as it needed to be mounted taller than a flying base would allow. Rifling through the bits box, I found an old aquarium plant which, after a bit of hacking and mounting on a standard 50mm square base, was high enough to give the impression that the Coatl was soaring over the treetops.

PAINTING

THE WINGS

Being a manifestation of the Lizardmen deity Tepok, I wanted to include a large area of this being's identifying colour, purple, on the model. So, after undercoating the Coatl with Chaos Black spray, I painted the wings with a base Regal Blue. I drybrushed Enchanted Blue, and then Ultramarines Blue over the Regal Blue and then drybrushed one half of each wing Warlock Purple, making sure that some of the purple went over the blue areas. I then added Skull White to Ultramarines Blue, and drybrushed the blue areas, overlapping onto the purple, and did the same with

the purple areas by adding Skull White to Warlock Purple and drybrushing in the opposite direction. This creates the gentle blending between blue and purple, which I repeated on the scales.

THE BODY

I started the body by applying a basecoat of Snot Green, over which I applied a slightly watered down wash of Dark Green Ink. Once this was dry I painted the raised areas Camo Green, blending with Bleached Bone for highlights. Finally, I applied small specks of Bleached Bone to create a mottled effect to the skin.

THE TREE AND BASE

All I needed to do with the tree and base was paint it Scorched Brown, and then drybrush it Bestial Brown. For the final highlights I mixed in a little Bleached Bone, and drybrushed this over the most raised areas.

The soil on the base was painted Scorched Brown, and highlighted by drybrushing a 50/50 mix of Scorched Brown and Camo Green. Using PVA glue, I added some Static Grass to the jungle floor and, finally, painted the edges of the base Camo Green.

SWIFT AND DEADLY

MOUNTED DAEMONETTES ON THE WARHAMMER BATTLEFIELD

Daemonettes often ride into battle upon elegant mounts that are swifter than any mortal steed. Like all Slaaneshi creatures, these lithe daemonic mounts possess a disturbingly hypnotic appearance and unmistakable sinuous beauty.

While at rest subtle colours and hues play over the skin of the beast, beating out a hypnotic and seductive rhythm. As the creature moves, these patterns swirl and pulse in time with the skittering gait of the beast, smoothly and almost imperceptibly

flowing from one form to the next. Mounted Daemonettes are the hunters of the Darkling Prince – one lure among many that he uses to ensnare new souls. They will often stalk armies for days, preying upon the unwary, their haunting cries echoing in the dreams of those they hunt. These siren-hunters use the speed of their steed to toy with their mortal prey, oft-times delaying the moment of the kill in favour of prolonging the suffering of their quarry. The steeds themselves fight with a ferocity at odds with their lithe appearance. Their barbed tongues lash out with deadly accuracy and speed, while the Daemonette's claws and swords slash and tear with exquisite precision and grace.



DAEMON UNIT

If the General of your army is a Mortal or Beast then Mounted Daemonettes count as a Special choice. If your General is a Daemon (ie, he has the Daemonic special rule) then Mounted Daemonettes instead count as a Core choice. Mounted Daemonettes count as having the Mark of Slaanesh for the purposes of choosing an army.

MOUNTED DAEMONETTES

Points/Model: 30

	M	WS	BS	S	T	W	I	A	Ld
Daemonette	5	4	0	4	3	1	5	2	8
Mount	10	3	0	3	3	1	5	1	8

Unit Size: 5+

SPECIAL RULES

Aura of Slaanesh: Daemonettes are surrounded by a near-tangible aura of seduction and acquiescence, distracting their foes. Any enemy unit in base contact with one or more models with the Aura of Slaanesh reduces its Leadership value by -1, to a minimum of 2.

Daemonic: Mounted Daemonettes are Daemonic creatures and are therefore subject to all the rules for Daemons included on the next page and on page 29 of the Hordes of Chaos Armies book.

Tongue Attack: The barbed tongue of the mount secretes an oily venom, a single drop of which can drive a man insane with delusions before killing him. Attacks from the mount count as Poisoned Attacks.

Swift Steed: Mounted Daemonettes count as Fast Cavalry. In addition, because of its preternatural dexterity, the mount always strikes first in close combat even against a charging enemy. If an opponent has the same ability, resolve the strikes in Initiative order – if these are the same, roll a D6 to see who strikes first. Note that this ability applies only to the mount, not to the Daemonette rider.



DAEMONIC SPECIAL RULES

The following rules apply to all Daemonic creatures. Non-Daemonic models may not join a Daemonic unit, and a Daemonic model may not join a non-Daemonic unit. The only exception to this is a character riding a Daemonic Mount, Steed of Slaanesh, Juggernaut of Khorne or Disc of Tzeentch.

Instability and Break Tests: When daemons lose a round of combat they must take a special Daemonic Instability test instead of a Break test. In multiple combats, each Daemonic unit must test separately. Use the following procedure to take a Daemonic Instability test:

1. Calculate combat resolution as normal.
2. Roll 2D6 and compare this to the daemons' Leadership value, with no combat resolution modifiers. If the roll is higher, the daemons lose their grip on the mortal world and

disappear from the battlefield. They count as destroyed.

3. If the unit does not instantly disappear, compare the dice roll to their Leadership value, taking into account any modifiers for combat resolution. For each point the unit fails its Instability test by, the unit suffers one additional wound. No saves of any kind are allowed against these wounds, including Ward saves, regeneration, etc. If characters are present in the unit, the controlling player can decide how to allocate wounds between the character/s and the unit.
4. If a Daemonic unit is wiped out by instability in the first round of combat, the enemy may overrun as normal.

Example: *A unit of Mounted Daemonettes loses a combat by 4. The controlling player scores 7 on his 2D6 roll. This is lower than their Leadership of 8, so they don't disappear totally.*

However, because combat resolution modifiers count for Daemonic Instability, their Leadership is reduced to 4 for the second part of the test. This means that the Mounted Daemonettes have failed the test by 3, and so the unit suffers three wounds.

Immune to Psychology: Daemons are immune to psychology.

Fear: Daemons are otherworldly entities that cause *fear* as described on page 81 of the Warhammer rulebook.

Daemonic Aura: Daemons are not of mortal flesh and have some immunity to mundane weapons. Daemons get a 5+ Ward save. However, this Ward save cannot be used against magical attacks (ie, spells and magic items).

Daemonic attacks: Being corporeal manifestations of Chaos, daemons' attacks are magical and can wound ethereal creatures, etc. This includes any special or ranged attacks they may have.



OFFICIAL
RULES

THE ARMIES OF THE WOOD ELVES

A Preview Army List by Alessio Cavatore

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.

The Wood Elves of Loren are the masters of the bow, and it is said that an Elven marksman can hit the eye of a Goblin in the dark. Many strange tales are told in the land of Bretonnia about the fey Elven Lords of Loren.

Troubadours of Couronne sing of a cult of Wardancers, young Elves with lethal acrobatic abilities, as well as strange and terrible Beastmasters, Elves who live amongst the wild animals of the forests. Tales also tell of Elves who

sing to the trees and plants, shaping them to form their homes and making the paths of the forest misdirect intruders. The most fanciful tales speak of Forest Spirits, giant trees that walk like men, but these are probably mere fables. Few ever venture to the glades of Loren, and fewer still return. When they do, they are found on the boundaries of the Loren Forest, their bodies broken and strung on the branches of the trees as warnings to trespassers. Bretonnians have learned to fear the 'Fayrie Folk', and leave their woodland kingdom alone.

So Loren rests, shrouded by mists and magic, brooding and forbidding. Be wary, traveller, and do not venture into

the shadow of Loren. For even if you do not lose your life to an Elven arrow or sword, you might travel for three hundred years amongst the glades, never realising the time that has passed until you return home and the years take their toll on you in the blink of an eye.

Wood Elves live in very few places besides Loren, although the Forest of Shadows and Drakwald Forest are said to hold small Elven communities still. A man should be wary in these places, for many have died by unseen arrows when they have trespassed into the domains of Elves, without even knowing that they had crossed their invisible borders.



Wood Elves Special rules

- All units in a Wood Elves army (except flyers) ignore the movement penalties for moving through woods.
- All Wood Elves' non-magical arrows are Armour Piercing at short range (see page 90 of the Warhammer rulebook).
- Wood Elves never suffer the normal -1 To Hit penalty when shooting at long range.
- Wood Elf Archmages may use any lore of magic from the Warhammer rulebook and get a +1 bonus to the total rolled when casting spells from the Lore of Beasts or the Lore of Life. Wood Elf Mages may only use the Lore of Beasts and the Lore of Life.
- All Wood Elf Wizards know the *Tree-Singing* spell in addition to their normal spells. This spell has a casting value of 4+ and can be cast on any wood within 18" of the caster, provided that there are no enemy models inside it. It can be cast on woods containing Wood Elf units, but the entire unit must be inside the wood. If one or more of the unit's models are outside the Wood, the spell cannot be cast on it. If cast successfully, the wood can be moved D6+1" in a direction nominated by the caster before rolling. The wood must stop as soon as it comes into contact with any other unit or piece of terrain. Friendly troops which are entirely inside the woods move together with the wood, but must end their move at least 1" away from enemy models. Troops that move with the wood count as having moved for the next Shooting phase. Each wood can only be moved once per Magic phase.
- Wood Elves almost invariably fight defensive battles against invaders of their hidden realms. Their armies very rarely venture out of their sylvan realm. The following rule represents this:

In Pitched Battles (Scenario 1 on page 199 of the Warhammer rulebook), just after the roll for table side, the Wood Elf player can place one extra wood anywhere in his own half of the table (covering a maximum area roughly as large as a circle of 3" radius). They also have a +1 on all the rolls made during deployment: to choose the table side, to decide who starts deploying and who goes first (in

addition to other modifiers). They also have a +1 on the roll to determine in which order scouting units are deployed.

To counterbalance this, the enemy gets 100 Victory points for each of his units with a Unit Strength of 5 or more that ends the game completely inside the Wood Elves' deployment zone (fleeing units do not count). The enemy also gets an extra 100 Victory points (on top of the normal 100) for each of the table quarters containing the Wood Elves' deployment zone he controls at the end of the game (see page 198 of the Warhammer rulebook).

Wood Elves Magic items

You may choose magic items for your characters and units from the following list and/or the common magic items on page 154 of the Warhammer rulebook.

MAGIC WEAPONS

The Spirit Sword 75 pts
Wounds automatically. Saves are modified by the Strength of the user.

Hunting Spear 55 pts
Replaces the character's longbow. Counts as a magical hand weapon with no particular power in close combat. It can also be thrown like a javelin with a range of 18". If it hits, it counts as a bolt thrower with Strength 6. After resolving the damage, the spear will fly back into the hands of the bearer. Note that you may Stand & Shoot with this spear.

Blade of Fury 50 pts
The bearer gains +2 Attacks when fighting with this sword.

Bow of Loren 40 pts
Replaces the character's longbow. 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 and count as magical.

MAGIC ARMOUR

Shield of Ptolos 15 pts
Counts as normal shield (6+ Armour save). Gives the bearer a 1+ Armour save against missile attacks that cannot be improved by any means.

TALISMANS

Vambraces of Lightning 30 pts
The bearer has a 5+ Ward save.

Amber Amulet 25 pts
Bearer recovers 1 Wound at the start of each of his turns (stops working if the bearer is killed).



ENCHANTED ITEMS

The Acorn of Ages 55 pts
At the beginning of any of his Magic phases, the bearer can throw the Acorn towards a point of the table anywhere within his own line of sight and within 24". Guess the range to the point you're aiming at and determine where the Acorn lands as you would for a stone thrower shot. Place a new wood (up to 3" radius) with its centre at the point where the Acorn has struck the ground. If a Misfire is rolled, the Acorn has no effect. One use only.

Hail of Doom Arrow 30 pts
When fired, the arrow splits into 3D6 magical S4 arrows. Roll to hit for each arrow. One use only.

Healing Potion 50 pts
Can be used at the beginning of any phase. The bearer, or any one friendly model within 1" of the bearer, recovers all Wounds suffered up to that point in the battle. One use only.

The Cloak of Mist 25 pts
The wearer can be deployed as a Scout. Models on foot only.

ARCANE ITEMS

Wand of Jet 50 pts
Adds 1 dice to the Wood Elf army's pool of magic dice in each player's turn.

Potion of Knowledge 25 pts
Can be drunk during any Wood Elf Magic phase. One spell cast by the bearer requires no Power dice (counts as being cast at the spell's casting value). One use only.

MAGIC BANNERS

Banner of the Forest 80 pts
The bearer and all friendly units within 12" are Immune to Psychology.

Banner of the Lynx 30 pts
If the bearer or the unit he is with flee from a charge and are not destroyed by the charging enemy, they rally immediately and can act normally in their next turn.

Banner of the Bear 20 pts
Enemies in base contact with the bearer or the unit he is with never count the +1 outnumbering bonus when working out combat resolution.



A Green Dragon ambushes an artillery train moving through the forest.

SELECTING THE ARMY

See page 238-9 of the Warhammer rulebook with the following additions and amendments when choosing your Wood Elves army:

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.

Army Value	Maximum Characters	Maximum Lords
< 2,000	0-3	0
2,000-2,999	0-4	up to 1
3,000-3,999	0-6	up to 2
+1,000	+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 points Wood Elves 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 have all of its characters as Heroes if you prefer.

LORDS

FOREST LORD..... 135 points each

	M	WS	BS	S	T	W	I	A	Ld
Forest Lord	5	7	7	4	3	3	8	4	10

Weapons: Hand weapon and longbow.

Options:

- May choose either a spear (+3 pts) or an additional hand weapon (+6 pts).
- May wear light armour (+3 pts) and/or carry a shield (+3 pts).
- May ride either an Elven Steed (+18 pts), a Great Eagle (+50 pts) or a Green Dragon (+320 pts, counts as an additional Hero choice).
- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 100 pts.

ARCHMAGE..... 200 points each

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

Weapons: Hand weapon and longbow.

Magic: An Archmage is a Level 3 Wizard. He may choose one of the eight lores described in the Warhammer rulebook.

Options:

- May ride either an Elven Steed (+18 pts), a Unicorn (+50 pts) or a Great Eagle (+50 pts).
- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 100 pts.
- May be upgraded to a Level 4 Wizard for +35 pts.

Special Rules: *Tree-Singing*.

HEROES

GLADE GUARDIAN* 70 points each

	M	WS	BS	S	T	W	I	A	Ld
Glade Guardian	5	6	6	4	3	2	7	3	9

Weapons: Hand weapon and longbow.

Options:

- May choose either a spear (+2 pts) or an additional hand weapon (+4 pts).
- May wear light armour (+2 pts) and/or carry a shield (+2 pts).
- May ride either an Elven Steed (+12 pts) or a Great Eagle (+50 pts).
- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 50 pts.

0-1 BLADEWEAVER 115 points each

	M	WS	BS	S	T	W	I	A	Ld
Bladeweaver	5	7	4	4	3	2	8	3	9

Weapons: Two hand weapons.

Options:

- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 50 pts.

Special Rules: See Wardancers rules. Cannot join units except Wardancers. Cannot be the army's General. Cannot choose magical missile weapons or armour.

MAGE 70 points each

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

Weapons: Hand weapon and longbow.

Magic: A mage is a Level 1 Wizard. He may choose spells from the Lore of Beasts or the Lore of Life.

Options:

- May ride either an Elven Steed (+12 pts) or a Unicorn (+50 pts).
- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 50 pts.
- May be upgraded to a Level 2 Wizard for +35 pts.

Special Rules: *Tree-Singing*.

Lords are severely limited in number and are quite expensive, but make the best army generals. Heroes are more numerous and cost less points, but still make potent leaders.

CHARACTERS' MOUNTS

Here are the profiles for mounts that can be ridden by Wood Elf characters.

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

Giant Eagle	2	5	0	4	4	3	4	2	8
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Special Rules: *Fly*

Unicorn 10 5 0 4 4 1 5 2 8
Special Rules: +2 Strength on the charge. Rider and unit he is with have Magic Resistance (2).

Green

Dragon	6	6	0	6	6	6	3	5	8
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Special Rules: Large Target; Terror; Fly; Breath Weapon (Strength 2, -3 Armour save), Scaly Skin (3+). A Dragon counts as a Hero choice in addition to its rider.

*ARMY BATTLE STANDARD

One Glade Guardian in the army may carry the Battle Standard for +15 pts.

This Glade Guardian cannot be the army's General even if he has the highest Leadership value in the army.

The Glade Guardian carrying the Battle Standard cannot choose any extra weapons, nor can he use a shield or his longbow. He cannot ride a Great Eagle.

If a Glade Guardian is carrying the Battle Standard, he can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic item.



Glade Riders react quickly to an Undead invasion.

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
+1,000	+1	+1	+1

For example, if you are choosing a 2,000 points 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 units.

In addition, if an individual entry has a number limiting it, eg. 0-1, then you may only have that many in your army.

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.

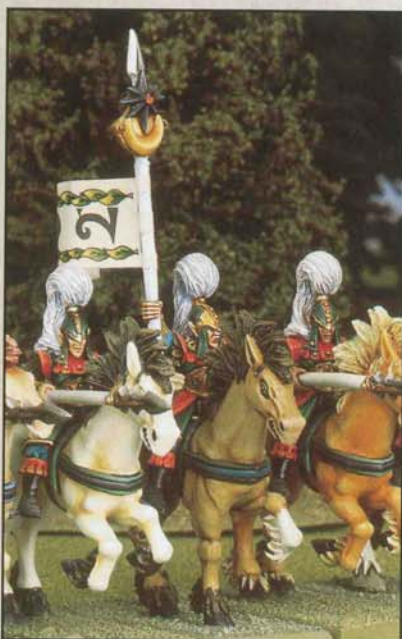
Profiles. The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

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. The value of these items is included in the points cost.

Options. Additional or optional weapons and armour are listed here together with their extra cost.

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



Glade Riders

CORE UNITS

ARCHERS 13 points per model

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

Unit Size: 5+

Weapons & Armour: Hand weapon, longbow.

Options:

- Any unit may upgrade one Archer to a Musician for +6 pts.
- Any unit may upgrade one Archer to a Standard Bearer for +12 pts.
- Any unit may upgrade one Archer to a Hawkeye for +6 pts.

GLADE RIDERS 21 points per model

	M	WS	BS	S	T	W	I	A	Ld
Glade Rider	5	4	4	3	3	1	5	1	8
Horse Master	5	4	4	3	3	1	5	2	8
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Weapons & Armour: Hand weapon, light armour, shield and spear.

Options:

- Any unit may swap their spears and shields for longbows for +4 pts/model.
- Any unit may upgrade one Glade Rider to a Musician for +8 pts.
- Any unit may upgrade one Glade Rider to a Standard Bearer for +16 pts.
- One unit in the army may carry a magic banner worth up to 50 pts.
- Any unit may upgrade one Glade Rider to a Horse Master for +16 pts.

Special Rules: *Fast Cavalry.*

GLADE GUARD 8 points per model

	M	WS	BS	S	T	W	I	A	Ld
Glade Guard	5	4	4	3	3	1	5	1	8
Captain	5	4	4	3	3	1	5	2	8

Unit Size: 10+

Weapons & Armour: Hand weapon and spear.

Options:

- Any unit may be equipped with light armour for +1 pt/model and/or carry shields for +1 pt/model.
- Any unit may upgrade one Glade Guard to a Musician for +5 pts.
- Any unit may upgrade one Glade Guard to a Standard Bearer for +10 pts.
- Any unit may upgrade one Glade Guard to a Captain for +10 pts.

SPECIAL UNITS

SCOUTS 15 points per model

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

Unit Size: 5-15

Weapons & Armour: Hand weapon, longbow.

Options:

- Any unit may upgrade one Scout to a Pathfinder for +7 pts.

Special Rules: *Skirmish, Scout.*

GREAT EAGLE* 50 points per model

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

*Note that 1-2 Giant Eagles count as only one Special Unit choice.

Unit Size: 1

Weapons & Armour: None.

Special Rules: Great Eagles can Fly.



Warhawk Riders

WARDANCERS 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Wardancer	5	5	4	3	3	1	6	1	8
First Dancer	5	5	4	3	3	1	6	2	8

Unit Size: 5+

Weapons & Armour: Two hand weapons.

Options:

- Any unit may upgrade one Wardancer to a First Dancer for +14 pts.
- Any unit may upgrade one Wardancer to a Musician for +7 pts.

Special Rules: *Skirmish, Immune to Psychology, Ward save 6+.*
 Wardancers cannot be joined by characters, with the exception of a Bladesinger. Their talismanic war paint gives them Magic Resistance (1). Each turn in close combat they may choose one special wardance with the following effects: *Storm of Blades* (+1 Strength), *Whirling Death* (the unit has the Killing Blow special ability), *The Shadows Coil* (the unit is Unbreakable) or *Woven Mist* (if the Wardancers are fighting to the flank or rear of enemy units and have a Unit Strength of 5 or more, those units lose their rank bonus). You can't choose the same dance in two consecutive turns of the same combat engagement.

WARHAWK RIDERS 20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Warhawk Rider	5	4	4	3	3	1	6	1	8
Wind Rider	5	4	5	3	3	1	6	1	8
Warhawk	1	4	0	3	3	1	6	1	5

Unit Size: 3-12

Weapons & Armour: Light armour and hand weapon.

Options:

- The unit must be equipped with either longbows for +7 pts/model or spears and shields for +3 pts/model.
- The unit may upgrade one Rider to a Musician for +10 pts.
- The unit may upgrade one Rider to a Standard-Bearer for +20 pts.
- The unit may carry a magic banner worth up to 50 pts.
- The unit may upgrade one Rider to a Wind Rider for +10 pts.

Special Rules: *Unit of Flyers.*

DRYADS 20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dryad	5	4	0	4	4	1	5	2	8
Forest Spirit	5	4	0	4	4	1	5	3	8

Unit Size: 5+

Weapons & Armour: None.

Options:

- Any unit may upgrade one Dryad to a Forest Spirit for +16 pts.

Special Rules: *Skirmish, Cause Fear.* The tough skin of a Dryad gives it a 5+ Armour save. Dryads are shape-shifters and in close combat may choose to assume either the Birch aspect (+1 A), Oak aspect (+1 S), Ash aspect (+1 T), or the Willow aspect (opponents require 6s to hit the Dryads). All the models in the 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 of the same combat engagement.

Special units are extremely specialised troops that appear on the battlefield less often than basic regiments.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army.



There is a maximum number of Rare units that can be fielded, and this varies with the size of the Wood Elf army.



RARE UNITS

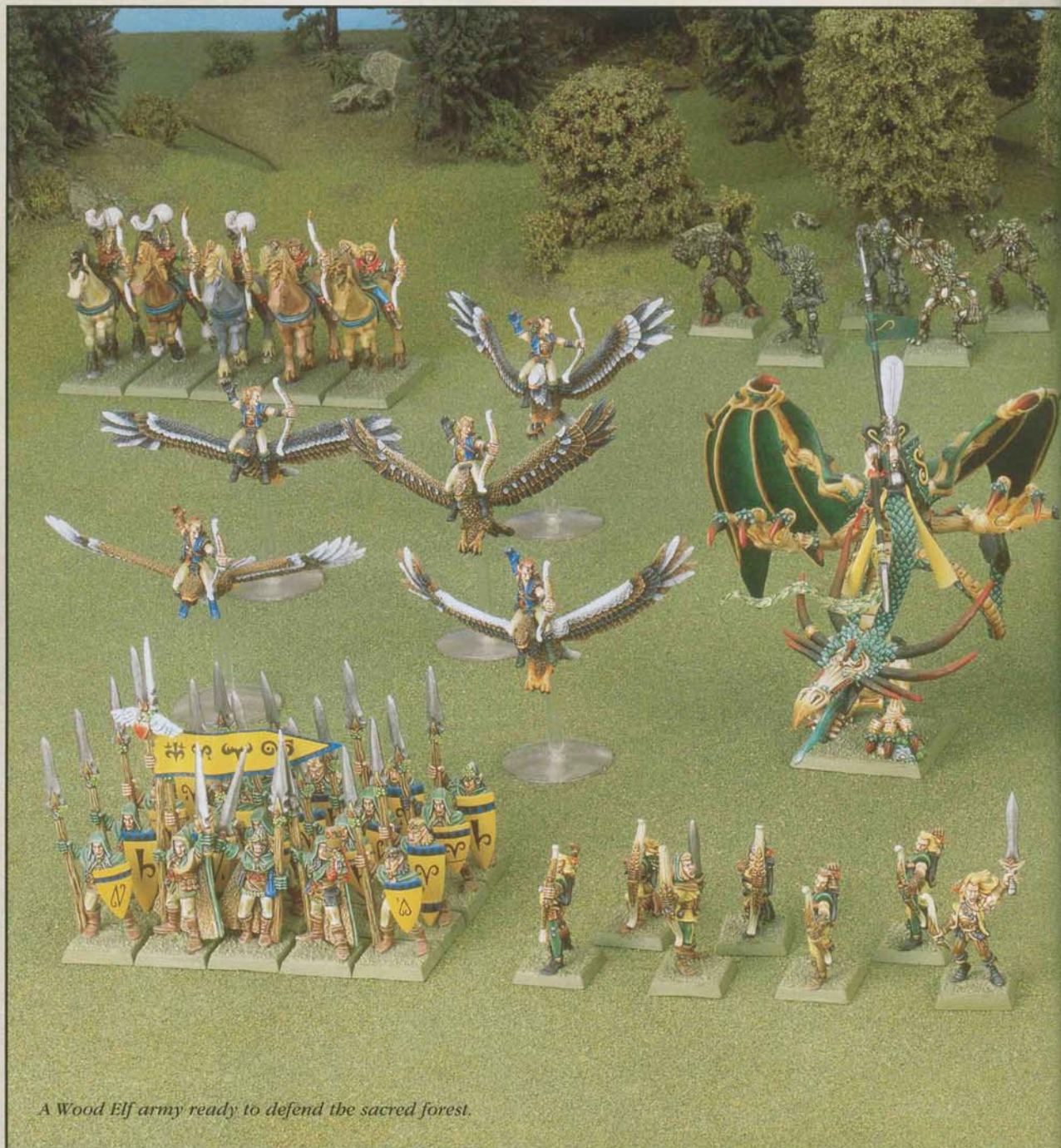
TREEMAN 250 points per model

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

Unit Size: 1

Weapons and Armour: None.

Special Rules: *Flammable, Cause Terror, Immune to Psychology, Large Target.* Their thick bark 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. Tree-Singing (this ability works like a Bound Spell with a Power Level of 4+ and casts the Tree-Singing spell).



A Wood Elf army ready to defend the sacred forest.

WAYWATCHERS 20 points per model

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

Unit Size: 5-10

Weapons and Armour: Hand weapon, longbow.

Options:

- Any unit may upgrade one Waywatcher to a Ranger for +8 pts.

Special Rules: *Skirmish, Scouts.* Waywatchers can deploy closer than 10" to the enemy (but must still be out of sight). Waywatchers can see through 4" of the wood they are in. If a Waywatcher unit charges into close combat from a wood, the enemy can only Hold as a reaction and the Waywatchers get +1 A on the first turn of the fight (the entire unit must be inside the wood when the charge is declared).



Waywatchers



TRIAL RULES

GIANT WARRIORS OF KHEMRI

Trial rules by Gav Thorpe.

Conversions and painting by Chris Frosin.

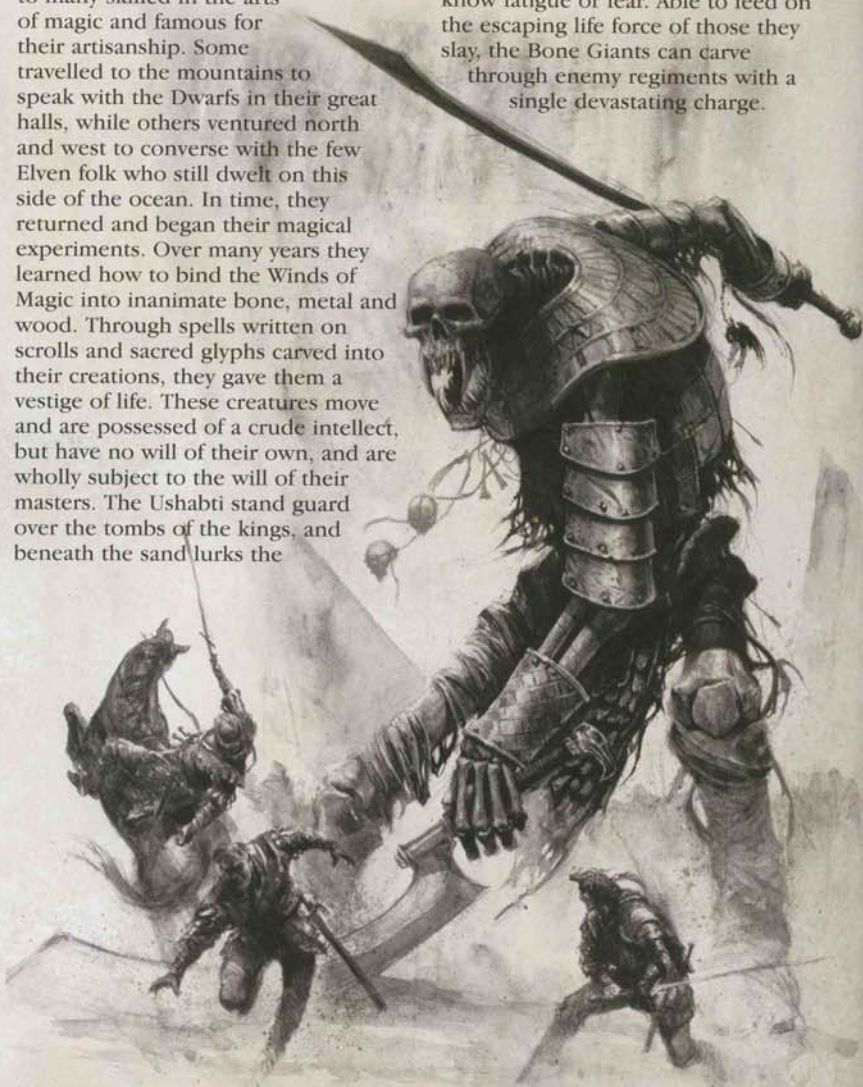
Like the warriors of Nebekhara of old, the Bone Giants carry a variety of weapons. If you and your opponent agree, you can use the expanded army list entry for your Bone Giants.

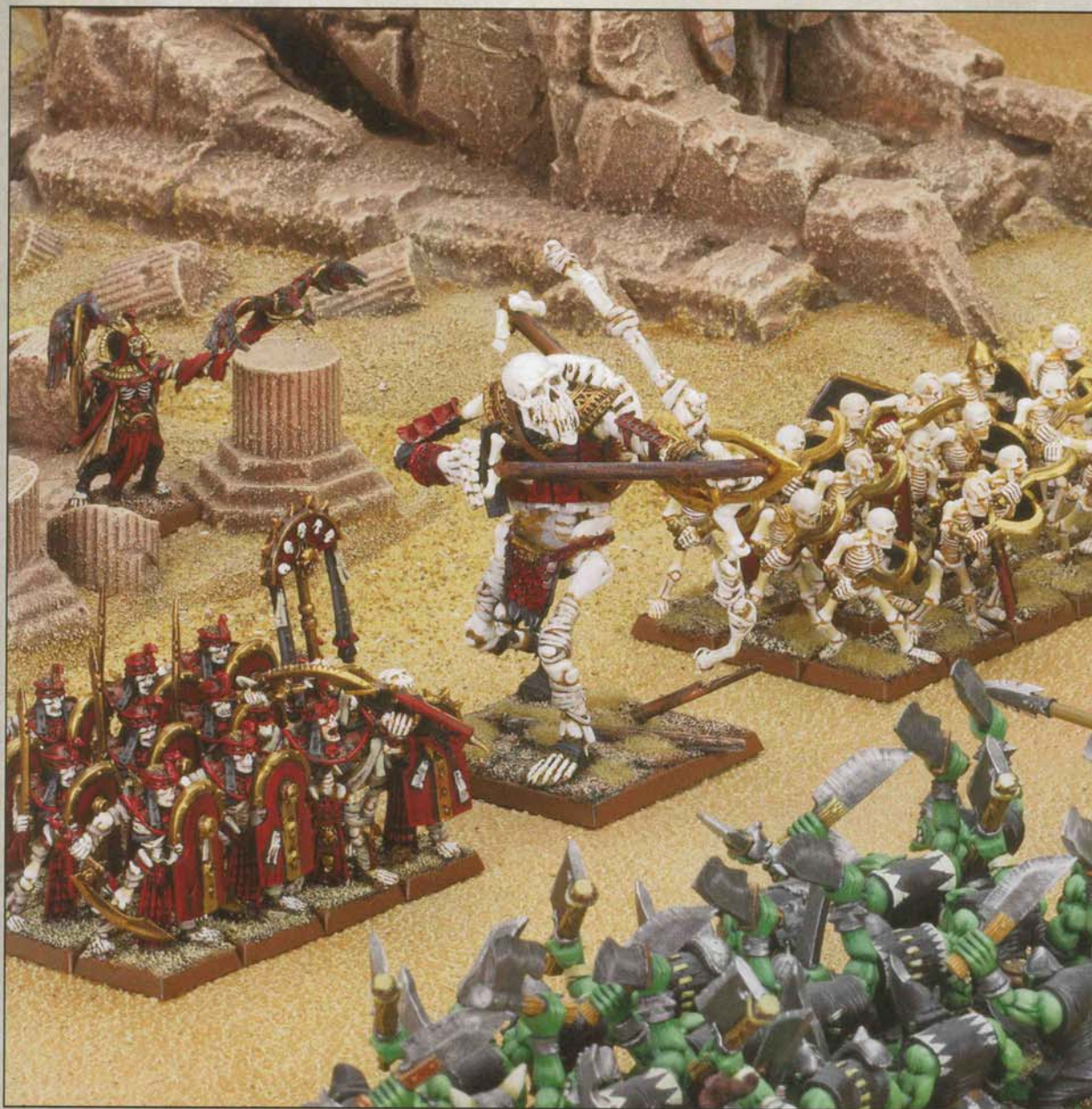
The legends of Nebekhara told of the time when the gods walked the earth, and how they were served by a race of giants. Upon the orders of Settra, the priests of Nebekhara sought ways to bring forth these mighty servants again to serve the new kings of the land.

Far and wide they searched, speaking to many skilled in the arts of magic and famous for their artisanship. Some travelled to the mountains to speak with the Dwarfs in their great halls, while others ventured north and west to converse with the few Elven folk who still dwelt on this side of the ocean. In time, they returned and began their magical experiments. Over many years they learned how to bind the Winds of Magic into inanimate bone, metal and wood. Through spells written on scrolls and sacred glyphs carved into their creations, they gave them a vestige of life. These creatures move and are possessed of a crude intellect, but have no will of their own, and are wholly subject to the will of their masters. The Ushabti stand guard over the tombs of the kings, and beneath the sand lurks the

terror of the Tomb Scorpions, each powered by the undying will of a mummified Liche Priest.

Greatest of all their creations are the Bone Giants. These towering warriors stride the battlefield spreading terror and death. Few are the foes that can face these unnatural monsters, for they do not feel pain, they do not know fatigue or fear. Able to feed on the escaping life force of those they slay, the Bone Giants can carve through enemy regiments with a single devastating charge.





A Bone Giant armed with a bow lends valuable missile fire to a Tomb King's attack.

NEW ARMY LIST ENTRY

RARE UNIT

BONE GIANT 210 points/model

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

Weapons & Armour: Hand weapon, heavy armour (total Armour save 3+).

Options:

- May be given one of the following: additional hand weapon (+10 pts), giant bow (+30 pts), great weapon (+15 pts), or a shield (+30 pts).

Special Rules: *Undead Construct, Large Target, Terror, Unstoppable Assault.*

Rules for Bone Giant bows

Some Bone Giants carry a massive bow shaped from bone and wood, and loose arrows longer than a man is tall. A giant bow shoots and penetrates ranks like a bolt thrower (see page 124 of the Warhammer rulebook), with the following exceptions:

- Giant bows are Strength 5 (they still inflict D3 wounds).
- A model may move & fire with a giant bow.

The rules for *Arrows of the Asp* (Tomb Kings Armies book, page 21) also apply to a Bone Giant. Remember that they are *large targets* and so can draw line of sight over smaller models.



OFFICIAL
RULES

The Steam Tank Returns!

by Alessio Cavatore

Welcome, fellow engineers! The hour of our greatest triumph is here, for I, Alessio Cavatore have returned from Altdorf, bringing with me news of the most powerful of the Empire's war engines, the mighty Steam Tank.

One notable exception from the new Empire army book was the Steam Tank. Despite all the concerns of players wanting to field their beloved engines we always had a plan for this metal behemoth. The Steam Tank is the second in a range of extra models that will be released exclusively through White Dwarf. There are more to come in the future so make sure you don't miss an issue!

Writing the rules for the new Steam Tank has been really quite difficult. The model is absolutely monstrous, huge! And it's so weird and different from anything else I have written rules for.

Well, such a great model certainly was screaming for special rules. It would have been a bit dull to simply make it into a very tough chariot and so I've embarked on this crusade to achieve something special and unique without going too wacky.

I have to admit that I wanted to make the Tank powerful; in my opinion it deserved to be something the enemy pays attention to. The risk, of course, was to make it too powerful and indestructible, therefore ruining game balance.

The machine you are going to read about is the result of much hard work and play here at the Studio.

I'm confident that Empire players will like the Steam Tank, but I hope that their opponents will agree that it is about right for its points cost and that there are ways to neutralise it. Sure the Tank is scary, but it can be dealt with and it's very good against certain kinds of armies and not too brilliant against others.

But what are you waiting for? Delve in and have fun!



Protected within the armoured turret, the Engineer orders his Steam Tank forward.

BUILDING UP STEAM POINTS

At the start of each of his turns, before doing anything else, the controlling player must declare how many Steam Points (SP) his Steam Tank is trying to build up (ie, how much pressure he's going to create in the boiler). You can declare anything between 0 and 5 SP.

Roll a dice for each Steam Point you are building up and total up the results of the dice rolled. If the total is equal to or less than the Steam Tank's current Hull Points, all is fine and you generate the SP you wanted. If you roll above the current Hull Points, the SP are generated but something has gone wrong and you have to roll a dice on the Malfunction chart and apply the result immediately.

It is a good idea to place a dice on top or near the Tank to record how many SP it has available. As you use them throughout the turn, deduct the number of SP available by turning the dice so that it shows the SP remaining.

MALFUNCTION CHART

Dice Roll	Damage	SP
6	None	+1
4-5	-D6 Hull Pts	-1
2-3	-2D6 Hull Pts	-2
1	-4D6 Hull Pts	-4

USING STEAM POINTS

Steam Points can be used during the Movement phase to move the Tank or during the Shooting phase to fire the Tank's gun (or guns!). All unused SP are lost at the end of the turn in which they are generated, so use them all if you can!

Each action has a cost in Steam Points, as shown on the chart below:

Action	SP
Move forward (up to 3")	1
Move backward (up to 2")	1
Pivot on the spot (up to 90°)	1
Grinding (once per turn)	1
Fire hull weapon (once per turn)	2
Fire turret weapon (once per turn)	1

MOVING THE STEAM TANK

For each SP used 'moving forward' the Steam Tank can move 3" straight ahead. For each SP used 'pivoting', the Steam Tank can rotate on its centre up to 90° left or right. The Steam Tank can also move 2" straight back for each SP spent 'moving backward'. You can freely decide how to spend your SP,

RARE UNIT

EMPIRE CONQUEROR STEAM TANK 300 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Steam Tank	-	1	4	6	-	-	0	0	10

Note that you may only include one Empire Steam Tank for every full 2,000 points in your army.

Equipment: The *Conqueror* version of the Steam Tank mounts a main cannon in the hull and a steam gun in the turret. It has 25 Hull Points. The Tank commander is armed with a repeater pistol.

Special Rules: Steam Tanks are Large Targets, Unbreakable and cause *terror*. Steam Tanks have a Unit Strength of 10. Steam Tanks count as neither chariots nor war machines and are therefore not deployed at the same time as the army's war machines.

mixing forward and backward movement and pivots however you like, as long as you have enough SP left. Remember though to save some SP for the Shooting phase if you want to fire any of the Steam Tank's guns.

All kinds of difficult terrain count as being impassable for the Steam Tank. On the other hand, Steam Tanks get to move through obstacles as if they weren't there (low walls, fences and hedges are no obstacle to the armoured might of the Empire!). In addition, after the Tank has moved through the obstacle, remove it from the table or, in the case of a very long obstacle (more than 6"), consider that a breach has been opened in it, wide enough for a unit (up to 6" wide) to move through.

SHOOTING

Once per turn, the Steam Tank can fire its hull-mounted weapon against targets in its 45° frontal arc (see diagram 1). This costs 2 SP and can be done even if the Tank has moved, as long as there are enough SP left.

Once per turn, the Steam Tank can also fire its turret-mounted weapon against targets all around. This costs 1 SP and can be done even if the Tank has moved, as long as there is 1 SP left.

Rotate the turret so that its gun is pointing towards the intended target. This is important if you are firing a gun that makes use of the Flame template, because it will determine the point where the template is positioned. If the turret is glued in place, just measure the distance of the barrel away from the turret in the intended direction and place the template there (basically, imagine that the turret has turned towards the target). The Steam Tank can fire both guns in the same turn, as long as there are enough SP left.

The Steam Tank can fire its hull-mounted gun and turret gun even when engaged in close combat. It can even fire them against the units engaged in combat with the Tank, provided that there are no chances of hitting friendly models, or enemy models that are in base contact with friendly models other than the Tank.

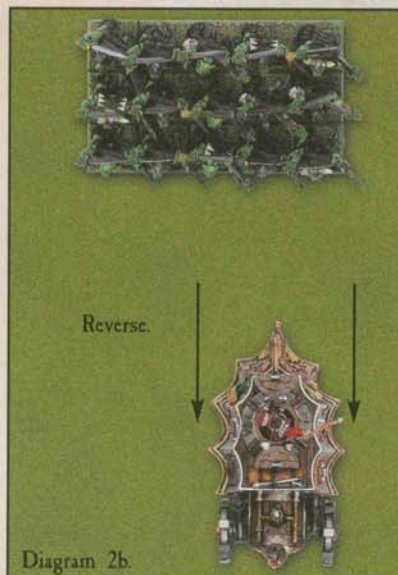
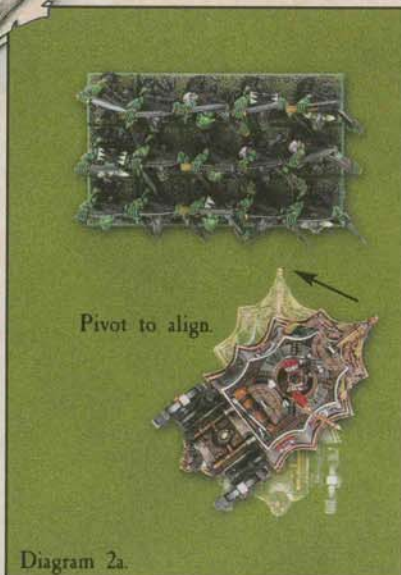
Remember that the Tank is a large target, so it can see over enemy troops and target enemies far away even when it is engaged in close combat.

If the Steam Tank is not engaged in close combat, the Tank commander can pop up from his hatch and fire his repeater pistol at the enemy (he has a 360° arc of sight and can see over intervening troops). When the Tank is in close combat the commander will not risk coming out and therefore cannot shoot, but he is allowed to stand & shoot with his pistol when charged. This is the only kind of charge reaction allowed to the Steam Tank other than holding its ground.



Diagram 1

The Steam Tank may only fire its hull-mounted weapon against targets within its 45° degree frontal arc.



CHARGING

The Steam Tank commander can see all around and over friendly troops, so he can declare a charge against any enemy unit in sight within a 360° arc at the beginning of its move. A charge is a move towards the intended target, and the Tank must charge the side of the enemy it mostly starts the charge in (see the normal rules for charges on page 46 of the Warhammer rulebook). The Tank can charge by pivoting on the spot or even by reversing into an enemy unit if needed. Before moving towards its intended target, the Tank can pivot on the spot to line up with the target and can even move

backward before surging forward for the charge to gain more momentum and deal more damage (see diagrams 2a, b and c).

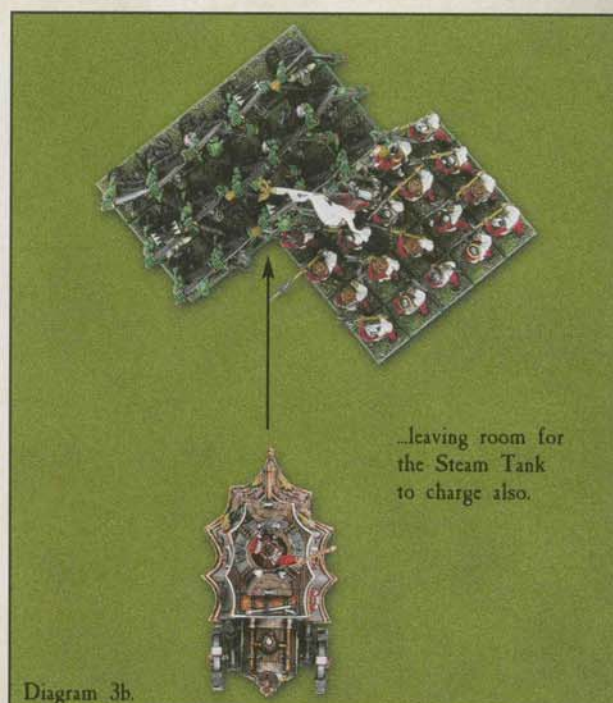
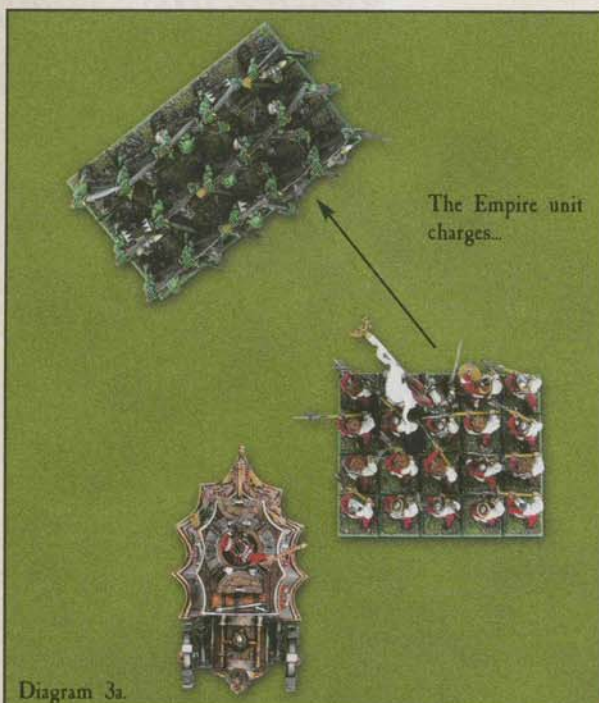
Eg, the Tank charges a unit 2" away on its left flank. It spends one SP to turn towards it, one SP to move backwards and then two SPs to charge 4" forward.

The Tank causes D3 impact hits (in the same way as for a chariot), plus D3 for each full 3" moved straight towards its intended target during its charge move.

The Steam Tank can freely move out of close combat. It can do this in order to charge another unit or even the very

same unit it was engaged with (a classic being spending 3 SP to move backwards 6" and then charging 6" forwards with the 2 remaining SP!).

A Steam Tank already engaged in combat from a previous turn can also declare that its only movement in that turn will be to make a Grind action against one of the units it's in contact with. This costs one Steam Point. The Tank is not moved but the nominated enemy unit suffers D3 impact hits as normal. This simulates the Tank moving around inside the unit, squashing enemies as it does so. Note you can only spend 1 Steam Point to Grind and that you cannot execute any



other movement in the turn you Grind. Other Steam Points can be spent normally in that turn's Shooting phase.

Enemies who are lapping round a Steam Tank that moves out of combat or Grinds any unit are immediately moved back into their ranks.

If the Tank has declared a charge and then fails to reach its intended target, it must still move its entire movement towards the intended target. Its movement is not halved.

Normally a charging unit is aligned to the charged enemy after it has made contact, however the Steam Tank does not line up to the unit it has charged (see Diagrams 3a, b and c).

Units of skirmishers and characters with a Unit Strength of 1 or 2 cannot be charged by the Steam Tank, as they simply step out of the way of such a lumbering machine. If the Tank moves through one such unit/character, move the models aside the minimum distance necessary to let the Tank through. A unit of skirmishers that is split in two parts as a result of this must go back in a legal formation in its next Movement phase.

DAMAGING THE STEAM TANK

A Steam Tank starts the game with a number of Hull Points. When its Hull points are brought down to 0, the Tank has been knocked out and counts as a casualty. The model is removed from the table and the enemy scores an amount of Victory points equal to its full points value. If, at the end of the game, the Tank has less than half of its original Hull Points, the enemy scores an amount of Victory points equal to half of its points value.

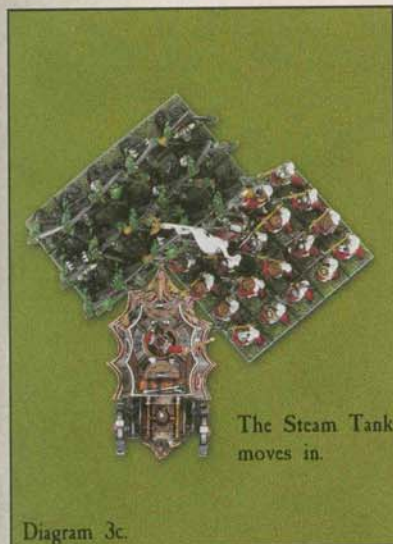


Diagram 3c.

SHOOTING AGAINST THE STEAM TANK

When shooting at the Tank, roll to hit normally (the Steam Tank is a Large Target), then determine if you have hit a 'Soft' part (the boiler, an open hatch...) or a 'Hard' part (armour plating).

To do this, roll a dice for each hit on the following table:

Location	Hard hit	Soft hit
Front	1-5	6
Flank	1-4	5-6
Rear	1-2	3-6

The Steam Tank has a front, flanks and rear as shown on Diagram 4.

Note: The top of the Steam Tank is considerably less armoured, so all attacks, including magical attacks, that hit from above will automatically hit Soft. If the central hole of a template weapon is entirely on the Tank it will also automatically hit Soft. Otherwise, they will cause a normal hit that has to be rolled on the Location table. The direction of the hit is the facing closest to the centre of the template.

Determine the damage (ie, Hull Points loss) caused by the hit by adding the following set of factors:

- the score of a D6
- the Strength of the hit
- the result of the dice for any multiple wounds it causes (if the attack does not cause multiple wounds, nothing is added)
- If you have hit Soft, subtract 8 from the total you obtained.
- If you have hit Hard, subtract 10 from the total you obtained.

That is:

$$\text{Soft hit damage} = D6 + S + * - 8$$

$$\text{Hard hit damage} = D6 + S + * - 10$$

Eg: An arrow shot by a bow hits Soft. It will cause $D6 + 3 + 0 - 8$ points of damage (the 0 is because the arrow does not cause multiple wounds). You will need to roll a 6 to score a single point of damage on the Tank.

A cannon ball shot by a Great Cannon hits Hard and causes $D6 + 10 + D6 - 10$ points of damage. It can cause from 2 to 12 points of damage on the Tank.

Note that Steam Tanks are immune to the effects of poison, so treat poisoned attacks as normal attacks.

MAGIC AGAINST THE STEAM TANK

The Steam Tank's huge metal mass is enough to scramble and block most magical energies. However, less subtle spells, those that deal physical attacks to their target, have a chance of inflicting damage to it.

No spells or magic items which attack or otherwise target the Steam Tank, friend's or enemy's, have any effect against it, except those that cause hits with a known Strength (all *magic missiles* and a few others such as the *Comet of Casandora*). These spells are treated as normal shooting, with the ones hitting from above automatically hitting Soft. Spells that deliver a hit with a known Strength and have a secondary effect as well (such as the *Pit of Shades*) work partially on the Tank. Apply only the hits caused and disregard the secondary effects.

SPECIAL ATTACKS AGAINST THE STEAM TANK

Attacks that hit automatically must still roll to determine if they hit Soft or Hard. Hits that wound automatically must still roll to damage the Tank as normal using the Strength of the creature delivering the hits.

For example, let's consider the 'Thump with club' attack of a Giant. The attack hits automatically (the Tank failing its Initiative test automatically), but the Giant still has to roll to see if it hits Soft or Hard. Let's imagine it hits Soft. The Giant's club will therefore cause: $D6 + 6$ (his Strength) + $2D6$ (the multiple wounds it causes) - 8 points of structural damage against the Tank. An 'Eadbutt attack (one automatic wound) hitting Hard on the other hand would cause $D6 + 6 - 10$ points of structural damage. No secondary effects, such as the 'Eadbutt's stunning, apply against the Tank.

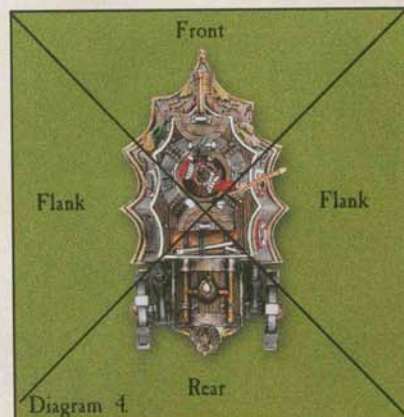


Diagram 4.

Diagram 5.

Models A and B are the only Ores that cannot fight against the Steam Tank, because the projection of their base does not touch the Steam Tank.



CLOSE COMBAT AGAINST THE STEAM TANK

In close combat, enemies have the chance to concentrate their attacks on vulnerable parts of the Tank. The Steam Tank is considered to have a Weapon Skill of 1. All enemy models that are in base contact with the Steam Tank, or would be in contact by

projecting their bases forward as shown on Diagram 5, can roll to hit against the Tank as normal. Remember to deduct the attacks of the models that have been killed by its impact hits if the Tank has charged in. If the enemies roll a hit, they hit Soft. If they miss, they hit Hard instead. Work out the damage they cause as per shooting hits.

Combat resolution is worked out as normal, counting each point of damage caused on the Steam Tank as a wound.

If the Tank loses the combat, enemies can lap around it as normal. Steam Tanks cannot make pursue moves, nor can they capture banners.

CHARACTERISTIC TESTS AND THE STEAM TANK

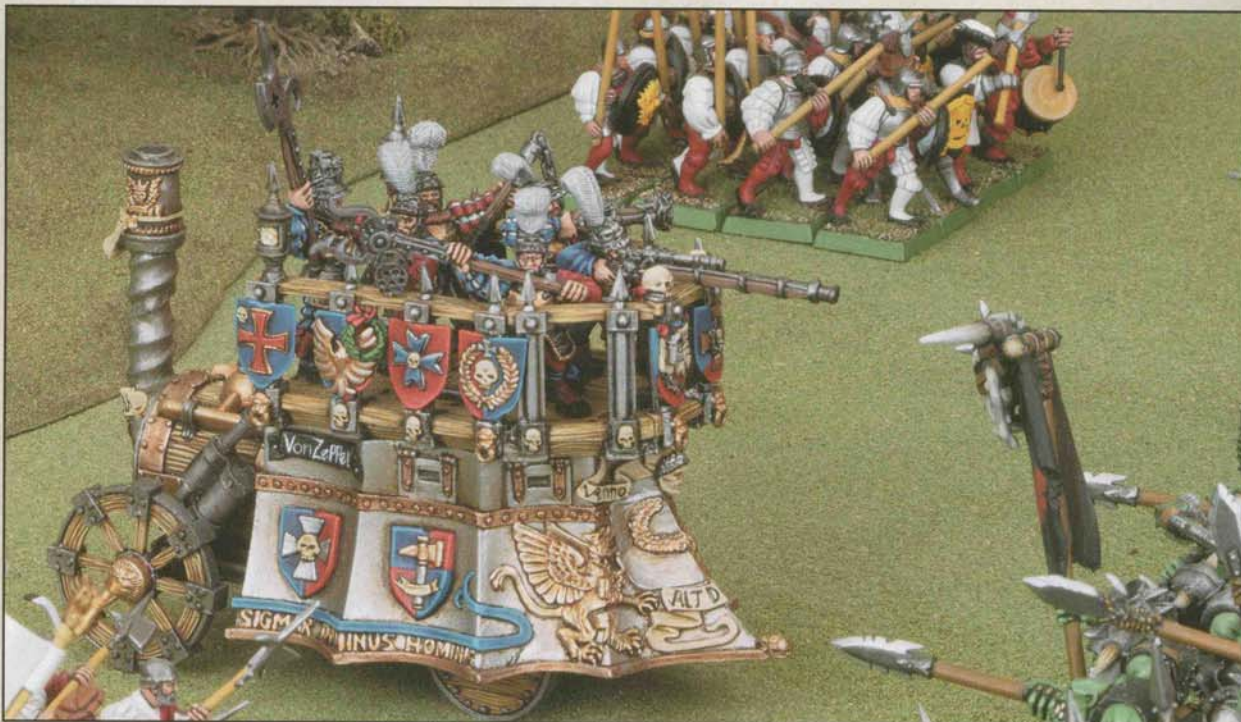
The Steam Tank automatically passes all characteristic tests it has to take, with the exception of Initiative tests, which it always fails (not being too good at dodging).

IMPACT HITS AGAINST THE STEAM TANK

Impact hits against the Steam Tank are randomised using the Shooting chart. Models causing impact hits against the Steam Tank suffer D6 S6 hits themselves.

NIGHT GOBLIN FANATICS AGAINST THE STEAM TANK

The Steam Tank does not stop moving when Fanatics are released. Move the Fanatics and then finish the Tank's movement as normal. If the Fanatics and the Tank come into contact, resolve the hits against the Tank as per shooting hits and then remove the Fanatic (squash!).



A team of Trainee Engineers fight from atop the fighting platform mounted on their Steam Tank.

The Steam Tank Tinker Chart

The *Conqueror* version of the Steam Tank mounts a main cannon in the hull and a steam gun turret (for a cost of 300 points and a total of 25 Hull Points), but many other variants are possible. The chart below offers the opportunity to mix different options to create various variants.

You start by buying the basic version, which is the 'ram' version, and then add one hull upgrade and/or one turret upgrade to your Tank. Each upgrade has a points cost and affects the amount of Hull Points the Tank has.

Steam Tank	Pts cost	Hull Pts
Basic (no weapons)	250	29
Hull upgrades	Pts cost	Hull Pts
Main Cannon	+25	-2
Volley Gun	+50	-2
Mortar (no turret)	-50	-10
Turret upgrades	Pts cost	Hull Pts
Steam Gun	+25	-2
Fighting Platform	+120	0

STEAM GUN (TURRET)

This gun releases a cloud of steam on the enemy, searing flesh and boiling warriors alive in their suits of armour. The steam gun uses the Flame template and has the following profile:

Range	Strength	Damage	Saves
Template	3	1	-3

MAIN CANNON (HULL)

This works as a normal cannon, with the following exceptions:

Range	Strength	Damage	Saves
16"	8	D3	no save

If you roll a Misfire on the first Artillery dice, the cannon does not fire and you must roll on the Steam Tank Malfunction chart. Apply any result immediately. In addition to the effects listed, if you roll a 1 on the chart the cannon is destroyed, and if you roll a 2-3 on the chart, the cannon cannot shoot in the following turn.

The Steam Tank's main guns cannot fire grapeshot, but any enemy unit in base contact with the front of the steam tank when the main cannon is fired (ie, standing in front of the muzzle!) suffers D6 Strength 3 hits with a -3 Armour save modifier from the overheated steam released.

ENGINEERS' FIGHTING PLATFORM (TURRET)

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

Equipment: Light armour and hand weapon.

The platform has six Trainee Engineers fighting on it. In addition, the Engineers are equipped with a series of different experimental weapons:

- A Hochland long rifle (see page 19 of the Empire book).
- A repeater handgun (see page 19 of the Empire book).
- A blunderbuss (move or fire, Flame template, S3, armour piercing).
- A hook halberd (requires two hands, +1 Strength, +2 Strength against cavalry models).
- A man-catcher (requires two hands, confers the Killing Blow ability to the wielder).
- A ball and chain (requires two hands, +3 Strength on the first turn of any combat).

Special Rules: The Engineers ride in the Steam Tank in the same way as a character would ride in a chariot. Follow the rules on page 127 for Characters in Chariots, summarised below:

- The Engineers have a +2 bonus to their Armour save, giving them a 4+ Armour save.
- When shooting at the Tank, roll a dice for each successful hit: a 6 hits the Engineers, otherwise continue with the normal procedure for a hit against the Steam Tank.
- In close combat the enemy can choose to attack either the Engineers or the Tank.

The Engineers can fight normally against enemies in base contact with the Tank's front and flanks, but they cannot fight against enemies at the Tank's rear. Engineers armed with missile weapons must use their hand weapons when in base contact with the enemy, they cannot shoot in close combat. As long as the Steam Tank is operative, they count as Unbreakable, but if the Tank is destroyed, they scatter and flee (remove them). They always count as stationary and can therefore fire move-or-fire weapons even if the Tank has moved. Every time an Engineer is killed, the Empire player decides which one to remove as a casualty.

VOLLEY GUN (HULL)

This works as a normal volley gun (see page 15 of the Empire book), with the following exceptions.

Hits from the gun are:
Strength 3, -1 save at long range;
Strength 4, -2 save at short range.

If you roll a Misfire on any Artillery dice, roll a dice on the Helblaster Misfire chart and one dice on the Steam Tank Malfunction chart. Apply all results immediately. Note that if you get a 'Destroyed!' result on the Helblaster chart, it applies only to the gun itself, not to the entire Tank.

MORTAR (HULL)

This works as a normal mortar (see page 13 of the Empire book), except that the Steam Tank's mortar has a range of 6"-24".

If you roll a Misfire on the Artillery dice, the mortar does not fire and you must roll on the Steam Tank Malfunction chart. Apply all results immediately. In addition to the effects listed, if you roll a 1 on the chart the mortar is destroyed and if you roll a 2-3 on the chart the mortar cannot shoot in the following turn.

In addition, the Tank is equipped with two swivel guns. When the Tank is not engaged in close combat, the crew can decide not to fire the mortar and fire the two swivel guns instead (this does not cost any Steam Points). Treat the guns as handguns with a Strength of 6 that always count as stationary, even if the Tank has moved. They can be fired at targets in the Tank's flank and front arcs. Remember that the crew has a Ballistic Skill of 4.

OFFICIAL
RULES

DOGS OF WAR

Armies for hire, by Alessio Cavatore

This is a tale of the Warhammer world – of warlords and bandits, of sell-swords and freebooters, and of brave adventurers who willingly risk all upon the battlefield for the chance to win measureless riches. They are the Dogs of War! This army list is part of the Ravening Hordes project, a temporary list that allows veteran players to incorporate Dogs of War into their armies. It's a list which will prove useful to any Warhammer player, whether he wishes to incorporate new mercenary units into an existing force, or raise an entire Dogs of War army.

Unlike other Warhammer armies, the Dogs of War do not come from a particular place, nor are they comprised of any particular race, although men do feature very strongly amongst their number. They are bands of warriors who live by fighting – fighting for pay, fighting for adventure and, most importantly of all, fighting for the chance to win fabulous wealth. Some are merely bandits, pirates and cut-throats of the most untrustworthy kind, but others are gallant princes and buccaneers who lead bold warriors to adventure and conquest in faraway lands.

As already explained, not all mercenaries are human, although many are. Amongst the Dogs of War, freebooters from the frozen wastes of Norsca rub shoulders with Corsairs from Araby and mysterious warrior monks from the east. Mercenaries commonly form into itinerant bands under the leadership of a charismatic or especially brutal leader. The most famous of these bands are, more often than not, known by the name of their leader, such as Hagar Whitefang's Were-Marauders, Khalag's Sure Shots, and the renowned Golgfag's Ogres. An entire army of Dogs of War is made up of many of these bands under the overall leadership of a roguish mercenary general.

ANY TIME, ANY PLACE, ANYWHERE...

Mercenary armies of Dogs of War fight all over the world. They are drawn to places where fortunes can be won by ruthless adventurers. The treasure houses of the Lizardmen in Lustria are a major prize and have attracted many a would-be conqueror. Further east, the mysterious Dragon Isles and the shadowy lands of Cathay have tempted soldiers of fortune. The world is truly awash with ragtag armies of sell-swords who nurture wishful dreams of wealth!

A NOTE ON TERMINOLOGY

In the Empire army book the terms 'Dogs of War' and 'Regiments of Renown' are used to mean the same thing, because at the time of writing, we hadn't made the distinction between the two terms. Hopefully you can work out what I meant.

We've had a look at the way Dogs of War units are included in armies and have changed the system slightly to that in the Army books published so far. Now, not all Dogs of War are Rare choices, some can be included in your army as Special choices. This may also vary from army to army.

Anyway, the rules for fielding Dogs of War and Regiments of Renown in non Dogs of War armies are clearly explained in this article and in the *For Hire* paragraph of each regiment in the following Regiments of Renown section.

Although Dogs of War ply their bloody trade to every point of the compass, the most notorious breeding ground for mercenaries is the land of Tilea in the Old World. From all the kingdoms of the Old World and many lands beyond, sell-swords come to Tilea where they can be assured of ready and profitable employment. Tilea is an anarchic and largely ungovernable country, where self-serving individuals rule precariously over proudly independent cities. The real power lies with the wealthy Merchant Princes who plot and scheme against the tax-gathering authorities and each other with almost equal enthusiasm. Indeed, such is the tradition in Tilea that all armies of any size are mercenary armies – paid for and deployed by a wealthy prince, devious merchant or ambitious tyrant.



Tilea – Home of the Mercenary



Tilea is the home of the mercenary, where Dogs of War go to find employment and where would-be lords and rulers go to find them. It is split into many squabbling republics and principalities, which ensures that there is always work for a warrior willing to fight for gold. No mercenary worth his sword will ever get bored in Tilea!

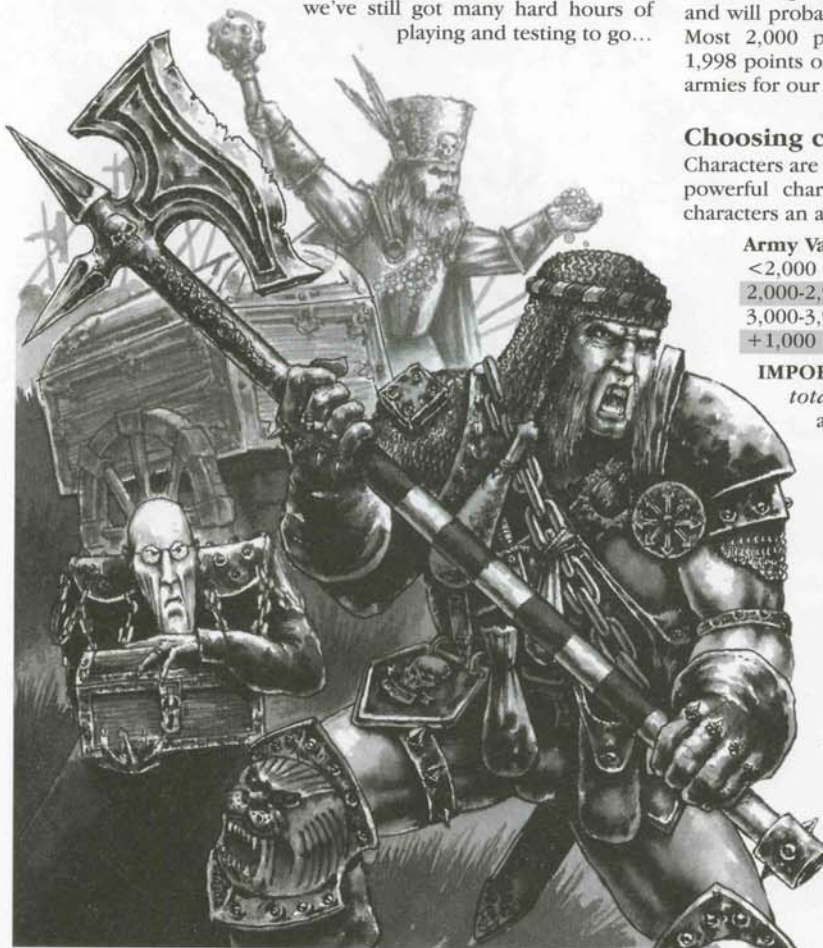
Every year, expeditions large and small set off for the fabled lands of Lustria and Cathay, seeking new trade routes or simply off to plunder. This makes Tilea a magnet for every scoundrel with a lust for gold and an eye for adventure. It is a hero's starting point in countless tales of daring exploits, brave rescues, and impossible deeds – and some stories are true!

THE DOGS OF WAR ARMY LIST

This Dogs of War army list is part of the Ravening Hordes project. Ravening 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. Ravening 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 supersede and to some degree change the temporary information given in Ravening Hordes – we don't know quite how though as we haven't written them all yet!

As the idea behind Ravening 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 that 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 new Armies books have begun to be released, and a further volume will be added every few months.

We've prepared the Ravening Hordes 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 Ravening 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...



CHOOSING AN ARMY FOR BATTLE

The Dogs of War army uses the same system as the other Ravening Hordes lists 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 UNITS
- SPECIAL UNITS
- RARE UNITS

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

Core units 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 units are the best of your warriors and also include some of the more common engines of war. They are available to your army in limited numbers.

Rare units 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 on, 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 points armies will therefore be something like 1,998 points or 1,999 points, but they still count as 2,000 points armies for our purposes.

Choosing characters

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes. The maximum number of characters an army can include is shown on the chart below.

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
+1,000	+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 points Dwarf army may have up to four characters in total, of which one may be a Lord (ie, 1 Lord + 3 Heroes).

A Dogs of War army does not have to include the maximum number of characters allowed, and can always include fewer than indicated down to a minimum of two (the **General** and the **Paymaster**). 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 Leadership value in your army, excepting the Paymaster. However, as there can obviously only be one General in each army, you will have to choose who to nominate if two or more of your characters tie for highest Leadership.

Chariots & ridden monsters

Characters are sometimes allowed to ride on the backs of monsters or in chariots. Every character you want to field mounted in the army must be given their own chariot or mount. They will not all cram into one!

Magic items

Dogs of War characters may only choose magic items from the common ones listed in the rulebook. 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. Special characters and leaders of special Regiments of Renown come with their own set of magic items and cannot be given any extra normal or magic equipment. Their items cannot be taken by other characters either.

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

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
+1,000	+1	+1	+1

For example, if you are choosing a 2,000 points army you must take a minimum of three Core units and could choose to take up to four Special and up to two Rare.

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

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.

Special Characters and Regiments of Renown

In the following section of this book you will find a collection of Dogs of War Regiments of Renown. In the future, new Dogs of War special characters and Regiments will be published, to complete the selection available. The Regiments of Renown can be fielded by Dogs of War armies as well as by any other Warhammer army, following the rules and exceptions mentioned in the 'For Hire' entry of each one of the Regiments. Dogs of War special characters can be fielded only by Dogs of War armies.

Fielding 'Dogs of War' units in other Warhammer armies

Other armies from Ravening Hordes or the Warhammer Armies books can field units from the Dogs of War list. In general, they are included in the lists as a Rare choice. In addition, the following restrictions apply:

Empire, any Chaos, Dark Elves, Skaven, Vampire Counts, Khemri, Dwarfs, and Lizardmen armies can field any unit from the Dogs of War army list.

Chaos Dwarfs, Wood Elves, High Elves and Orcs & Goblins can field any unit from the Dogs of War army list except for Dwarfs.

Brettonia cannot field Dogs of War at all.

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*.

Champions, Musicians & Standard bearers

Any unit of foot troops in the army may upgrade a model to a Champion, Musician and/or Standard Bearer for +10 points each. Any unit of cavalry may upgrade a model to a Champion, Musician and/or Standard Bearer for +15 points each. A Champion will have +1 BS if the unit he is with is equipped with bows, crossbows or longbows, otherwise he will have +1 A. A Standard Bearer from the Paymaster's Bodyguard may carry a War Banner, chosen from the Common Magic Items list.

SPECIAL RULES

The following special rules apply to the Dogs of War army:

- **Spells:** Dogs of War Wizards may use any of the Lore of Magic in the Warhammer rulebook.

- **Pikes:** Fight in four ranks; requires two hands (see page 89 of the Warhammer rulebook).

Always strikes first in the initial round of close combat, even striking before enemies that have charged. Note that enemies who are entitled to strike first because of a special ability or magic, **will** still strike before pike-armed models.

Models armed with pikes receive a +1 Strength bonus in the Close Combat phase of the turn they are charged by cavalry units, chariots or monsters. Note that this bonus only applies to attacks directed against the above charging units, not against other units.

All these special rules **cannot** be used against enemy units fighting the pikemen's flank or rear.

- **Paymaster:** The Paymaster is the man responsible for the cash which will be used to pay the army. He always carries with him the keys of the pay chest and that makes him at least as important as the General in the eyes of the mercenaries. To represent this, his key is treated exactly like a Battle Standard (+1 combat resolution, re-roll Break tests within 12", can be captured by the enemy if he's killed, etc). In addition, if the Paymaster is killed, every unit in the army must take a Panic test at the end of that phase. From that point on, every unit in the army will *bate* the enemy unit that captured the Paymaster's key.

MAGIC ITEMS

You may choose magic items for your characters & units from the following list (see Warhammer rulebook page 154 for more details).

Biting Blade (magic weapon)

-1 to the opponent's saving throw. 10 pts.

Sword of Might (magic weapon)

Bearer receives +1 to his Strength. 20 pts.

Sword of Battle (magic weapon)

Bearer receives an extra +1 Attack. 25 pts.

Sword of Striking (magic weapon)

Bearer receives +1 to his To Hit rolls. 30 pts.

Enchanted Shield (magic armour)

Counts as a shield, 5+ Armour saving throw. 10 pts.

Talisman of Protection (talisman)

6+ Ward save against any wound suffered. 15 pts.

Dispel Scroll (arcane item)

Automatically dispels an enemy spell (one use only). 25 pts.

Power Stone (arcane item)

An additional +2 dice to cast a spell (one use only). 25 pts.

Staff of Sorcery (arcane item)

+1 to Dispel rolls attempted by the bearer. 50 pts.

War Banner (magic banner)

Unit counts an additional +1 for combat resolution. 25 pts.

LORDS

Grizzled veterans covered in the scars from a life of war, or mysterious Wizards from faraway lands. The General of a Dogs of War army is a powerful individual, feared and respected throughout the Old World.

MERCENARY GENERAL 90 points per model
HIRELING 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

Equipment: Hand weapon. A Wizard Lord may not have other equipment except barding for his Warhorse. A General may have a morning star (+3 pts) or halberd (+6 pts). He may also carry a longbow (+15 pts), crossbow (+15 pts), pistol (+10 pts), or brace of pistols (+20 pts). He may wear light armour (+3 pts) or heavy armour (+6 pts), and may carry a shield (+3 pts).

A General or a Wizard Lord may ride a Pegasus (+50 pts). A 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 spear (+3 pts), or a lance (+6 pts).

Special Rules: A Hireling Wizard Lord is a Level 3 Wizard. This may be increased to Level 4 at a cost of +35 pts.

A Pegasus can fly.



HEROES

The Paymaster is the keeper of the army's pay chest, and that makes him a very popular fellow. Mercenary Captains are expert leaders of men, roguish and often loved by their soldiers. Hireling Wizards are outcasts or renegades from the Orders of Magic and live by selling their magic powers for the best offer.

1 PAYMASTER 55 points per model
MERCENARY CAPTAIN 50 points per model
HIRELING WIZARD 60 points per model

	M	WS	BS	S	T	W	I	A	Ld
Paymaster	4	4	4	4	4	2	4	2	8
Captain	4	5	5	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	7

Equipment: Hand weapon. A Wizard may not have other equipment except barding for his Warhorse. A Captain or a Paymaster may have an additional hand weapon (+4 pts), great weapon (+4 pts), morning star (+2 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, Paymaster or Wizard may ride a Warhorse (+10 pts) which may be barded (+4 pts). If a Captain or Paymaster is mounted, he may have a spear (+2 pts), or a lance (+4 pts).

Paymaster: A Dogs of War army must include a Paymaster. The Paymaster may not be the army's General.

Special Rules: A Hireling Wizard is a Level 1 Wizard. This may be increased to Level 2 at a cost of +35 pts.

A Pegasus can fly.

CORE UNITS

PIKEMEN 10 points per model
Pikes are the infantry weapon of choice in Tilea. Twice as long as a normal spear and longer than a cavalryman's lance, the front of a unit of pikes is an impenetrable wall of steel.

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

Unit Size: 10+

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

CROSSBOWMEN 8 points per model
The bulk of the missile troops in a Dogs of War army are formed by crossbowmen from Tilea, Estalia and the Border Princes.

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

Unit Size: 10+

Equipment: Hand weapon and crossbow.

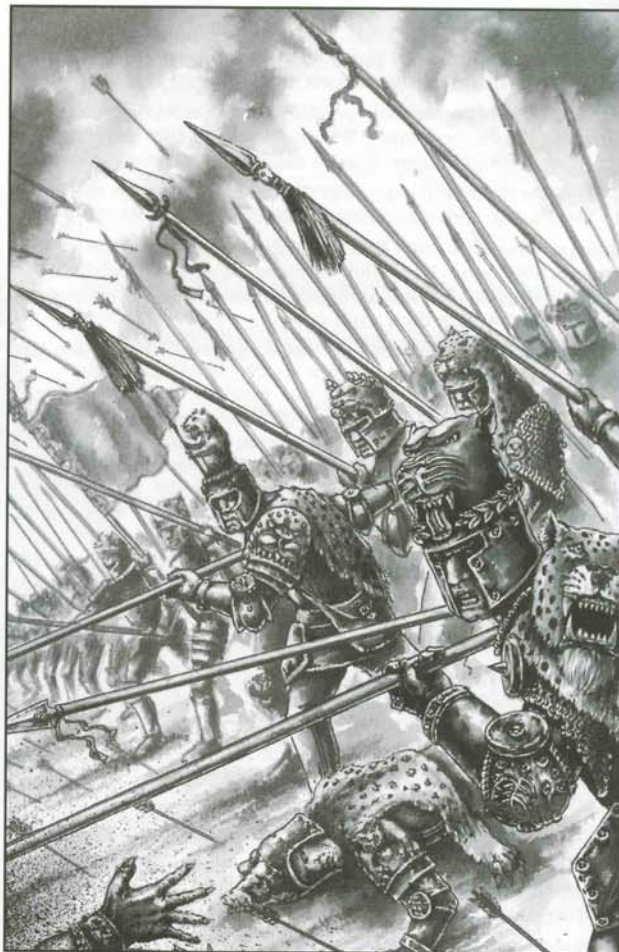
DUELLISTS 5 points per model
Small units of lightly armed skirmishers are normally employed to protect the flanks of pike-armed units.

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

Unit Size: 8+

Equipment: Sword (hand weapon). May have one of the following: bucklers (count as shields, +1 pt), additional hand weapon (+2 pts), pistol (+4 pts). May also have throwing knives (+2 pts).

Special Rules: Duellists are skirmishers.





HEAVY CAVALRY 19 points per model
Cadet sons of nobles from Bretonnia, the Empire and Tilea form the shock cavalry of most mercenary armies. Kislevite Winged Lancers are sometimes employed and are much renowned for their swift manoeuvres.

	M	WS	BS	S	T	W	I	A	Ld
Knight	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. May have barding for their steeds (+2 pts).

LIGHT CAVALRY 11 points per model
Scouting ahead of the army, harrying the enemy supply line, attacking vulnerable war machines and engaging the flanks of the enemy line are but a few of the roles performed by these precious troops. Riders from Araby or from the steppes of Kislev are the best choice available to mercenary captains.

	M	WS	BS	S	T	W	I	A	Ld
Horsemen	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. May have spear (+1 pt), bow (+4 pts), and/or shield (+2 pts).

Special Rules: Light Cavalry are *fast cavalry*.

SPECIAL UNITS

OGRES 35 points per model
Massive, ferocious, resilient and not too bright, Ogres make perfect mercenaries. Their ability of eating practically anything means that they are also easy to maintain.

	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). May have light armour (+3 pts).

Special Rules: Ogres cause *fear*.

DWARFS 7 points per model
The Dwarf race is cursed by an irresistible lust for gold and they certainly don't dislike fighting (especially against Greenskins). It's easy to understand how some young Dwarfs decide that they'd rather earn their gold fighting than spend their life scraping the underground in search of rich ore.

	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, light armour. May have great weapon (+2 pts), and/or crossbow (+5 pts). May have heavy armour (+1 pt), and/or a shield (+1 pt).

Special Rules: Dwarfs flee and pursue 2D6-1" and *bate* Orcs and Goblins of all types. May march move even within 8" of enemy.

NORSE MARAUDERS 7 points per model
Raiding and pillaging is what the berserker Norse are good at, and at times the best way of neutralising the threat they represent is to offer them a job...

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

Unit Size: 10+

Equipment: Hand weapon and light armour. May have a shield (+1 pt). May have great weapons (+2 pts), additional hand weapons (+2 pts), or flails (+1 pt).

Special Rules: Norse Marauders are subject to *frenzy*.

0-1 PAYMASTER'S BODYGUARD 9 points per model
Only the oldest and most trusted veterans are selected by the Paymaster to form their own bodyguard. These sturdy fighters are handsomely paid and that gives them extra motivation to protect the Paymaster with their lives... well, most of the time.

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

Unit Size: 10+

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

Special Rules: As long as the Paymaster is alive and with the unit, the Bodyguard are *stubborn*.

0-1 HALFLINGS 6 points per model
Halflings are not warlike people, but there are a few among them that just cannot settle in the peaceful land of the Moot. These 'adventure-loving weirdos', as they are referred to by other Halflings, often decide to band together and wander the world as hired bowmen.

	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 and bow. May swap their bows for spears, light armour and shields.

Special Rules: Halflings suffer no movement penalties when moving through wooded terrain.

RARE UNITS

CANNONS..... 85 points per model
Since Dogs of War armies are always on the move, they cannot afford to carry and maintain the massive Great Cannons typical of the Empire. For this reason, lighter, easy to move, small calibre guns are a treasured element of many mercenary armies.

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

Unit Size: 1 cannon with 3 crew.

Equipment: Hand weapon.

Special Rules: See the Warhammer rulebook for details of these weapons (page 122). The cannon is the smaller of the two types.



HALFLING HOT POT 50 points per model
Mercenary Generals know very well that Halfling cooks are an important element in attracting freelance fighters to their army. Another advantage of hiring such refined chefs is the access to the Hot Pot, a weird catapult-like device that uses a cauldron full of hot soup as a projectile. This improvised form of artillery is used only in the direst circumstances (persuading a Halfling to give up his food is not an easy task to accomplish!).

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

Unit Size: 1 Hot Pot with 3 Halfling crew.

Equipment: Hand weapon.

Special Rules: Treat as a stone thrower from the rulebook (page 120) with the following changes. The Hot Pot has a maximum range of 36". Hits are resolved at S3, with no armour save allowed. The model under the hole of the template suffers a Strength 6 hit, with no Armour save allowed, which causes D3 wounds.



General Enzo's Dogs of War army prepares to fight off a ferocious Beastman warband.

REGIMENTS OF RENOWN

by Alessio Cavatore

This is the second part of Dogs of War, a get-you-by army list for veteran gamers who have existing armies from the last edition of Warhammer. Here Alessio describes the Regiments of Renown – daring sell-swords, infamous the world over, who will fight for any army in the Known World...

In this second article I've collected all the named regiments that we have published in the past. Let's call them **Regiments of Renown** (RoR), to distinguish them from the normal units you can find in the basic Dogs of War army list. Of course you can field these models as normal Dogs of War, but with the rules included in this article, you now have a chance of fielding these special versions of the basic mercenary troops. Unfortunately we did not have enough space to include the colourful background that Nigel Stillman and other authors have written for these regiments. These great stories can still be found in the Dogs of War army book of the fifth edition of Warhammer and in various White Dwarf articles. I am sure that our Mail Order Trolls will be more than happy to help you find the background you are interested in.

In what respect are they special then? Well, first of all these regiments have a name, they have one or more unique characters leading them and often have special rules or equipment that differentiate them from the norm.

All named models in a Regiments of Renown count as characters in the game. These characters cannot leave their unit (unless specified), but they do not use up any of the character slots from the army lists (unless specified).

If the characters have different equipment than the rest of the rank and file, this is clearly listed in the Equipment list. Note that, regardless of their Leadership value, these characters can never be an army's General.

In some cases, such as the Birdmen of Catrazza or the Giants of Albion, these regiments are absolutely weird and quite entertaining, and I tried to keep them only as part of the Dogs of War armies for the sake of game balance.

REGIMENTS FOR HIRE

In the next few pages, you will find all the information you need to field Regiments of Renown in your Warhammer battles.

For Hire. This paragraph states which armies the regiment can fight for and its position (Core, Special, Rare) in the relevant lists.

Points. Each regiment has a basic cost, which includes all the equipment, characters and their magic items. These cannot be modified in any way.

Profiles. The characteristic profiles for the troops and characters in each unit are given here.

Unit Sizes. Each entry specifies the minimum size for each unit. Normally the unit's size can be increased by buying extra models at the cost given, but in some cases units also have a maximum size.

Equipment. This entry lists the weapons and armour for that regiment. The value of these items is included in the points value.

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

Magic Items. Some characters carry magic items and their rules are given here. Note that the player cannot buy new magic items for the characters of the Regiments of Renown.



PIRAZZO'S LOST LEGION



For Hire: Pirazzo's Lost Legion can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia and Vampire Counts.

Points: Pirazzo and four troopers including Standard Bearer and Musician (these five models are armed with crossbows), plus five troopers armed with pikes, cost a total of 160 points. This is the minimum size of

unit you can hire. The regiment may be increased by adding extra Crossbowmen to the first rank at a cost of 9 points each and extra Pikemen to the rear ranks at a cost of 10 points each.

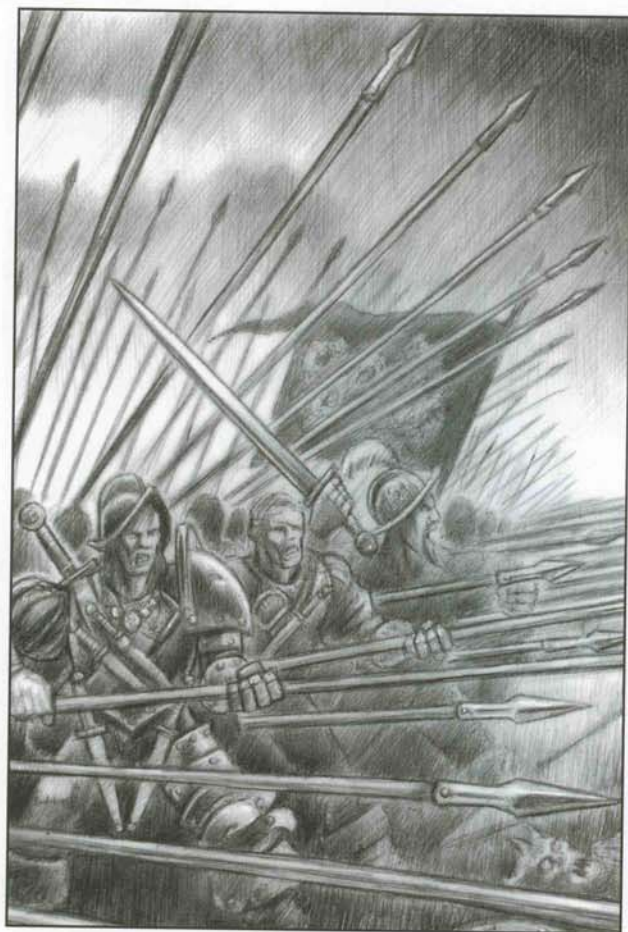
	M	WS	BS	S	T	W	I	A	Ld
Pirazzo	4	5	5	4	4	2	5	3	8
Crossbow	4	3	3	3	3	1	3	1	7
Pike	4	3	3	3	3	1	3	1	7

Unit size: 10+

Equipment: Pike or crossbow (see special rules below) and light armour. Pirazzo is equipped with two hand weapons, a crossbow and light armour.

SPECIAL RULES

Mixed formation: The first rank of Pirazzo's unit is always made up of crossbow-armed figures, and all Crossbowmen must be placed in the first rank. The second and following ranks are made up entirely of Pikemen. During the game, remove casualties from the back as normal, it is assumed that pike-armed models step forward and discard their pikes to pick up the crossbows of the fallen first rankers. Only when all the Pikemen have been killed, can casualties be taken from the Crossbowmen in the first rank.



No, no they didn't look dangerous, more like a bunch of rich kids out to show off in their new armour. Very flashy they were, all gems and silk. We'll have a bit of fun, we thought. Easy pickings, we thought. Well anyone can make a mistake. Poor old Captain Malvino, last mistake he ever made...

Overheard in the Pig and Whistle, Marienburg

RICCO'S REPUBLICAN GUARD

For Hire: Ricco's Republican Guard can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia.

Points: 'Ragged' Ricco plus nine Pikemen, including a Standard Bearer and Musician, cost a total of 180 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra Pikemen at a cost of 12 points each.

	M	WS	BS	S	T	W	I	A	Ld
Ricco	4	5	5	4	4	2	5	3	8
Pikemen	4	4	3	3	3	1	3	1	7

Unit size: 10+

Equipment: Pike and heavy armour. Ricco is equipped with two hand weapons and heavy armour.

LEOPOLD'S LEOPARD COMPANY

For Hire: Leopold's Leopards can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia.

Points: Leopold and nine Pikemen cost a total of 210 points including Standard Bearer and Musician. This is the minimum unit you can hire. The regiment may be increased by adding extra models at a cost of 12 points each.

	M	WS	BS	S	T	W	I	A	Ld
Leopold	4	5	5	4	4	2	5	3	8
Pikemen	4	3	3	3	3	1	3	1	7

Unit size: 10+

Equipment: Pike and light armour. Leopold is equipped with hand weapon, pistol and heavy armour.

SPECIAL RULES

Immune to Psychology: The troopers of Leopold's Leopard Company believe they have to earn salvation in the eyes of the Leopard God of Luccini. To simulate this faith, Leopold and his men are Immune to Psychology.

THE ALCATANI FELLOWSHIP

For Hire: The Alcatani Fellowship can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia.

Points: Roderigo Delmonte plus nine Pikemen, including a Standard Bearer and Musician, cost a total of 125 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra Pikemen at a cost of 9 points each.

	M	WS	BS	S	T	W	I	A	Ld
Roderigo	4	4	4	4	3	2	4	2	8
Pikemen	4	2	2	3	3	1	3	1	7

Unit size: 10+

Equipment: Pike and light armour. Roderigo is equipped with two hand weapons and heavy armour.

VESPERO'S VENDETTA



For Hire: Vespero's Vendetta can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia.

Points: Vespero and four Duellists cost a total of 125 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra models at a cost of +10 points each.

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

Unit size: 5+

Equipment: Two hand weapons, throwing knives and cloaks.

SPECIAL RULES

Skirmish: Duellists are expert street fighters, used to dashing through the narrow alleys of Tilean cities and fighting as individuals. Vespero's Vendetta therefore skirmish as described in the Warhammer rulebook.

Cloak & Dagger: The Duellists are armed with two hand weapons – a sword and a dagger. Duellists also carry a cloak which is draped over the dagger arm and used to parry opponent's weapon thrusts in hand-to-hand combat. The Duellists therefore have a 6+ Armour save in hand-to-hand combat.

MAGIC ITEMS

Grimacing Death Mask (Enchanted item)

The mask, which represents the grimacing face of death, is the last thing Vespero's duelling opponents see before they meet their sudden end. To represent the scarifying effect of the mask, Vespero causes *fear* in the enemy.

MARKSMEN OF MIRAGLIANO

For Hire: The Marksmen of Miragliano can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia and Skaven.

Points: Maximilian and nine Marksmen cost a total of 180 points including a Standard Bearer and Musician. This is the minimum size of regiment you can hire. The regiment may be enlarged by adding extra models at a cost of 11 points each.

	M	WS	BS	S	T	W	I	A	Ld
Maximilian	4	5	5	4	4	2	5	3	8
Marksmen	4	3	4	3	3	1	3	1	7

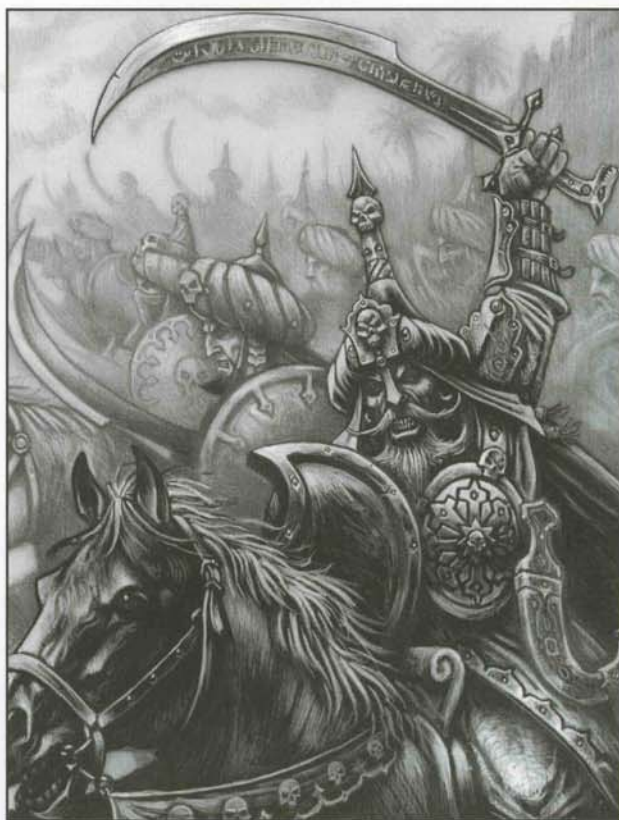
Unit size: 10+

Equipment: Hand weapon, light armour and crossbow.

FOR HIRE!

The MARKSMEN of MIRAGLIANO, famed victors at Schipdorf and Vlent, seek new employ. No task too arduous, no foe too dire. Every man able to pierce a coin at 300 paces!

Ask for Captain Damark at the sign of the Crooked Crossbow.



AL MUKTAR'S DESERT DOGS

For Hire: Al Muktar's Desert Dogs can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia and Khemri.

Points: Al Muktar, Sheikh Ahmed Shufti, Ibn the Standard Bearer, a Horn Blower and two Riders cost a total of 245 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra Riders at a cost of 13 points each.

	M	WS	BS	S	T	W	I	A	Ld
Al Muktar	4	5	5	4	4	2	5	3	8
Sheikh Shufti	4	4	4	4	3	2	4	2	8
Ibn	4	3	3	3	3	1	3	0	7
Rider	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit size: 6+

Equipment: Hand weapon, shield and warhorse.

SPECIAL RULES

Fast Cavalry: See page 117 of the Warhammer rulebook.

MAGIC ITEMS

The Sheikh carries the Scimitar of Dakisir – heirloom of his tribe. The Black Banner is carried aloft by Blind Ibn the beggar boy, who cannot see the peril he is in and so is always at the forefront of battle.

Scimitar of Dakisir (Magic Weapon)

This scimitar is an heirloom of the tribal sheikhs of the Desert Dogs. It was forged centuries ago in the Kasbah of Dakisir, long ago sacked and ruined by the Undead. The blade is decorated with magical texts inlaid in gold. Thanks to his impressive weapon Sheikh Ahmed Shufti adds +1 Strength to blows he strikes and +2 Strength for blows struck in the turn in which he charges.

Black Banner of the Muktarhin (Magic Standard)

When calculating which side wins the combat, the banner adds +D3 to the Desert Dogs' score.

BRAGANZA'S BESIEGERS

For Hire: Braganza's Besiegers can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia and Skaven.

Points: Braganza and nine Besiegers cost a total of 185 points including Standard Bearer and Musician. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra models at a cost of +11 points each.

	M	WS	BS	S	T	W	I	A	Ld
Braganza	4	5	5	4	4	2	5	3	8
Besiegers	4	3	3	3	3	1	3	1	7

Unit size: 10+

Equipment: Hand weapon, crossbow, heavy armour and pavise. Luca Braganza is equipped with a hand weapon, pistol, crossbow and heavy armour.

SPECIAL RULES

Pavise: A pavise is a large shield which each Crossbowman can prop up in front of him. To represent this, Crossbowmen equipped with pavises have an additional +2 Armour save versus normal and magical missile attacks. They do not get this bonus in close combat. So a Crossbowman in heavy armour with a pavise gets an Armour save of 3+ versus missile attacks, but only an Armour save of 5+ in close combat.



VOLAND'S VENATORS

For Hire: Voland's Venators can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

Points: Voland and four Venators cost a total of 195 points including a Standard Bearer and Musician. This is the smallest unit you can hire. The regiment may be enlarged by adding extra models at a cost of 24 points each.

	M	WS	BS	S	T	W	I	A	Ld
Voland	4	5	5	4	4	2	5	3	8
Venators	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, shield, barded warhorse.

BEORG BEARSTRUCK AND THE BEARMEN OF URSLO

For Hire: Beorg and his Bearmen can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in other Warhammer armies, except Bretonnia, High Elves, Wood Elves and Lizardmen.

Points: Beorg and nine Bearmen, including Oerl the Young (the Banner Bearer) and a Horn Blower, cost a total of 255 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra models at a cost of 8 points each.

	M	WS	BS	S	T	W	I	A	Ld
Beorg	4	5	0	5	5	3	3	4	8
Oerl	4	4	3	3	3	1	4	2	7
Bearmen	4	4	3	3	3	1	4	1	7

Unit size: 10+

Equipment: Hand weapon, light armour and shield. Beorg is a were-bear – he wears no armour and fights with his claws and teeth!

SPECIAL RULES

Frenzy: Like all Norse Marauders, Beorg and his men are subject to the rules for *frenzy*.

MAGIC ITEMS

Bear Fang (Talisman)

This gigantic and ancient yellowed canine tooth is the sacred talisman of lordship amongst Beorg's tribe. Beorg wears it about his neck. The talisman wards off blows that would otherwise harm its wearer, giving him a Ward save of 4+.

Bear Banner (Magic Standard)

Oerl carries the tribe's totem into battle – an entire bear skin whose grizzly head leers out from the top. The skin's power is immense, driving the warriors into a fury that is almost impossible to stop. To represent this, the entire unit receives a +1 to hit bonus in the initial round of each hand-to-hand combat.

OGLAH KHAN'S WOLFBOYZ

For Hire: Oglah Khan's Wolfboyz can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia, Empire, Dwarfs, High Elves and Wood Elves.

Points: Oglah Khan and five Hobgoblin Wolfboyz including the Standard Bearer and a Horn Blower cost a total of 190 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at a cost of +15 points per additional Hobgoblin.

	M	WS	BS	S	T	W	I	A	Ld
Oglah Khan	4	5	4	4	4	2	3	3	7
Hobgoblin	4	3	3	3	3	1	2	1	6
Giant Wolf	9	3	0	3	3	1	3	1	3

Unit size: 6-20

Equipment: Hand weapon, spear, bow, light armour and shield. They ride Giant Wolves.

SPECIAL RULES

Fast Cavalry: See page 117 of the Warhammer rulebook.

MAGIC ITEMS

Pelt of Wulfag (enchanted item)

When able to pursue a broken enemy, the Wolfboyz must always do so, and they can add +D6 to their pursuit move.

LUMPIN CROOP'S FIGHTING COCKS

For Hire: Lumpin Croop's Fighting Cocks can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

Points: Lumpin Croop and five Halflings including Ned (properly Neddly) Hamfist the Standard Bearer and a Horn Blower cost a total of 90 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at a cost of +7 points per additional Halfling.

	M	WS	BS	S	T	W	I	A	Ld
Lumpin Croop	4	3	5	3	3	2	6	2	9
Ned Hamfist	4	2	5	2	2	1	5	1	8
Halfling	4	2	4	2	2	1	5	1	8

Unit size: 6-20

Equipment: Hand weapon and bow. Lumpin Croop is equipped with hand weapon, bow, shield and light armour.

SPECIAL RULES

Skirmishers: See page 115 of the Warhammer rulebook.

Ye World Renown HALFLING FIGHTING COCKS

Expert Marksmen,
Trackers & Woodsmen.

Baggage Train guarding a speciality.

Ask for Lumpin at the
sign of the Fat Pig.



GOLGFAG'S OGRES

For Hire: Golgfag's Ogres can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

Points: Golgfag and three Ogres, including Skaff the Standard Bearer and a Horn Blower, cost a total of 285 points. This is the minimum unit you can hire. The size of the regiment may be increased at a cost of 45 points per additional Ogre.

	M	WS	BS	S	T	W	I	A	Ld
Golfag	6	5	2	5	5	4	3	5	8
Skaff	6	3	2	4	4	3	2	4	7
Ogre	6	3	2	4	4	3	2	3	7

Unit size: 4+

Equipment: Two hand weapons and heavy armour.

SPECIAL RULES

Fear: Golgfag's Ogres instill *fear* in their enemies.

LONG DRONG'S SLAYER PIRATES

For Hire: Long Drong's Slayer Pirates can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia, Chaos Dwarfs, Wood Elves, High Elves and Orcs & Goblins.

Points: Long Drong Slayer plus nine Dwarf pirates including a Standard Bearer and Drummer cost a total of 195 points. This is the minimum unit you can hire. The regiment may be increased up to a maximum of 30 models at a cost of 12 points for each additional model.

	M	WS	BS	S	T	W	I	A	Ld
Drong	3	6	4	4	4	2	4	3	10
Pirates	3	4	3	3	4	1	3	1	9

Unit size: 10-30

Equipment: Loads of pistols!

SPECIAL RULES

Resolute & Relentless: Flee and pursue 2D6-1". May march move even within 8" of enemy.

Unbreakable: Like all Slayers, Long Drong's Pirates are Unbreakable (see page 112 of the Warhammer rulebook). Note that, being Dwarfs before Slayers, they still *bate* all Greenskins.

Festooned with Pistols: All the pirates, including Long Drong, gain an additional Attack because they are fighting with a pistol in each hand. Since they are festooned with pistols which they shoot off in a hurricane of destruction, all of their attacks are considered to be Strength 4 Armour Piercing pistol shots. The Pirates carry so many pistols that they never need to reload, therefore their pistol bonus is always in action, not only in the first round of combat.



ASARNIL THE DRAGONLORD

For Hire: Asarnil the Dragonlord can be hired as a Rare Unit in Dogs of War armies. Note that he will take up one of your Hero slots as well as the Rare Unit slot. Alternatively, he can be hired as a Rare Unit (and he will in this case take **two** Hero slots as well!) in one of the following Warhammer armies: High Elves, Wood Elves, Empire, Lizardmen.

Points: Asarnil and his mighty Dragon Deathfang cost a total of 460 points.

	M	WS	BS	S	T	W	I	A	Ld
Asarnil	5	7	4	4	3	2	7	4	9
Deathfang	6	6	0	6	6	6	3	5	8

Unit size: Massive!

Equipment: Hand weapon, lance, heavy armour and shield. He rides Deathfang, the Dragon.

SPECIAL RULES

Deathfang. Asarnil's loyal Dragon is a large target, can fly, causes *terror* and has a S4 Breath Weapon. Note that Deathfang does NOT count as a character.

In addition, if rolling on the Monster Reaction chart for Deathfang add +1 to the dice score. If you roll a 6 then you may choose any result you wish.

MAGIC ITEMS

Amulet of Dragonheart (enchanted item)

This amulet was one of the potent artefacts made by Caledor the Dragontamer for the Elven Dragon Princes. It is said that the gleaming gem hanging around Asarnil's neck is a stone found at the heart of a mountain, blessed by Caledor the Dragontamer himself.

The dazzling light of the Amulet of Dragonheart makes the shape of Asarnil and his Dragon appear blurry and vague, as if glanced through a haze. All missile attacks against Asarnil and his Dragon suffer a -1 to hit penalty.

BRONZINO'S GALLOPER GUNS

For Hire: Bronzino's Galloper Guns can be hired as a Rare Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

Points: Master Gunner Bronzino and one Galloper Gun team cost a total of 165 points. This is the minimum size of unit you can hire. You may buy extra Galloper Gun teams at a cost of +100 pts per gun team. Each extra team counts as an extra Rare choice.

	M	WS	BS	S	T	W	I	A	Ld
Bronzino	4	5	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5
Crew	4	3	3	3	3	1	3	1	7
Gun	8	-	-	-	6	2	-	-	-

Unit size: Each Gun has a crew of three, and one crewman rides a warhorse.

Equipment: Hand weapon. Bronzino is equipped with a hand weapon and heavy armour. He rides a warhorse.

SPECIAL RULES

Cannon Rules

Bronzino's Galloper Guns follow the rules for cannons (the smaller kind) found on page 122-123 of the Warhammer rulebook. The following exceptions apply:

Small Calibre: The maximum range you can guess is 24". The shots are Strength 7, D3 wounds, no Armour save.

Rapid Movement: The Galloper Gun is harnessed to a warhorse ridden by one of the gunners. This enables the Gun and its entire crew to move 8" (the remaining crew are assumed to jump on the harness and hitch a lift).

The Galloper Guns may march move.

If the Galloper Gun is charged, the crew may hold or flee. If they flee, the Gun is assumed to be limbered up immediately without any movement penalty. If the Gun and crew are caught, they are destroyed.

Close combat: The crew fight in hand-to-hand combat as normal. The mounted gunner fights as normal from horseback.

Deployment: The Guns are deployed as separate teams, each Gun and its crew operating as an independent unit. Bronzino must be deployed together with one team, but he can then ride from one team to another or operate on his own as a separate character. When he joins a team, he follows the normal rules for characters joining war machines (see page 118 of the Warhammer rulebook).

BIRDMEN OF CATRAZZA

For Hire: Daddallo's Birdmen of Catrazza can be hired as a Rare Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in an Empire army.

Points: Daddallo and four Birdmen cost a total of 150 points. This is the minimum size of unit you can hire. The regiment may be increased by adding extra Birdman models at a cost of +25 points each.

	M	WS	BS	S	T	W	I	A	Ld
Daddallo	4	4	4	3	3	2	3	1	8
Birdmen	4	3	3	3	3	1	3	1	7

Unit size: 5-10

Equipment: Hand weapon and light crossbow (count as bows).

SPECIAL RULES

Flying unit: Like all units of flyers, the Birdmen can *fly* and always *skirmish* (see page 106 of the Warhammer rulebook).

Shoot on the Wing: The wings of the Birdmen are flapped by means of stirrups on their feet. This means that they have both hands free to load and shoot their crossbows while flying. This in turn means that the Birdmen suffer no penalty for shooting on the move unless they move on foot.

WANTED

For expedition to the mysterious east.

Willing freebooters of good reputation and proven ability. Tropical experience an advantage. Be prepared to set sail by the first week of the harvest tide, on a sea voyage of no less than six months duration.

Interested Captains to present themselves to General Blackheart at the Reaver's Return Inn, Dockside.

GIANTS OF ALBION

For Hire: Hengus the Druid and the Giants of Albion can be hired in Dogs of War armies and they count as **two** Rare Units. No other Warhammer army can hire them, sorry!

Points: Hengus, Cachtorr and Bologs cost a total of 450 points.

	M	WS	BS	S	T	W	I	A	Ld
Hengus	4	3	3	3	3	2	3	1	7
Bologs	6	3	3	6	5	5	3	S	6
Cachtorr	6	3	3	6	5	5	3	S	6

Unit size: Huge!

Equipment: Both Giants and Hengus are armed with a hand weapon.

Magic: Hengus is a Level 1 Wizard and uses the Lore of Beasts.

SPECIAL RULES

Oggum Staff: Hengus has an Oggum Staff, which is a special kind of magic item made by the Druids of Albion. Not only do the Oggum marks on the staff endow the bearer with power over Giants to make them serve him, but they also protect the owner from harm. To represent this, as long as the Giants are within 6" of Hengus, they may use his Leadership value. In addition, Hengus has a Ward save of 4+.

Independent Models: Hengus, Cachtorr and Bologs are individual models and move independently, though they may not join regiments. The enemy is awarded Victory points separately for each model slain. Hengus is worth 100 points and each Giant is worth 175 points.

Giants of Albion: Cachtorr and Bologs are large targets and cause *terror*. Note that, although named, Cachtorr and Bologs do NOT count as being characters. Giants treat obstacles like open ground, 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 can squash those underneath. Use the Scatter dice to see which direction he falls in, and the model itself as a template. Those underneath take a single S5 hit which causes D3 wounds. Giants may not attack and are hit automatically in hand-to-hand combat whilst on the ground. They are automatically killed if they break from combat while on the ground. It takes a Giant one turn to stand up. Giants also fall over when they die.

In close combat you must roll a dice each round to determine what the Giant will do that turn. Against other large targets: on a roll of 1-3 Giants will *Yell and Bawl* (Giant does not attack, but enemy side automatically loses the fight by 2); on the roll of a 4-6 they will *'Eadbutt* (D6 S6 hits, randomised like missile fire for ridden monsters). Against smaller opponents: Giants will *Yell and Bawl* on the roll of a 1-2, on the roll of a 3-4 they will *Jump Up and Down* (2D6 S6 hits on unit, randomised like missile fire, but first test to fall over – see above) and on the roll of a 5-6 they will *Swing With Club* (D6 S6 hits on unit, randomised like missile fire).

TICHI-HUICHI'S RAIDERS

For Hire: Tichi-Huichi's Raiders can be hired as a Rare Unit in Dogs of War armies. Alternatively, they can be hired as a Special Unit in Lizardmen armies, or as a Rare Unit in other Warhammer armies, except Bretonnia, any Chaos, Chaos Dwarfs, Skaven, Vampire Counts and Khemri.

Points: Tichi-Huichi and five Skink Cold One Riders including a Standard Bearer and Musician cost 250 points. This is the minimum unit you can hire. The regiment may be increased by adding more Skink Cold One Riders at +22 points each.

	M	WS	BS	S	T	W	I	A	Ld
Tichi-Huichi	6	4	4	4	3	2	5	3	7
Gt.Cr. Skink	6	2	3	3	2	1	4	1	6
Cold One	8	3	0	4	4	1	1	2	3

Unit size: 6-20

Equipment: Hand weapons, spears, scaly skin (6+) and shields.

SPECIAL RULES

Cold-blooded: Skinks are cold-blooded and slow to react to psychology. Roll three dice when testing against Leadership and choose the two lowest scores.

Cold Ones: Cold Ones cause *fear*, are subject to *stupidity*, and give their riders +2 to their Armour saves in place of the usual +1 for mounted troops.

Note that Tichi-Huichi's Raiders use different rules and profiles from those in the Lizardmen army list printed later in this book. This is because they are Great Crested Skinks, and ride a species of Cold One known sometimes as a Horned One.

Blessed by the Old Ones: Tichi-Huichi and his Skink Cold One Riders enjoy the special favour of the Old Ones. They belong to a portentous spawning, brought forth for a mission devised untold millennia ago, and consequently a mysterious aura of protection pervades the regiment. To represent this, hand-to-hand opponents will never pursue Tichi-Huichi's Raiders if they beat them in combat. A strange, tropical fatigue descends on the foe, securing Tichi-Huichi's chance to get away.





RUGLUD'S ARMoured ORCS

Captain: Ruglud Bonechewer.

Battle-cry: "Gobbos fer dinner! Gobbos fer tea! Gobbos when u want 'em! Gobbos for me!" (Note: the Orcs will substitute the word 'Gobbos' with something appropriate to the occasion, eg, 'Stunties', 'Umies' or 'Ratsies'.)

For Hire: Any Warhammer army other than Bretonnians, Dwarfs, High Elves and Wood Elves may hire Ruglud's Armoured Orcs, and they count as a Rare choice. Dogs of War and Orc & Goblin armies may choose Ruglud's Armoured Orcs as a Special choice.

Points: Ruglud, Maggot, a Musician and seven Armoured Orcs costs a total of 190 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at the cost of 12 points per model.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ruglud	4	5	3	4	5	2	3	3	8
Maggot	4	2	3	3	3	1	2	1	6
Armoured Orc	4	3	3	3	4	1	2	1	7

Weapons: Choppa, crossbow.

Armour: Heavy armour.

SPECIAL RULES

Ignore Greenskin Panic: Ruglud and his Armoured Orcs have great disdain for their own kind. When a friendly Greenskin unit is destroyed, breaks or flees past their unit, Ruglud and his Orcs (including Maggot) do not need to test for Panic.

Choppa: Ruglud's Armoured Orcs carry brutal cleavers and clubs, and add +1 to their Strength in the first round of combat if they charge (note that Maggot does NOT carry a choppa, just a normal hand weapon).

Maggot: Maggot the Goblin accompanies Ruglud wherever he goes, acting as his standard bearer. He has survived countless battles and is regarded as a lucky mascot. His presence encourages the Orcs to fight all the more fiercely. The banner that Maggot enthusiastically waves adds +2 to combat resolution rather than +1.

In addition to this, Maggot seems to lead a charmed life, and as a result has a 3+ Ward save. He may not accept challenges, for he is not in effect a character, just a particularly lucky Goblin. If

Maggot dies, the banner is lost with him, and no other Orc can pick it up.

Although Maggot doesn't carry a crossbow, an Orc standing behind him may shoot over his head, as if the Orc were standing in the front rank. The range is measured as normal, from Maggot's base (the Orc behind leans the crossbow on his head.)

Animosity: Ruglud's Orcs suffer from Animosity like any other Greenskin unit, and must test each turn so long as the unit is not engaged in hand-to-hand combat, is not fleeing, and numbers at least five models. In the start of the Turn phase roll a D6 for Ruglud's Armoured Orcs – on a 2+ the unit passes the test and moves/fights normally this turn. On a roll of 1 the unit fails the test. To determine what happens, roll a D6 and consult the table below (note that this table is different from the table of other Greenskin units).

Ruglud's Animosity Table

1-2 Let's show 'em what these crossbows can do!

Ruglud's Armoured Orcs shoot at the closest unit, friend or foe. All models in the unit can fire without movement penalty at the nearest target in any direction, ignoring the usual restrictions for line of sight and fire arcs – this is an exception to the normal rules for shooting. The shots are worked out immediately, not in the Shooting phase, and the models themselves are not moved. The unit cannot do anything else that turn. If there are no units within range, the unit Squabbles instead (see the next entry).

3-6 Squabble

An internal squabble amongst the ranks soon grows into a minor riot with fists and curses flying. This throws the unit into disorder and prevents all moving and shooting this turn. The unit can do nothing this turn while Ruglud cracks heads together to restore order.

THE CURSED COMPANY

Captain: Richter Kreugar the Damned.

Battle-cry: The battle-cry of Richter Kreugar has long been forgotten by the people of the Old World. The silence of the grave hangs over the Cursed Company as it traverses the land, marching to war accompanied only by the sound of creaking ancient leather and the scrape of rusted metal.

For Hire: Any Warhammer army other than Bretonnians, Vampire Counts and Tomb Kings of Khemri may hire the Cursed Company, and the regiment counts as a Rare Troops choice. (Richter has an eternal hatred for those who subjected him to his fate, and so will not fight for the Undead.) Dogs of War armies may choose the Cursed Company, in which case it counts as a Special choice.

Points: Richter Kreugar and nine of the Cursed Company including a Standard Bearer and Musician cost a total of 305 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at the cost of 10 points per model, up to a maximum unit size of 30.

Profile	M	WS	BS	S	T	W	I	A	Ld
Richter Kreugar	4	5	3	4	4	2	4	3	9
Cursed Company Skeletons	4	2	2	3	3	1	2	1	3

Weapons/Armour: Richter Kreugar is armed with a shield, heavy armour, the Dark Gem of the Cursed and his unholy sword, Blight. The Skeletons of the Cursed Company are equipped with shields, light armour and hand weapons, and the Standard Bearer carries the Banner of Malediction. (Note: Despite the armour that appears on the individual models within the Cursed

Company, it is assumed for the sake of simplicity that all the models are equipped with light armour.)

Armour Save: 5+ for the Cursed Company Skeletons, 4+ for Richter Kreugar.

MAGIC ITEMS

Blight

Blight is a darkly powerful blade, centuries old and suffused with unholy magic.

Blight confers +1 Strength to all close combat attacks made by Richter. In addition, the weapon has the Killing Blow special rule (see page 112 of the Warhammer rulebook).

Dark Gem of the Cursed

The Dark Gem of the Cursed glows a blood-red shade that intensifies when a blow is directed towards Richter, protecting him from harm.

4+ Ward save.

The Banner of Malediction

The sinister banner of the Cursed Company has been carried for centuries by various enslaved warriors of Richter. It is a dark parody of his original, disgraced mercenary company banner.

The Cursed Company suffers one less wound than they normally would when defeated in combat. As an example, if the Cursed Company loses a combat by 3, they should lose three extra models, but because of the Banner of Malediction, they lose only two models.

SPECIAL RULES

"Join us in damnation..."

As part of Kreugar's curse, any foe slain by him or one of his company are withered by dark magic, their flesh ageing as if decades had passed in the blink of an eye. The lifeless victim is instantly enslaved to the will of Richter, rising to accompany him in his eternal curse.

If any model within the Cursed Company (including Kreugar himself) slays a model with only 1 wound on its starting profile, then one Skeleton is created in its place. Models created in this way are added to the Cursed Company, and are armed in the same manner as the Company. The Victory points value of the

unit is unaffected. This rule counts only for models that are killed in close combat, and not for models killed in any other way (for example, running down fleeing troops).

Independent

The Cursed Company is a completely independently acting unit. Richter and the Cursed Company will never use the Leadership of the General, even if it is better than his own. Additionally, the Cursed Company cannot be joined by any characters.

Hatred

Richter Kreugar *bates* all other Undead. This applies to Richter only.

Undead

The Cursed Company is Undead, and as such the following rules apply to them:

Leader

If Richter is killed, the Cursed Company will quickly begin to crumble to dust. At the end of the phase when Richter is killed, and at the beginning of each of their turns thereafter, the Cursed Company must take a Leadership test. If the test is failed, the unit suffers a number of wounds equal to the number they failed the Leadership test by. No saves of any kind are allowed against these wounds.

Break Tests

The Cursed Company cannot be broken. If the Cursed Company is beaten in combat, it suffers one extra wound for every point they lost the combat by, with no saves of any kind allowed (remember that with the Banner of Malediction, this number is reduced by one).

Immune to Psychology

The Cursed Company is Immune to Psychology. The only exception to this is that Richter Kreugar *bates* Undead.

Charge Reactions

The Cursed Company can only react by holding their ground.

Marching

The Cursed Company can march as long as Richter is still alive. If Richter dies, the Cursed Company cannot make march moves.

Cause Fear

The Cursed Company and Richter cause *fear*.



SPECIAL CHARACTERS

In this section you will find the background and rules for many new special characters for various armies – from Valten the Champion of Sigmar, to Crom the Conqueror. As well as new characters, we have also updated some of the special characters from previous editions of Warhammer. Remember, if a special character is shown as Trial rules, you need to agree with your opponent before you can use him.



OFFICIAL
RULES

BORIS TODBRINGER

Boris Todbringer is the current Elector Count of Middenland. A distinguished warrior and statesman, he has been

the head of his family for almost three decades. He is now advancing in years, and there are whispered rumours that personal and political problems weigh heavily on the Count's mind. His battles with the Beastmen of the Drakwald, in particular the banebeast Khazrak whose eye he took and in turn lost his own right eye to, are a ceaseless struggle. It is also said that the loss of his second wife, Anika-Elise, almost twenty years ago was a blow he has still to fully recover from.

However, if these rumours are true, Boris Todbringer is a determined man indeed, for outwardly he remains as vigorous as ever, a fearsome fighter and leader. He regularly leads the armies of Middenland personally, smiting enemies with his Runefang and urging his soldiers on to victory.

BORIS TODBRINGER 278 pts

	M	WS	BS	S	T	W	I	A	Ld
Boris Todbringer	4	6	1	4	4	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

Boris Todbringer may be taken as a Lord choice. He must be fielded exactly as detailed here and no extra equipment or magic items can be bought for him. If chosen, Boris Todbringer must be your army's General, and his army will always be chosen from the modified list on this page.

Weapons & Armour: Full plate armour, shield, Runefang (see below).

Mount: Barded warhorse.

Magic Items: *Runefang*: Magic weapon. All hits wound automatically, with no Armour saves allowed.

Talisman of Ulric: Talisman. At the start of every player turn unless he has been removed as a casualty, Boris Todbringer instantly recovers any lost wounds, up to his starting total of 3. In addition, the Talisman is infused with the power and courage of Ulric, granting Boris Todbringer Magic Resistance (1), and this Talisman also makes him Immune to Psychology.

Special Rules: *Magic Banner:* Boris Todbringer is the Elector Count of Middenland. As such, one unit of Halberdiers, Spearmen or Swordsmen in the army (not Handgunners) may carry a magic banner worth up to 50 points.

ARMY OF MIDDENLAND

An army led by Boris Todbringer will be the State Army of Middenland rather than the Cult of Ulric. This is chosen from Warhammer Armies: The Empire with the following alterations. Note that although the Ulric's Champions, Cult, Strength in Faith, Faith in Strength rules do not apply, the special rules of individual troop types from the Cult list (such as for the Grand Master and Seneschal) apply as normal. The same magic item restrictions and bonuses as the Cult of Ulric apply to the Army of Middenland. Priests of Ulric may choose Talismans of Ulric. Wolf-kin, Warriors of Ulric and Hunting Hounds may not form Detachments or Parent units. Teutogen Guard may form Parent units but not Detachments.

LORDS

Grand Master of the Knights of the White Wolf and Wizard Lord.

HEROES

Seneschal of the White Wolf, Captain, Priest of Ulric & Wizard.

CORE UNITS

Spearmen, Halberdiers
Archers (any number of Huntsmen upgrades),
Swordsmen,

Knights of the White Wolf and 0-1 Knights Panther.

SPECIAL UNITS

0-1 Teutogen Guard (12 pts/model)
0-1 Greatswords, Crossbowmen, Warriors of Ulric (4 pts/model) and Hunting Hounds.

RARE UNITS

Wolf-kin, Mortar, Great Cannon, Handgunners and Dogs of War.



The army of Middenland led by Boris Todbringer.

VALTEN, CHAMPION OF SIGMAR

Valten was born in a Reikland village called Lachenbad, where he had an uneventful childhood, growing up as the son of a blacksmith and learning

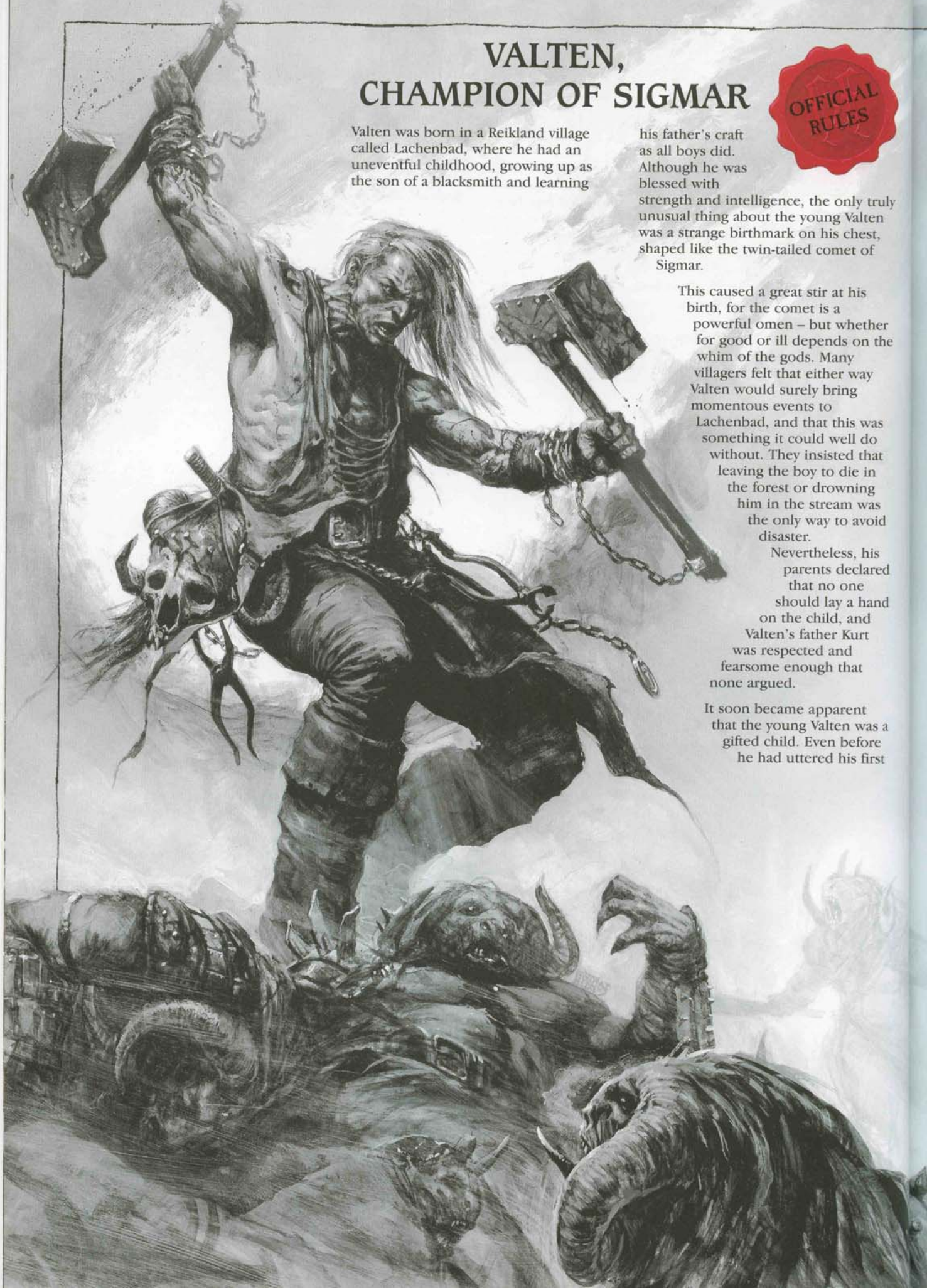
his father's craft as all boys did. Although he was blessed with strength and intelligence, the only truly unusual thing about the young Valten was a strange birthmark on his chest, shaped like the twin-tailed comet of Sigmar.

This caused a great stir at his birth, for the comet is a powerful omen – but whether for good or ill depends on the whim of the gods. Many villagers felt that either way Valten would surely bring momentous events to Lachenbad, and that this was something it could well do without. They insisted that leaving the boy to die in the forest or drowning him in the stream was the only way to avoid disaster.

Nevertheless, his parents declared that no one should lay a hand on the child, and Valten's father Kurt was respected and fearsome enough that none argued.

It soon became apparent that the young Valten was a gifted child. Even before he had uttered his first

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words many people commented that his eyes seemed to show a strange understanding of whatever they fell upon. He was bigger and stronger by far than other boys his age, able to best them in wrestling and other physical games with ease. At first people muttered that this remarkable strength was simply proof of the boy's abnormality and that he should have been strangled at birth, but Valten was a happy child with an infectious enthusiasm, and became so well-liked that thoughts of his portentous birth were soon forgotten.

It was on the eve of Valten's 18th birthday, though, that the superstitious doomsaying of his birth was proved well-founded. From the depths of the Reikwald, the Beastmen came. Led by a powerful Beastlord named Rargarth, Lachenbad had not seen a horde even a tenth of the size in living memory. Bent on pillage and plunder, the Beastmen seemed unstoppable and the few men of Lachenbad that could wield weapons had no hope of standing against them. With primal howls and brays they descended on the village, and the terrified people scattered before them, fleeing for their lives. The Beastmen gave no quarter, and cut down anyone they found, man, woman or child, and gleefully hurled flaming torches onto the thatched roofs.

But Valten refused to run. He made his way to his father's smithy, and smashed aside the Beastmen who tried to bar his way with great blows from his fists. Taking up two hammers from the forge he set about the horde like a hurricane with cries of anger and vengeance. Beast after beast was crushed by Valten's hammers, and all who came near him died. The panicking villagers saw this, and were heartened by this incredible display of bravery. They took up their swords, pitchforks and scythes, and ran to join the blacksmith's son. Following the boy, they cut through the warband until Valten stood before Rargarth himself.

Valten launched himself at the Beastlord. He swung a hammer in a massive arc but Rargarth raised his giant scimitar and parried the strike. Such was the force of the blow that the blade was broken in two, and the hammer torn from Valten's grasp. Unfazed, Rargarth snarled and struck out with the remnants of the weapon. Valten ducked back, fast but not fast enough; the rusted metal slashed across his chest, opening a horrible wound and sending him reeling. Rargarth gave a triumphant grin, exposing yellow and rotted

Valten

	M	WS	BS	S	T	W	I	A	Ld
Valten	4	5	5	4	4	2	5	4	9

Cost: 215 points.

Weapons: Valten carries two blacksmith's hammers. These count as two hand weapons, and so give Valten +1 Attack, for a total of five Attacks.

SPECIAL RULES

Against The Odds: Valten's courage knows no limits, and even impossible odds do not faze him. Enemy units can never gain the combat resolution bonus points for flank or rear attacks, or for outnumbering, in a combat involving Valten. In addition, Valten and any unit he leads is Immune to Psychology. The only exception is that they always count as being *stubborn*.

Awesome Presence: Valten is not a military officer. He does not give rousing speeches or offer rewards to fighters around him, nor does he yell orders or threats in battle. Instead, others are inspired by his awesome presence, and fight even harder as they see Valten strike down foe after foe. Wounds inflicted by Valten in close combat are counted towards the Empire combat resolution score of any combat within 12" of him, not just the one he is taking part in.

Valten may not be your army General unless he has the highest Leadership value in the army; if there are characters in the army with the same Leadership as Valten, one of those characters will always be the General instead. Even if Valten is the General, units within 12" of him may not use his Leadership as they would normally be able to – the Awesome Presence rule replaces this.

Iron Resolve: Valten has steel sinews and a will of iron, and is able to grit his teeth and fight on despite wounds that would kill lesser men ten times over. To represent this he has a 5+ Ward save. In addition, if Valten is killed, take a Leadership test for him at the end of that phase. If he passes, his astounding strength of will allows him to ignore the wound and continue fighting. He remains alive on 1 Wound, and the wounds that killed him are discounted. Note that the effects of combat resolution, *panic* and so on are worked out after determining whether Valten recovers. This rule does not apply if he is fleeing and is run down by chargers or pursuers, or hit with a Killing Blow.



Valten is a Hero choice, but will use up one extra Hero slot as well.

blow. But Valten raised his remaining hammer at the last second. There was an almighty clash as the blade slammed into the metal hammer, and the titanic strength of the Beastlord forced Valten to one knee. Incredibly his guard held. Amazement appeared on Rargarth's bestial features as he strained against the wounded boy, but to no avail. Impossibly, Valten began to rise, shaking with effort as he pushed upwards against Rargarth's blade, until finally he was on his feet. Valten kicked out, sending the Beastlord stumbling backwards, and before the creature could recover, he hurled his remaining hammer with awesome force straight at the monster's head. It struck Rargarth

awesome force straight at the monster's head. It struck Rargarth between the eyes like a meteor, shattering his skull and killing him instantly.

With their leader dead, the Beastmen turned to panicked flight, and the exultant villagers chanted Valten's name. Though Lachenbad had been half-razed, it was saved from total destruction by the amazing prowess and courage of a single boy. The stories of Valten's deed spread like wildfire around the surrounding villages and towns, and before long all manner of parties were showing an interest in the boy who had become a hero.

TRIAL
RULESELTHARION
THE GRIM

Eltharion and Stormwing can be taken as a Lord choice. They must be fielded exactly as presented here

and no extra equipment, bonours or magic items can be bought for them. If Eltharion is included he will always be the army General, overriding the Intrigue at Court rule – unless Tyrion is included in the same army, in which case Eltharion will defer to Tyrion's superior tactical knowledge.

In the 260th year of the reign of the current Phoenix King, Finubar the Seafarer, Eltharion became the first High Elf ever to lead a successful raid against Naggarond and return alive. Even before the High Elves made landfall, Eltharion had proved himself a master tactician, defeating the large Dark Elf fleet sent to oppose him. In a brilliant move he had hidden his Dragonships behind a vast island of rock, and as the rest of his fleet fell back they appeared on the flank of the Dark Elves' sea-beasts and tore into them with their razor-sharp rams. As the Dark Elf fleet was

thrown into confusion, the retreating High Elf ships returned to the fray and laced them with bolt thrower shot, and in minutes the Dark Elves had been annihilated.

The High Elf army was small but Eltharion force-marched through the bleak landscape of Naggaroth, taking by surprise the Dark Elf garrisons and settlements they discovered and razing them to the ground. Eltharion himself on his Griffon, Stormwing, rode down those that fled, to ensure that not one Dark Elf escaped to send word to the Witch King. When at last they reached Naggarond the boldest Elves disguised themselves in captured Dark Elf garb and entered the city, opening the gates from within. The waiting High Elves poured into the city and ran riot, burning buildings and slaying all who opposed them. It was as they prepared to fall back and return to their ships that disaster struck and Eltharion was wounded by the blade of a Witch Elf. He struck back beheading his attacker, but the damage was done and the envenomed sword had left its poison in his blood. The raid had been a success and the High Elf force escaped to Ulthuan with minimal losses, but by the time they docked at Chrace, Eltharion was near death.



Eltharion the Grim

The night of their return the High Elves pitched camp near the shore, for the journey had been arduous and the hour was late. None amongst them had the skill to counter the Dark Elf venom, and it was with heavy hearts that Eltharion's most trusted lieutenants laid him in his tent, knowing he would be dead by morning.

During the night, Eltharion stirred. Opening his eyes dreamily he saw an apparition, and with horror realised that the ghostly form was that of his father Moranion. The ghost was bloodied and mangled by blade-marks and arrows, and Eltharion knew his father was dead. The spirit spoke, telling him that their ancestral home of Athel Tamarha had been destroyed. When Eltharion fully awoke, miraculously cured of the Dark Elf poison, the ghost was gone, but looking down he saw the Fangsword, ancient heirloom of his family, resting where his father's spirit had been. He knew his destiny was to avenge his father and his home. He arose from his bed and grasped the sword, feeling new strength flow into him as he lifted it.

In the morning the astounded High Elf commanders found their Lord awake and alert, pale and wan but strong. His face was dark as he told them of his vision and his quest. He bade them return to their ships. With all the speed they could muster they sailed for Yvresse. Crashing through the waves into the harbour they found the great city under siege, Goblins and Orcs running through the streets in battle with beleaguered Elf defenders. Wasting no time they raced ashore and joined the fight.

The senses bestowed upon Eltharion by his magical talisman allowed him to see the force behind the greenskin army. Circling the great Warden's Tower and absorbing the energy of a mighty watchstone was a foul Goblin wizard mounted on a huge Wyvern, and Eltharion knew that this was his father's killer. Stopping only to give a single order to his finest troops he flew high into the air and charged the shaman.

Eltharion was a mighty warrior but the shaman was drawing incredible energy from the watchstone, and with his magic he blasted the High Elf. It was all Eltharion could do to deflect the evil spells. Just when it seemed he would be overwhelmed, however, the elite troops he had sent to the tower completed their mission and intoned the Invocation of Ending in front of the watchstone. The shaman's power was severed and he faltered, shocked. It was all the chance Eltharion needed. The Fangsword lashed out and severed the Goblin's head, sending it plummeting to the streets below.

With that act the greenskin attack faltered. The tide turned, and the heartened Elves counter-attacked and drove the invaders from the city. Eltharion did not stop to savour the victory but instead went to the Warden's Tower, and struggled for the whole night to seal away the watchstone's power. The following morning not even the sunrise nor the cheering crowds could force a smile from him. He was elected Warden of Tor Yvresse in recognition of his feats but from then on the haunted hero was forever known as Eltharion the Grim.

The profile given here represents Eltharion as the Warden of Tor Yvresse, before the events that led to his defeat at the hands of Malekith and his rebirth as a Swordmaster.

ELTHARION THE GRIM 490 pts

	M	WS	BS	S	T	W	I	A	Ld
Eltharion	5	8	6	4	3	3	9	4	10
Stormwing	6	5	0	5	5	4	5	4	8

Points: 490 (280 for Eltharion and 210 for Stormwing).

Weapons: Lance, longbow and the Fangsword.

Armour: Heavy armour and the Helm of Yvresse.

Mount: Eltharion rides his Griffon, Stormwing, in battle.

SPECIAL RULES

Hates Goblins: Eltharion lost nearly all of his family and saw his ancestral lands ravaged and burned in the cataclysmic Goblin invasion of Yvresse led by Grom the Paunch. To this day he holds a bitter hatred in his heart for all Goblins, so he is subject to the psychology rules for *hatred* when fighting Goblins (see page 84 of the Warhammer rulebook).

If he is in combat with Grom, the fury of Eltharion's blows is such that he gains +1 on his rolls to hit and +1 to his Strength. Note that this applies to Eltharion only, not Stormwing's attacks.

Furious Charge: In the turn he charges an enemy, Eltharion always uses his lance. At any other time he uses the Fangsword.

MAGIC ITEMS

The Fangsword of Athel Tamarha:

The Fangsword is a rune-encrusted longsword which has been passed down through Eltharion's family for generations. Eltharion inherited the Fangsword from his father after he died in the defence of his home in Athel Tamarha. The weapon strikes with a savage force that can rend apart the strongest armour.

The Fangsword is a magic weapon. When Eltharion is wielding it, any model attacking him in hand to hand combat suffers a -1 penalty to hit. A roll of 6 will always hit regardless of modifiers. This applies only to attacks made against Eltharion, not Stormwing. All Armour saving throws against a wound from the Fangsword are taken with an additional -3 penalty. Combined with Eltharion's Strength of 4, this means the total save modifier will usually be -4.

The Helm of Yvresse

This Helm is the symbol of the Warden of Tor Yvresse.

The Helm is magic armour. It confers a +1 bonus to Eltharion's Armour save, for a total of a 4+ Armour save. In addition it confers a 5+ Ward save.

Radiant Gem of Hoeth

The gem is normally kept in a black velvet bag, carefully biding its brilliance from prying eyes.

The wearer counts as a Level 1 Wizard. However, the wearer may still cast spells whilst wearing armour. This has no effect on characters who are already wizards.



When Malekith once again attacked Ulthuan, Eltharion, Warden of Tor Yvresse, was eager for battle. Mounted on Stormwing, he flew to Anlec, where Malekith's force had massed. He knew the Witch King would seek to claim his old throne in the ruined palace, and instead of leading the army in defence of the realm, Eltharion waited inside the ruins. The High Elf force was destroyed and when Eltharion confronted Malekith, the Witch King turned his dark powers on the impetuous Elf, wracking Eltharion with magic. The Witch King tried to force Eltharion to swear loyalty to him by threatening the survivors of the High Elf force. Eltharion refused and Malekith's Executioners beheaded the High Elves who had survived the battle outside the palace.

The broken body of the Warden of Yvresse was returned to Ulthuan, blinded and barely alive. Belannaer tended to his wounds and Eltharion soon recovered, but his mental scars ran deep. Belannaer instructed Eltharion in the ways of the Swordmasters and the skilled Elf learned exceptionally quickly, soon becoming a match for the Master himself. Belannaer gave Eltharion command of the Swordmasters, a task that Eltharion relished.

Once again he met the Witch King, as Malekith's invasion broke through the Dragon Gate and into the Inner Kingdom. The Swordmasters had been ordered to aid the Handmaidens in their duty as guards to the Everqueen. When her forests came under threat, the Swordmasters rushed to the Everqueen's aid, and in the ensuing battle he wounded the Witch King. It was a feat that no mortal had ever achieved, but now Eltharion seeks to destroy Malekith and has taken the fight to Naggaroth. Even the calm words of Belannaer cannot stay his desire, and the Phoenix King has granted this special request. Belannaer holds on to a fragile hope that Eltharion will overcome the bitterness that burns within his heart, but also knows this is a war his pupil must fight on his own.

Eltharion



Eltharion is one of the High Elves' most deadly and respected warriors. He may be taken as a Lord choice in any High Elf army. He must be used exactly as presented here and may not be given any additional equipment or magic items.

The profile given here represents Eltharion in his incarnation as a Swordmaster, after his defeat by Malekith.

	M	WS	BS	S	T	W	I	A	Ld
Eltharion	5	8	6	4	3	3	8	4	10

Cost: 255 points.

Weapons: Eltharion carries the White Sword of Hoeth.

Armour: Light armour

SPECIAL RULES

The White Sword: Eltharion has been taught by the Master of the White Tower of Hoeth, and wields one of the long, two-handed blades of the Swordmasters. Clad in the pure white robes of the Order and cutting through the foe with ease, Eltharion is now called the White Sword by many Dark Elves who have seen him. So great is Eltharion's skill, he can use a number of fighting styles, each of which has a different effect on his rules. At the start of each round of combat, Eltharion must declare which fighting style he is using for that whole round. Note that the White Sword is not a magic weapon, nor is it a normal great weapon. Only the rules listed below apply to Eltharion's attacks.

Way of the Willow Branch: Eltharion's body twists and contorts like a reed in the wind, and his sword deflects incoming blows with astounding speed, making him virtually impossible to hit. Any close combat attacks against Eltharion require 6s to hit, before any other modifications, and regardless of relative Weapons Skills or any other special rules.

Way of the Winter Breeze: Weaving his sword in a bewildering, swirling arc, Eltharion is able to guide his blade through even the most steadfast defence. Eltharion attacks at +1 to hit in close combat.

Way of the Swooping Eagle: Eltharion summons all of his speed and might into a few deadly blows. Eltharion's attacks are resolved at +2 Strength.

Way of the Breaking Storm: Unleashing his speed and strength in a flurry of blistering attacks, Eltharion rains down blow after blow on the enemy. Eltharion gains +2 Attacks.

Great Leap: Eltharion is immensely acrobatic, and is able to jump high through the air to reach his foes. At the start of any round of combat, before attacks are allocated or challenges issued, Eltharion may be moved to anywhere in the same combat (even leaving one unit and joining another, or becoming an independent character). He may not use this to position himself out of combat, or if he is already involved in a challenge.

Lord of Hoeth: In the White Tower, Eltharion is now second only to Belannaer himself, and often commands the army of Hoeth. If Eltharion is your General, Swordmasters are no longer a 0-1 choice.

Intrigue at Court: There is no need to roll for Intrigue at Court if you take Eltharion – he is automatically the army General. The only exception to this is if Tyrion is also present, in which case Eltharion will defer to Tyrion's superior battlefield knowledge and skills.

Impenetrable defence: Eltharion's senses and foresight are so keen, he can now react even faster than when he could see, enabling him to predict the enemy's attacks and even deflect incoming arrows. Eltharion has a 5+ Ward save to represent this, and in addition, Killing Blow has no effect on Eltharion (simply treat To Wound rolls of 6 as a successful wound).

Psychology: Eltharion *bates* Orcs and Goblins and Dark Elves, but is otherwise Immune to Psychology. Any unit of Swordmasters joined by Eltharion becomes *stubborn*.

The Dark Within: Eltharion is a very troubled soul, and his thirst for revenge can drive him to rash acts. Eltharion and any unit he leads must declare a charge if there is an enemy within range, and can never test to restrain pursuit.





Shadowblade

Shadowblade can be fielded in a Dark Elf army and counts as a Lord choice. He must be fielded exactly as described here and may not be given any additional equipment.

Like all Assassins, he may not be the army's General.

Shadowblade

M	WS	BS	S	T	W	I	A	Ld
6	10	10	4	3	3	10	6	10

Cost: 360 points.

Weapons: Two hand weapons.

SPECIAL RULES

Master of Assassins: Shadowblade is treated as an Assassin in all respects, with the exception of his Hidden rules. Shadowblade may be deployed in one of four ways: as normal; as a Scout (within a unit of Shades if you desire); using the Hidden rules on page 11 of the Dark Elves Armies book; inside the enemy army. If he chooses to deploy in the enemy army, the following rules are used. After your opponent has deployed, secretly write down within which enemy unit Shadowblade has attempted to conceal himself. This must be a roughly man-sized infantry unit, or war machine crew (and includes Goblins, Dwarfs, Halflings and such, but nothing larger than man-sized – even Shadowblade cannot make himself look like an Ogre...).

At the start of each of the opposing army's turns, roll a D6. On a roll of a 2+, he is still undiscovered. On a roll of a 1, the enemy have seen through his disguise and he is placed on the table. Alternatively, at the start of any Dark Elf turn, Shadowblade can be revealed voluntarily. Regardless of how he is revealed, use the following method to place him on the table. Reveal to your opponent within which unit Shadowblade was hiding. Shadowblade replaces one of the models in the unit (he was killed before the battle), remove one ordinary unit member (not a Command model or character). Place Shadowblade anywhere in contact with the unit. If he is revealed voluntarily, Shadowblade counts as charging that turn; if he was discovered then the enemy count as charging. Shadowblade may drink his Potion of Strength at the start of a turn in which he was voluntarily revealed.

Dark Venom: (see the Dark Elves Army book, page 22).

Dance of Doom: (see the Dark Elves Army book, page 23).

Touch of Death: (see the Dark Elves Army book, page 23).

Hand of Khaine: (see the Dark Elves Army book, page 23).

Cry of War: (see the Dark Elves Army book, page 23).

MAGIC ITEMS

Heart of Woe: The Heart of Woe is a large ruby that beats like a living heart. Should the bearer be slain, the crystal shatters into thousands of jagged shards, slaying those responsible for their death and leaving no remains to be identified. If Shadowblade is slain, centre the large blast marker over his final position. Any model fully under is automatically hit, while models partially under are hit on a roll of 4+. Models hit by the exploding Heart of Woe take a Strength 3 hit.

Potion of Strength: A potent magical brew created from Troll blood and the heart of a Griffon. Shadowblade may drink this at the start of any turn and it lasts until the start of the next player's turn. While in effect, the Potion gives Shadowblade +3 Strength.



Shadowblade is still young in Elf terms, his reputation however, is already legendary. Stories of his grizzly adventures are used as the basis of bloodthirsty hymns sung by the Witch Elves at their sacrifices. Possibly his most famous exploit was the murder of the entire crew of a High Elf Hawkship, one by one over a period of several days. Only the horribly disfigured captain was left alive, so that he could tell of the days and nights of mounting horror on the ship, as the crew desperately attempted to corner Shadowblade, but without success. Other stories include the assassination of the Burgomeister of Marienburg. His fleet had attacked and sunk one of the Black Arks on route to Albion. After an initial attempt at his life (by a lesser assassin) had been foiled, over twenty guards were posted to watch his chamber day and night. His most loyal bodyguards were even posted within his room. Yet his body was found stone cold in his bed with over twenty stab wounds. Not one guard had been harmed, nor had any of them heard a single sound.

There are many rumours that have circulated as to the identity of this Master of Assassins. Some believe he is the son of Malekith's mother, Morathi. Many who have seen him in combat, liken his skills with a blade to those of the legendary Swordmasters of Hoeth. This has led to speculation that he was once in fact one of these skilled warriors, trained by Belannaer himself. Whatever the identity of this Dark Assassin, he has sworn allegiance to the Witch King and now serves as Malekith's personal agent. Any mortal who dares cross Malekith risks a visit from this feared killer, and he has never failed his master yet. Even the Hag Queen herself, who knows the exact identity and whereabouts of every other Assassin in Naggaroth, is in stark fear of Shadowblade, for he obeys one master only.



OFFICIAL RULES

CROM THE CONQUEROR

Steppes stretch from the civilised lands of men to the Chaos wastes.

These vast, rolling plains of grass and tundra are home to the Kurgan, savage tribes of nomadic warriors who spend their lives in battle to prove their might before the Gods. Born into a land constantly riven by warfare, the people of the north must be strong warriors lest they meet an early and brutal end in battle.

To the east of the Worlds Edge Mountains and north of the Mountains of Mourn, the

Crom the Conqueror is of the Kul. A tribe of the Kurgan people, the Kul stake their claim on the lands above the Worlds Edge Mountains and to the east of the Sea of Chaos, from where they launch brutal raids on their neighbouring tribes, sometimes travelling as far as Cathay or the Empire in their quest for plunder. Possessed of an ambition that burned like fire and a keen warrior's skill, Crom bested his chieftain in a leadership challenge before his twentieth year. Crom's cunning and prowess ensured that the Kul rose to great renown, a position built on the backs of slaves, and paid for with a hoard of stolen wealth. Before another ten winters had passed

Crom was one of mightiest kings the Steppes had ever known, and it was then that the dreams started.

Night after night, Crom dreamt of the future, of a world drowning in a tide of Chaos for the glory of the Gods. He saw a dark figure silhouetted against a red sky, a blade sheathed in golden fire raised above its head. The dreams became ever more vivid, and Crom became convinced that it was a message from the Gods and a clue to his destiny; but who was this figure? Was it his own destiny to claim the world for the Gods, or was there another, even mightier than he? Obsessed with the meaning of the dreams, Crom spoke with the sorcerers of his tribe but when they could not provide him with answers, his mood became dark and brooding.

When news came to him of a company of armoured knights marching over his lands uninvited, Crom was furious. Angered by the slight to his sovereignty and made reckless by his infuriating dreams, he immediately rode forth to challenge the intruders. Catching sight of the knights across the sweeping plains he bellowed challenges at them until eventually their dark leader raised a hand, stopping Crom's riders and turning them back.

The knights spurred towards the king of the Kul, who soon found himself encircled. Though outnumbered many times over, Crom did not back down and demanded to know who dared cross his lands without his permission. The leader of the knights replied simply that his name was Archaon, and he sought the six treasures of Chaos. As far as Crom was concerned, for Archaon to make such a statement as this was the ultimate blasphemy. Drawing his sword Crom challenged Archaon to single combat and to prove that he was indeed the chosen of the Gods.

Archaon's shoulders shook slightly with silent laughter and gestured to one of his riders. Seemingly unhindered by the great weight of armour upon his back, the knight leapt down from his horse and charged at Crom. Crom simply grinned, and in a single motion battered the warrior's sword aside before backswinging his blade, severing the man's head. Crying out in triumph he demanded once more that Archaon face him. Archaon said nothing, but gestured again. Another of the armoured warriors stepped forwards; again Crom cut him down with ease. A dozen times more Archaon sent forth his champions, and each time Crom proved victorious, the blood of the knights spilt upon the barren Steppes. The Kul ruler was in a fury, demanding to know why Archaon refused to fight, when the huge knight finally dismounted. Sensing that this was to be a fight worthy of his skills, Crom

Crom the Conqueror

	M	WS	BS	S	T	W	I	A	Ld
Crom	4	9	3	5	5	3	8	5	9

Cost: 230 points.

Weapons: Crom wears Chaos armour and carries a sword, an axe and a shield.

SPECIAL RULES

Master of Chaos Undivided: Crom bears the Mark of Chaos Undivided, and the vast majority of his troops celebrate Chaos in its purest, undiluted form. Units of Chaos Warriors or Knights bearing any Mark other than Chaos Undivided count as Special Units. Units of Chosen Chaos Warriors or Chosen Knights bearing any Mark other than Chaos Undivided count as Rare Units. Daemons of all types also count as Rare Units. However, all Marauder and Marauder Horsemen units may have the Mark of Chaos Undivided for free. They may not be given any other Marks.

Immense Pride: Crom is a true warrior, a master of single combat. He has defeated many chieftains in single combat to gain leadership of their tribes, each victory increasing an already considerable pride. Crom must always accept a challenge if one is issued.

The Way of the Warrior: The Conqueror is supremely skilled in many styles of fighting, be it with sword and axe, or sword and shield.

With his sword and axe Crom is a whirlwind of destruction, his attacks striking with such power that his opponents are torn apart by the storm of blows. If Crom fights with sword and axe he gains +1 Attack for an additional hand weapon as normal. In addition, if he fights with sword and axe in a challenge, Crom may make an additional attack for each wounding hit he makes (before saving throws).

Crom uses his shield expertly, forcing his opponent back and blocking any attempt to launch an attack. If Crom fights with sword and shield he gets the normal +1 to his Armour save for using a hand weapon and shield. In addition if he fights with sword and shield in a challenge, any special rules applying to Crom's opponent's weapon are completely nullified; in other words his opponents always count as using a single handed weapon regardless of their actual equipment. This applies to both magical and mundane equipment.



Crom is a Lord's choice and if taken must always be your army General. He must be used exactly as represented here and may not be given additional equipment.



Across the battlefield, the mighty warlords meet.

did not allow the knight to even draw his blade before rushing headlong towards him, his sword swinging in vicious arcs.

At first the dark knight gave ground before the enraged king, beating aside the ferocious attacks with his shield, seemingly unable to draw his own weapon in the face of such skill and ferocity. Crom pressed on, believing that he had the measure of his foe, but as Archaon reached the ring of knights, he gave ground no further and with a single sweep of his shield swept the blade from Crom's hand. Without pause, Crom flung himself weaponless at his foe but as fast as he was, Archaon was faster, his right hand closing in a vice-like grip about Crom's throat. As he lifted the struggling Kul high off the ground, Archaon abandoned his shield and drew his sword, the blade easing from the scabbard.

Struck with awe, Crom instantly stopped his struggles, for the blade shone with a golden flame that danced across runes inscribed so finely as to be barely readable. The serrated edge of the sword seemed to move and flow even as he watched, and a faint moaning emanated from the desperate struggles of an imprisoned daemon. Still holding the

king at arm's length, Archaon told him of the quest for the treasures. The Sword he possessed already, and the Eye and the Mark. Still he needed the Steed, the Armour and the Crown. Crom had been tested and found to be a mighty warrior; Archaon bade Crom accompany him for the remainder of his journey. Crom realised that Archaon could truly be the figure from his dreams, the chosen of the Gods and of the prophecy – he who would bring about the Storm of Chaos. The Gods could not have given Crom greater honour and, leaving his people, he joined Archaon's band, the Swords of Chaos, and Crom's tale passed into the myths of the Kul. Over the decades spanned by that epic quest, Crom's fervour and belief in Archaon grew ever stronger. Soon he became the most loyal and devoted of his Lord's companions, travelling far and wide in his lord's name – a herald for the Lord of the End Times.

As the day of prophecy drew near, Crom took it upon himself to create an army worthy of the Lord of the End Times and Crom returned to his homeland for the first time in many years. He strode brazenly into the tent of the king of his people demanding that the Kul swear loyalty to Archaon and the End Times. When the king, himself a mighty warrior,

challenged Crom he was cut down like a mere boy. In awe of Crom and his words, and remembering the legends of their tribe, the assembled chieftains of the Kul acknowledged him with deafening cheers and swore themselves to his cause.

Under Crom's leadership once more, the Kul burst forth from their own lands in a whirlwind of conquest. Those chieftains who would not join the cause were slain by Crom, their armies humbled in battle, and the people of their tribes pledged to obey Archaon as their ruler and Crom as his Herald. As the ranks swelled with the peoples of the conquered tribes, the horde swept eastwards across the plains. Crom's following was the largest army ever assembled in the east, the warriors fanatical in their desire to crush all before them in the name of their Gods.

When finally the Conqueror was satisfied with the strength of the force at his command he led his army south, leaving the open plains of the Steppes for the rocky, greenskin-infested lands below. The lands of men would be attacked not only from the north, but also from the east, each incursion alone more mighty than any that had come before. Truly the time of mortals was at an end and the Storm of Chaos was upon the world.

TRIAL
RULESGROM THE PAUNCH
OF MISTY MOUNTAIN

Grom and his loyal Goblin banner waver Niblit can be taken as a Lord choice, but they will use up one of

your Hero choices as well. They must be fielded exactly as presented here and no extra equipment or magic items can be bought for them.

Grom was the most famous of the many Goblin warlords to have terrorised the Old World, and also the fattest. He rode a massive chariot pulled by three wolves, and swung his mighty axe Elf-Biter. According to legend, Grom once ate a plate of raw Troll meat which constantly regenerated within him. As a result he was very fat and suffered from constant agony due to chronic indigestion, which may explain why he was so fierce. He was always accompanied by his assistant Niblit the Goblin, who carried the army's battle standard.

Grom was savage and ambitious, and after his legendary meal of Troll flesh both his waist and his power grew vastly. With the regenerating meat inside his gut, Grom never needed to eat again and grew fatter and fatter as time went on. It wasn't long before he was the biggest Goblin in living memory, wider of girth even than most Orcs. To greenskins size is power, and by any reckoning Grom had grown very powerful indeed. Under his fearsome leadership, the Broken Axe Goblins were unstoppable. Grom stormed out of Mad Dog Pass with his tribe, and within ten years

they had conquered every greenskin tribe around Thunder Mountain, as well as the Night Goblins that inhabited its dark caverns.

With such a huge and ever-growing army willing to follow his every command, Grom was all but invincible. From a new base at the Misty Mountain, Grom and the Broken Axe tribe wandered the Badlands, subjugating all the Orcs and Goblins they found. Soon every greenskin tribe from Iron Rock to Red Cloud Mountain had joined him, some voluntarily but many more by conquest. Grom marched northwards and still more tribes were drawn to his banner, until the horde had reached such proportions that none had ever witnessed its like before.

When the Waaagh! poured over the mountains into the Empire, neither man nor Dwarf could stand against it. Grom blazed a trail of destruction ever northwards crushing everything and everyone in his path. The greenskins ran amok in the Empire, still more Orcs and Goblins joining the Waaagh! as they saw the humans fleeing for their lives. The greatest nation in the Old World became a greenskin realm. The army of Middenland was destroyed. Nuln was sacked. Altdorf itself was besieged and on the brink of defeat.

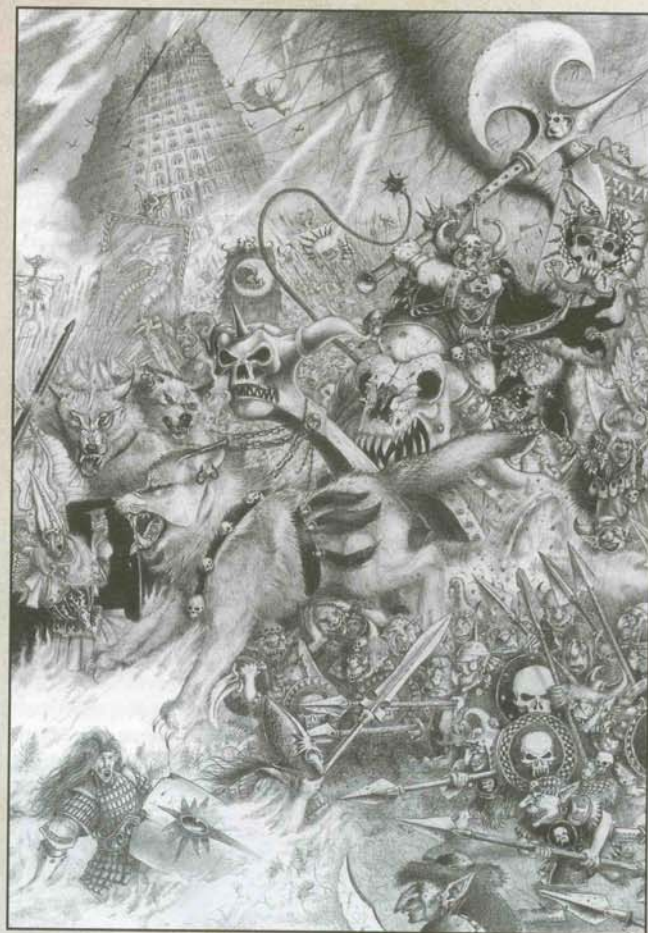


Grom the Paunch mounted in his battle chariot

The lands of men were his for the taking yet Grom chose to continue on northwards, until his vile horde reached the coast of the Sea of Claws. Here he proclaimed his vision: their destiny lay west, over the ocean. At his command Grom's armies constructed an armada of ramshackle ships and set sail. Weeks into the voyage fully half the forty-thousand greenskins who had set out had perished, victims of starvation, monstrous kraken and strange ethereal mists, but the spirit of the Waaagh! was with them and their ferocity was untarnished. By a stroke of fate a great storm broke and parted the mystical fog, and Grom's horde was blown ashore in Ulthuan, the land of the High Elves.

Here they continued their rampage. Grom's shaman, Black Tooth, tapped the power of an Elf watchstone, a conduit of massive magical energy, and with his aid Grom and his vast army forged inland and sacked the keep of Athel Tamarha. The great city Tor Yvresse would have been smashed but for the intervention of the Elf hero, Eltharion. He slew Black Tooth, and with that the will of the Orc and Goblin army was broken. The Elves counter-attacked and drove the greenskins from Ulthuan.

Of Grom no trace was ever found, but perhaps this only adds to his awesome reputation. The Goblin King of Misty Mountain lives on in greenskin folklore, a legendary figure regarded by Orc and Goblin alike as touched by the gods.



GROM THE PAUNCH 355 pts

	M	WS	BS	S	T	W	I	A	Ld
Grom	4	5	3	4	4	3	4	4	9
Niblit	4	3	3	3	3	1	2	2	6
Grom's Chariot	-	-	-	5	4	3	-	-	-
Wolf	9	3	-	3	-	-	3	1	-

Points: 355 (215 for Grom, 75 for Niblit and 65 for the chariot).

Weapons: Grom carries Elf-Biter, also called the Axe of Grom. Niblit is armed with a hand weapon.

Armour: Grom and Niblit both wear light armour.

Mount: Grom and Niblit ride in a Goblin Wolf Chariot.

SPECIAL RULES

Regenerate: Ever since his famous meal of raw Troll meat, Grom has been able to regenerate wounds. See the rules on page 113 of Warhammer.

Grom's Chariot: This is a normal Goblin Wolf Chariot drawn by three Wolves. When shooting at Grom's chariot, roll as normal to see if a character is hit. On a 6, randomise the hit between Grom and Niblit (if they are both still alive!). In close combat, use the Weapon Skill of the Wolves when attacking the chariot itself.

Goblin General: Grom would never follow anyone else, so if you take him he must be your General, regardless of the Leadership of any other characters. If you take Grom you must include at least one unit of common Goblins in

your army. In addition, Grom would never tolerate the presence of anybody who might threaten his command. Therefore you may not include any Orc, Savage Orc or Black Orc Lord characters if Grom is your General.

Battle Standard Bearer: Niblit is Grom's trusty banner waver. The banner confers all the usual benefits of a Battle Standard. This means you cannot take another Battle Standard Bearer in the army.

MAGIC ITEMS

The Axe of Grom: Elf-Biter

This large and forbidding axe requires both hands to use, but blows struck by it are almost always fatal.

Attacks made with the Axe of Grom count as being made with the Killing Blow special ability. In addition, no Armour saves may be made against wounds from the axe. Against any Elves, Grom's Axe will cause a Killing Blow on a 5+ instead of the normal 6.

Lucky Banner

Niblit carries this old and tattered banner to battle as a good luck charm.

Actually, it really is good luck. Each Close Combat phase, both Grom and Niblit can each re-roll one failed To Hit roll and one failed To Wound roll. These re-rolls cannot be used to re-roll the chariot's impact hits, the Wolves' attacks, etc.



The Ice Queen & Tzar Boris

New Special Characters by Graham McNeill

Tzarina Katarin, Ice Queen of Kislev

From the icy fastness of her capital city of Kislev, the Ice Queen Katarin rules her land with an aloof majesty. The daughter of the fiery and charismatic Tzar Boris, she ascended to the throne in 2517, following her father's death in battle whilst leading an army north of the Lynsk into the Troll Country. She is the latest in a long line of Tzarinas descended from the ancient Khan-queens of the Gospodars, the powerful tribal group that migrated west centuries ago, and became the dominant peoples of what was to grow into the nation of Kislev.

A great wizard in her own right, her power is said to come from the land of

Kislev itself, its icy soul and bleak tundra giving her command of the elements and mastery of that form of wizardry known as Ice Magic. Indeed, some whisper that she is in fact the living reincarnation of the very first Khan-queen, Miska, so complete is her grasp of this dangerous branch of magic. Upon her ascension to the throne of Kislev, it is said that the Bokha Palaces have grown a new wing, half a mile long, made entirely from glittering ice. This wondrous creation would be beyond all but the most powerful Ice Mages, and it is here that Katarin remains for most of the time, granting audiences in an immense chamber of magically woven

hoarfrost. Some believe that she simply prefers the chill of these frozen corridors, while others say that it is a display of her power to overawe would-be enemies and foreign ambassadors.

Where Tzar Bokha was a man who preferred to lead from the front and was renowned for his courage and leadership, the Tzarina, in keeping with her icy powers, is aloof and remote, preferring to work through agents and generals. Only under the direst circumstances does the Tzarina join her armies (known in Kislev as pulks), but when she does it is often upon a mighty steed whose flanks shimmer with glittering ice crystals and whose breath



The Ice Queen lends her support to the Kossar battleline.

is the winter wind, or riding an armoured sled, drawn by a team of identical beasts. On those rare occasions when she leads her army in battle, the devotion lavished upon her is beyond that which might be expected of such a remote and cool ruler. Her power over the elements is clear proof that the blood of the Khan-queens flows in her veins. The Ungols of the north fear and respect her as one of the ancient warrior witches from their oldest myths.

A time is coming that will see the Tzarina on many a battlefield before the year is out. Marauding tribes of Kurgans and Kyazak push south in ever-increasing numbers, united behind the banners of their Zars and Hetzars. The sheer scale and ferocity of these raids has prompted the despatch of a number of contingents from the Empire to aid Kislev – artillery from Nuln, mercenary companies from Tilea, Wissenland Pike, arquebusiers from Averland, Nordland halberdiers, knightly orders and all manner of troops from all across the lands.

The writings of Anspracht of Nuln names this time as the 'Spring Driving', an innocuous term that encompasses a time of unrelenting horror and bloodshed. Masses of northern

marauders are sweeping down into Kislev, butchering everything in their path. Many battles have already been fought and the Kurgans have razed several towns and stanitsas: Choika, Zhedevka and others that appear on no maps. The pulks have scattered into the oblast, though many Boyars are rallying

their forces to fight once more. But as more and more marauders drive south, it is certain that the days of blood are not yet over.

Tzarina Katarin, the Ice Queen

The Tzarina Katarin can be taken as commander for any allied Kislevite Allied Contingent. Tzarina Katarin counts as a single Lord choice and she must be fielded exactly as described here. She must be the Allied Contingent's commander and may not purchase any additional equipment or magic items. If you field the Tzarina Katarin, you may not field Tzar Boris.

	M	WS	BS	S	T	W	I	A	Ld
Tzarina Katarin	4	4	3	3	3	3	3	1	10
Warhorse	8	3	0	3	3	3	1	1	5

Cost: 495 points

Weapons & Equipment: Tzarina Katarin carries the sword of the ancient Khan-queens, Fearfrost, and wears the Crystal Cloak. She is mounted on a warhorse.

SPECIAL RULES

Ice Magic: Katarin is a Level 4 Wizard and may only use Ice Magic (see p.86).

Beloved of Kislev: The people of Kislev are utterly devoted to the Tzarina and would gladly lay down their lives for her. Any Kislevite unit joined by the Tzarina becomes *stubborn*, and all Kislevite units within 12" of the Tzarina may re-roll failed psychology tests.

Protectors of the Khan-Queen: If the Tzarina Katarin is taken as the leader of your Allied Contingent, then the 0-1 restriction on units of Gryphon Legion units is waived.

Fearfrost: *Forged by the ancient Khan-Queen Miska of the Gospodars, this blade has passed from Tzarina to Tzarina through the ages. Only a Tzarina can wield the blade, and were a man to lift the blade, he would find himself frozen to death within a heartbeat. The blade is infused with Ice Magic and the intense cold can kill with a single scratch.*

Fearfrost grants the Tzarina the Killing Blow special skill. Models wounded, but not killed outright by Fearfrost receive no saving throw, but may take Ward saves as normal.

The Crystal Cloak: *A swirling mist of dancing ice crystals surrounds the Tzarina, warding off the most serious of injuries and confounding her foes' attempts to strike her.*

The Crystal Cloak grants the Tzarina a 4+ Ward save, and in addition, all attacks directed against the Tzarina in close combat suffer a -1 to both the To Hit and To Wound dice.



Tzarina Katarin,
the Ice Queen



Boris Ursus, the Red Tzar

Tzar Boris Bokha was a fierce warrior and devout follower of the bear god, Ursun. He was known by many as Boris Ursus or Ratii Bokha (Red-Bokha – a reference to the oceans of enemy blood he spilled in battle). Rising to the throne in 968 (2492 in the Imperial calendar) after his father, Tzar Vladimir Bokha, died fighting Goblins east of Kislev, Boris inherited a nation that had done little to recover from the devastation caused during the Great War against Chaos of 2302. In a move resented by the old guard of the Kislev court, Ratii Bokha nearly emptied the treasuries hiring mercenaries to re-train

the Kislev army, rebuilding bridges, roads and towns, and importing black powder and engineers from the Empire.

Though it almost bankrupted his family (and several other noble families into the bargain), Tzar Boris' reign will be forever remembered for his driving spirit and eagerness to reclaim the lands that had become infested with Goblins, Trolls, Beastmen and other vile creatures. He was also instrumental in a revival of the Ursun bear cult, which had slowly been overtaken by worship of Ulric, Taal and other foreign gods. To do so, he undertook the trial of initiation

that all priests of Ursun must overcome, and went into the forests to tame a bear. He was not seen or heard of for eighteen days, and many feared he had met a gruesome fate in the depths of the icy forests. Preparations began for the coronation of his infant daughter Katarin (who was only four years old at the time) when the search parties came across his unconscious form on the nineteenth day. His still body was guarded by a bear of gigantic proportions that would not allow anyone near. The Tzar was surrounded by the corpses of over two dozen wolves, and the snow was red with their



Tzar Boris leads Kislev cavalry against the invading Kurgan!

blood. Nothing the searchers could do would entice the bear away from their ruler or convince it that they meant no harm. Finally, after another day had passed, Boris awoke and the bear allowed the searchers to approach and tend to his wounds.

The tale Boris related upon his return to Kislev has since passed into folklore, though few doubt the truth of it. Four days before being found by the searchers and after much wandering, he came across the mightiest bear he had ever seen, with teeth and claws like sword blades. Taking this as a sign from Ursun, he had confronted the beast, and it had charged him, the ground shaking with the fury of its charge and a bloodcurdling roar echoing through the forest. With his bare hands, he fended off the creature's attacks, but could not overpower it. The struggle lasted a full day before a wolf pack, drawn by the scent of their combined blood, attacked. The wolves immediately went for the bear, but Boris sprang to its aid, crushing their skulls with his fists and tearing them from its back. Boris was badly wounded however, and fell beneath the attacks of the wolves. As the beasts closed in for the kill, it was the bear's turn to protect his erstwhile enemy from the common foe. It stood over the supine Tzar, tearing the wolves apart with its claws and savaging them with its powerful jaws. Boris had slipped into unconsciousness, yet each time he had drifted awake, the bear had been there, protecting him from the wolves. The bear returned to Kislev with the Tzar, and from then on, whenever Boris took to the field of battle, it was atop the back of Urskin (as the beast came to be known, meaning bear-brother), both a symbol of Ursun's power and affection for Boris, and also an implacable enemy in battle.

Tzar Boris met his end in battle in 2517 whilst leading a pulk north of the Lynsk into the Troll Country. At an unnamed river crossing, the Tzar charged deep into the Kurgan army of Hetzar Feydaj, but soon found himself surrounded and cut off from the rest of his army. He and Urskin fought with all the might and fury of the Bear God himself, but even Red Boris could not triumph against such odds. Urskin was able to fight his way clear of the Kurgans and carry the Tzar back to the rest of the army, but it was already too late; the Tzar had taken a score of wounds, each enough to be mortal. Only when the battle was won, did the Tzar slide from the back of Urskin and die. His faithful mount roared in mourning for a full night before setting off into the bleak northlands and legend has it that to this day Urskin continues to hunt down the creatures of Chaos that slew his master.

Boris Ursus, the Red Tzar

Boris Ursus can be taken as commander for any allied Kislevite Allied Contingent. Tzar Boris counts as a single Lord choice and he must be fielded exactly as described here. He must be the Allied Contingent's commander and may not purchase any additional equipment or magic items. If you field Tzar Boris, then you may not field the Tzarina Katarin.

	M	WS	BS	S	T	W	I	A	Ld
Boris Bokha	4	5	4	5	4	3	3	4	10
Urskin	6	4	0	6	5	3	4	4	7

Cost: Boris Ursus, the Red Tzar – 285 points, Urskin the Bear – 90 points.

Weapons & Equipment: Boris carries the Shard Blade and is protected by the Armour of Ursun and a shield. He is mounted on Urskin.

SPECIAL RULES

Kin of the Bear God: If Boris Bokha is taken as the leader of your Allied Contingent, then any units of Kossars present in the army may be designated Kin of the Bear God at a cost of +30 points per unit. Models with the mark of the Bear God gain +1 Attack in the turn they charge.

Armour of Ursun: *Forged on the Spring Equinox, one of the holiest days of the cult of Ursun, the powdered bones of a score of the mightiest bears were mixed with the steel of the armour before it was quenched in the finest mead. This suit of armour is imbued with the power and might of Ursun himself and those who wear it feel his power coursing through their veins.*

The Armour of Ursun counts as full plate (4+ Armour save). In addition, for each hit caused by his enemies in close combat, the Tzar may make an additional attack back after his enemies' attacks have been resolved (and assuming he's still alive!). He may make these bonus attacks even if he has already attacked that phase.

Shard Blade: *Boris carries a mighty polearm with a blade crafted from ice hewn from the glaciers of Norsca, and magically bound by the ice wizards of Kislev to remain forever frozen. When Boris strikes a foe, shards of ice water enter their veins and freeze their blood.*

When using the Shard Blade, Boris adds +2 to his Strength. In addition, any models who suffer a wound (after saving throws, etc) must take an immediate Toughness test. If this test is failed, they suffer an additional wound, with no Armour or Ward save possible. Remember, a roll of a 6 is always a failure, no matter the Toughness of the opponent.

URSKIN THE BEAR

Winter Coat: Urskin is swathed in thick layers of winter fat and muscle, that protect him from the worst excesses of Kislev's harsh weather and the blows of his enemies. As a result he counts as having a 5+ Armour save.

Thunder of Ursun: Urskin the bear causes fear.

Fury of Ursun: The ferocity of Ursun is such that should a unit fighting him break, he *must* always pursue it regardless of the wishes of his rider.



THE LORE OF ICE

The Lore of Ice is the magic of the dour frost mages of Kislev, whose blood runs cold in their veins and who can transmute the Winds of Magic into lethal ice storms with a single gesture.

To randomly generate a spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again.

D6	Spell	Casting Value
1	Shardstorm	6+
2	Freezing Blast	8+
3	Form of the Frostfiend	8+
4	Invocation of the Ice Storm	9+
5	Midwinter's Kiss	10+
6	Glacial Barrier	12+

SHARDSTORM

Cast on 6+

The caster stretches out her hands and unleashes a torrent of diamond-hard icicles at her foes. *Shardstorm* is a *magic missile* with a range of 24". If successfully cast, it hits its target and causes 2D6 Strength 3 hits.

FREEZING BLAST

Cast on 8+

This spell can be cast on a water-based terrain feature such as a river, swamp, marsh or lake; that terrain feature is permanently frozen and treated as open ground from now on. All models in the terrain feature when the spell is cast take a Strength 2 hit with no Armour save.

Alternatively, this spell can be cast on a single unengaged enemy unit within line of sight. The target unit moves as if in difficult terrain in its next Movement phase.

FORM OF THE FROSTFIEND

Cast on 8+

Remains in Play

The caster metamorphoses into a shrieking, taloned creature of Kislev legend, carried across the battlefield in a whirlwind of purest cold. The caster may fly whilst this spell is in play. In addition, the caster has Strength 5 and Attacks 4. The effects of all equipment, including magic items, steeds and weapons, are ignored for the duration of this spell, as they are transmogrified along with the caster. The *Form of the Frostfiend* continues to work until it is dispelled, or until the Wizard chooses to end it (which she can do at any time), attempts to cast another spell or is slain.

INVOCATION OF THE ICE STORM

Cast on 9+

Chanting words of power, the Wizard summons a harsh blizzard that engulfs enemy marksmen and war machines. The caster nominates a point on the battlefield. Roll an Artillery dice and double the result – this is the distance in inches (measured from the nominated point) that the *Ice Storm* affects. If a Misfire is rolled, it affects the entire battlefield. All units caught in the *Ice Storm* must pass a Leadership test at -2 when they wish to shoot. If this is failed they are unable to fire. The freezing effects of the *Ice Storm* last for one full turn and cannot be dispelled in the opponent's next Magic phase.

MIDWINTER'S KISS

Cast on 10+

The caster breathes a great torrent of purest cold into the ranks of the enemy. Those caught in the blast turn to brittle statues of ice within seconds. Place the Flame template with the pointed end touching the caster. Any model fully under the template takes a Strength 5 hit with no Armour save. Any model partially under the template is affected on the roll of a 4+.

This spell cannot be cast against a unit in close combat.

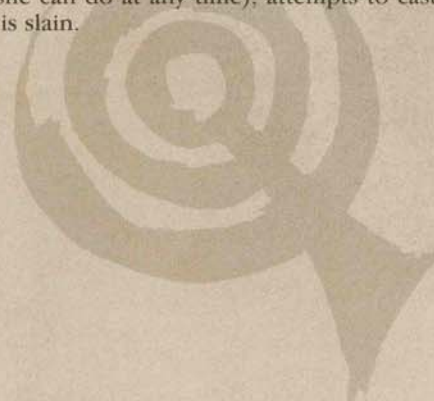
GLACIAL BARRIER

Cast on 12+

Remains in Play

The Wizard spreads her hands wide, causing the air itself to freeze into a wall of ice. This spell may be cast on any point within line of sight. Place a 5" by 1" strip of paper on the battlefield, all of which must be completely within 24" of the caster, to represent the *Glacial Barrier*. This is treated as impassable terrain and blocks line of sight. The *Glacial Barrier* can be charged or targeted as if it were an unbreakable enemy model, and is automatically hit in close combat. It is automatically destroyed if it is hit by any attack of Strength 5 or greater (or by any flaming attack). All other attacks have no effect. Any unit that destroys the barrier in combat may not overrun.

The *Glacial Barrier* continues to exist until it is dispelled, destroyed as above, or until the Wizard chooses to end it (which she can do at any time), attempts to cast another spell or is slain.



TRIAL RULES

This section of Warhammer Chronicles contains additional rules for personalising your Chaos Champions with mutations. In addition, you will also find some revised Spell Lore to encourage use of different spells and balance out the relative power and usefulness of the various Lores. The spells listed in the Warhammer book are still the official spells, but many players and some event organisers are also using these revised Lores. We recommend you give them a go and let us know what you think.



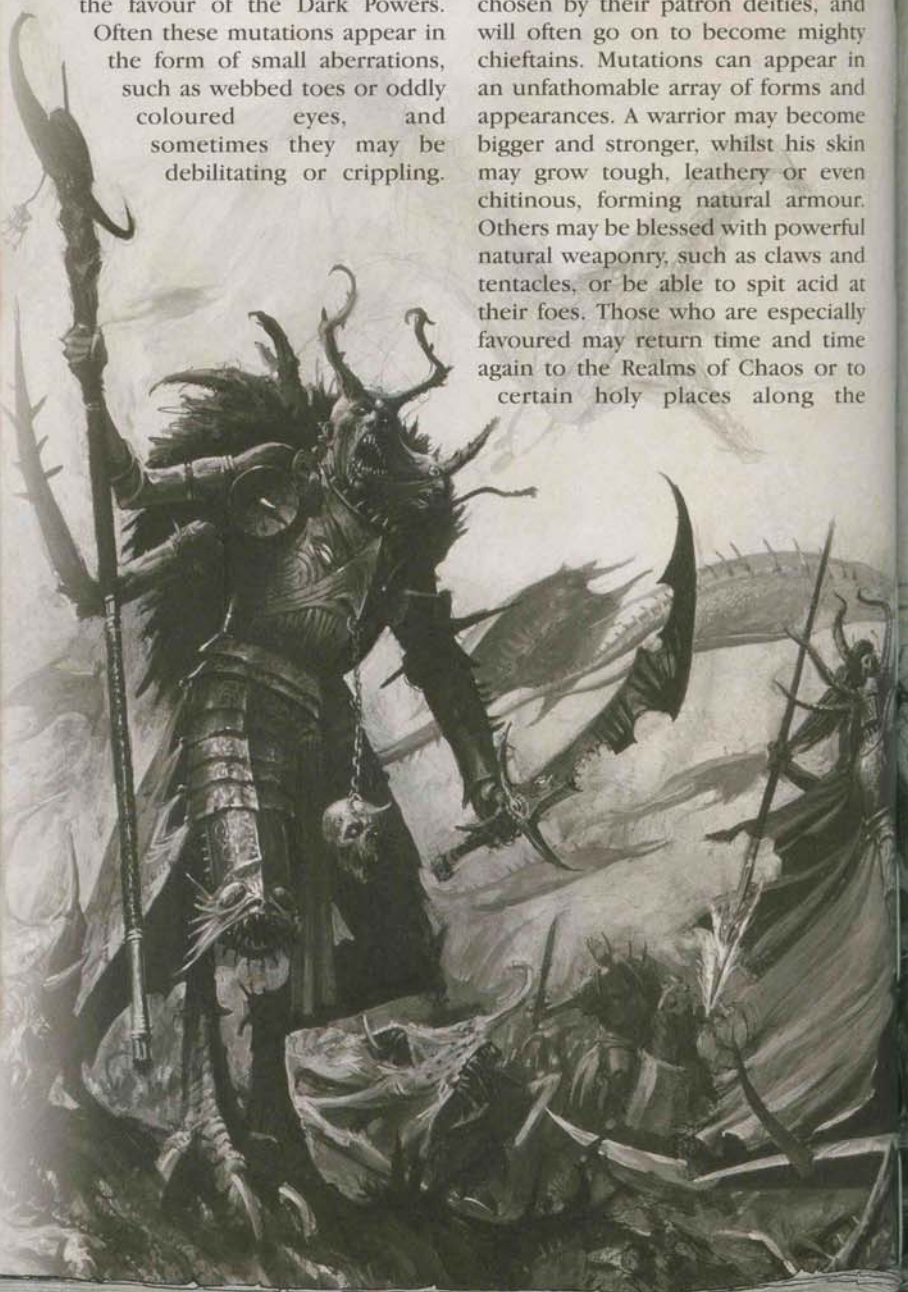
CHAOS MUTATIONS

Mutations for Warhammer by Anthony Reynolds & Phil Kelly

Remember to ask your opponent first before using any of these mutations and let us know what you think of the rules.

For the followers of Chaos, physical mutations are regarded as gifts sent from the gods themselves. For such blessings to be bestowed on a warrior shows the favour of the Dark Powers. Often these mutations appear in the form of small aberrations, such as webbed toes or oddly coloured eyes, and sometimes they may be debilitating or crippling.

However, sometimes a mighty warrior's power will be enhanced by impressive mutations that make them fearful to face in combat. These warriors are regarded as particularly chosen by their patron deities, and will often go on to become mighty chieftains. Mutations can appear in an unfathomable array of forms and appearances. A warrior may become bigger and stronger, whilst his skin may grow tough, leathery or even chitinous, forming natural armour. Others may be blessed with powerful natural weaponry, such as claws and tentacles, or be able to spit acid at their foes. Those who are especially favoured may return time and time again to the Realms of Chaos or to certain holy places along the



borderlands where they commune with their gods and receive further gifts of this kind.

While working on the Path to Glory warband articles for White Dwarf, we played loads of warband games in the Studio. Warbands grew and Champions gained the attentions of the gods; they were gifted with power and, on occasion, mutations. Some of the players wanted to use their mutated characters in games of Warhammer (and there's no reason why you shouldn't do this), so I decided to create a bunch of Chaos Mutations for Warhammer.

These Mutations work just like magic items, and so are taken out of the magic items allowance, following the normal restrictions. Note however, that a character may have more than one Mutation, though only one of each Mutation is allowed in an army. Note also that these are not strictly magic items, so spells, items, etc that nullify magic items have no effect on Chaos Mutations.

MUTATIONS

WINGS

45 points

Model on Foot only.

Mighty wings sprout from the warrior's shoulders, which are capable of carrying him swooping across the battlefield.

The warrior may Fly, as described in the Warhammer rulebook.

TENTACLE

15 points

A thick tentacle replaces one of the warrior's arms. Strong and muscular, this tentacle is capable of grabbing the weapons of the enemy or squeezing the life from their bodies.

The tentacle replaces one of the warrior's arms, and counts as a hand weapon. The character may not carry a weapon that requires two hands or the battle standard. May grapple with a single opponent in base contact, forcing them to lose one Attack, down to a minimum of 1.



Tentacle Mutation

EXTRA ARM

20 points

An extra arm has sprouted from the warrior's body, from his chest, shoulder or even his head, clearly marking him out as one of the gods' favoured.

The Champion may carry an additional single-handed weapon or he may purchase a shield to hold in his extra hand (a model may only ever have one shield!). Comes with a free hand weapon.

CLOVEN HOOVES

10 points

The champion's legs end in cloven hooves, giving him a particularly feral, animalistic appearance.

The Champion gains +1 Movement (which cannot be combined with Serpent Body).

HORNS

15 points

Great curving horns sprout from the warrior's brow, which he can use as a weapon when he charges into the foe.

When the Champion charges, he gets an additional attack. This attack is resolved at +1 Strength to the model's base Strength value.

BESTIAL VISAGE

15 points

The face of the champion is twisted and contorted into an unnatural and terrifying form, often changing to resemble the champion's patron god.

The model causes fear.



Bestial Visage Mutation

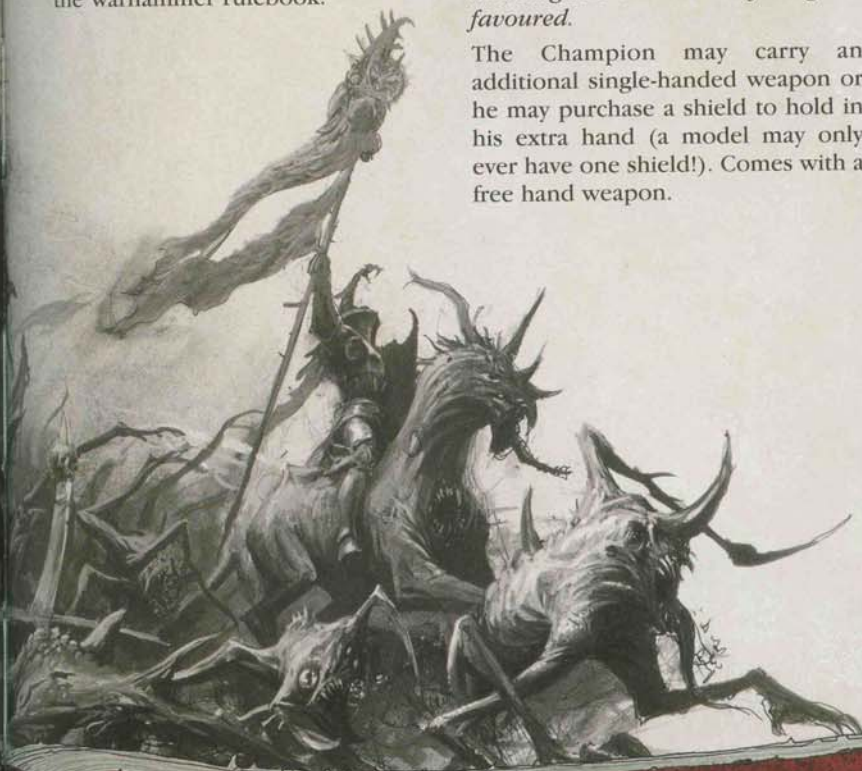
NURGLING INFESTATION

15 points

Models with the Mark of Nurgle only.

A swarm of Nurglings live on the warrior, climbing into warm crevices in his armour and getting up to mischief. They swarm from the host's dripping orifices to attack any enemies who happen to be nearby.

Each model that attacks the character with a Nurgling Infestation suffers an automatic Strength 3 hit after the attacker's hits have been worked out. This hit occurs even if the character with the Nurgling Infestation is slain and any wounds caused count towards combat resolution.



SECONDARY JAWS 25 points

Models with the Mark of Nurgle only.

The champion has a snapping, drooling maw that shoots out of his own mouth to gift his foes with the plagued kiss of Nurgle.

The warrior gains a special attack at Strength 2 at the beginning of each round of combat (roll to hit as normal). This attack will always strike first. If an enemy also has an ability which allows them to strike first, then the character with the highest Initiative goes first – if these are equal, then roll a dice to determine who attacks first. No Armour saves may be taken against this attack.

MASSIVE BULK

Models with the Mark of Nurgle only.

Hugely obese and bloated with foulness, the champion is almost immune to pain. His armour has split under the strain of holding his enormous bulk, and puss and slime seeps from his body cavities.

He gains +1 Toughness, and suffers -1 Movement. If the model is mounted, his mount suffers -1 Movement.

40 points

BLOOD FEVER

Models with the Mark of Khorne only.

The frenzy of the warrior is such that a cloud of ruddy mist surrounds him, inducing an uncontrollable fury in everyone nearby.

The Champion will never lose his frenzy for any reason. In addition, any model, friend or foe, that is within 2" of the warrior at the start of their Movement phase becomes subject to *frenzy* for the remainder of that turn.

DEAFENING BELLOW

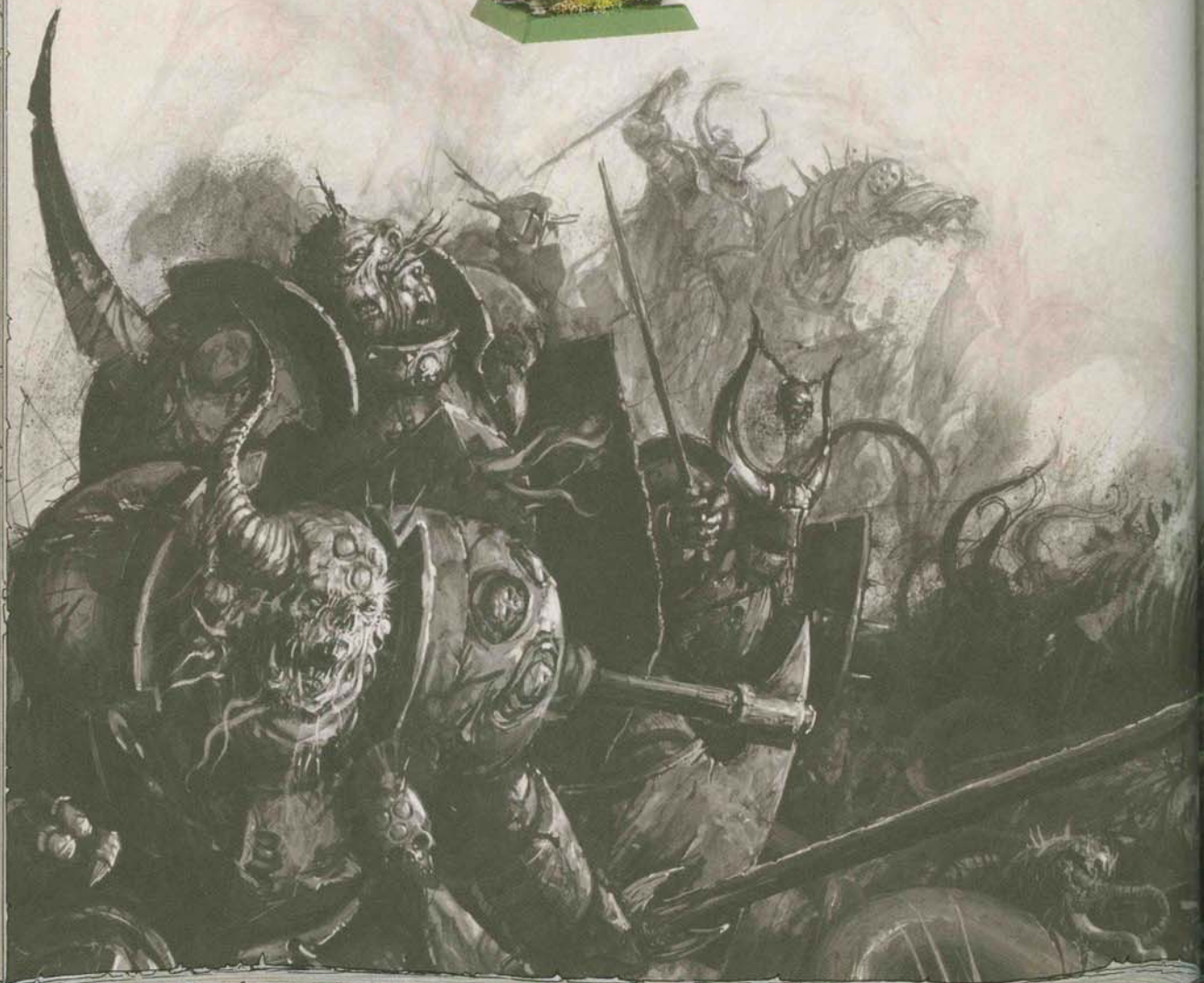
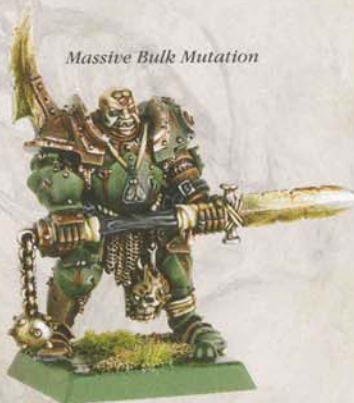
15 points

Models with the Mark of Khorne only.

The warrior can roar the name of his god at such an intense volume that the ground trembles, stones crack and the ear drums of the enemy shatter.

Enemy models in base contact suffer -1 to hit the warrior on the turn that he charges.

Massive Bulk Mutation



CONJOINED FAMILIAR 40 points

Models with the Mark of Slaanesh only.

A hideous, familiar has sprouted from the body of the champion, and it whispers words of power to him.

The Champion counts as a Level 1 Slaanesh Wizard. If he was already a Wizard he gains an extra spell.



Conjoined Familiar Mutation

HELLSHRIEK

55 points

Models with the Mark of Slaanesh only.

The warrior can emit a screech that blurs reality and opens a tiny crack to the Realms of Chaos for a split second, bringing forth a sudden wave of magical energy that overpowers even the mightiest of sorcerers.

Once per game, at the start of any Magic phase, the warrior can emit the Hellshriek.

All Wizards on the board immediately suffer a Miscast.

SERPENT BODY

20 points

Models with the Mark of Slaanesh only.

The Champion's lower body is mutated into the form of a gigantic snake, and he is able to travel across the battlefield at great speed.

The Champion gains +2 Movement and +1 Initiative.



Serpent Body Mutation

DISTENDED MAW

50 points

Models with the Mark of Tzeentch only.

The champion can dislocate his jaw and open his mouth unnaturally wide, so much so that he is capable of swallowing his enemies whole.

If the Champion hits and wounds with three or more attacks against a single, man-sized target, the opponent is swallowed whole and removed from play with no saving throw, Ward save or Regeneration possible. This ability may only be used if the warrior is using a basic hand weapon.

TENDRILS OF TZEENTCH

65 points

Models with the Mark of Tzeentch only.

Thick, ropy tendrils extend from the body of the warrior, waving around in the air of their own volition. These tendrils can manipulate the winds of magic themselves, making the champion an even more powerful sorcerer.

A Wizard with this mutation may re-roll any 1s rolled when casting. The second result stands, even if a further 1 is rolled. This second result may cause Irresistible Force and avoid Miscasts.

PROTEAN FORM

55 points

Models with the Mark of Tzeentch only.

The bodily form of the warrior is constantly in flux, changing from one shape to another, remoulding into ever more bizarre, alluring and horrific guises. Wounds inflicted on the warrior merely disappear as the champion's body alters into different shapes.

The Champion has the Regeneration special ability.



Protean Form Mutation

Revised Lores of Magic

Presented by Gav Thorpe

On the following pages, I present revised versions of three of the Spell Lores: Beasts, Heavens and Life. Beasts and Life don't seem to be used that much (though they look pretty useful to me), whilst we've all had the sneaking suspicion that Heavens is just a little too popular to be entirely balanced with the other lists.



THE LORE OF BEASTS

The Lore of Beasts is the magic of shamans and animal spirits. It is the sorcery of wild and primitive races, of creatures that shun the cities of Men, and of men who have turned their backs upon the ways of their own kind.

To randomly generate a spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again

D6	Spell	Casting Value
1	Buccos the Oxen Stands	5+
2	Adlos the Eagle's Cry	6+
3	Ursos the Bear's Anger	6+
4	Corvos the Crow's Feast	7+
5	Kinos the Beast Cowers	7+
6	Lupens the Wolf Hunts	9+

THE OXEN STANDS

Cast on 5+

This spell can be cast on any friendly fleeing unit on the tabletop. If successful, the unit rallies immediately.

THE EAGLE'S CRY

Cast on 6+

This spell can be cast on an unengaged enemy cavalry unit, swarm, chariot or a single ridden or unridden monster which is within 24" of the caster. If successful, the creature/s become momentarily wild and uncontrollable.

The affected unit must take an immediate Leadership test. If passed, the unit only suffers a -1" Movement penalty during their next Movement phase (-2" if it marches or charges). The Movement of flyers is reduced to 12". If failed, the unit/monster immediately makes a compulsory move of 2D6" directly towards its own side's table edge, but halts if this move brings it into contact with a friendly unit, impassable terrain, or within 1" of any enemy. If the unit moves off the tabletop, it counts as having fled the battle.

THE BEAR'S ANGER

Remains in play

Cast on 6+

This spell can be cast by the Wizard on himself or another roughly man-sized model on foot in the same unit while he is in close combat. The target becomes as wild and powerful as a mighty bear. He adds +3 Attacks, +2 Strength, and +1 Toughness to his characteristics. He cannot wield a weapon nor use a shield whilst using this spell.

Once cast, the spell lasts until it is dispelled, until the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or the affected model is slain.

THE CROW'S FEAST

Cast on 7+

Corvos the Crow's Feast is a *magic missile* with a range of up to 24". If successfully cast, a flock of crows mobs the spell's target and causes 2D6 Strength 3 hits.

THE BEAST COWERS

Cast on 7+

This spell can be cast on any enemy unit of cavalry, a chariot, a ridden monster, a lone monster such as a Great Eagle, or a swarm. The target of the spell must be on the tabletop and must be engaged in close combat.

If successfully cast, any creatures in the unit (but not their riders) will cower and therefore require 6s to hit in that turn's Close Combat phase. If 6s are required anyway, the creatures may not attack.

THE WOLF HUNTS

Cast on 9+

This spell can be cast on any friendly unit of cavalry, a chariot, a ridden monster, a monster on its own, or a swarm. The target must be within 24" of the caster and must not be engaged in close combat.

If the spell is cast successfully, the unit moves 2D6" towards the Wizard or an enemy unit that it can see. If no enemy are visible then it will not move. If the distance is sufficient to reach the enemy, the unit is deemed to have charged and all the normal charging rules apply, except that the enemy can only stand their ground - no other charge response is possible due to the speed of the spell.

THE LORE OF THE HEAVENS

In the cities of Men, the Lore of the Heavens is called Astromancy. It is the magic of the sky and stars, of portents, fate and the movement of heavenly bodies.

To randomly generate a spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again.

D6	Spell	Casting Value
1	Second Sign of Amul	6+
2	Portent of Far.	6+
3	Forked Lightning	7+
4	Uranon's Thunder Bolt.	9+
5	Storm of Cronos.	9+
6	Comet of Casandora.	11+

SECOND SIGN OF AMUL

Cast on 6+

This spell can be cast by a Wizard and gives the player a chance of re-rolling dice during the remainder of his own turn.

If successfully cast, roll a D3 to determine the number of re-rolls the player can make. Each re-roll entitles the player to take any single D6 dice (including one of the dice rolled on a 2D6, 3D6, etc) he has rolled and roll it again. Any dice can be re-rolled but the player cannot re-roll a re-rolled dice... he only gets one chance to overcome a duff roll! Any re-rolls not used by the end of the turn are wasted.

PORTENT OF FAR

Cast on 6+

This spell can be cast on a friendly unit that is within 12" and which is engaged in close combat.

If successfully cast, all subsequent dice rolls of a 1 made either to hit or to wound by that unit can be re-rolled that turn. Re-rolled scores of 1 stand - you can never re-roll a re-rolled dice.

FORKED LIGHTNING

Cast on 7+

This spell can be cast on any unengaged enemy unit within 24" of the caster. If successfully cast, the unit is struck by lightning causing D6 Strength 4 hits. These hits are distributed exactly like hits from shooting.

URANON'S THUNDER BOLT

Cast on 9+

This spell can be cast on any unengaged enemy unit within 24" of the caster. If successfully cast, the unit is struck by a thunder bolt causing D6 Strength 4 hits with no Armour save possible. These hits are distributed exactly like hits from shooting.

STORM OF CRONOS

Cast on 9+

This spell can be cast on all enemy units which are visible to and within 12" of the caster. If successfully cast, all enemy units within range and sight are affected. Each unit takes D6 Strength 4 hits, distributed exactly like shooting.

THE COMET OF CASANDORA

Cast on 11+

This spell can be cast upon any fixed point on the tabletop. If successfully cast, place a suitable marker over the exact spot affected - a small coin is ideal for this.

Once cast, the player rolls a D6 at the start of each player's turn (ie, at the start of his turn and at the start of his opponent's turn). On a score of 1-3 nothing happens, but place another marker on the first. On the score of a 4-6 the spot is struck by the comet. All units from either side which are within D6" multiplied by the number of markers already placed are struck by the comet. Each unit struck by the comet takes 2D6 Strength 4 hits. For example, if there are two markers in place and the D6 roll is a 4, all units within $4 \times 2 = 8"$ are struck. The Comet is not a *remains in play* spell as such, although the spell can be dispelled while in play, (remove all markers), and a Wizard cannot have more than one Comet in play at one time.

THE LORE OF LIFE

The Lore of Life is the magical lore of the growing earth and as such is bound to the changing seasons. Few creatures of any race understand the nature of growing things as do these wizards. It is a form of magic that exists in all water and vegetation and which is strongest when it is close to places where rivers run and where woods and forests grow most abundantly.

To randomly generate a spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again.

D6	Spell	Casting Value
1	Siodh Silverhyl, Mistress of the Marsh	6+
2	Bheortaine Briartangle, Father of Thorn . . .	7+
3	Olannan Rattledor, the Howler Wind	7+
4	Keirnu Oakenclub, Master of the Wood . . .	7+
5	Rulainn Boulderfist, Master of Stone	8+
6	Mhadh Gathersquall, the Rain Lord	10+

MISTRESS OF THE MARSH

Cast on 6+

This spell can be cast upon any unit that is within 12" of a river, stream, bog, or any other water feature on the tabletop which has been identified as such before the game. If there are no such features on the table, it can be cast on any enemy unit within 12" of the caster. It cannot be used against a unit that is engaged in close combat. If successfully cast, the ground beneath the unit is turned to swamp and the unit moves at half speed until the start of the wizard's next Magic phase. If fleeing, for whatever reason, the unit flees at half speed (normally 2D6 halved). This spell has no effect on flyers or ethereal creatures.

FATHER OF THE THORN

Cast on 7+

The Father of the Thorn can be cast on an unengaged enemy unit within 24" of the caster. If successfully cast, thorns and briars shoot from the earth entangling limbs and tearing at flesh. The spell causes 2D6 Strength 3 hits.

THE HOWLER WIND

Remains in Play

Cast on 7+

This spell can be cast upon the Wizard himself. If successfully cast, no shooting with Strength 4 or less can be targeted at units within 12" of the Wizard – even if some models in the unit are more than 12" away. This doesn't prevent units from firing through or out of the affected area at targets beyond. In addition, all enemy units within 12" of the Wizard move at half speed due to the effect of the howling wind. Note that this move penalty only applies when actually within the affected area – enemy treat the entire zone as if it were difficult ground. Once cast, the spell lasts until dispelled, the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or is slain.

MASTER OF THE WOOD

Cast on 7+

This spell can be cast upon an enemy unit that is within 12" of a wood, copse or any other wooded feature on the tabletop which has been identified as such before the game. If there are no such features on the table, it can be cast on any enemy unit within 12" of the caster. It cannot be used against a unit that is engaged in close combat. If successfully cast, the unit is battered by the branches of trees if near a wood, or lashed at by roots which erupt from the ground if there is no wood nearby. This causes D6 Strength 5 hits on the unit, plus a further D6 Strength 5 hits if it is partially or wholly within the wood. This spell does not affect Dryads or Treemen.

MASTER OF STONE

Cast on 8+

This spell can be cast upon an enemy unit that is within 12" of a hill, rocky outcrop, ruins or any area which has been identified as high ground, rocky or ruinous before the game. If there are no such features on the table, it can be cast on any enemy unit within 12" of the caster. It cannot be used against a unit that is engaged in close combat. If successfully cast, shards of stone fly against the unit. The spell causes 2D6 Strength 4 hits on the unit, plus a further D6 Strength 4 hits if the unit is partially or wholly within the feature.

THE RAIN LORD

Cast on 10+

This spell can be cast on an unengaged enemy unit within 30". If successfully cast, the target unit is enveloped in rain and gets a soaking.

A soaked unit suffers a further -1 modifier on its shooting to hit rolls. If the unit does not fire using BS (a cannon, for example), then it may only fire if the player can first roll a 4+ on a D6 each turn.

This is not a *remains in play* spell as such, but units that have been soaked suffer the effects for the rest of the battle. There is no additional effect for being soaked more than once.

NEW SCENARIOS & MINI-GAMES

Although a Pitched Battle is challenging and fun, it is often good to play different scenarios to test your generalship. As well as a couple of scenarios that were used during the recent Studio Warhammer campaign, we also present a complete mini-game that allows you to take to the field in a Steam Tank Demolition Derby! Just remember, it's only a bit of fun...



BORDER PATROL

An attempt to create a one hour game of Warhammer, by Cbe Webster

Having played Warhammer for many years, one of the most frustrating challenges has always been finding enough time in which to play a good game regularly. With the burdens of work, home life, family commitments and the like, it can be terribly hard to get the three or more hours needed to play a leisurely 2,000 points game. Inspired by Tim Eagling's work for the Warhammer 40,000 game we sought a solution to playing a good game of Warhammer in under an hour.

Where to start?

The first thing in getting a faster game is to play a smaller scenario and focus on making the experience exciting and challenging into the bargain. Warhammer Border Patrol is built around the idea of meeting engagements between two expeditionary forces. The really clever bit is in the scenarios which feature seeking to capture a key position, item or building rather than simply bashing the opponent. All the time, it is vital to remember

the spirit of the game and try to resist the urge to do extreme things to your army – this is all about patrol type forces, not the awe inspiring massed horde with the big beasties and gribbles.

Rules of Engagement

Each player will need a Warhammer army that conforms to the special limitations below:

- You must choose an army of not more than 500 points.
- You must have a SINGLE Hero to lead the force, but the Hero may not be an Army Battle Standard Bearer.
- The army must consist of at least TWO units but no more than FOUR units.
- You must have at least ONE Core choice.
- You may take ONE choice of either Special or Rare units, but not both.
- You must include at least ONE infantry unit of 10+ models.
- No unit may contain more than 25 models.
- No unit may carry a magical standard.
- No single model may cost more than 125 points.
- An army may have no more than ONE chariot or war machine. This also applies to choices that allow more than one item per pick, like Goblin Wolf Chariots. You may only buy ONE per choice.

Here are a couple of army specific notes:

- Bretonnians do not have their Army Battle Standard Bearer.
- Tomb Kings must have a Liche Priest as the Hero. He will also act as the General.
- Tomb Kings may have more than one Chariot.
- A Vampire Thrall may lead a Vampire Counts army.





Scenarios

The key to the quality of these games is in the scenario. We have come up with several that work and we have detailed a couple of examples here. However, here are the broad guidelines on how to get the most from a scenario so that you can design your own:

- Use a gaming space of around 3' x 4', using the short edges to deploy along. This gives you a nice depth but limits the flank manoeuvring for such small armies.
- Have a definite purpose to the scenario, preferably a 'sudden death' type ending. This will keep the game brief and focused instead of devolving into a shooting contest.
- Try to theme the scenario to the armies you use, if possible. Keep the scenery spartan but use two or three nice features on the battlefield.

SCENARIO 1: CAPTURE

This scenario is adapted from the rulebook (pages 207-208) and is ideal for Border Patrol games. The two expeditions meet to capture a single objective and deny ground to the enemy. In our games we have used temples, shrines, supply buildings, tunnel entrances and important hills as examples of good objectives. The key is to make a piece of scenery the clear target and then play the scenario as written with the following change:

- Use no more than 3' x 4' of battle table. Deploy along the short edges, giving a long, narrow battlefield.

SCENARIO 2: FLANKING MANOEUVRES

In this scenario, a special adaptation for Border Patrol, two forces are split in an attempt each to outflank the other. The generals must coordinate their split patrolling forces and lay claim to the battlefield.

Battlefield

Use no more than 3' x 4' feet of battle table. Use the long edges for deployment giving a wide, short battlefield. The deployment areas should be 18" apart, and allow for 12" to each flank.

Deployment:

- Before any deployment, each player assigns up to one third of their army (in points) to be a flanking force. Each player must put at least 50 points into the flanking force. Units cannot be split between the two forces. The player must also write down whether these are flanking to the left or the right.
- The players roll a D6 each, the highest scorer is allowed to choose a table edge.
- Each player rolls a D6 and the highest scorer may decide whether to begin deploying first or second.
- Taking it in turns, each player deploys one unit at a time, no closer than 18" to the enemy deployment zone. Units can be no closer than 12" to the neutral table edges.
- All war machines in a player's army are deployed at the same time, though may be deployed in different parts of the battlefield.

• Champions are deployed with their unit. All other characters are deployed after all other units in a player's army, all at the same time.

• Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

Who goes first?

Both players roll a D6, the player who finished their deployment first may add +1 to their D6 roll. The player who scores highest may choose whether to go first or second (re-roll ties).

Length of game

The game lasts six turns.

Special rules

At the start of each player's third turn, they roll to see if their flanking force has arrived.

Roll a D6, on a roll of 4+ the flanking force turns up. If it does not turn up, roll again at the start of subsequent turns, adding +1 to the D6 roll after the first (thus, they will turn up on a 3+ on the fourth, 2+ on the fifth, and so on).

The units in the flanking force move on from the table edge nominated before the battle, in the opponent's half of the table. Units may not charge on the same turn that they move onto the table, but do not count as starting their move within 8" of the enemy and so may march. You do not have to move all units on at the same time – units that are left off the table can move on in subsequent Movement phases.

Victory conditions

The standard Victory points are used to determine the winner.

Team Play

Border Patrol games last from 30-45 minutes on average, depending on the scenario you play. In addition, we have come up with some rather neat Team Play rules to allow pairs of players to pull together a 1,000 points force and play a battle in around an hour. These rules are the basis of the Warhammer Doubles Tournament and allow for some pretty whacky alliances.

ALLIANCES CHART

	(E)	(O)	(L)	(S)	(C)	(TK)	(VC)	(DE)	(HE)	(WE)	(CD)	(B)	(D)	(DoW)
Empire (E)	B	X	T	X	X	D	X	X	T	D	X	T	T	T
Orcs & Goblins (O)	X	B	X	T	T	X	D	D	X	X	D	X	X	T
Lizardmen (L)	T	X	B	X	X	D	X	X	T	T	X	T	T	T
Skaven (S)	X	T	X	B	T	D	X	D	X	X	D	X	X	T
Chaos (C)	X	T	X	T	B	D	D	D	X	X	T	X	X	T
Tomb Kings (TK)	D	X	D	D	D	B	X	D	D	D	D	X	D	T
Vampire Counts (VC)	X	D	X	X	D	X	B	D	X	X	D	X	X	T
Dark Elves (DE)	X	D	X	D	D	D	D	B	X	X	D	X	X	T
High Elves (HE)	T	X	T	X	X	D	X	X	B	T	X	T	D	T
Wood Elves (WE)	D	X	T	X	X	D	X	X	T	B	X	T	D	T
Chaos Dwarfs (CD)	X	D	X	D	T	D	D	D	X	X	B	X	X	T
Bretonnians (B)	T	X	T	X	X	X	X	X	T	T	X	B	T	T
Dwarfs (D)	T	X	T	X	X	D	X	X	D	D	X	T	B	T
Dogs of War (DoW)	T	T	T	T	T	T	T	T	T	T	T	T	T	B

Armies

Players will fight with two armies allied together for the battle. Each army may only ally with the armies shown on the Alliances chart above.

Simply cross-reference the races you wish to ally. The following notations represent:

B = Battle Brothers – same race, so no problems.

X = Disallowed – cannot ally under any circumstance.

T = Trusted allies – no special rules, alliance is permitted.

D = Distrustful allies – permitted, but allied units and characters within 6" of each other suffer a -1 Ld penalty (after other modifiers).

You may only select to play with a team-mate who has an army with which you are permitted to ally.

Each player is paired with their team-mate, and each will field an army that conforms to the Border Patrol rules.

Taken together, the player's armies should total no more than 1,000 points, including 2 Heroes capable of acting as Generals.

Before each battle the General must be decided using the following rule:

- Each player on the team rolls a D6, with the opponents witnessing the roll – re-roll any ties.
- The highest rolling player will lead the army in this battle. Their Hero acts as the General.
- Both forces react to the General as per the Warhammer rules.

Scenarios

Each game will use one of the following scenarios. These can be played on a standard table of any reasonable size.

To determine the scenario, roll a D6 and consult the following table:

D6 Roll	Result
1-2	Capture
3-4	Meeting
Engagement	
5-6	Flank Attack

SCENARIO 1: CAPTURE

- Use the scenario in the Warhammer rulebook, p.207-208.

SCENARIO 2: MEETING ENGAGEMENT

- Use the scenario on Warhammer rulebook pages 203-204.

SCENARIO 3: FLANK ATTACK

- Use the scenario on Warhammer rulebook pages 205-206.

Parting Words...

After a few months of playing with these rules I've finally achieved a regular game in a reasonable time. In addition I have retired my Dwarf army and started to build a new Lizardmen army.

In short, painting 500 points of models is an easier proposition and you can get some good games in every week. For me it's a lunchtime thing which keeps me playing more Warhammer than I have previously imagined possible. Oh, and the games are a whole new challenge. Don't believe us? Try it for yourself!

BEWARE ODDITIES!

When you play Border Patrol, it's important to remember that these games approach Warhammer in a way that was not originally conceived by the designers. This means odd stuff will crop up, especially in Team Play battles, which you need to sort out 'on the fly'. The best way to resolve this kind of stuff is:

1. Ask yourself if there is any existing Warhammer rule you can use as a precedent.
2. Ask yourself what is the most reasonable thing that would happen in this situation.
3. Ask yourself what the two most likely outcomes might be and then roll a D6: On a result of 1-3 go with solution 1, on a result of 4-6 go with solution 2.

Example: In a Team Play game, Vampire Counts are allied with Dark Elves and the Dark Elf Hero is the General. When the Dark Elf General dies, do the Skeletons in the Vampire Counts army fall apart and return to the earth? There is no strict rule for this, but the background of the Vampire Counts Armies book suggests that Skeletons lose their magical enchantment when their controller dies. As this army's General is a Dark Elf, and as he was not the one who summoned the Skeletons or controls them, it seems reasonable that the Vampire Counts Hero must die before the Skeletons fall apart. Of course, if the players can't agree, they should roll a D6.

A BATTLE TO END ALL BATTLES

A scenario won by diplomacy, by Dylan Owen.

The scourge of the ratfolk is upon the world. The Skaven have spread across the lands, and have almost achieved their goal of total domination of the Known World. The other realms, no matter how distant, feel their influence – granaries overrun with teeming swarms of rats, springs and wells befouled and murky. Sickness is everywhere and the sky has darkened with perpetual thunder clouds.

The Skavens' enemies must unite to eradicate this pestilential foe. The Skaven themselves must seek allies to help them finally conquer the world, winning them over with promises of power and treasure beyond counting should they help bring about the dominance of the rat. The two sides amass for battle in the foothills of the Grey Mountains, a battle that will irrevocably determine the fates of the civilized world.

OVERVIEW

This scenario was devised as the grand finale of the Warhammer Studio campaign, the Seven Realms. In this campaign the Skaven, controlled by Phil Kelly, had almost dominated the world with victory following bloody victory. The only adversary who came close to challenging the Skavens' bid for global dominance was the Dwarfs, ruled by Gil Surepi. Phil wanted to launch an all-out assault on the Dwarf realm, but rather than fight a straight battle between these two powers, I, in my capacity as Campaign referee, thought it would be more interesting if, as the last battle of a campaign which had stretched for over a year, all the players representing the other realms were involved, having gathered to defend or attack the Dwarf realm. To add an element of intrigue and uncertainty to the turn of events, Gil and Phil had time before the battle to persuade the other players to join their side. But the other realms would

not declare their allegiances until just before the battle would start, giving plenty of scope for betrayal and surprise.

This scenario is best played with seven players, so is ideal for play during a gaming club night. It is also perfect to wrap up a campaign you may have been running with your friends. The scenario is a good way to bring all the players in the campaign together in one final cataclysmic conflict.

In this scenario, two great armies face each other in a deadly struggle for power. However, it is a multi-player game but the sides are not determined until just before the actual set-up of the game. Before then each of the major powers must seek allies from among the other players.

POINTS VALUES

In the Studio campaign there were seven realms, and so seven players took

part in the final battle. The strength of their forces was determined by the amount of territory they controlled at the end of the campaign.

The Dark Elves, High Elves, Wood Elves and Hordes of Chaos controlled less than ten territories each so were given 750 points to spend on their forces. The forces of the Empire and the Dwarfs controlled between eleven and twenty territories, so had 1,000 points armies. The Skaven, storming ahead with thirty-two territories led an army of 2,000 points into battle, and so were the only race who could field a Lord level character – a significant advantage.

In your game, you must use other methods to decide which players get 750, 1,000 or 2,000 points. You could determine this by a random method, which is quick but not as interesting as getting the players to fight it out for their position. If you have plenty of time before the battle, get each player to play a game of Warhammer against any



opponent. When all the players have fought one battle, rank them in order of the amount of Victory points they scored. As you can see, determining which players get which amount of points to spend can easily turn into a mini-campaign itself.

If you have more or less than seven players you should also decide how points are divided amongst the different armies. The way I worked it out was to decide that I wanted 7,000 points on the table and awarded each player a portion of those points, so the weakest four got 750 points, two armies got 1,000 points and the strongest force got 2,000 points.

Next, you must decide which two players are the main protagonists of this battle. This should be the two armies with the most points, or if you determined positions with battles, the two highest ranking players.

ARMY SELECTION

Each player designs their own army as normal, following the usual rules for army selection. There is one restriction – only the two main protagonists may field an Army Battle Standard and choose a character as a General. The lesser armies can neither field a Battle Standard nor select one of their characters as the General.

ALLIANCES

With each player designated points values for their force and the two main protagonists chosen, it is now time for alliances to be forged and broken.

Set aside time before the battle begins, but after all players have written their army lists, for each of the main protagonists to cajole, bribe or threaten the players controlling the lesser armies to join their side. The players controlling the weaker armies will want to be on the winning side, so should size up each of the main protagonists' forces to determine whose side they want to fight for.

Just before set-up, the controllers of each of the lesser forces should secretly write down the name of the main protagonist they want to join. When all players have written down their choice, their decisions are revealed. It is at this point that one or the other of the main protagonists will be cursing those allies who have betrayed him and be issuing threats of vengeance against their turncoat troops.

Don't be afraid of having a weird mix of races on one side which would normally prefer to join in battle rather than in alliance. Shrewd politics often overrules racial animosity. In the game we played to close our Studio campaign, the Wood Elves defied all the expectations of the Dwarfs and joined the Skaven, having



been persuaded by the rat-men that the Dwarfs were responsible for the mysterious plague which had swept the Wood Elf realm, their intention being to wipe out the inhabitants of the forest so they could cut down its timber for their mines and machines (of course, it was the Skaven all along who had poisoned the forest and blamed it on the Dwarfs). Needless to say, Gil was rightly annoyed!!!

SCENARIO

The scenario to be played is determined as soon as sides have been revealed.

- If sides are roughly equal, a Pitched Battle is played (see page 199 of the Warhammer rulebook). Neither side has the advantage and the outcome of the war will have to be settled on equal footing on the field of battle.
- If one side has at least twice as many points as the other, a Last Stand is played with the outnumbered side as the defenders (see page 210 of the Warhammer rulebook). One of the major protagonists is obviously more charismatic or threatening than the other. He summons a great host of allies about him and surrounds his foe who prepares to sell the lives of his warriors dearly.

- If one side has about 50% more points than the other, an Ambush is played, with the side with the least amount of points as the attacker (see page 209 of the Warhammer rulebook). Despite all his best diplomacy, one general finds himself outmatched by his enemy. But all is not lost. He and his few allies lure the larger army into a trap, trusting on guile and cunning to defeat brute force.

Example: In the Studio campaign game the Dwarfs (1,000 pts) managed to

secure an alliance with the High Elves (750 pts) and the Empire (1,000 pts), giving his side a total of 2,750 points.

The Skaven (2,000 pts) garnered the support of the Hordes of Chaos, Dark Elves and, surprisingly, the Wood Elves (each 750 pts) for 4,250 points.

As the Skaven side had 1,500 points more than the Dwarf side (at least 50% more points than the Dwarf side but not twice as many points) an Ambush scenario was played, with the desperate Dwarves and their allies ambushing the larger Skaven-led force.

Unfortunately for Gil, he had been expecting the Wood Elves to join his forces, and had designed an army with the Pitched Battle scenario in mind. Thanks to their betrayal he had to lead an ambush using forces ill equipped for such a task.

PLAYING THE BATTLE

The multi-player battle is fought as normal. However, each side is considered as a single force, so only one model is considered the General. This should be a character taken from either of the armies of the main protagonists.

VICTORY

Follow the normal victory conditions as per the scenario played. Of course all players on the victorious side will be the winners, but if you want to determine an overall victor each player should keep a running total of the Victory points he accrues during the game. The player who scores the most is the overall victor. Usually this should be the player with the most points available, but sometimes weaker forces can prove their might in arms and wrest victory from the grasp of the mighty...

TRIAL RULES



Graham McNeill

After writing a story in school about a giant octopus smashing up a boat, Graham realised that making stuff up was a lot easier (and more fun) than reality

and decided at an early age that he was either going to be a binman or a writer. Fortunately for his career at Games Workshop, a life on the bins wasn't on the cards and, after escaping a stint as a building surveyor in Glasgow, he headed south three years ago to join the Warhammer 40K Games Development Team. He's also written a bunch of short stories and a few novels: *Nightbringer*, *Storm of Iron* and *Warriors of Ultramar*.



STEAM TANK DEMOLITION DERBY

Smashing Up Clanking Behemoths by Graham McNeill

"Welcome, Sports Fans, to the Altdorf Enormadome, where the latest clash of iron steeds is about to take place. With the newly repaired Behemoth IV back in action, there's sure to be tears before bedtime when it gets back in the ring. And, boy do we have a show for you tonight! The Ant King, together with his nemesis, 'Duke' Box, is back on the final leg of their Regicide tour and 'Mad' Maximillian Rockatansky, is pumped and ready for battle. So join us as we begin the action in the 5th Annual Steam Tank Demolition Derby!"

Any of you out there who've played a game called Demolition Derby will know how much fun it is to smash up the hapless machine's cars before turning on your opponents. I remember many evenings in my old flat spent whooping enthusiastically as my flatmate and I spent the time we should have been working on our dissertations actually smashing up cars in a computer game.

TOO MANY TANKS? THERE'S NO SUCH THING!

As a long-time collector of an Empire army for Warhammer, I snatched up as many of the new Steam Tank models as I could when they first came into the Design Studio. After the many weeks spent painting the first one, I wasn't sure I was ready for any more. But then some bright spark, (I think it was Phil

Kelly – yet another good reason to do him over) suggested that I should get one for each type of tank. After much resistance – I had other things to paint after all, and when am I ever going to get to field all these Steam Tanks? – I finally gave in and built and painted the others. Then another, perhaps not-quite so-bright spark suggested that, since there are only twelve Steam Tanks in the Empire, why not collect all twelve. After summarily dealing with this miscreant and remembering my earlier lament of not being able to field all my Steam Tanks at once, the idea of putting them all together began to come together in a fiendish way.

Coincidentally, at the same time, someone dropped the original Steam Tank model on my desk. It sat next to a couple of Halfling models for a while



Graham McNeill prepares for a clash of armoured might.

before another idea occurred to me. Might not the Halflings, seeing a mighty Empire Steam Tank going past, think to make something similar – with their own particular slant to it, of course (a giant steam-powered oven that could move from battle to battle so there'd always be hot food on the go...). Coming at the same time this seemed like synchronicity at work and thus the idea of Steam Tank Demolition Derby was born. Read on if you fancy giving it a go.

THE TANKS

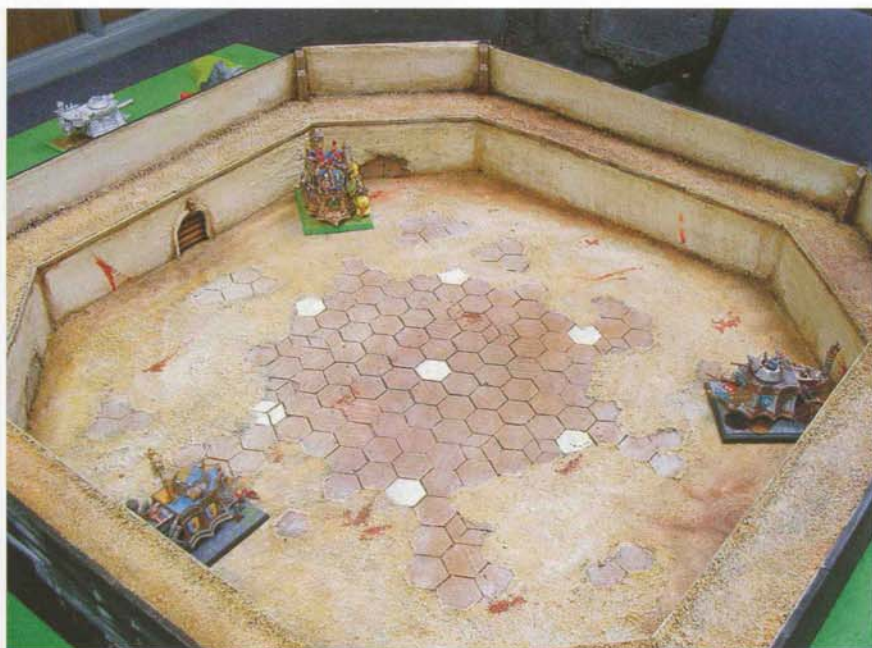
To play all you need is up to four players and some Steam Tanks. The game works best with four players, but it can be played with fewer. You can have any of the Steam Tanks available and the points cost doesn't really matter. Obviously some tanks will be better than others in this game, but I'll leave it to you to figure out which ones, since smashing up the enemy is the goal, not just winning.

WHERE IT ALL HAPPENS

Steam Tank Demolition Derby (DD from now on – it's a lot easier to type) is played over a 4' x 4' table with little or no terrain placed on it. You can stick the odd bit of rocks or other natural feature on the table, it doesn't really matter, just so long as there's enough room for your tanks to get about the table and wreak the maximum amount of carnage possible. To deploy your tanks, place them in the corners or in any way you like that ensures that everyone who's playing is roughly the same distance apart. Your tank can face any way you want, though obviously sitting with your boiler exposed is probably not the best position to be in.

TURN SEQUENCE

The turn is broken down into a number of different phases, which we'll get onto later. For now, here's a quick summary of how the game plays. To determine the order of play, place as many numbered counters in a cup as there are players, and every turn, each player selects one to see what order they get to play in (use this method for determining the order of play for each phase). Each player then takes it in turn to move his tank around the arena using as many Steam Points as he has generated for his tank. Once each player has moved, everyone gets a chance to do something nasty to one of his opponent's tanks, such as throwing a firebomb at it, jamming an iron rod between the spokes of his wheels and so on. Once these attacks have been resolved, players may be able to launch boarding actions to try and further disable enemy tanks or fight their crew. Once all boarding



Gentlemen, start your engines...

actions have been resolved, each engineer then has a chance to try and repair any damage that might have been inflicted on his own tank.

Movement – Each player moves his tank around the arena in the order determined by the counters and can ram their opponents if they are in a position to do so.

Gubbins – Each player can use specialised equipment or wargear to attack their opponents or fire their onboard guns.

Combat – Players with Big Lads may attempt to board an enemy tank and disable it.

Repair – Each player may attempt to repair damage to their own tank.

MOVEMENT

To move your Steam Tank, simply generate Steam Points as normal. All the rules governing Steam Points and movement apply as normal. Some bonuses or restrictions to the Steam Tank's movement may be imposed by special equipment bought before the game, but we'll come to that in a minute.

Should a Steam Tank hit any of the arena walls, it is brought to an immediate halt and must roll on the Steam Tank Malfunction chart. For each full 6" the tank moved prior to hitting the wall the Steam Tank will suffer D3 Structure Points of damage. So a Steam Tank hitting a wall having moved 9" will suffer a D3 points of damage, while one that moved 12" would suffer 2D3 points of damage.

RAMMING

Hopefully, Steam Tanks should do a fair bit of this during the game. To ram another tank, simply use whatever movement is required to move into contact with an enemy tank. The way damage is worked out in DD is a little different to how it works normally. The first thing to do is declare that you're going to ram one of your opponents, then attempt to generate however many Steam Points you want. If you have enough, fine, the ram goes ahead, but if you don't generate enough Steam Points to reach your target, you simply travel the maximum distance you could have towards it.

Assuming you do hit your target, then damage is worked out as follows:

A Steam Tank will do D6 worth of damage plus a D6 for every full 3" your tank travelled. Add any bonuses you have for any vehicle upgrades (such as a bull bar) that you may have bought for your tank and this is your Ramming Total. So a Steam Tank that rams another after having travelled 9" would roll a total of 4D6 worth of damage (D6 plus an additional 3D6 for the distance travelled).

Next, deduct the Armour value of the enemy tank you've just hit. This varies depending on where you've hit them and can be affected by vehicle upgrades. It's easier to damage someone if you hit them from a direction where their armour is weakest.

Armour values for Steam Tanks

Front	10
Side	8
Rear	6

Once you've deducted the Armour value from your Ramming Total, this is the amount of Structure Points of damage you've done to your target. If you're left with no Ramming Points or a figure below zero, then you've been unable to do any damage to your target. However, if the damage you've done brings the target to zero Structure Points or less then you've put them out of the game. If not, then they're still in the game, but don't worry, you'll get them next time. In addition, when you ram someone from the side or rear, the force of impact push them 2" away from you. Head on collisions mean both tanks bounce back 2".

COMBAT

If you are close enough to an enemy tank, then you can send a couple of tough, burly lads over to try and do some damage. Each Steam Tank has a pair of Big Lads that do the heavy lifting on board and they are ideally suited to clambering out the hatch, running over to an enemy tank and bashing it with iron bars and picks. In this phase you can attack and be attacked by other crews attempting to do the same to you, indeed, you may have to fend off several attacks in the course of a phase.

If your Steam Tank is within 6" of another, then you can send your Lads

STATS FOR THE CREW

Most of these stats don't play a great part in the Steam Tank Demolition Derby, except in boarding actions, but are included for completeness.

	M	WS	BS	S	T	W	I	A	Ld
Engineer	4	4	4	3	3	1	4	1	8
Lads	4	3	3	3	3	1	3	1	7

The Engineer has a repeating pistol and the Lads have hand weapons and assorted bits of iron strapped to them that count as heavy armour.

over to do a bit of damage with picks and so on. To launch a boarding action, declare your intent to board and get two models to represent your boys charging over. Place them at the facing of your tank that is closest to the enemy. Don't move them yet, because your opponent now has three options.

Your opponent may choose one of the following options:

1) He can either elect to accept the boarding action and hope that the Big Lads can't do enough damage to hurt it; perhaps he doesn't have any of his own Lads alive or is saving them to board another tank (if you don't have any Lads left alive, the engineer can defend the tank, but this is the only time the engineer can fight – he can't be used to launch a boarding action, except during a counter-attack – see later).

2) He can fire his steam gun at the attacking Lads. This can only be done if the tank has a Steam Point left over from the Movement and Gubbins phases. Fire the gun as normal at the attackers. If you're lucky you might kill the Lads or cause them to panic, in which case they climb back in their own tank. If they survive, move them straight into contact with the enemy tank and attack it as described below.

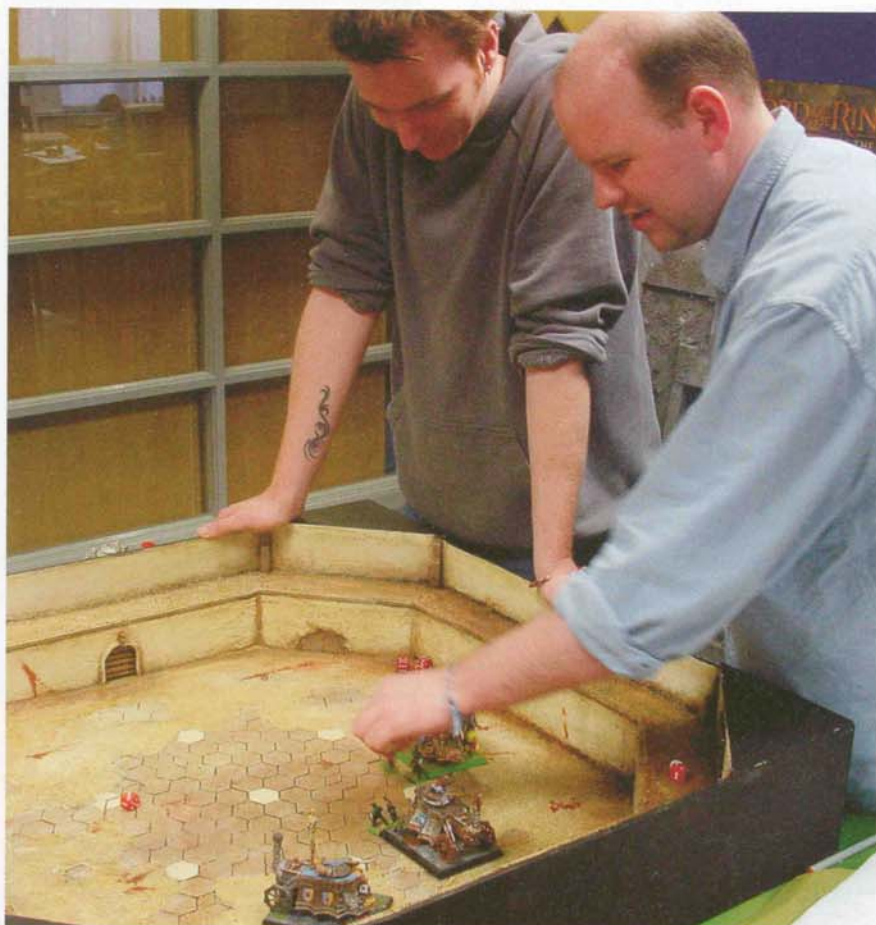
3) He can send his own Lads out to fend off the boarders... In this case, you'll need another two models to represent the defending Lads. Place them in contact with their Steam Tank (facing the enemy) and move in the attacking Lads. Fight a round of combat, as per the normal Warhammer rules, with the attackers counting as charging. (The stats for the Big Lads can be found at the top of this page). Any models killed are taken out of action and removed from play, so you need to keep track of how many Lads you still have alive for future boarding or repelling actions.

If the attackers cause more wounds than the defenders, any surviving defenders climb back in their tank and the attackers get to attack the enemy Steam Tank. Defenders who win the combat may launch a counter-attack (see below). In the event of a tie, the boarders are repelled and no damage is caused to either tank. Any models alive at the end of boarding actions run off back to their tank.

Attacking the tank

For each Lad still alive at the end of the combat, roll a D6 and see whether they cause a critical hit, though given their close proximity and ability to pick out the weakest points on the armour, they cause a critical hit on a 5+. After attacking the tank, the Lads run back to their own tank and are removed from the board.

However, should the defenders cause more wounds than the boarders, then the attackers (if any are still alive) run back to the safety of their own tank and the defenders may now launch a counter-attack. To do this, the defender simply rolls for critical hits on the attacker's tank as though they had just won a boarding action themselves.



"You'll rue the day you picked on me, McNeill..."



Cruuuuunch! "I think not, Mr Hoare"

CRITICAL HITS

Several tonnes of fast moving metal slamming into a tank is pretty hard going on its structure and as it buckles, there's a fair chance that something delicate or vital might be damaged in the impact. To represent this, for every point of damage you do to an enemy tank, roll a D6. Every 6+ scored represents something particularly devastating happening and you should roll 2D6 and consult the critical hit table below to see what extra damage you've inflicted.

Critical Hit Table

2D6 Critical Hit Result
Roll

- | | | |
|--|---|---|
| <p>2 Aside from needing a touch up with paint and a new dent knocked out of the hull, there's no further damage done.</p> <p>3 Everyone inside is knocked around and stunned. For your next turn only, you can do nothing at all while everyone recovers.</p> <p>4 The boiler is damaged and each Steam Point only generates 2" worth of movement.</p> <p>5 The boiler is badly damaged. Deduct a Steam Point from future totals rolled.</p> <p>6 The hull is breached. Add +1 to rolls on this chart in the future.</p> <p>7 The tank's main gun is damaged. You must roll a 4+ each time you want to fire it. If there is no gun or it's already been knocked out, roll again. Add +1 to future rolls on this chart.</p> | <p>8 The boiler flares and releases a burst of energy to the engine. The tank makes an immediate move 2D6" straight forwards, even if it is supposed to be pinned in place by a bull bar or penetrator.</p> <p>9 The armour buckles dangerously; add +1 to all future rolls on this chart.</p> <p>10 An unfortunate accident occurs inside and one of your burly Lads is taken out of action. You now have one less Lad to send on boarding actions. Should you have none left, then the engineer is knocked out. You may do nothing at all until you can roll a 5+ at the beginning of the turn.</p> <p>11 A wheel has been knocked off the tank. It is now immobilised until it can be repaired. Add +1 to future rolls on this table.</p> <p>12 The boiler ruptures badly, filling the tank with scalding steam. Inflict a S3 hit on everyone still alive in the tank with no saving throw. Anyone</p> | <p>wounded is out of action for the rest of the game. If this includes the engineer then it's game over, man.</p> <p>13 The tank is fatally damaged and breaks in two. For you, the battle is over.</p> <p>14 Armour plates fall from the tank, leaving the crew dangerously exposed. Add +5 to all future results on this table.</p> <p>15 The Steam Tank is destroyed and vents boiling steam in a random direction. Place the flamer template on the boiler and roll the Scatter dice. This is the direction it vents in and any tank under the template is hit. Apply result 12 to the crew of any tank touched by the template.</p> <p>16+ The boiler ruptures and explodes, killing everyone on board. Any Steam Tank within 4" must also make a roll on this chart. If attacking Lads caused this result, they suffer a S6 hit each.</p> |
|--|---|---|

REPAIRS

In true 'Scotty the Engineer' fashion, the engineer commander will try to keep his tank fighting as long as possible, by patching up leaks in the boiler and hammering plates over tears in the armour.

At the end of the turn, as long as the Steam Tank is still functioning, you may attempt to repair damage done to your tank. To try and repair your tank roll a D6. If you score a 6 you may add D6 to your Structure Points and remove one critical effect that is currently plaguing your tank. You can choose to spend more time repairing your tank, by rolling extra D6s to hasten the repairs along, but for every extra D6 you roll, you forfeit a Steam Point in the following turn. So if you choose to roll 3D6 for repairs, then however many Steam Points you generate in the next turn, you would deduct two from this total.

GUBBINS

There's more ways to disable a Steam Tank than simply ramming it; you can throw bombs at them, stick iron bars between the spokes of their wheels or board it and spike its boiler. In the Gubbins phase you can use one of the items you've bought for your tank or fire the Steam Tank's main gun. The main gun is fired as per the normal rules, while the description of each item of equipment and what it does is included in its description.

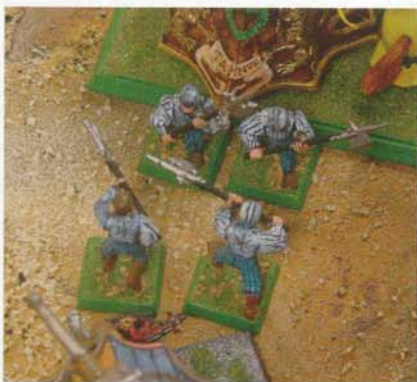
WINNING THE GAME

The winner of the game is the player who, at the end of 8 turns, has the most Structure Points left or the last tank still in one piece (whichever comes sooner).

WINNINGS

The winner of these battles are showered in riches, gaining D6 crowns to add to his total, while the losers get a smaller proportion of the pot in the shape of D3 crowns. These can be used to upgrade your tank with more and more lethal toys.

Gentlemen, start your boilers...



"Go, my big brave lads, go!"

GUBBINS

At the start of play you have a total of 10 Gold Crowns you can spend on various items of additional nastiness that you can buy for your tank or crew. The cost for these is listed beside the item as well as any special rules for how to use them.

Item	Cost	Effects
Bull bar	5	Adds +2 to Ramming Total. After a ram, roll a D6. On a 5+, you're stuck to the enemy tank and both of you can do nothing except launch boarding actions the next turn. After this, both tanks separate and may act normally.
Extra armour	5	Deducts 2 from an enemy's Ramming Total. Add 2 to your Structure Points, but each Steam Point will only give you 2" worth of forward movement or 1" worth of reverse movement.
Armoured boiler	4	The rear Armour of your tank is now 8.
Nitro injection	3	Once per game (before rolling for your Steam Points) you can throw this into the boiler in the Movement phase for an extra spurt of speed. Each Steam Point now gives you 4" worth of forward movement or 3" worth of reverse movement. Dangerous stoking of the boiler can have repercussions and if you use the nitro injection, then you must roll an extra dice when rolling for your Steam Points. So, if you throw in the nitro and want to generate five Steam Points, you'd roll six dice. Note that this dice doesn't actually generate a Steam Point, it's just to simulate the extra pressure on the boiler.
Extra venting	2	Allows you to re-roll the dice when rolling on the Steam Tank Malfunction chart.
Jointed axle	5	Allows for quicker turning, so that one Steam Point allows you to turn up to 180°.
Bombs	4	You may throw these at an enemy tank within 8". Roll the Scatter dice and if you score a hit the bomb has landed on target, otherwise you've missed. Score an automatic critical hit on your target. There is enough to last the battle. However, due to the hull full of bombs, any criticals inflicted on your tank add +1 to the roll.
Big iron bars	2	Long iron spears that can be thrown between the spokes of a Steam Tank. Roll to hit as normal with no modifiers and if a hit is scored, then the Steam Tank can only turn on the spot until the spear is automatically removed in the Repair phase and the crew may not launch any boarding actions. (Only really useful on tanks that haven't moved yet).
Extra Lads	7	The tank has an additional two Lads to launch boarding actions. This upgrade may only be taken if you do not have a main gun.
Specialised tools	4	These precision-made tools are better able to repair damage and thus any damage may be repaired on a 5+.
Penetrator	6	Designed to inflict crippling damage in a ramming attack, this does critical hits on a 5+. After a ram, roll a D6. On a 5+, you're stuck to the enemy tank and both of you can do nothing except launch boarding actions the next turn. After this, both tanks separate and may act normally.
Tough Lads	7	The Lads on board your tank are the meanest, hardest lads in the city. Upgrade their profiles to S4, T4, A2.
Spiky hull	3	Used to make it more difficult to attack in a boarding action. For each Lad attacking the tank from the front or side, roll a D6. On a 4+ they suffer a S3 hit.

DAM BUSTERS

Wood Elf saboteurs take a stand against Dwarf despoilers, by Dylan Owen

Wood Elf saboteurs have infiltrated the Grudgewater Dam near the Dwarf city of Karak-Norn, built to dam the River Grismerie to help the Dwarfs in their industries. Unfortunately this has repercussions – the river flows through the Elven haunts of the Forest of Loren, and the dam threatens to unbalance the livelihoods of the Elven settlements further downstream. The Wood Elves have sworn to destroy the dam works. The Dwarfs have posted an army to guard the dam, and they must put the saboteurs to flight.

ARMIES

Dwarfs. The Dwarfs have 1,000 pts, with models taken from the Dwarf army list following the usual rules.

However, there is a preponderance of Engineers about, and the majority of Dwarf defenders are drawn from the workers who toil to construct the dam – the Dwarfs must use the Guild Expedition army list variant on page 78 of the Dwarf Armies book.

However, because they are not expecting any sort of major attack, they have not bothered to patrol the area with Gyrocopters so the Dwarf player may not choose this type of unit.

Wood Elves. The Wood Elves may take 750 pts of troops, chosen from the Wood Elf Armies list with the usual restrictions for a 750 pts army.

Wood Elf Wizards who take the Lore of Life may exchange any one spell they roll for *Master of Stone* for this scenario. This represents them selecting Wizards adept at controlling the elements of the earth as part of the sabotage force.

BATTLEFIELD

On the Dwarf table edge is the Dam (use two sections of a Fortress wall, flanked by two towers). On either side of the Dam are impassable mountains. There is a tunnel mouth leading into each mountain from which Dwarf reserves will emerge during the battle. It is possible for troops on the ground to climb the dam's walls if they have been given grappling hooks (this costs 1 pt per model – the entire unit must be equipped with these).

The Wood Elf deployment zone consists of woodland terrain, except on the river bed which bisects the battlefield (still muddy, counting as difficult ground).

The rest of the battlefield consists of boulders, shrubs, and one small wood (about 6" by 6"), placed anywhere outside the Dwarf or Wood Elf deployment zones (but neither blocking the Dwarf tunnels on the mountainsides nor on the river bed) by the player who scores the highest on a D6.

The Dwarfs may place up to D3+1 6" sections of walls within their deployment area as fortifications to protect the workers building the dam.

DEPLOYMENT

Dwarfs. The Dwarfs must split their force into four forces of about 250 points.

One force is placed within the Dwarf deployment zone on the tabletop itself. One force is placed on the ramparts of the dam, but cannot move from the ramparts for the entire game. The other two will come on as reserves, one coming from the left mountain tunnel, one from the right tunnel (secretly designate which tunnel each force is coming from at the start of the game).

At the beginning of each Dwarf turn after the first, a reserve force will enter play on the D6 roll of a 5+. Each subsequent turn, add +1 to the dice roll to determine whether reserves not yet in play enter the table. The entire force moves on from the appropriate tunnel when it arrives.

Wood Elves. The Wood Elves set up their entire force within their deployment zone after the Dwarfs have set up. Any scouting units may set up as for the normal Scouting rules.

WHO GOES FIRST?

Both players roll a dice, the attacker adding +1 to his roll. The player who scores highest may choose whether to go first or second (re-roll ties).

LENGTH OF GAME

The game lasts for seven turns.

VICTORY CONDITIONS

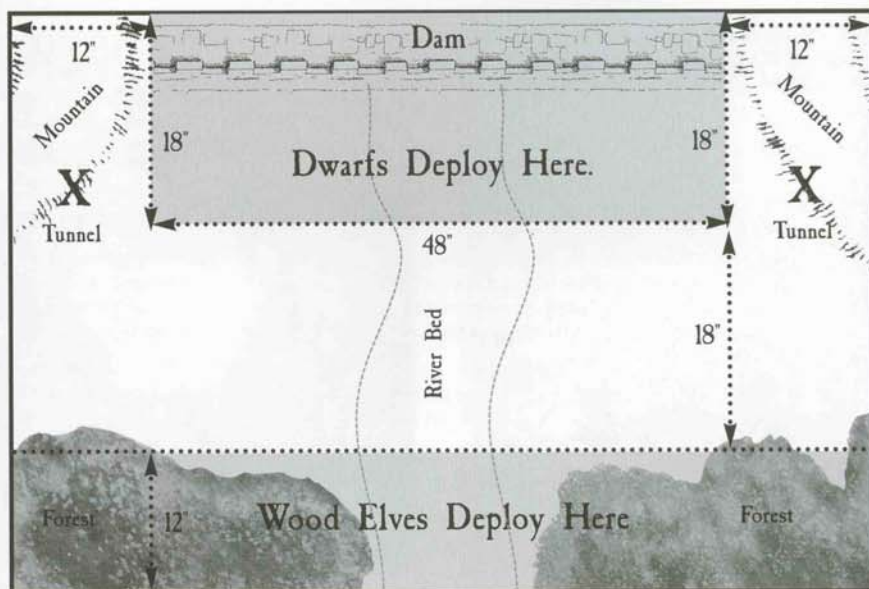
The Elves win the game if they destroy the dam. Use the rules for destroying walls in a Siege game to determine damage to a dam wall (see the Warhammer rulebook, page 247, for Siege rules).

The spell *Master of Stone* counts as doing 2D6 S5 hits against a wall it targets.

If the wall is destroyed (Damage Result 20+), a flood of water erupts from the breach, devastating everything in its path, but the river is restored to its natural state, allowing the Wood Elves downstream to continue their lives unhindered.

OTHER RACES

This game can easily be adapted for other races – perhaps, for example, a ravaging Beastmen horde is attacking the Empire's attempt at constructing a dam, or Orcs and Goblins could be raiding a crude Skaven construction built to bring drought and famine further downstream inhabited by their tribes. Whatever race is chosen, it's important to note that races which don't have access to artillery (Wood Elves, Bretonnians, Hordes of Chaos, Beasts of Chaos) should be allowed to choose the spell *Master of Stone* described above to allay the disadvantage of not having access to weapons to bring down fortified walls. A Vampire Counts army should be allowed to hire Dogs of War Hiredling Wizards to accomplish this. Other races attacking a dam should not be given this benefit.



TRIAL RULES



Phil Kelly

Phil Kelly initially came to Games Workshop as one of the infamous White Dwarf crew, and after a spell as Features Editor transferred over to Games Development. He has recovered well from his time on Dwarf, although seems to have developed an irrational fear of cameras. Although primarily involved in Warhammer 40,000, having somehow won the Staff Tournament just prior to joining Games Development, Phil is currently working on the Bretonnian project.

DINO JOUST

Lizardmen Gladitorial Combat by Phil Kelly

This game revolves around the premise of Saurus Warriors atop massive war-reptiles jousting in a sacred arena in Lustria. The Slaan test new broods of reptile-warriors for ferocity at the beginning of every breeding cycle, and the skinks who supervise the battles have been known to place a sneaky bet when their masters aren't looking.

The game is based around the same level of harmless violence and tongue-in-cheek fun as the Albion Giant Big Bash or Blood bowl. Basically it's an excuse to have roaring Stegadons charging each other head-on, Carnosaurs trying to catch the Terradon riders as they go for its eyes, or a pack of Saurus on Cold Ones worrying, and eventually felling, a howdah-carrying Thunder Lizard.

Everything about the Dino Joust is large scale, and involves roaring. Dino Joust is a game for two to three players. Each player takes control of a dinosaur (or group of dinosaurs in the case of the slightly less massive beasties) with a lance-armed Saurus Warrior on top. The object of the game is to reduce the other player's Saurus or dinosaur to 0 Hit Points (one or the other, it doesn't matter: an uncontrolled dinosaur or lone Saurus will just slink off). If all the opponent's models have been killed in this way, you've won: why not treat yourself to a nice bloody steak? Each dinosaur has a varying amount of damage

it can sustain, like Hit Wounds or Hit Points. For example a Cold One has seven, whilst a Carnosaur has twenty. In the battle you may see three Cold Ones (or other Large class dinosaurs) versus one Stegadon (or other Gigantic class dinosaurs) to balance this out.

Ideally this game should only have two players, but if you fancy a massive death match with your friends, then what the hell, this isn't Bretonnia!

The main contenders showing the number of that particular dinosaur per jousting team, are as follows. All dinosaurs in the same team should be of the same species.

No.	Dinosaur	Class
1	Stegadon	Gigantic
1	Carnosaur	Gigantic
1	Thunder Lizard	Gigantic
2	Salamanders	Monstrous
2	Terradons	Monstrous
3	Horned Ones	Large
3	Cold Ones	Large



A Carnosaur rider prepares for an attack from all sides!

For the purpose of this game Terradons can carry 1 Saurus Warrior instead of 2 Skinks and move just the same as all other dinosaurs. Salamanders can spit fire as usual, inflicting D6 Hit Points of damage (always on the dinosaur, not the Saurus rider) and they may not move that turn.

CORE RULES

The objective of the game is to kill either the opponent's Saurus Warrior (the rider) or the dinosaur he is riding. If there are multiple dinosaurs in the pack then a dinosaur or warrior must be killed from each dinosaur in the pack to ensure a win. A dinosaur is useless without its rider and vice versa.

SET UP

The dinosaurs start in a 24" diameter arena (or thereabouts), each 4" away from the Centre Point (therefore they start 8" apart). A dice is rolled for who goes first.

THE TURN

At the beginning of your turn, each dinosaur moves the distance rolled on an Artillery dice, in inches, in any direction you choose. You may turn any number of times unless you charge. If you want to charge an enemy dinosaur you must declare before you roll; if you fall short then no combat is initiated and you move straight forward the distance shown anyway. On the roll of a misfire, the dinosaur is 'tetchy' and reacts badly to having its rider rake his spurs across its flanks: it will not move and the rider suffers a single hit at S4 regardless of the size of his dinosaur (normal saving throws allowed). You may change your dinosaur's facing even if you roll a misfire.



If they contact an enemy dinosaur it is counted as a charge. Move any charging dinosaurs into base contact with their foes. The dinosaur(s) belonging to the player that initiated the charge (whoever's turn it is) do varying amounts of damage depending on their class (Large, Monstrous or Gigantic – see above). Each charging dinosaur must choose one target; all their damage is dealt to that target alone. The dinosaur being charged may *react* (but more about this later).

Packs of dinosaurs need not retain coherency and may operate independently. Only one member of an opposing dinosaur pack can be selected as the target of each opposing dinosaur's attack (so a Carnosaur cannot gobble a whole pack of Cold Ones in one go, even if they are in base contact).

Once a dinosaur has made its attacks it will then move the distance rolled on the Artillery dice directly past the dinosaur it has attacked (a bit like an overrun move).



SAURUS WARRIOR COMBAT

Saurus Warriors may allocate their attacks against either the opposing warrior or the dinosaur he is riding. They attack using the to hit and to wound tables in the Warhammer rulebook, generally hitting on a 4+. They may split their attacks between the dinosaur and the opponent's Saurus Warrior. Each time a dinosaur or pack of dinosaurs charges fight a round of combat as normal; eg, the Saurus Warrior that charged goes first, lances only add bonus strength on the charge, etc.

The relevant stats are as follows:

	WS	S	T	A	HPs
Saurus	3	4	4	2	3

Equipment: Lance and shield

Their saving throw is equal to the Scaly Skin saving throw of their mount plus the bonus of their shield and the protection afforded by their own Scaly Skin. So, a Saurus Warrior riding a Gigantic dinosaur would have a saving throw of 2+, a Warrior on a Monstrous Dinosaur a save of 3+ and one mounted on a Large dinosaur would have a save of 4+.

If the opposing Saurus Warrior is mounted on a Gigantic dinosaur he counts as being behind a defended obstacle due to the fact he is riding a reptilian behemoth (unless his opponent is also on a Gigantic dinosaur).

Saurus Warriors will hit an enemy dinosaur automatically due to its sheer bulk.

Each successful to wound roll caused with a Saurus Warrior's lance will do 1 Hit Point of damage. (If a dinosaur is on its last legs, it may be wise to direct the Saurus Warrior's attacks at the dinosaur rather than the rider as he will hit automatically).

Bear in mind that dinosaurs have normal charge arcs and so will normally have to about face in their next turn before charging again. If a dinosaur collides with the edge of the arena it is knocked into the stakes that line the perimeter and must immediately take D3 damage with no saving throw.

DAMAGE

Different classes of dinosaur do different amounts of damage, called their Damage dice.

- A Gigantic dinosaur does an Artillery dice worth of damage, with the misfire result as a critical hit (roll on the Critical Hit table, see below).
- A Monstrous dinosaur does D6+2 damage, and therefore cannot cause a critical hit.
- A dinosaur that is merely Large does a humble D6 damage.

All dinosaur attacks ignore saving throws, they're just too strong for armour to affect their attacks.

Dinosaurs can only do damage to other dinosaurs – resolve this before the Saurus Warrior attacks. Saurus Warriors can choose to do damage to either dinosaurs or other Saurus Warriors. If a Saurus Warrior or dinosaur is reduced to 0 Hit Points it is dead and may take no further part in the battle. Remove the entire model as a casualty as either the dinosaur slinks off to snack on its rider's dangling corpse or the Saurus limps to the sidelines, head bowed.

REACTING

The dinosaurs that are defending (the player who's turn it is not) may react when

HIT POINTS

Dinosaur	Hit Points	Toughness	Save
Gigantic	20	6	4+
Monstrous	12	5	5+
Large	7	4	6+
Saurus Warrior	2	4	6+

Toughness and saving throws are only used for determining the results of Saurus Rider combat. Saving throws are modified by the Strength of the attack as normal. Remember the damage from a charging dinosaur ignores saving throws.

charged. The player declares his reaction before the opponent rolls to inflict damage. A player can opt to react in one of two ways:

Guard: This represents evasion for nimbler dinosaurs, blocking with bony plates for the big guys, and so on. If guard is the chosen reaction, deduct 1 Damage dice (Artillery dice for Gigantic creatures, D6 for Monstrous, D3 for Large) from the total damage inflicted by the charge. Guarding cannot effect the damage inflicted by a Saurus Warrior's lance; the dinosaur is too large a target. If a misfire is rolled for a Gigantic dinosaur guarding, it has fumbled: the enemy dinosaur hits a vital spot and will do double damage.

Counter-attack: The dinosaur meets the charge head-on. Roll to hit (4+ is required). If a hit is scored you will do damage depending on your dinosaur's class. If the counter-attacking dinosaur is Gigantic, it does 1D6 damage to the attacking dinosaur. If Monstrous or Large, the dinosaur does 1D3 to the attacking dinosaur. However, the counter-attacking dinosaur must take all damage dealt to it this turn (oof!).

Reacting does not affect Saurus Warrior combat.

CRITICAL HITS

If a Gigantic dinosaur rolls a misfire result on its Damage dice, rather than something going wrong, the dinosaur has done a horrific amount of damage, impaling its foe on its horns or clamping massive jaws around its neck. Roll a D6 on the following table:

1 – Swatted: The dinosaur is smashed aside by the sheer force of the attack. It takes 10 damage and is knocked directly back 10". If this takes it into contact with another model then both models take D3 Hit Points of damage, and if they collide with the side of the arena they take D3 damage as usual: all saving throws taken as normal.

2 – Trampled: The dinosaur is knocked from its feet and trampled into the dirt taking 10 damage. In addition non-Gigantic dinosaurs cannot move in their next turn.

3 – Frenzied attack: The dinosaur goes berserk, gouging and biting wildly until its foe is a bloody mess. It does 3D6+2 damage.

4 – Chomped: The dinosaur's attack hits home with earth-shaking force. Any Guard or Counter-attack reaction result is ignored (except a misfire result whilst guarding); the victim takes the full 10 damage.

5 – Thrown: The target dinosaur is picked up and hurled through the air by the charging dinosaur. Gigantic dinosaurs cannot be thrown, treat this result as Chomped instead. It takes 10 damage and is thrown 10" in a direction chosen by the attacking player. If this takes it into contact with another model then both models take D3 Hit Points of damage, and if they collide with the side of the arena they take D3 damage as usual: all saving throws taken as normal.

6 – Dinner time: If the victim dinosaur is Monstrous or Large it is eaten whole or trampled into a pool of splintered bone and gore. Remove it as a casualty. If it is Gigantic, it takes a horrendous 13 damage.

That's about it for now, so grab a Carnosaur, an old plastic diplodocus or whatever, and get back to the good old days of going "Raar!" and making your dinosaurs fight each other!



Three seconds to impact, and the crowd goes wild!

Q&A AND ERRATA

This section contains our definitive list of questions and answers, rules corrections, updates and clarifications. These are official and replace any previously published errata, frequently asked questions and the like. As with all the articles in Warhammer Chronicles, it is worthwhile taking the time to read over them again because subtle changes may have been made in comparison to previous versions. The clarifications and corrections have been laid out to match the paragraphs they replace, so feel free to photocopy these pages and stick the updated rules into your rulebooks.





QUESTIONS & ANSWERS

Rules Clarifications & Questions Answered

UNITS

Q. Can two characters join each other, thus forming a unit? What if they are mounted on chariots or monsters?

A. Characters may form a unit with each other, only if they are on foot or a cavalry mount. Characters mounted on larger creatures and chariots may not form units at all. Remember also that characters on a flying monster may not join a flying unit, as described in the rules for flyers. This is also true of non-character monsters and creatures, such as Giants, Spawn of Chaos and so on (no other units can join them).

Q. Do units which are bought with the same Troop choice have to be deployed together?

A. Unless specified, separate units are always deployed separately (exceptions include war machines – not Gyrocopters and chariots – and Empire detachments).

MOVEMENT

Q. Can a unit redirect a charge against an enemy unit that it could have originally charged?

A. No. You can only redirect a charge against a unit if you could not have declared a charge against them normally, but can now do so due to the enemy fleeing.

Q. Who strikes first when two units are charging? For example, if when you pursue into fresh combat and then in the enemy's turn the pursuing unit is charged.

A. They strike in charging order (see page 16 of the Warhammer Annual 2002 for a fuller explanation)

WHEN IS CAVALRY NOT CAVALRY?

The rule that models on a 25 mm x 50 mm base are classed as cavalry has thrown up some points regarding beasts such as Chaos Hounds and Dire Wolves, and creatures like Bull Centaurs. To clarify this:

All models on a 25 mm x 50 mm base have a Unit Strength of 2.

Models on a 25 mm x 50 mm base which consist of a rider on a steed with a single Wound are classed as cavalry, and follow all of the rules as such.

Models on a 25 mm x 50 mm base which do not consist of a separate rider and steed are classed as cavalry with the following exceptions:

They do not gain a +1 Armour save.

They use the weapon rules as if they were foot models (so may use two hand weapons, or may gain a +1 Armour save for using both a hand weapon and shield, for example).

Q. Fleeing units move in a disorganised mass ignoring obstacles/terrain. They seem to follow all the rules of skirmishers. Does this mean that like skirmishers, shooting at them is at -1 to hit?

A. No. They don't really follow any of the rules of skirmishers, they merely ignore terrain while they are running frantically (and randomly)!

SHOOTING

Q. A throwing axe has two different ranges listed. I assume that 6" is correct (from pages 93 & 94 of the Warhammer rulebook) rather than 4" (from page 58).

A. Yes, 6" is correct.

Q. Can models behind the first rank see large targets and shoot at them?

A. Yes they can.

Q. If a character is further away than a friendly unit in combat, can they be targeted with shooting?

A. A character can be picked out if they are the closest 'target'. Target means a unit that the shooting models are allowed to shoot at, and so would not normally include units in combat, and certainly doesn't include units that are out of line of sight. Of course, this can make things difficult for Skaven, but that's what happens when you give a rat a machine-gun...

Q. The clarification on targeting characters mounted on monsters has caused a few problems. So, when does a monster count as being bigger than cavalry? For example, the Empire Pegasus comes with a 40mm base, but a Wood Elf Unicorn has a cavalry base.

A. In general the rules for which base size a model has is simple – the one that it comes with! Yes, some difficulty arises because over the years monsters have been mounted on a variety of base sizes. As we go through the Armies books and miniatures range, all monsters will eventually be packaged with 40mm or 50mm bases.

Any mount with more than 1 Wound is a monster (or a larger than man-sized single model such as a Doombull) and is treated as being larger than cavalry for the purposes of targeting. Anything that is a 'large target' is bigger than anything else, including other monsters.

If you have monsters on cavalry bases to fit with your units, we suggest you mount them on 50mm bases (like Daemonic Mounts and Tyrion's Malhandir). This helps the unit rank up more easily. If they are normally fielded as independent models, such as a Pegasus, a 40mm base is fine.

Except for the fact that a 50mm base will contact more models in combat, models on 40mm and 50mm bases are treated as the same size unless they are a large target.

Q. Do flame template weapons such as breath weapons, blunderbusses and the steam cannon require line of sight?

A. Yes.

CLOSE COMBAT

Q. If the Initiative value is equal between two models in close combat and the roll off is also a tie, do you actually strike simultaneously?

A. No, roll off until you have a winner.

Q. Can a unit lap around to its flank?

A. Yes, as long as it has unengaged ranks or files.

Q. If a unit charges into the rear/flank of an enemy, but in the ensuing Close Combat phase is reduced down to a Unit Strength less than 5, does it still cancel ranks? And can it still gain the flank/rear bonus?

A. Rank bonus is claimed and calculated at the beginning of the Close Combat phase, so the rank bonus is nullified this turn. The flank/rear bonus is calculated at the end of the Close Combat phase, so the attacking unit can't claim it since it has been reduced to Unit Strength less than 5.

Q. I have two units attacking one enemy unit, one from the front and the other on the flank. Due to casualties being removed, the enemy unit now only has models in contact with the 'front' unit. Has this legally brought my flanking unit out of combat and thus allows it to make an overrun move?

A. No, there are still models remaining in the unit it is engaged in combat with. In this case, the easiest thing to do is 'fudge it' slightly – just slide the flanking unit across a little so that it is in contact with at least one enemy.

Q. How do you work out close combat attacks that do multiple wounds against units of creatures with multiple Wounds (such as Trolls, Ogres or Fellbats)?

A. When fighting rank and file troops with more than one Wound, use the same procedure you would for normal troops. Roll to hit, roll to wound, make saves. After this, roll for each wounding hit to see how many actual wounds are inflicted by the weapon. The maximum number of wounds per hit is the number of Wounds the enemy models have.

For example, if you have a magic sword that does D3 wounds and are fighting Fellbats (which have 2 Wounds each), you would have to count results of 3 as 2 wounds inflicted.

Once the total number of wounds have been rolled, add them all up and remove whole models as normal. To continue the previous example, if you did 1, 2 and 2 wounds from three hits, this is 5 wounds and so you remove two Fellbats and one Fellbat has a single wound remaining.

Q. Is there any special order (attacker first?) in which players declare what weapon the unit uses? Example: The charger declares to use great weapons and then the defender can decide to use spear or hand weapon and shield.

A. Not really, it doesn't really come up that much. If there is any dispute, I'd say the chargers must declare first.

PSYCHOLOGY

Q. Does a frenzied unit have to charge through a Goblin Fanatic, or is it allowed to stop like other units?

A. The frenzied unit must complete its charge, even if this takes it through a Fanatic.

Q. When do you resolve Fear tests for an enemy charging a unit that wishes to stand & shoot?

A. Use the following procedure: The fear-causing unit declares a charge. The charged unit says 'I'd like to stand and shoot.' Check to see if the charging unit is in range. If it is then the defenders must take a Fear test. If they fail their test and are outnumbered, they will flee as normal, replacing their stand & shoot charge reaction. If for any reason they do not flee, then the charged unit may stand & shoot as normal.

Q. Say Shadowblade, or some other Assassin, is in a unit that is charged by a fear-causing creature. The unit fails its Fear test and requires 6s to hit. Does the Assassin also require 6s to hit, or do you make a separate test on his own, probably higher, Leadership? In other words, the Assassin cannot pass on his Leadership to the unit but does the unit in effect pass on its Leadership to him?

A. If, for some reason, a character does not pass their Ld on to a unit they have joined, then they may make separate Ld tests. Note that in most circumstances this would not make a difference – if the unit flees (from terror or panic, for example), the character has to flee with them, regardless of its own Ld value.

Q. Concerning the Fear test, what if your Unit Strength is equal to the enemy's when you fail the test?

A. Change 'higher' to 'equal to or higher' in the section on being charged by a fear-causing enemy.

Q. If charged by more than one fear-causing unit, do you test once per unit, or once only and add up the total number of charging models?

A. Test once per unit, as each is found to be in range.

Q. If a unit has only one model left in the turn that it is destroyed in combat, does a friendly unit nearby have to make a Panic test (ie, does the last model remaining in the unit count as being a single model)?

A. This is determined at the start of each phase – if it's a single model at that point, then its destruction won't cause panic.

Q. Concerning panic from flank and rear charges, the rules say that you use the Unit Strength (five or more) to require the check, but then say at the end that no test is required if the charging unit numbers less than five models.

A. Delete the last sentence. Unit Strength 5 is the only requirement needed to determine whether a test is required.

GENERALS AND BATTLE STANDARDS

Q. Can units use the Battle Standard's re-roll if the Battle Standard itself is fleeing, but within 12'?

A. No.

FLYERS

Q. It states in the Warhammer rulebook that characters cannot join a unit of flyers because they are not as manoeuvrable. What about in the case of an Exalted Daemon, Greater Daemon, or Daemon Prince that is a flyer joining a unit of Furies or Screamer?

A. As stated in the rules for units of flyers, characters can never join these units.

WEAPONS

Q. If a character or a unit armed with great weapons has a magical item or a spell cast on them that allows them to strike first (eg, Helm of Many Eyes, Basb 'Em Ladz), does the spell overrule the normal rules for great weapons striking last?

A: Yes.

Q: Strictly speaking, there is no reference as to striking order for two great weapon-armed non-charging units. The answer seems obvious (Initiative order) but could be argued (some people say it depends on who won the previous combat round).

A: It follows normal combat rules: they will strike in Initiative order. If they both have the same Initiative, then the winner of the previous round's combat strikes first.

As a last resort, roll a dice, as there are never simultaneous attacks in Warhammer.

CHARACTERS

Q. There are shooting limitations at characters near units. Can they be freely charged, or do the same limitations apply?

A. They can be freely charged.

CHARACTERS IN UNITS

We've had a few questions concerning whether a character's mount affects which units they can join, and what effect it has on things like ranks and targeting. So, to clarify:

- Unless otherwise forbidden by the rules, a character can always join a unit, regardless of their mount.
- A unit always moves at the speed of its slowest model, so if a character on foot joins a cavalry unit, they would move at the character's Movement rate.
- A character only gains 'Look out, Sir!' if part of a unit of 'similar sized models' (Warhammer, page 100). The same applies to targeting characters within 5' of a unit. This does not change, whether they are actually within the unit or not. So a character on a horse can still be picked out if he joins a unit of infantry, for example. For these purposes, a character on a monster base (40mm or larger) counts as being bigger than normal cavalry.
- A character in a chariot cannot join a unit unless it is a chariot unit, and only a character in a chariot may join with another chariot unit.
- A character takes up the space of an equivalent number of rank and file models as their base fills. For example, a cavalry model would take up one space in the first rank and one space in the second rank of an infantry unit. These ranks still count as complete if four 'spaces' wide or more, whether that space is filled with a rank and file model or a character. See the diagrams opposite for examples.

Q. If a character is in a unit with only one rank, can he refuse a challenge, as there are no rear ranks for him to be moved to?

A. If there is space in the single rank for him to be positioned where he cannot fight, he may refuse the challenge. If the entire rank is engaged, he cannot avoid the challenge, just as if he were on his own (the challenger hunts him down like the cowardly dog he is!).

Q. Can Champions be moved into a fighting position in the same way as a character can, as described on p.97 of the Warhammer rulebook?

A. No, they cannot. Champions remain part of the command group at the centre of the front rank of their unit.

Q. If two characters are with a unit that captures an enemy standard, what happens to the captured banner if they are the only survivors?

A. They still have it (and still count as a unit of two models). If they decide to split up, you can choose which character retains the captured standard.

Q. Do Champions count as rank and file in counting the five models for the 'Look Out, Sir!' and/or the 'Shooting at Independent Characters' rules?

A. Except where noted, a Champion is treated as a rank and file model.



The mounted Empire Battle Standard Bearer within this unit of Greatswords gives the unit two complete extra ranks.



Archon also counts as giving this unit of Knights of Chaos an extra full rank.



However, this unit of Phoenix Guard which has been joined by Tyrion has no rank bonus.

MONSTERS

Q. When a template weapon hits dead on a rider of a large monster (or chariot) does the 'big hit' for being directly under the hole of the template affect them both, or just the character?

A. In this case, a hit anywhere on the base of a chariot or monster (including hitting the rider) should be randomised to determine where the 'big' hit actually hits.

Q. Can you use breath weapons when a unit march moves?

A. No.

SPECIAL RULES

Q. Can a model regenerate if slain by a model with Killing Blow that rolls a 6 on its roll to wound?

A. You cannot regenerate a wound caused by a Killing Blow. Note that for the purpose of combat resolution, use the remaining wounds of a model slain by Killing Blow.

Q. Can a model with Regeneration suffer more wounds than are on its profile? In other words, if a Troll suffers 4 wounds, does it have to regenerate all 4 wounds, or only the 3 Wounds on its profile?

A. A model does not suffer more Wounds than it started with. The only time excess wounds have any importance is during a Challenge (see the Overkill rules below). As mentioned in a previous Q+A, an attack that does multiple wounds cannot inflict more wounds than the model struck has, and they do not carry over from model to model.

For example, a ball from an Empire Great Cannon ploughs through a unit of Trolls, hitting and wounding three of them. Each suffers D6 wounds – let's say the rolls are 6, 5 and 2. Since no Troll can take more than 3 wounds (because if the wounds were carried over a Troll that wasn't hit could take damage, which would be odd), the number of wounds inflicted is actually 3, 3 and 2. On average that would be 4 wounds

regenerated at the end of the phase, so one Troll is killed outright and the unit has one Wound carried over. Note that this does mean it is potentially tricky to kill the last model in the unit, as there is always a 50/50 chance of the model getting back up again, but I guess that's why they call it Regeneration.

In challenges, this would normally mean no chance of Overkill wounds, although I would suspect that backing apart a regenerating creature would have just as important an effect on morale as obliterating a non-regenerating one. So, to take this into account, if the model fails to regenerate, any excess wounds inflicted count towards Overkill as normal. Eg, a Strigoi Vampire Count with the Curse of the Revenant bloodline power is in a challenge and suffers 5 wounds after its Ward save (poor thing...). It only needs to make three Regeneration rolls (the number of Wounds it had at the start of the combat). However, if all three rolls are failed and the Vampire dies, the total 5 wounds inflicted count towards combat results.

UNIT STRENGTH AND SINGLE MODEL'S MOVEMENT.

The Warhammer rulebook and a series of articles in White Dwarf have tried to clarify different Unit Strengths and the many subtle ways in which different single models relate to the Movement rules when they are moving on their own. Where models are ranked into units, they follow the normal rules for unit movement given in the Warhammer rulebook, except for skirmishers

and fast cavalry which follow the rules detailed in their own sections.

The following chart and the notes below are the Warhammer team's last and final decision on such matters. They officially replace everything else that has been said on it and, we hope, will settle all discussions and become a most useful gaming aid.

MODEL TYPE	MOVEMENT	UNIT STRENGTH.
Roughly man-sized. Square 20/25 mm base. On foot.	As skirmishers	1
Up to & including Ogre-sized.* Square 40/50 mm base. On foot.	As monsters	3
Monster (larger than Ogre-sized).** Any base/no base.	As monsters	Starting Wounds
Cavalry.*** 25 x 50 mm base.	As monsters	2
Chariots.	As monsters (no marching)	4
Ridden monsters/chariots.	As monsters/chariots	As monster/ chariot +1

Move as Monsters: No need to turn or wheel – can pivot on the spot with no penalty but behave like units in all other respects (90° arc of sight, pay penalties for difficult terrain/obstacles, cannot march if within 8" of enemies at the beginning of the turn and may not turn if charged in the flanks or rear).

Move as Skirmishers: No need to turn or wheel, can pivot on the spot with no penalty, 360° arc of sight for charges, etc, no penalties for difficult terrain/obstacles, can march even if within 8" of enemies at the beginning of the turn, will line up to formed units charging them and not vice versa, & don't have front/flanks/rear until engaged in close combat.

Units of Flyers: Always count as skirmishers and always have a Unit Strength of 1 per model, regardless of size, wounds, etc. Can't fly in woods even if they move as skirmishers.

Single flying models follow the rules for their type in the chart.

War Machines: Have a Unit Strength equal to the number of crew left. Move as skirmishers, with the exceptions noted in their rules.

* Includes Swarms, Chaos Spawn, etc.

** Includes Pegasi, Stegadon, Giants, etc.

*** Includes Flesh Hounds, Dire Wolves, Chaos Hounds, etc.

FAST CAVALRY

Q. Can Fast Cavalry shoot on the turn that they rally from a flee reaction?

A. No. It is stated that they can move normally, but not that they can shoot. (Even being allowed to move and shoot normally when they use their 'free' reform, the act of rallying disallows them from shooting).

WAR MACHINES

Q. If a character joins a war machine and has a missile weapon, can he stand & shoot with that weapon?

A. Unless specifically acting as crew (ie, an Engineer who used his ability the previous turn) a character who joins a war machine unit is not considered crew and so may stand & shoot.

Q. Do destroyed war machines cause Panic tests?

A. Yes

Q. Can I move over a war machine if there is no crew? Is the war machine considered an obstacle or is it treated as if it was not there?

A. An abandoned war machine has no effect on movement.

Q. Do war machine crews have to test to restrain pursuit?

A. No. A war machine crew may never leave their war machine except to crew another war machine which has no crew left or if they flee.

Q. Do you score Victory points for reducing a war machine unit to half its starting Wounds?

A. No, Victory points are only scored for destroying it (or the equivalent, as detailed in the War Machines section of the rules).

CHARIOTS

Q. A Chariot (or unit) pursues a fleeing unit, and rolls higher than the fleeing roll. However, the fleeing unit has a smaller frontage that allows it to avoid a nearby wood (or difficult terrain), while the Chariot unit, moving straight forward, will have some of its models coming across the woods. What happens?

A. The pursued unit is destroyed as normal, and the Chariots will move into the woods and suffer hits.

Q. Strictly speaking and according to the rules for Chariots, impact hits are resolved before combat. So, can you add the +1 bonus to Armour save by using a hand weapon and shield against the impact hits from a Chariot?

A. Yes. It's still in the Close Combat phase, just before anything else happens.

Q. Is it alright to charge a Chariot in such a way that it is only touching a single model in an enemy unit? Basically, is there a rule against clipping with Chariots?

A. Strictly, there is no rule to stop such behaviour, and in some cases it is unavoidable or appropriate. However, deliberately turning a Chariot so when it charges it clips the enemy's unit is bad form, and to be frowned upon. See page 266 of the Warhammer rulebook for a fuller discussion on the horrid creature that is 'clipping'.

MAGIC

Q. In the battle report in White Dwarf 255, the stated tactic of Space McQuirk's Orcs was to use Mork Save Uz to generate re-rolls that would then allow them to re-roll bad casting dice to prevent a Miscast, and once even helped generate an Irresistible Force. But in the Magic section of the Warhammer book, it states that re-rolls cannot be used to prevent Miscasts or to generate Irresistible Force.

A. Unless specifically stated in the item/spell description, a re-roll will neither ignore a Miscast nor cause Irresistible Force.

Q. Can a fleeing Wizard use Dispel Scrolls?

A. No. It states that 'fleeing Wizards are not allowed to cast or dispel spells'. I'd say using a Dispel Scroll counts as dispelling a spell.

Q. Can a fleeing Wizard continue to maintain a Remains in Play spell, or is the spell removed from play once he flees?

A. The spells continue to take effect until either the Wizard chooses to end it, the Wizard is slain, the Wizard casts another spell, or until the Wizard leaves the battlefield (counting as slain).

Q. If a character has joined a unit and the unit gets affected by a spell with a lasting effect, will it continue to affect him if he leaves the unit?

A. No. The spell affects the unit, and characters can choose to leave the unit and so be unaffected. Of course, if the unit was destroyed around him, leaving him the only one in the unit, the spell would keep affecting him – there is no unit to leave anymore!

Q. For the Bane of Forged Steel spell it says that an affected unit would now be considered to be using hand weapons. Does this improve the Armour save of a unit with shields, and what is the effect, if any, on a unit already equipped with hand weapons?

A. They have a hand weapon so all rules that apply to hand weapons count. It has no effect on units with hand weapons only.

Q. If a Wizard mounted on something (monster, chariot, Screaming Bell, etc) Miscasts and is blown D6, what happens?

A. The model does not move and counts as if it had been knocked into another model. If it is on a normal steed (not a monster) it gets blown about as normal.

Q. Can Irresistible Force ever be dispelled? The rules say no Dispel roll may be attempted, and certain items, such as Dispel Scrolls, mention Irresistible Force. However, other items, like the High Elf Sigil of Asuryan, make no mention of it?

A. Unless specifically written in the description of an item or ability, Irresistible Force can never be dispelled. Note that some items, such as Sizzla's Shiny Baubles, may have an effect on Irresistible Force, but these are generally not normal dispels.

Q. The rules for the Lore of Heavens spell 'Comet of Casandora' state that it remains in play, but the standard statement "stays in play until Wizards wants to cancel it, or he dies" is not

included. Is it so powerful that it must actively be dispelled to stop it, and survives even if the caster dies?

A. Once the comet is on its way, that's your lot – you can jump up and down on the wizard all you like, it ain't gonna stop fifty tons of star iron slapping into the battlefield. You can attempt to dispel it in subsequent turns as usual.

Q. Looking at the Rain Lord spell, am I correct in thinking that you always needs to roll 4+ every turn to shoot, and cannot remove the effect of the spell in the normal way.

A. That's exactly how it works – once you're wet, you stay wet.

Q. It says that you can't shoot or fight and can't do any other movement in the Movement phase on the turn you rally, but via magic you could relocate the unit into contact with the enemy. If so, would they fight in the Close Combat phase?

A. They would fight as any other unit.

Q. With spells, such as Flames of the Phoenix and Curse of Years, it states that each model in the targeted unit is struck. What happens with characters riding monsters or chariots? Are both the character and the monster/chariot struck, or is only one bit allocated per model, and so it would be randomised like shooting?

A. Both the character and the mount take a hit.

Q. When dispelling spells already in play, do you need to beat the casting value, or merely equal it?

A. As with other dispels, you need to equal the casting value to successfully dispel.

Q. Are Wizards allowed to cast the Lore of Death spell Drain Life and the Lore of Heavens spell Storm of Cronos if enemy units engaged in close combat are within the area affected by the spell?

A. Yes, they can cast it, but only unengaged units are affected, as the spell does not specifically state that it can be cast at units in combat.

Q. Is the Dark Emissary allowed to cast Fog of Death if enemy units are engaged in close combat?

A. Yes.

Q. Is the 5" template generated by the Dark Magic spell, Black Horror, allowed to be placed on enemy units in close combat?

A. No.

Q. If the answer to any/all of the last three questions above is Yes, do units with Magic Resistance get to add their dispel dice to any attempts to dispel these spells?

A. If a unit with Magic Resistance is a target for one of these spells, its Magic Resistance may be used. If multiple units with Magic Resistance are targeted, use the highest Magic Resistance value, not all of them added together.

Q. Does Magic Resistance count against Comet of Casandora and other spells that have a random range of effect?

A. No, it is not enough for the unit with Magic Resistance to be a potential target, it has to be an actual target of the spell.

Q. When do you measure range for spells?

A. Once the spell is cast. If you're out of range, you have wasted the Power and/or Dispel dice.

Q. Father of the Thorn is not listed as a magic missile, its only requirements for targeting are 2" range and line of sight. Can it be cast upon characters who are within 5" of a unit of five or more similar sized models?

A. Yes. As it is not a magic missile, it does not need to conform to normal targeting rules.

MONSTERS & HANDLERS

There have been several questions regarding how the rules for mixed units of monsters and handlers work (Dark Elf War Hydras, for example) so here are some clarifications:

- These units do not count as skirmishers, though the models are not ranked up.

- When determining what the unit can charge, or for the purposes of flank/rear charges by enemy units, use 90° arcs centred on the monster itself.

- When the unit is in close combat, it forms up following the rules for skirmishers – ie, those in range get into base-to-base contact, those out of range form up behind.

- The models in the unit move at their own Movement value as long as they remain within 1" of each other.

Also note that any character allowed to join the unit counts as 'riding' the monster for the purposes of any special rules they may have. For example, if a Dark Elf Beastmaster joins a War Hydra unit, then it does get to ignore Monster Reaction tests if all the 'crew' are wiped out.

Q. Some items can dispel and destroy spells. We can use the dispel effect to dispel a Bound Spell. Can we destroy it as well? If yes, is the magic Bound Spell item completely destroyed or can it still be used (if it's a weapon with a Bound Spell for example)?

A. Bound Spells can only be destroyed if the item specifically states in its description that it can. In other circumstances, no – Bound Spells cannot be destroyed. If the Bound Spell is destroyed and the item is a magic weapon, it is only the spell that is lost – the item is still magical weapon.

Q. Can Uronon's Thunderbolt target characters in buildings?

A. Yes (the thunderbolts smash through the roof! Obviously...)

Q. Are enemy units engaged in close combat affected by the Casket of Souls? More generally, do spells which affect all enemy units in sight/on the battlefield etc, affect units in close combat as well (if part of the unit has line of sight)?

A. The Casket does not effect units that are engaged in combat at all. It is assumed that they are engrossed in the combat, and so will never be affected.

MAGIC ITEMS

Q. Can you use a Dispel Scroll to dispel a spell cast in a previous turn and has remained in play?

A. No. It says in the description of the item that it needs to be used "as soon as a spell has been cast." If the spell was cast in the previous turn, this won't be the case.

Q. The rules for magic items state that a character with a magic item can't use other close combat weapons. What's the affect of the Law of Gold once a magic weapon can't be used?

A. Characters come equipped with a hand weapon, so they'll have to use that instead.

Q. Some armies have items/runes that can destroy a spell on a 4+. Can you use them to destroy the Casket of Souls incantation (since it's said to be an incantation of power level 2D6)? What about the Anvil of Doom?

A. These items have no effect on the Casket of Souls or the Anvil of Doom, even if they can affect bound items.

Q. Does a character have to have the option of a mundane version of a magic item (like a shield) in his army list entry in order to take a magical version?

A. A character who may not take normal armour (ie, has no option for normal armour in his army list entry) may not wear magic armour. A Battle Standard Bearer who cannot have a normal shield cannot take a magical shield. Similarly, a Battle Standard Bearer is not allowed to take magical weapons that require two hands.

However, note that these last two are specific restrictions for Battle Standard Bearers – a character who does not normally have the option for a great weapon could still take a magic weapon that requires two hands to use, for example. The same goes for ranged magic weapons – you don't necessarily need a mundane missile weapon option to take one. Only Wizards can take Arcane items. Some characters (such as Slann Mage-Priests, or Dwarf Daemon Slayers) may have additional restrictions or allowances.

Q. How does the Dark Elf talisman, the Ring of Hoteb (Wizards within 6" Miscast on a double), work with the High Elf Arcane item, the Book of Hoetb (Mage's spells are cast with Irresistible Force on doubles)?

A. Any doubles rolled will be cast with Irresistible Force and then the Miscast occurs, as described for normal Irresistible Force in the rules for the Ring of Hoteb.

Q. Can a unit of Knights led by a Grand Master (making them Immune to Psychology) carry and get the benefit of having the Banner of Sigismund (making them stubborn)?

A. In the example you give, the banner would have no effect – Immune to Psychology is Immune to Psychology. If it were otherwise, you'd get situations where a player could say "My Dread Banner is a magical fear and so therefore overrules your mundane immunity," which of course is not the case.

Q. Can magic weapons and armour be combined with mundane weapons and shields and still receive a bonus Armour save in close combat?

A. No, magic weapons and shields don't grant the bonus Armour save, in any combination.

Q. If a Battle Standard Bearer in a unit refuses a challenge and goes into the back, does the unit still benefit from the magic banner he holds?

A. No, unless specifically stated otherwise (for example, Skaven) a unit is only affected by a magic banner if it is in the front or fighting rank.

Q. The High Elf Blade of Darting Steel states that if an enemy also has the ability to strike first, then a D6 is rolled to determine who attacks first. However, other items with the same ability state that in such a situation, who strikes first is determined by who has the bigger Initiative. Which is correct?

A. Each description is correct for its item. If a situation arises where there are two conflicting ways of resolving the issue, roll a dice to see which description is used for that round of combat.

WARHAMMER ARMIES – EMPIRE

Q. The repeater pistol works like a regular pistol for close combat (except it gives 3 extra attacks instead of 1). Does it also have the same bonuses for shooting, ie, no long range or movement penalty?

A. Yes.

Q. What is the correct points cost for Empire Pistoliers: 19 or 17? (17 is from an errata correction in the Spanish White Dwarf).

A. 19.

Q. The rules state that Prayers never affect steeds, which is not the same as mounts. In the description of the various Prayers, it often says 'affects a model', and a rider on a monstrous mount is a single model. Could you detail when the mount is and isn't affected?

A. Prayers only ever affect the rider – when we said steeds, we meant monstrous steeds as well.

WARHAMMER ARMIES – ORCS & GOBLINS

Q. If a Night Goblin Fanatic hits a ridden monster, who are the hits worked out against: the rider or the monster?

A. Fanatic hits should be randomised in the same way as shooting.

Q. Hand of Gork – it says it can move any Orc or Goblin unit of any type. Does this mean any unit in the army (Trolls, Giants, etc), or does it mean just Orc/Goblin units (units of that race, including Snotlings)?

A. The spell affects any Greenskin units – Orcs of all types, Goblins of all types, Snotlings, but not Trolls, Giants or Dogs of War which are not Orcs or Goblins. This does include chariots and pump wagons. The same is true of the Waaagh! spell.

Q. How does the Glowey Green Amulet work against Khemri? Technically speaking, the Tomb Kings player does not roll Power dice.

A. But technically speaking, they are 'treated as normal spells' except they are always cast, never Miscast and never cast with Irresistible Force. The Glowey Green Amulet doesn't work against normal Bound Items, because Bound Spells don't roll any dice. For Tomb Kings Incantations (specifically the Incantation of Vengeance) the player with the Glowey Green Amulet rolls the same number of dice that the Liche Priest used to cast (ie, two against a Liche Priest, three against a High Priest), just like against any other spell.

Q. A Giant Yells and Bawls vs an Undead unit. The book says that the unit has to pass a Break test at -2, but Undead units don't take Break tests. Does the book mean the unit loses the combat by -2 (and the Undead would suffer 2 wounds...), or just has to pass a test?

A. The unit is beaten by two – so, an Undead unit takes two wounds. In the same way, if a Giant Yells and Bawls at a unit of Daemons, they also test as if they had lost the fight by 2.

Q. Do the Boars pulling Orc Boar Chariots benefit from the 'Tusker Charge' special rule? It doesn't seem to be mentioned...

A. Yes, they do get the Tusker Charge. Oops.

Q. Say I move a unit through forest and only one model comes out of it, triggering a Goblin Fanatic. It says that Fanatics die the minute they touch an obstacle, and since only one model would be exposed, would the whole unit get hit (they're all still in the forest) by the Fanatic, or just the single model?

A. As long as one model is hit by the Fanatic, the whole unit takes hits.

Q. Can Savage Orc characters take magic armour, or magic shields only?

A. Magic shields only, as all other magic armour counts as armour, which they can't use!

Q. Buzgob's Knobbly Staff allows you to re-roll all dice used to cast a spell. A Night Goblin Shaman also carries mushrooms (used to add one dice to the roll, after dice have been rolled). Does he decide to use mushrooms before or after deciding to use the Staff's re-roll? If he uses the re-roll after the mushrooms, are the mushroom's dice re-rolled along with the basic casting dice?

A. A Night Goblin Shaman casting a spell with the Knobbly Staff may re-roll his casting dice. After this is done, he may choose to use his mushrooms, but the mushroom dice may not be re-rolled – they are not 'true' casting dice.

Q. If an Orc and Goblin army has both the Staff of Sorcery and Mork's Spirit Totem, do they get a +2 modifier to their Dispel roll (are the effects of the two magic items cumulative)?

A. In this case, yes they do get +2 to dispel.

WARHAMMER ARMIES – DWARFS

Q. It has been brought to our attention that Dwarf handguns are not listed as 'move or fire' weapons. Is this correct?

A. Correct! Dwarf handguns may move and fire.

Q. Could you explain how the 'crew' of a Dwarf Anvil of Doom work in close combat?

A. If you imagine that they form up just like a war machine crew, and work out who is in contact with whom on that basis, you won't go far wrong. It may even be worthwhile having a spare Runesmith and a couple of suitably hard-looking guard models to use for this purpose.

Q. How does the Slayer skill work if the model is armed with a Rune of Might?

A. As noted in the description of the Slayer skill, their Strength is only increased after modifications for weapons. In this situation, the Slayer's Strength will only be increased if his doubled Strength is still less than that of his opponent's Toughness (unlikely since that would mean it was Toughness 9 or 10!).

WARHAMMER ARMIES – VAMPIRE COUNTS

Q. Can a Banshee scream into close combat she isn't participating in?

A. She can target any one unit in range; no exceptions are listed.

Q. Do Ethereal units suffer from attacking over a defended obstacle?

A. They only ignore movement penalties, that's all. This includes marching in difficult terrain.

Q. If you have more than one Vampire that can summon Wolves/Ghouls can they all be put into one unit?

A. No. Each summoned unit is a separate unit.

Q. How does the spell Hand of Dust work? The text mentions a hit roll at first, but speaks of a 'wound' later, so is a wound roll needed or just the hit roll?

A. Only a roll to hit is needed.

Q. Necrarch and Labman Vampires can't wear mundane armour. They shouldn't be allowed to wear magical ones either. But some text specifically says for magical armour that Necrarch and Labman Vampires can't wear them. What about the other magical armours? Can you specify which armour each Bloodline can wear?

A. Oops. A Lahmian or Necrarch cannot choose any armour, mundane or magical.

Q. Are Undead immune to poison, since it does not say this anywhere?

A. Undead are no longer immune to poison. The reference to unliving targets in the poison description means chariots, war engines, buildings, and such like.

Q. Can Von Carstein with Wolf Form join a unit of Dire Wolves? This would seem to really fit in with the background and the army. However, the rules for fast cavalry prevent such units from being joined by a character on foot. Does Wolf Form allow a Vampire to join a unit of Dire Wolves?

A. Yes. Check the Errata for fast cavalry.

Q. Do Wristbands of Black Gold work for the wearer and his mount, like the Chaos magic item Golden Eye of Tzeentch... since both items cost the same amount of points, I imagine they should but I can't see this anywhere in the Vampire Counts book.

A. No. Items like this only work for the mount as well if specifically stated.

WARHAMMER ARMIES – DARK ELVES

Q. How do you work out the combined effects of Dark Venom (Poisoned Attacks) and Touch of Death (Killing Blow)?

A. Poisoned hits (ie, 6s rolled to hit) have no chance of causing a Killing Blow as no roll to wound is made.

Q. If you are wounded by Black Lotus poison, do you lose 2 Wounds in total (one from the wound, and one from reducing all characteristics by 1)?

A. You only lose one Wound.

Q. How does the ability Hand of Khaine affect Giants and other models with special attacks?

A. Hand of Khaine reduces a model's Attacks characteristic by -1. If the model attacks some other way, as Giants or Fanatics do, it has no effect.

Q. For the Dark Elf War Hydra, which head breathes fire?

A. A Hydra has one breath attack, so choose which head breathes fire.

Q. Can Shadowblade be revealed in a fleeing enemy unit? If so, is the unit destroyed or will it flee from him automatically?

A. Yes, he can appear inside a fleeing unit. As he counts as charging, the unit will automatically flee towards the closest table edge.

Q. If Shadowblade is never revealed because his unit was wiped out or flees off the table, will the enemy get Victory points for him?

A. No.

WARHAMMER ARMIES – HIGH ELVES

What is the effect of the Amulet of Purifying Flame (-3 to casting rolls on hero/unit) vs Bound Spells (vs the Casket of Souls more specifically)?

A. No effect against Bound Spells as they do not have a casting roll. Against the Casket of Souls, the -3 does take effect however, as it is cast like an Incantation, which work in the same manner as other spells.

Q. Are models wearing Dragon armour immune to bits from the Screaming Skull Catapult, since they are flaming bits? Same question with the Chariot of Fire's impact bits (and Dwarf war machine with Rune of Burning, by the way).

A. They are only immune to 'pure' flame attacks such as flame cannons, Dragon's breath, warfire throwers, Lore of Fire attack spells and the like.

They are not immune to cannonballs, Chariot scythes, screaming skulls or anything else that also happens to be on fire! (Note: they are not immune to Tzeentch spells).

Q. Can Vault's Unmaking be used to destroy the Casket of Souls or an Anvil of Doom?

A. No, they are not magic items.

Q. If the White Sword is destroyed with Bane of Forged Steel, can Eltbarion still use his fighting styles?

A. Yes. They are skills of his own, not skills that are gained through his weapon.

Q. Does the High Elf spell, Flames of the Phoenix, count as a fire attack? The name implies it, but it's not explicitly written 'flaming bit' or 'flaming attack'.

A. Yes.

WARHAMMER ARMIES – SKAVEN

Q. Life is Cheap rule: On a result of 1-3 the bit is resolved against one randomly determined unit among those in close combat with the target, and on a result of 4-6 the bit is resolved against the intended target.

Does the random roll after the 1-3 result also include the originally intended target thus giving a 75% chance to hit it?

A. No. The target unit is not 'among those in combat with the target' – it IS the target!

Q. Do Rat Swarms have a Unit Strength of 3 per base or 5?

A. Unit Strength 3.

Q. Can Skaven weapon teams stand & fire at regiments that charge their parent units?

A. No.

Q. If a weapon team's parent unit flees, does the weapon team flee as well?

A. No (unless it panics, of course).

Q. Does the Cavalry Base special rule mean that weapons teams can be targeted by shooting even when within 5" of a unit because they are on a larger base?

A. No. It says on page 26 '...they cannot be singled out as targets by enemy shooters because they are the same size as the other Skaven around them.'

Q. Do you roll for the Storm Banner to burn out every player turn (I trigger it at the beginning of my turn, then roll to see if it burns out at the beginning of your next turn, then my next, etc), or just on each of my turns? I note that in the Skaven battle report on the Games Workshop website, it appears as if it is the latter option.

A. It is rolled every player's turn.

Q. Can you buy a Warpstone Token for a Plague Priest with the Liber Bubonicus?

A. Yes – with the Liber Bubonicus, he becomes a Wizard (and so can use items from the Arcane Items list).

Q. Can a bidden Assassin try to activate the Bands of Power?

A. No. He cannot do anything until he is revealed.

Q. Are you really allowed to have the same model as your General and your Battle Standard Bearer?

A. No, the usual paragraph preventing this was omitted by mistake.

Q. If you die from using a Warpstone Token but successfully cast the spell, would the effects of the spell still go off?

A. Best thing to do would be to roll a D6 for it. Sometimes a spell is cast, sometimes not...

Q. It states in the book that some Skaven units are treated exactly like cavalry. Does that mean that the Screaming Bell can affect them as it does cavalry? Does it mean that spells which affect cavalry units affect these Skaven units in the same way?

A. No. They are not affected by spells that affect cavalry because these spells generally speak of targeting the mounts (ie, scaring horses).

Q. If a Bolt Thrower killed a Grey Seer on a Screaming Bell, or destroyed the Screaming Bell, would the bolt continue through the ranks of Clanrats?

A. No, as the shooter could choose to aim at the unit OR the large target (the Screaming Bell and the Grey Seer). The Screaming Bell and the Clanrats are two separate targets (though a Cannon could hit both).

Q. Would the Umbranner's Ward save kick in against a Bolt Thrower after it has successfully gone through two ranks (down to Strength 4)?

A. Yes.

Q. If your Grey Seer riding the Screaming Bell is killed, is there any reason why the striker can't continue to ring the bell?

A. No, the striker can continue to hit the bell.

Q. Can a Grey Seer on a Screaming Bell use a Warpstone Charm to re-roll the roll for ringing the Screaming Bell?

A. No. It is not directly affecting the Grey Seer – he is not the one ringing the bell!

Q. If, say, a unit of Jezzails causes a Panic test on itself, where does it run to?

A. Towards the nearest table edge.

Q. Can the Tenebrous Cloak protect against rolling a 1 with the Warp Lightning spell?

A. Yes.

Q. If an 11-12 result is rolled when ringing the Screaming Bell (Skaven units become subject to hatred) does a Skaven unit already engaged in combat get to re-roll failed hits?

A. Only if it is in the first round of combat – the normal rules for hatred still apply.

Q. Does Skitterleap count as movement for the purposes of shooting?

A. Being sensible, yes.

Q. Does an Undead General have to test under a result of 13 on the Screaming Bell chart?

A. No, as the General is a character and Undead characters never suffer wounds because of a dead General.

Q. Does a Warp-lightning Cannon count as a war machine or a chariot for things like deployment and Unit Strength?

A. A war machine with three crew.

Q. What happens if a Warp-lightning Cannon is forced to become engaged in combat, such as if the Slaanesh spell Delicious Excruciation was cast on them (making them Unbreakable, and as such unable to flee from a charge)?

A. If for any reason the Warp-lightning Cannon is engaged in combat, it is immediately destroyed (and the enemy unit can overrun as normal).

Q. Do poison wind globes count as poisoned attacks?

A. No. The hand-to-hand attacks are not poisoned, and the globes are shooting weapons with their own rules.

Q. What happens if a Tunnelling Team emerges directly below a fear-causing enemy unit and fails its Fear test?

A. It doesn't need to take a Fear test, as it will 'automatically engage it in close combat on the side closest to the marker (the team counts as charging)'. As it 'automatically engages', it does not need to take a Fear test.

Q. Does a Tunnelling Team need to test for terror if it emerges close to a terror-causing creature? (Both testing for terror and emerging from tunnels happen at the start of the turn, so which one occurs first?)

A. Yes, an emerging Tunnelling Team must take Terror tests on the turn they arrive. You could imagine it would be rather unnerving to emerge from a hole and find yourself at a Dragon's feet...

Q. Is the Skaven crew of a Warp-lightning Cannon assumed to always have line of sight to the Casket of Souls (since they can see anywhere on the battlefield) or can the Skaven player pick and choose when the crew is looking through the cannon sight? In the same vein, does it mean enemy scouts cannot use their Scouting rule?

A. No, and no. The cannon is assumed to be able to see through terrain during the Shooting phase only. At all other times, it counts as conforming to normal line of sight rules.

Q. Is the Skaven Warp-lightning Cannon a missile attack, and so can be stopped by an anti-missile magic item (ie, Banner of Doom or special Ward saves)?

A. Yes.

Q. Do the new Storm Banner rules (White Dwarf 272) mean that Ratling Guns, Warpfire Throwers and Warp-lightning Cannons only work on a 4+?

A. Yes, since the text doesn't mention enemy only, and they are war machines that don't use BS.

Q. If the Screaming Bell rolls 16, are units not yet on the table (tunnellers, units pursuing out of the table units, etc) affected?

A. No, as they are not on the battlefield when the effect takes place.

WARHAMMER ARMIES – HORDES OF CHAOS

Q. What happens if a unit of Tzeentch Screamer makes a slashing attack on a unit that does automatic hits, like a Night Goblin Fanatic?

A. Both units inflict and take damage. In the example of the Fanatic, the Screamers take D6 S5 hits and simultaneously each do a S3 hit on the Fanatic.

Q. When an enemy unit is affected by Green Fire of Tzeentch and strike themselves, does the unit use its main weapon (caster basically chooses), or does the owner of the unit get to choose? For example, if a unit is equipped with great weapons and shields, would they use the great weapons (caster's choice) or hand weapon and shield (owner's choice)?

A. Caster's choice.

Q. If two units with Cloud of Flies are fighting each other, or a Plaguebearer unit is affected by a spell that makes them attack themselves, do they suffer the -1 to hit modifier?

A. No.

Q. I mount a Chaos Lord of Khorne atop a Chaos Dragon, and equip him with the Chaos Runesword and the Berserker Sword. Do all the models in base to base contact with my Dragon count for the effects of both items?

A. Yes.

Q. The Slaanesh spell, Titillating Delusions states that affected units must move towards the nominated point in the Remaining Moves phase – does this mean that they can declare charges as normal (thereby moving before being forced to move in the Remaining Moves phase)?

A. Yes. If there is an enemy in their way, they must declare a charge against them following the normal turn sequence.

Q. Does a character on a Daemonic mount benefit from its immunity to psychology?

A. No.

Q. Are Nurglings skirmishers? In their description, it says so, but in the army list it doesn't.

A. Yes.

Q. If Gaze of the Gods turns my Khorne Lord into a Chaos Spawn, is it a Bloodbeast of Khorne or just a normal Chaos Spawn?

A. Just a normal spawn (not that any spawn is really 'normal'!)

Q. Armour of Damnation vs. hatred. How does this work (successful hits are re-rolled, failed hits are re-rolled)?

A. The attacking player rolls to hit and re-rolls misses. Then the defending player makes the attacker re-roll all successful attacks.

WARHAMMER ARMIES – TOMB KINGS

Q. Can another Liche Priest join the Casket of Souls (the same way a character can join a war machine crew)? If so, what happens if the original Liche Priest is killed? Can the other Liche Priest sustain the Casket?

A. Yes. In the description for the Casket (p. 33) it says 'If...there is no Liche Priest or Liche High Priest acting as part of the crew for the Casket at the beginning of any Tomb Kings turn, the Casket and its two Casket Guards immediately collapse...'. It doesn't say anything about the original Liche Priest – as long as there is at least one Priest acting as crew it operates as normal.

Q. Skaven Screaming Bell score of 13: do you treat the Tomb Kings army as if the Hierophant, not the General, has been killed?

A. Yes.

Q. Does Settra generate any Dispel dice or is an army led by him limited to the base two?

A. No, Settra doesn't generate any Dispel dice, even though he can use Incantations.

Q. Can wounds be 'transferred' onto a Screaming Skull Catapult or a Chariot with the Collar of Shapesh?

A. Yes.

Q. A Tomb Kings/Prince is not listed as a Wizard (he can't take arcane items, and doesn't generate Dispel dice). Can he still be a target for Drain Magic?

A. No, as he isn't a Wizard. It is more his indomitable will that forces his minions to perform his bidding rather than 'magic' in the normal sense. In a similar vein, Drain Magic cannot be cast against Warrior Priests, or Settra himself.

Q. If a Screaming Skull Catapult has lost all its crew, can they be brought back with the Incantation of Summoning, so long as the Catapult itself is still standing?

A. Yes, and vice versa.

Q. While he is with a Chariot unit, if I kill a Tomb King or Prince's Chariot, he becomes separated from the unit at the end of the phase. If this happens in close combat, does he

become an independent character before or after combat resolution? If the Khemri unit wins and the opponent flees, does the Tomb King and Chariot unit pursue together or separately?

A. Both combat resolution and fleeing/pursuit happen before the end of the phase, so the character would count as part of the unit (unfortunately, this would also mean the Chariots only pursue 2D6" because his Movement value is not more than 6").

Q. What happens if an enemy unit with Magic Resistance is in line of sight of the Casket when its incantation is released? Do you really add the Magic Resistance dice to the Dispel roll (and very easily screw up the Incantation)? More generally, if one of the targets for the Casket has a special ability against spells (magic resistance, rebound, dice stealing, casting score reducing...), does it apply to the whole Casket's spell effect?

A. Magic Resistance does work against the Casket's Light of Death, so long as the model/unit with Magic Resistance would be affected. Where there is more than one unit with Magic Resistance that will be affected, only one model/unit can add their extra dice (usually the highest). In all other respects, the Light of Death counts as magic that affects any enemy unit that can see the Casket, so other effects would also work as they would against any other magic. Having said that, however, a magic item that 'rebounds' spells isn't going to have any effect – the Light of Death only ever affects enemies.

Q. If a Screaming Skull Catapult engaged in close combat loses, but doesn't lose all its crew, can the additional wounds suffered from combat resolution be allocated to the Catapult itself rather than the crew?

A. Yes.

Q. How do you resolve challenges involving the Champion of a Chariot unit?

A. If the Chariot is charging, any impact hits are worked out against the unit as with other challenges. However, except for impact hits, the chariot takes part in the challenge as a single model, so all crew and steeds fight in the challenge. This is necessary as there is no separate Wound for the Champion himself and so attacks against him cannot be separated out.

Q. Can Tomb Kings single characters and skirmishers move at double movement value?

A. No. The only case when it is possible for a Tomb Kings unit to move at double speed is when charging.

Q. Can you use items like the Bretonnian Mantle of Blood, or Malekith's armour to suffer only 1 wound instead of 1D6 from a Tomb King's Curse?

A. The Tomb King's Curse is treated like any other multiple wound attack for this purpose.

Q. How does the Bone Giant's Unstoppable Assault work against the Steam Tank, castle walls and other targets that don't have Wounds?

A. It has no effect at all; if the target does not have a Wounds characteristic, there's no life-force for the Bone Giant to feed on!

Q. How many attacks has a Bone Giant, including his second weapon?

A. 5. He has 4 Attacks in his profile and gets an extra 1 with the second weapon.

Q. Usabti are armed with 'buge ritual blades', are these Great weapons?

A. No, if they had Great weapons it would say 'Weapons: Great weapons' in the army list entry.

Q. Does a charging Chariot unit cause impact hits for ALL of its Chariots, or only the ones that are in base-to-base contact?

A. Only the Chariots that are in base-to-base contact can cause impact hits.

Q. Can you resurrect a Tomb King's Chariot if it has been destroyed but the Tomb King is still 'alive'?

A. No. The Tomb King and his Chariot are treated separately. Neither can you resurrect the Tomb King if the Chariot is still alive!

Q. Do Skeleton spearmen in the second rank get to fight when the Righteous Smiting incantation is cast upon the unit?

A. The incantation explicitly says "models in base-to-base contact".

Q. If the Invocation of Righteous Smiting is cast on a charging Bone Giant, can he use the Unstoppable Assault rule?

A. Yes, but remember that he attacks only once, not five times.

Q. If the Incantation of Righteous Smiting is cast on a Tomb King with the Destroyer of Eternities, can he use the special attack instead of the single one allowed by the incantation?

A. Yes.

Q. How are skirmishers and lone characters on foot (360° line of sight) affected by the Casket of Souls?

A. Just like everybody else!

Q. Fast cavalry can shoot all round, so does this mean they have 360° line of sight for the purposes of the Casket of Souls?

A. No, as described in the rules for fast cavalry, they use normal line of sight for everything except shooting.

Q. How do you resolve wounds from the Casket of Souls against a war machine? Is the machine itself affected or only the crew?

A. Randomise wounds between crew and machine as with other missile hits.

Q. Can you use the general's Ld (if in 12" range) when determining the number of wounds from the Casket?

A. Yes. For all purposes, a unit's Ld is equal to the general's if he's in 12" range.

Q. Incantations vs Drain Magic. Can an incantation be cast at a power level of 0 or lower? If so, is it automatically dispelled by the opponent if he wishes to, or is a D6 roll still necessary?

A. An incantation is always cast, regardless of its power level. The opponent must still spend one of his Dispel dice to dispel the incantation. However, the result will automatically be higher than 0 and the incantation will be dispelled.

Q. How far can the Licke Priest go away from the Casket of Souls without being considered out of range from it?

A. A model must remain within 1" of a war machine (or in this case, the Casket of Souls) to count as being part of its 'crew'.

Q. Can a character with the Collar of Shapesh, and within 6" of a Casket of Souls, redirect wounds to the Casket itself (and therefore have them ignored)?

A. No, it must be redirected to a model with a Wounds characteristic.

Q. Do hits from the Destroyer of Eternities that hit each model carry over onto the unit if attacking rank and file models?

A. These special attacks do not carry over to other models, treat them all as allocated attacks.

Q. Can you use the Banner of the Undying Legion on a character that has joined the unit?

A. No, it only affects the unit.

Q. Can the Collar of Shapesh transfer wounds from combat resolution?

A. No.

Q. If the Tomb Kings hire a Dark Emissary or Truthsayer, when do they cast their magic within the hierarchy?

A. As long as they don't disturb the hierarchy, they can cast at any time, before or after it, but never during.

Q. Banner of the Hidden Dead. Can a unit charge on the turn it's raised? Can it still be used if the Standard Bearer is killed before the unit is revealed?

A. As the banner states, they appear in the Remaining Moves part of the turn, after charges have been declared. When the Magic phase rolls around, however... If the bearer is killed, you can't activate the power of the standard and the unit won't appear in this battle. Your opponent doesn't get Victory points for the missing unit though.

Q. Settra's Armour of Golden Magnificence. Do weapons or spells that nullify Armour save work or is it like a second 4+ Ward save? Oh, and is the 2+ Armour save improved by +2 with the Chariot?

A. As stated, he is allowed a 4+ save even against attacks that normally allow no save, and yes, this is in addition to his Ward save. And no, he always has a 2+ Armour save, whether mounted or not.

Q. Does Queen Khalida count as a Tomb King for army selection?

A. Yes (you just need a Hierophant to take her).

Q. Is it true that when fighting in close combat, the Priest joins the first rank and personally defends the Casket?

A. Yes, a Priest must fight in the combat. The Priest and his bodyguards form up like war machine crew.

Q. Does the Collar of Shapesh work against the Black Amulet's rebound?

A. Yes.

Q. Does the Blade of Mourning affect Undead?

A. No, as Undead do not take Break tests.

WARHAMMER ARMIES – LIZARDMEN

Q. If one Salamander in a unit of three Salamanders loses its three Skink Handlers, but there are still six Handlers for the other two Salamanders left in the unit, does that Salamander have to roll on the Monster Reaction table?

A. No. So long as the unit has at least one Skink Handler still in it, the Salamanders remain under control. If that last Skink dies, then the entire unit makes a single Monster Reaction test.

Q. Can a unit or character have the same Blessed Spawning twice? Eg. can my Saurus Warriors take two Blessed Spawnings of Quetzl to get +2 to its Scaly Skin?

A. No!

Q. In the Southlands list, do Skink Cohorts and Horned One Riders have the Cold-blooded special rule?

A. Yes.

Q. How does the Kroxigor's rule 'Skirmish Screen' work with Skink units that are in combat already? Can you charge through them as well? Also, can Kroxigors charge through units of Skink Cohorts, or Horned One Riders?

A. Kroxigors can only charge through Skirmishers (hence the name Skirmish Screen). They can't charge through ranked up units, and can't charge through skirmishers that are engaged in combat at all.

Q. Does the 'Predatory Fighters' rule imply that one of the two Saurus Attacks is made without a weapon bonus? Temple Guard have 2 Attacks but not the Predatory Fighters rule, so does it mean that they have 2 Attacks, both with the halberd bonus? What about characters?

A. Predatory Fighters, simply put, is only meant for Saurus armed with spears, and says that the second rank has only 1 Attack. In all other cases, use the Attack value indicated, and that's why Temple Guards and characters do not have this rule.

Q. What if I declare a challenge to a unit with a Slann inside? Can he take the challenge? What if he refuses?

A. Slann are not meant for combat and, unless he is in the fighting rank, he cannot issue or refuse challenges. If he is in the fighting rank, he may issue and accept challenges as normal.

Q. Can a Slann be put in the third or further back rank of a unit? The text mentions the second rank, but not 'any' rank. Can a Saurus unit (not Temple Guard since they're stubborn and the Slann isn't) use his Ld whatever the rank he's in?

A. No. Slann can be placed in the front rank, or the second rank.

Q. How is shooting or casting a spell at a Slann inside a Saurus unit resolved? For shooting, do you choose the Slann or the unit, or do you randomise? Is the +1 to hit (large target) for the Slann only, or does it apply also to the unit because the Slann is in it? As for magic, you could target the Slann (large target) while the unit is not visible to the caster... does a spell that affects a 'unit' affect the Slann and the Saurus then?

A. As the Slann is a different size from the models around it, it can be targeted separately. The +1 to hit only applies if shooting at the Slann. This equally applies for magic missiles – and as the Slann is a large target, he might be able to be seen when the unit is not. If the unit the Slann is with consists of less than five models, then missiles aimed at the unit itself could potentially hit the Slann – they are randomised as normal.

Q. Do Salamanders need a BS roll to hit or does their ranged attack hit automatically?

A. They hit automatically, in the same manner as a Ratling Gun and a Volley Gun.

Q. Can a Slann use items that are for 'models on foot only'?

A. No. He is not a model on foot!

Q. Can a Skink with the Blessed Spawning of Huanchi (move through woods) and the Cloak of Feathers fly through woods?

A: No. The normal flying rules are not nullified.

Q. Can a second generation Slann cast a spell without using a dice from the dice pool and just use the 'free' dice?

A: No. The dice is extra 'after the dice have been rolled' indicating that the number of dice used to cast the spell initially cannot be 0.

Q. Why does the Blessed Spawning of Huanchi (move through woods) cost 20 points for a character? They can move through woods already for free if they are alone!

A. Units can only be joined by characters with the same Blessed Spawning. So if the characters during a game wanted to join a unit with Blessed Spawning of Huanchi, he would have to be blessed the same way.

Q. Do Blessed Spawnings affect ridden creatures as well as the rider?

A. They are not affected except where noted (Blessed Spawning of Chotec).

Q. With Lord Kroak's Ceremonial Mace of Malacbite, magic weapons count only as hand weapons. What about magic weapons that are not hand weapons, like the Lance of the Quest and Crimson Death – do they also count as hand weapons?

A. 'Magical weapons count as hand weapons'. So they count only as hand weapons.

Q. Do you get the benefit for +1 Strength with Kroq-Gar's Revered Spear of Tlanxla if he charges on foot (if Grymloq is slain)?

A. All the effects of the magic weapon are from it being magical. So yes.

Q. Can you cast spells like Flaming Sword of Rhuin on a Slann?

A. Yes. Since it is the Skink attendant who is assumed to fight, it is imagined that the flaming sword will appear in the Skink's hands!

Q. Do you get the benefit for +1 Strength with Kroq-Gar's Revered Spear of Tlanxla against units immune to psychology?

A. Yes.

Q. What is the range of the Stegadon's Giant Bow? Do you get Armour saves against the Giant Bow, or is it treated like a Bolt Thrower (and so no Armour saves would be allowed)?

A. The giant bow is a bolt thrower in all respects, except it can move and fire, and has a different Strength. Use all the rules from the Bolt Thrower section of the Warhammer rulebook (p. 124-125).

Q. Can the Slann's Leadership be used if he is positioned in the second rank? Normally, a character's Leadership can only be used if he is in the fighting rank.

A. Yes.

Q. Can a Skink with the Scout ability scout if it is mounted on a Stegadon or a Horned One?

A. No. A Skink may only scout if it is on foot.

BRETONNIANS PREVIEW ARMY LIST

Q. Do models which have the Knight's Virtue (are Immune to Panic caused by units that are not Knights) have to take a Panic test from shooting. Is 'Knight' here referring only to friendly Knights?

A. Yes. It means that fleeing Commoner units will not cause them to take a Panic test. This also applies to units of Commoners who are destroyed or break from combat.

Q. The Bretonnian Battle Standard Bearer, carrying the Standard of the Lady of the Lake (nullifies rank bonus), is slain during a combat round. Since rank bonus is calculated at the beginning of the combat round, when the banner was still active, does the banner's effect still kick in?

A. Although ranks are determined at the start of the combat round, the effect of the Standard is only calculated at the end – if the Standard Bearer is slain, the enemy still physically had ranks at the start of turn, so they gain only their normal rank bonus.

Q. Does the Blessing of the Lady have any effect against magic missiles?

A. No.

WOOD ELVES PREVIEW ARMY LIST

Q. Can a model use the Bow of Loren to fire the Hail of Doom Arrow?

A. No, the model must have a normal bow/longbow to fire the Hail of Doom Arrow.

RAVENING HORDES

Q. Can you fire Chaos Dwarf blunderbusses if there is a friendly unit in combat with an enemy in the zone of fire?

A. No, only Skaven can shoot when there is a chance of hitting their own units.

Q. How exactly do Chaos Dwarf Blunderbusses work with the Stand & Shoot charge reaction?

A. The rules are applied exactly as with any other unit. If the chargers start within 12" then any models within 12" may be hit. If the chargers are outside 12", the charging unit is stopped at

maximum range as normal, and so in this case only the front rank of the charging unit will be in the zone of fire.

STEAM TANK

Q. What effect does an Earthsbaker Cannon have on a Steam Tank?

A. It will move at half normal rate, and must first roll a 4+ before each weapon.

Q. Do Pikemen get +1 Strength when charged by a Steam Tank?

A. Yes, they do.

Q. Does the use of a Steam Tank have to be agreed upon by both players?

A. No.

Q. Are the Trainee Engineers on a fighting platform vulnerable to poison?

A. Any poisoned missile attacks that hit by rolling a 6 need to be randomised separately. If they are randomised against the crew they wound them automatically, but if they are randomised against the Steam Tank they still need to roll to damage with their Strength. In close combat there is no problem since the enemy can attack either the Steam Tank or the Engineers.

Q. Would firing from a hill down at the Steam Tank count as an above hit or is this just for attacks that lob their shot?

A. The 'hit from above' rule is limited to war machine attacks like mortars, stone throwers etc, (ie, those that use the Scatter dice) and spells such as the Comet of Casandora, Forked Lightning, etc. It does not apply to normal missile fire, magic missiles, cannons and other machines that do not use the Scatter dice, or any close combat attacks (even by Giants...).

Q. If the Steam Tank is charging and its intended target flees, can it redirect the charge?

A. Of course, if the new target has been revealed by the first one fleeing (ie, if the Tank would not have been able to charge it before the flight of the original target).

Q. What about the Toughness of the Steam Tank? Several things use the opponent's Toughness to decide the Strength of the attack (for example, the Rune of Might, Dwarf Slayers, the Sword of Heroes).

A. They don't give any advantage to models fighting the Steam Tank as it has no Toughness value. This applies to any attack which uses a characteristic of the Tank (except Initiative, as noted in the rules).

Q. How does a Helblaster shot work against the Steam Tank? Do you count the total number of bits and roll separately for each one with Strength 5 (or 4), or do you consider one Artillery dice as one bit and the number it rolled as a wound modifier?

A. The first solution is correct. The same applies to other multiple shot weapons, like repeater weapons.

Q. It is unclear as to when the player is allowed to measure the distance from the tank to an intended target for a charge, or if he even has to declare a charge, and how he goes about devoting Steam Points.

Can he measure first, and then decide a) not to put steam to movement but to shooting instead? or b) that he can possibly back up for more impact damage? Or does he have to take his decisions guessing all ranges?

A. You still have to declare charges, and nominate how many Steam Points you are going for – you have to judge how many you need.

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ERRATA

The corrections printed here are designed to replace the relevant section in the first impression of the Warhammer rulebook and the relevant Armies books. You have permission to photocopy these pages so you can cut out the corrections and paste them directly into your books. This will save you from having to cross-reference between this book and the other publications.

WARHAMMER RULEBOOK

Page 71 (RESULTS) – replace first two paragraphs with:

RESULTS

For each separate combat you must determine which side has won. Do this once all the units engaged in the combat have fought. Obviously if one side is completely wiped out, the other side has won with no need for a Break test.

Begin by adding up all the wounds caused by each side in the combat. It doesn't matter which particular units suffered the wounds, just add them all up. Don't forget to add the wounds taken by big creatures that haven't been removed as casualties. Do NOT count wounds saved by Armour or Ward saves.

Page 81 (1. IF CHARGED BY A FEAR-CAUSING ENEMY) – replace 3rd paragraph with:

If the unit fails its test but its Unit Strength is equal to or higher than the charging enemy's, it will fight on as normal but must roll 6s to score hits in the first turn of close combat.

Page 91 (HAND WEAPON rules) – replace 1st paragraph with:

HAND WEAPON (Sword, axe, etc)

Unless specifically noted otherwise, all models are assumed to be carrying a hand weapon of some kind.

The term 'hand weapon' is used to describe any weapon held in one hand and not otherwise covered by the rules. As such it includes swords, axes, clubs, maces, etc.

Page 95 (INDEPENDENT CHARACTERS JOINING UNITS) – replace 1st paragraph with:

Independent characters can move and fight on their own. In effect, a character counts as an individual unit comprising of only one model. However, during the course of a battle, a character is allowed to join a friendly unit of ordinary troops, in which case he becomes part of that unit until he decides to leave it.

Page 109 (CHAMPIONS) – replace 2nd paragraph with:

Although they can be powerful in combat, Champions are not characters but members of their regiment and always fight as part of it, moving, attacking, fleeing and pursuing alongside the unit as a whole. If the unit has any special rules which apply to it, such as being *stubborn* or subject to *frenzy*, then these also apply to the Champion. Unlike characters, a Champion is not permitted to move and fight on his own, and can never leave his unit or join another one. They are effectively another model in the unit, the only difference being that they are blessed with enhanced characteristics.

Page 116 (CLOSE COMBAT rules) – replace 4th paragraph with:

If the skirmishers are charged, the enemy is brought into base contact with the closest skirmisher and then the enemy unit is halted. The enemy is not aligned against the skirmishing model. The skirmishers form up as explained above and the enemy will proceed with further charges. Charging enemy models attack first in the ensuing Close Combat phase as normal.

Page 116 – replace CHARACTERS paragraph with:

A roughly man-sized character on foot can join a skirmishing unit. No other characters (mounted, riding in chariots, etc) can join skirmishing units.

Page 117 (FORMATION & MOVEMENT) – replace FREE REFORM paragraph with:

FREE REFORM

Unless it charges, the fast cavalry unit can reform as many times as you wish during its Movement phase without incurring any penalties to its Move distance. See the rules for reforming (p.49). Note that no model in the fast cavalry unit can move more than its maximum Move distance despite the free reform.

Page 135 (CASTING SPELLS) – replace both paragraphs with:

CASTING SPELLS

In a player's Magic phase, which follows the Movement phase, each of his Wizards can attempt to cast each of his spells only once. Spell casting is determined by rolling dice, and the number of dice available to roll limits the number of spells that can be attempted. Fleeing or dead Wizards, or those with any type of armour (except a barded steed), cannot attempt to cast spells. Wizards cannot cast spells at units in close combat, unless the spell only affects themselves or otherwise says so in its description.

Page 144 (WALL OF FIRE) – replace 1st 2nd & 3rd paragraphs with:

WALL OF FIRE

Remains in Play

Cast on 12+

This spell has a range of 24" and can be cast on an enemy unit visible to the caster which has no models (friend or foe) within 1" of its front rank (walls, hedges and other scenic features don't matter). The spell cannot be cast on units with a 360° line of sight.

A searing wall of flame suddenly rises in front of the unit. To represent this take some cotton wool or paper and place this in a line up to 1" thick in front of the unit.

The unit suffers 1 automatic hit for each model (including characters) in its front rank. Each hit is resolved with a Strength of 4.

Page 145 – replace BANE OF FORGED STEEL paragraph with:

BANE OF FORGED STEEL

Cast on 11+

This spell has a range of 12" and can be cast on an enemy unit which is visible to the caster. If successfully cast, the enemy's weapons begin to crumble and rust away. No weapon bonuses or penalties apply to the affected unit for the remainder of the battle. For example, a unit wielding Great Swords will not get their +2 Strength bonus in combat for the rest of the battle, but will now not have to strike last. A unit with missile weapons may not shoot for the duration of the entire battle. Affected units are assumed to use their fist/claws, etc, and so cannot benefit from the rules for using two hand weapons or a hand weapon and shield. War machines and magic weapons cannot be affected by the Bane of Forged Steel – only ordinary weaponry carried by troops.

Page 146 (STEED OF SHADOWS) – replace first paragraph with:

STEED OF SHADOWS Cast on 4+

This spell may be cast upon the Wizard himself or any single friendly independent character model within 12" of him – the spell can only be cast on a model with a Unit Strength of 1 (it won't work on a mounted model or a model riding in a chariot, for example).

Page 154 – replace DISPEL SCROLL paragraph with:

DISPEL SCROLL 25 Points (Arcane)

A Dispel Scroll is inscribed with a powerful anti-magical invocation. When it is read out by a Wizard, the effect is to drain away magical power and weaken a spell that has been cast. As soon as a spell has been cast, any Wizard who has a Dispel Scroll can read it. This automatically dispels the cast spell, no dice roll is required.

Reading a Dispel Scroll will bring any spell cast by the Wizard reading it to an end. To put it another way, a Wizard who has a spell in play will automatically cancel it by reading a Dispel Scroll.

As with all scrolls, Dispel Scrolls are not unique items – they are prepared by a Wizard prior to battle and it is quite possible for several Wizards to carry Dispel Scrolls, and for a Wizard to carry more than one. However, only one can be used at a time.

Note that a Dispel Scroll will not help if the spell has been cast with Irresistible Force. Any spell that is successfully cast with two or more 6s is Irresistible and no Dispel roll is permitted.

Page 197 – replace SCENARIO CHART with:

Scenario chart

D6	SCENARIO
1-2	Pitched Battle
3	Breakthrough
4	Meeting Engagement
5	Flank Attack.
6	Capture

Page 37 – replace RE-ROLLS paragraph with:

Sometimes the rules allow you a 're-roll' of the dice. This is exactly as it sounds – pick up the dice you wish to re-roll and roll them again. The second score counts with a re-roll even if it is a worse result than the first, and a player may only re-roll a single dice once, regardless of the source of the re-roll.

Page 253 (DAMAGE CHARTS) – Replace '2D6 Effect' at the top of the charts with 'Damage/Effect':

Damage/Effect | Damage/Effect | Damage/Effect | Damage/Effect

Page 117 (SHOOTING AND MOVING) – replace entire paragraph with:

SHOOTING AND MOVING

Fast cavalry armed with missile weapons are expert at shooting from horseback (or wolfback!) and can therefore shoot even when marching or reforming. The normal -1 penalty for moving applies.

Page 118 (SHOOTING AT WAR MACHINES) – replace second paragraph with:

When shooting at a war machine, it is treated exactly as any normal unit with regards to modifiers to hit. A war machine and its crew don't count as skirmishing, and so don't benefit from the -1 To Hit penalty. Some war machines may be classed as large targets (this will be noted in the war machine's specific rules).

Page 119 (ATTACKING A MACHINE) – Replace both paragraphs with:

A war machine cannot be attacked in close combat while it still has crew. A war machine that has had its crew wiped out or broken in close combat is assumed to be spiked or otherwise disabled by the attackers, on the condition that they don't pursue or overrun.

If a war machine is already abandoned when charged, it is destroyed, but no combat results are worked out, no Panic tests required, no overrun can be made, etc.

Page 122 (CANNONS) 1st column – replace 2nd paragraph with:

Cannons are fired in the Shooting phase. To fire a cannon, it must first be turned on the spot so it points in the direction of the target which must be within line of sight but otherwise is not limited by targeting restrictions. Then the player must declare how far the cannon is going to shoot – eg, 24", 30", 32", etc.

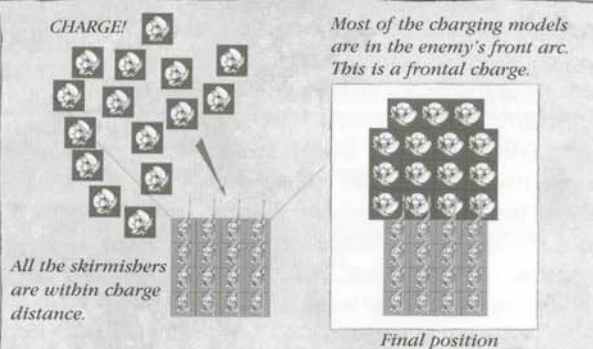
Page 122 (GRAPESHOT) – Replace paragraph with:

GRAPESHOT

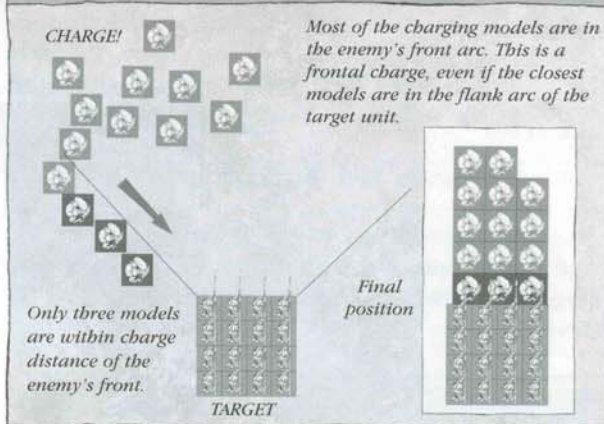
Instead of firing a normal shot, cannon crew can opt to fire grapeshot instead. Normal targeting rules apply. Grapeshot has a range of 8". If in range, the target suffers a number of hits equal to the roll of an Artillery dice, resolved at Strength 4, with a -2 Armour save modifier. Misfires may occur as described below.

These diagrams replace those on page 116 of the rulebook. You may photocopy them so you can cut out and paste the diagrams in the relevant position.

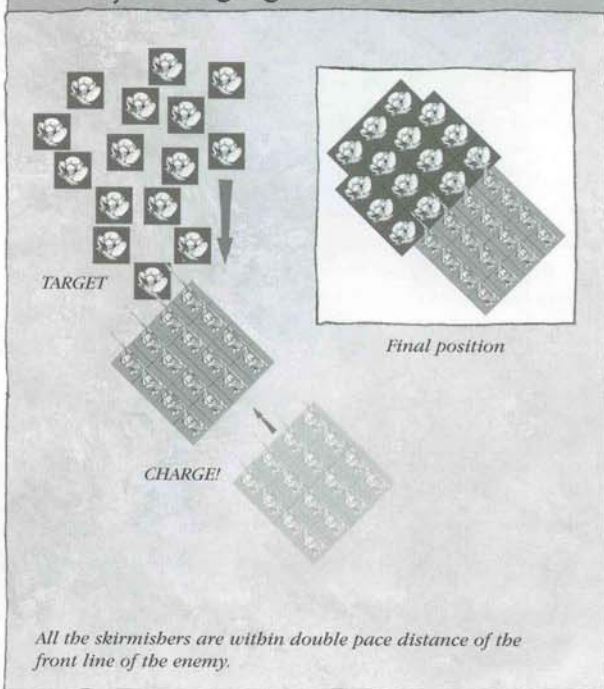
Skirmishers charging (a)



Skirmishers charging (b)



Enemy charging skirmishers



Page 208 (DEPLOYMENT)

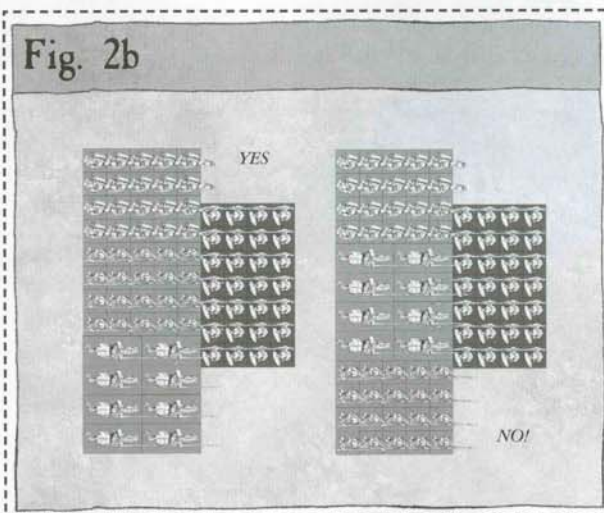
2nd column – replace
5th paragraph with:

Victory conditions: The army with the unit closest to the objective at the end of the battle wins. Fleeing units, monsters and characters can't capture the objective. If both players have a unit equidistant from the objective, one player wins if their unit is worth more than double the points value of the closest enemy unit to the objective. Otherwise it is a draw.

Page 239 – replace SELECTING TROOPS chart with:

Army Value	UNITS		
	Core	Special	Rare
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1	+0-1	+0-1

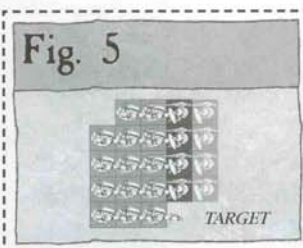
Page 268 – replace fig. 2b, fig. 3 & fig. 5 with the new figures provided here:

**Page 239 (SELECTING CHARACTERS) – replace paragraph under chart with:**

So, in this case, a 1,500 point army could include a maximum of three characters, of which up to all three could be Heroes and none can be a Lord. In a 3,500 points army there can be a maximum of six characters with up to two Lords. The army doesn't have to include the maximum number of characters and doesn't have to include Lords at all.

Page 269 (FAST CAVALRY) – replace 3rd paragraph with:

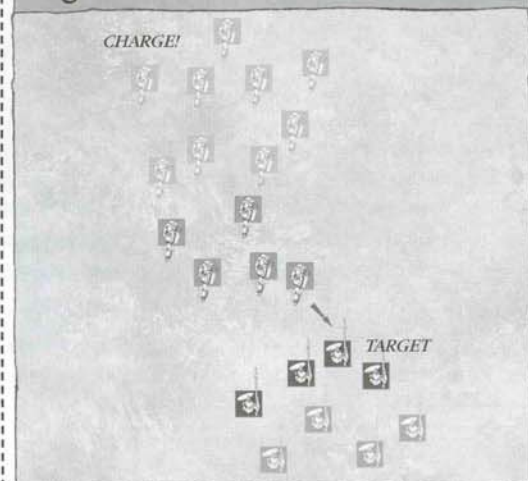
- 3) If a unit of fast cavalry rallies the turn after it voluntarily flees, it will be able to move normally during the Movement phase of that same turn.



WARHAMMER PAGE 262
The appendix for accidental charges on page 262 of the Warhammer rulebook has led to some dubious tactics and confusion, and should therefore be ignored.

Page 273 (5. CLOSE COMBAT) – replace 'Roll to hit' entry with:**Roll to hit**

Check on the To Hit table on the next page to find the score needed on a D6 to hit. When attacking cavalry, use the rider's WS. For ridden monsters, both rider and mount use their own WS. A roll of a 1 always misses and a 6 always hits regardless of the relative Weapon Skills.

Fig. 3**Page 102 (THE BATTLE STANDARD) – replace second paragraph with:**

The Battle Standard Bearer cannot be the army's General (unless specified in the character's army list entry), even if he has the highest Leadership in the army. Unlike ordinary standards the Battle Standard cannot be passed on if its bearer is slain. Should the bearer be slain then the Battle Standard can be captured in the same way as a unit banner.

Page 138 (MISCAST TABLE) – replace result 2 with:**Miscast table**

Roll 2D6 as your opponent cackles maniacally

2D6 Result

- 2 The collected magical power explodes in a ball of energy. Models in base contact, friend or foe, or the character's mount, if on a monster or chariot, suffer one Strength 10 hit, as does the casting Wizard.

Page 81 – Replace second paragraph of first column – “(6) Unit wiped out by shooting...”, plus first two paragraphs of “PANICKING UNITS” section with:

(6) Unit wiped out by shooting or magic within 4"
If a unit is wiped out by missile fire or magic, any friendly units within 4" of it must take a Panic test at the end of the phase, unless the destroyed unit is a single model with less than 5 Wounds on its original profile.

PANICKING UNITS

A unit that fails a Panic test will flee in the same way as described for units which break in close combat or which flee from a charge. Fleeing troops abandon their formation and are moved in a rough mass 2D6" or 3D6" away from the enemy and/or source of *panic*, but the player is allowed to decide exactly where to flee within these guidelines. See the Close Combat section for rules governing fleeing troops.

Page 97 (PROXIMITY TO FRIENDLY TROOPS) – Replace second paragraph with:

A character model within 5" of a friendly unit of five or more models can only be picked out as a target if he is the closest legal target. This restriction enables characters to move around behind the battlelines without attracting an unrealistic and unreasonable

Page 102 (RE-ROLL BREAK TESTS) – Replace third paragraph with:

A Battle Standard only allows a unit to retake a failed Break test. It doesn't entitle a unit to retake any other Ld test, such as a Psychology test or a test to rally. This rule ceases to apply if the Battle Standard is fleeing.

Page 117 (CHARACTERS AND FAST CAVALRY) – Replace paragraph with:

Character models may join fast cavalry units and move with the unit, but do not benefit from any of the special shooting rules.

WARHAMMER ARMIES: EMPIRE

Page 14 – Replace Master Engineer profile with:

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

Page 26 (CHARACTERS' STEEDS) – Replace Warhorse profile:

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

WARHAMMER ARMIES: ORCS & GOBLINS

Page 67 (GRIMGOR IRONHIDE) – replace 1st line of ‘SPECIAL RULES’ with

Ignore Greenskin Panic; Quell Animosity.

WARHAMMER ARMIES: DWARFS

Page 14 (ENGINEERS – Special Rules – Artillery Master) – Replace second paragraph with:

A Bolt Thrower which has been joined by an Engineer may use his BS when rolling to hit.

Page 16 – replace ‘Loss of crew’ paragraph with:

Loss of crew

The Organ Gun requires a full crew of three Dwarfs to work it properly. If one crewman is slain the other two can just about get by and the gun may fire as normal. If two crewmen are slain, the remaining crewman won't be able to operate the weapon properly – the gun can only be fired every other turn. Should all the crew be slain, the gun is useless.

Page 19 – replace RULE OF THE RUNES 2 & 3 with:

2. Weapon runes can only be inscribed on weapons, Armour runes can only be inscribed on armour, Runic Standards can only be inscribed on standards, Engineering runes can only be inscribed on war machines, and Talismanic runes can only be inscribed on talismans (of which more later). This is called the **Rule of Form** by Runesmiths. You cannot inscribe Armour runes on a cannon nor can you place Engineering runes on an axe.

3. No more than one item may carry the same combination of magic runes. You could not have a rune-hammer and a rune-axe both engraved with a Rune of Speed and a Rune of Fire, for example. This restriction also applies to the use of single runes, so you could not

Page 20 (MASTER RUNE OF BREAKING) – replace 2nd paragraph with:

If the Dwarf character scores a hit against an enemy with a magic weapon, the enemy's magic weapon is destroyed immediately.

Page 22 (RUNE OF RELOADING) – replace with:

After a war machine has proved its reliability, a Runesmith may deem it worthy of this rune.

The war machine can shoot every turn, as long as there is at least one crewman left, even if it has rolled a 2-3 on the Misfire table in the previous turn. Multiples have no effect.

Page 23 (FLAKKSON'S RUNE OF SEEKING) – replace 2nd paragraph with:

Bolt throwers only. Each rune adds +1 to the bolt thrower's To Hit rolls against targets with the Fly special ability.

WARHAMMER ARMIES: DWARFS

Page 9 (ANVIL OF DOOM – The Anvil in the Game) – replace 4th paragraph with:

When shooting at the Anvil of Doom, randomise hits evenly between the Dwarfs and the Anvil (discounting any hits against the Anvil itself). To take into account the protection offered by the Anvil, the Runelord gains a 4+ Ward save against any form of missile (including magic missiles).

WARHAMMER ARMIES: HORDES OF CHAOS

Page 40 (FLAMERS OF TZEENTCH) – Replace second paragraph of 'Special Rules' with:

Accompany Horrors: Flamers must be deployed at the same time and within 5" of the unit of Horrors they have been bought with. After that they are free to move as they like, and each counts as a separate unit for the rest of the game (including for the purpose of calculating Victory points). If a Flamer is more than 5" away from a unit of Horrors at the end of any Chaos turn, it must immediately take a Leadership test. If the test is failed, the daemon is destroyed.

Page 52 (STAFF OF CHANGE) – Replace rules paragraph with:

The bearer can make a single re-roll of one or more dice rolled to cast or dispel a spell. The second result(s) stand. This can negate the effects of a Miscast and cause an Irresistible Force (and the equivalent results when dispelling). If the bearer casts a spell with Irresistible Force using the staff's re-roll ability, the staff will exhaust its power and cease working for the rest of the battle.

WARHAMMER ARMIES: HIGH ELVES

(SWORDMASTER) – Replace entry with:

SWORDMASTER 40 points – Characters on foot only
Trained by the adepts at the tower of Hoeth, the lethal skills of this warrior are justly fabled.

The character is equipped with a great weapon and may not take a magic weapon. Instead of striking last in any turn he does not charge, the character will strike in Initiative order, as explained on page 68 of the Warhammer rules. The character also has the Killing Blow special rule.

Page 30 (REPEATER BOLT THROWER) – replace paragraph below characteristics profile with:

* Note that 1-2 Repeater Bolt Throwers count as only one Rare unit choice.

Crew: 2 High Elves

Unit Size: Each Bolt Thrower model (with its attendant crew) is a single unit.

Weapons and Armour: The crew carry hand weapons and have light armour.

Special Rules

Repeater Bolt Thrower.

WARHAMMER ARMIES: LIZARDMEN

Page 31 (STEGADONS – Special Rules – Giant Bow) – Replace entire Giant Bow paragraph with:

Giant Bow: The giant bow is a Bolt Thrower, using all the rules for Bolt Throwers on pages 124-125 of the Warhammer rulebook with the following exceptions: The giant bow is fired using the Skinks' Ballistic Skill, and inflicts a single Strength 5 hit that does D3 wounds. The giant bow can move and fire, although it can only fire in the arc of sight of the Stegadon itself. It takes two crew to fire the giant bow (so two Skinks can't throw javelins if they are crewing the giant bow). As the Stegadon is a large target, the giant bow may shoot over normal sized units and interposing terrain that large targets can see over.

WARHAMMER ARMIES: SKAVEN

Page 39 (STORMBANNER) – Replace entry with:

STORM BANNER 75 points
One use only

This ancient and tattered banner has the power to wrack the sky with storms, tearing the heavens apart with its fury.

The banner can be activated at the beginning of any player's turn. No flying movement is allowed and all missile fire is at -2 to hit. All war machines and other ranged attacks that do not use BS may only fire if the player first rolls a 4+ on a D6 (roll for each model). Magic missiles and other ranged spells are not affected. Roll a D6 at the beginning of each player's subsequent turns – on a roll of 1 or 2, the power of the banner is exhausted and it no longer has any effect for the remainder of the battle.

Page 73 (WAR CROWN OF SAPHERY) – Replace entry with:

War Crown of Saphery

The War Crown is an ancient symbol of the magical realm of Saphery, seldom seen outside the walls of the White Tower unless in times of peril. It was gifted to Teclis by the former High Loremaster on the eve of the young mage's departure on the quest for his brother, Tyrion.

Any spell which is normally limited to a specific range in inches is now of unlimited range. Spells that only affect the caster, all units within a certain range of the caster or may already be cast anywhere are not altered. Note that this does not mean that he can cast spells at targets that are out of sight if the spell normally requires line of sight.

WARHAMMER ARMIES: DARK ELVES

Page 31 (WAR HYDRA – Profiles) – replace profiles with:

	M	WS	BS	S	T	W	I	A	Ld
War Hydra	6	4	0	5	5	6	2	5	6
Apprentice	6	4	4	3	3	1	5	1	8

Page 30 (COLD ONE KNIGHTS – Profiles) – replace first two profiles with:

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

Page 7 (BLACK GUARD – Special Rules – Hatred) – replace paragraph with:

Eternal Hatred: Black Guard are vicious killers and *bate* everybody and everything. In addition, *batred* continues to have an effect in second and subsequent rounds of a combat.

Page 8 (COLD ONE KNIGHTS – Profiles) – replace first two profiles with:

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

Page 10 (WITCH ELVES – Special Rules – Frenzy) – replace paragraph with:

Frenzy: Witch Elves (including Hags) are affected by the rules for *frenzy*. While *frenzied*, Witch Elves still *bate* High Elves, although normally immune to psychology.

Page 31 (BLACK GUARD – Special Rules) – replace entries with:

Special Rules:
Eternal Hatred; Stubborn.

Page 29 (SHADES) – replace Unit Size entry:

Unit Size: 5-15

Page 10 (CAULDRON OF BLOOD – The Cauldron in the Game) – replace entire entry with:

THE CAULDRON IN THE GAME

The Cauldron and its Guardians are considered to be a single entity and have a Unit Strength of 3. The Cauldron cannot move and its Guardians must remain within 2" of it. The Cauldron itself cannot be harmed. Any shooting hits scored against the unit are randomised between the Guardians and Cauldron in the same manner as war machines (discounting any hits against the Cauldron itself). The energies of Khaine surround the Cauldron, giving the guardians a 4+ Ward save against missile fire (including *magic missiles*), and Magic Resistance (1).

In hand-to-hand combat the guardians are assembled in front of the Cauldron in the same way as a war engine crew, fighting with any enemies in base contact. The Cauldron cannot be attacked. The Guardians cannot be broken in combat.

Page 13 (WAR HYDRA – Profiles) – replace profiles with:

	M	WS	BS	S	T	W	I	A	Ld
War Hydra	6	4	0	5	5	6	2	5	6
Apprentice	6	4	4	3	3	1	5	1	8

Page 19 (BANNER OF NAGARYTHE) – replace 2nd paragraph with:

This standard adds +1 to the combat resolution of all friendly Dark Elf units within 6" and the unit carrying the banner is Unbreakable.

Page 18 (WEB OF SHADOWS) – replace 2nd paragraph with:

A Web of Shadows can only be used once per game against a single enemy model. The character uses the Web of Shadows instead of making any normal attacks that round. When used, one model in base contact with the character automatically takes 2D6 Strength 3 hits. A character with a Web of Shadows may also use another ordinary close combat weapon (but not another magic weapon).

Page 11 (ASSASSINS – Hidden) – replace first paragraph with:

Hidden: If you wish, any Assassin in your army may start the game hidden in one of the following units: Witch Elves, Warriors, Corsairs, Executioners or Black Guard. Alternatively, he may deploy as a Scout.

Page 27 (BEASTMASTER) – replace options entry:

Options:

- May choose an additional hand weapon (+4 pts), or a lance if mounted (+4 pts).
- May wear light armour (+2 pts). May be given a Sea Dragon cloak (+6 pts).
- May ride either a a Dark Pegasus (+55 pts), a Cold One (+26 pts) or a Manticore (+190 pts).
- May choose magic items from the Common or Dark Elf magic items lists, with a maximum total value of 25 pts.

Special Rules:

Hate High Elves; Beastmaster.

If all of the Guardians are killed, the Cauldron is considered destroyed.

Terror: The Cauldron of Blood is surrounded by an aura of bloodshed, and causes *terror*.

Red Fury: Any Dark Elf units (including the Guardians) within 24" of the Cauldron of Blood are driven into a fury of destruction by the Cauldron's presence. Affected units may re-roll failed rolls to wound in the first round of any combat. In addition, affected Witch Elf units are always *frenzied* – if within 24" they cannot lose their *frenzy*, if they have lost their *frenzy* and move within 24" they regain it immediately. The baleful energies seeping from the Cauldron give all Witch Elves within 24" of it a 6+ Ward save.

WORD OF PAIN*Remains in Play***Difficulty 8+**

Upon uttering the true name of Khaine as the Serpent Lord, an unnatural and unbearable agony suffuses the body of his hated foes. This spell can be cast on an enemy unit which is within 24" and is visible to the caster, including units in combat. Any models in the unit have their Weapon Skill and Ballistic Skill reduced to 1. Once it is cast the Word of Pain remains in play until the wizard chooses to end it (which she can do at any time), it is dispelled, she attempts to cast another spell, or she is slain.

CHILLWIND

5+

Magic missile; range 24"; D6 Strength 3 hits. Units taking casualties may not shoot in the next Shooting phase.

DOOMBOLT

6+

Magic missile; range 18"; D6 Strength 5 hits.

	M	WS	BS	S	T	W	I	A	Ld
Executioner	5	5	4	3	3	1	5	1	8
Draich-master	5	5	4	3	3	1	5	2	8

Unit Size: 10+**Weapons and Armour:** Draich (Great weapon) and heavy armour.**Options:**

- Upgrade one Executioner to a Musician for +6 pts.
- Upgrade one Executioner to a Standard Bearer for +12 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Executioner to a Draich-master for +12 pts.

Special Rules:

Hate High Elves; Killing Blow.

BLOOD ARMOUR**20 points**

When anointed with the blood of the enemy, this armour becomes ever more endurable.

Blood Armour is treated as a suit of normal heavy armour (5+ save) and can be combined with other armour as normal. For every unsaved wound the wearer inflicts, their save is improved by 1 point (to 4+ then 3+, etc) up to a maximum total save of 1+.

**COLD ONE CHARIOT***

Points/model: 95

	M	WS	BS	S	T	W	I	A	Ld
Chariot	–	–	–	5	5	4	–	–	–
Crew	–	4	4	3	–	–	5	1	8
Cold One	7	3	–	4	–	–	3	1	–

*Note that 1-2 Cold One Chariots may be taken as a single Special Unit choice.

Unit Size: Each Cold One Chariot is a separate unit, with two crew pulled by two Cold Ones.

Weapons: Crew carry hand weapons. The chariot has scythed wheels.

Armour Save: 4+

Options:

- The crew may have repeater crossbows for +10 pts and/or spears for +2 pts.
- Certain characters may ride in a chariot. They replace one of the crew, and the points value of the crew member is lost.

Special Rules:

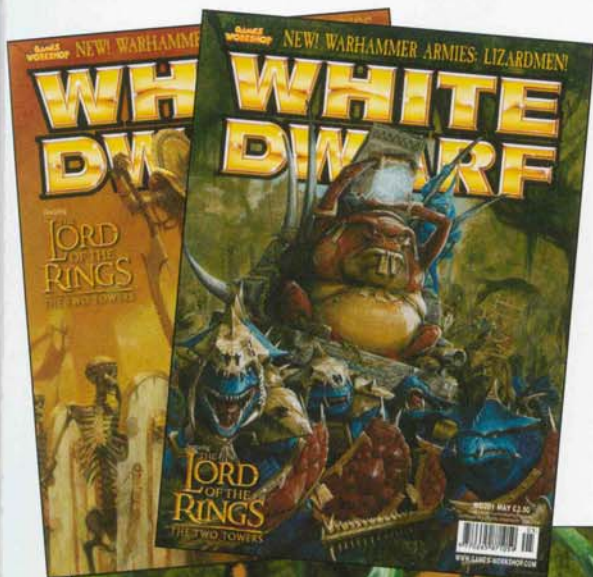
Crew *Hate* High Elves; *Stupidity*; *Fear*; Chariot.

DARK ELF WARRIORS

Points/model: 7

Special units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Shade	5	4	4	3	3	1	5	1	8	<i>Hate</i> High Elves; Scouts; Skirmishers
Bloodshade	5	4	5	3	3	1	5	1	8	<i>Hate</i> High Elves; Scouts; Skirmishers
Witch Elf	5	5	4	3	3	1	6	1	8	<i>Hate</i> High Elves; Poisoned attacks; <i>Frenzy</i> ; Devotees of Khaine
Hag	5	5	4	3	3	1	6	2	8	<i>Hate</i> High Elves; Poisoned attacks; <i>Frenzy</i> ; Devotees of Khaine
Cold One Chariot	–	–	–	5	5	4	–	–	–	Chariot
Cold One Knight	5	5	4	3	3	1	5	1	9	<i>Hate</i> High Elves
Dread Knight	5	5	4	3	3	1	5	2	9	<i>Hate</i> High Elves
Executioner	5	5	4	3	3	1	5	1	8	<i>Hate</i> High Elves; Killing Blow
Draich-master	5	5	4	3	3	1	5	2	8	<i>Hate</i> High Elves; Killing Blow
Harpies	4	3	3	3	3	1	4	1	6	Flying Unit; Beasts
Rare units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
War Hydra	6	4	0	5	5	6	2	5	6	Breathe Fire; <i>Terror</i> ; Controlled; Large Target; Scaly Skin
Apprentice	6	4	4	3	3	1	5	1	8	<i>Hate</i> High Elves
Black Guard	5	5	4	3	3	1	6	1	9	<i>Eternal Hatred</i> ; Stubborn
Master	5	5	4	3	3	1	6	2	9	<i>Hatred</i> ; Stubborn
Reaper Bolt Thrower	–	–	–	–	7	3	–	–	–	–

• The Blood Dragon with the highest Leadership in a combat must always issue challenges and must always accept enemy challenges if possible.



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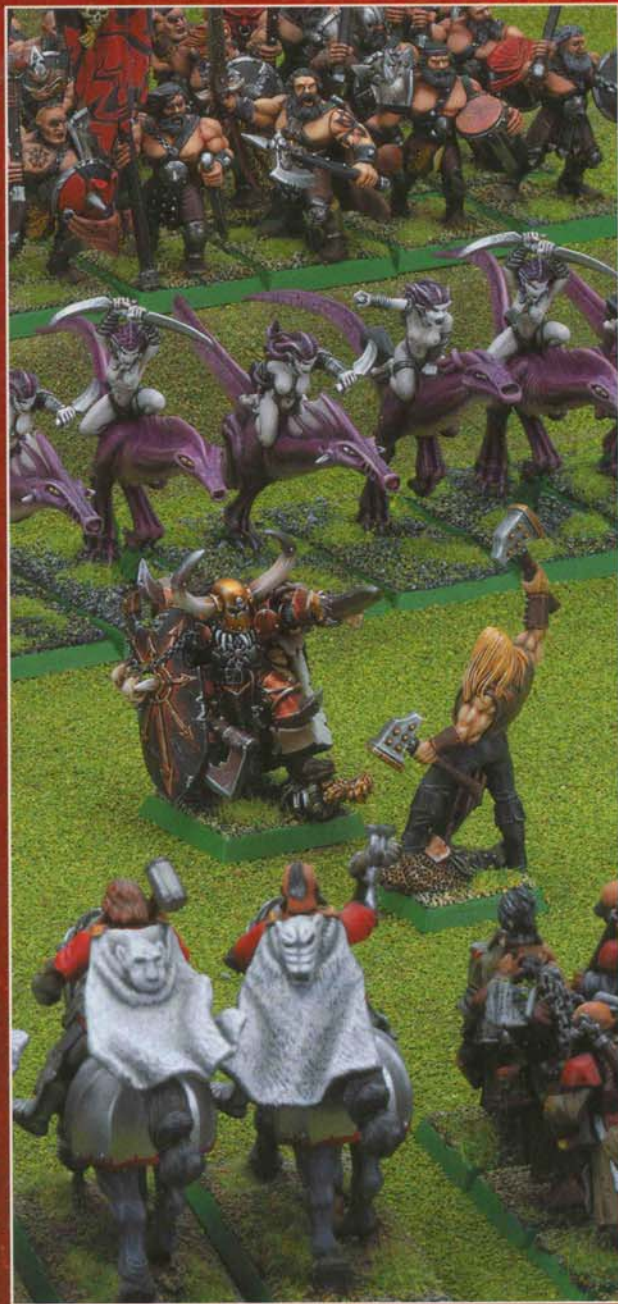
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