

# WARHAMMER

THE MASS COMBAT FANTASY ROLE-PLAYING GAME





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## Vol 1: TABLETOP BATTLES

by Bryan Ansell, Richard Halliwell and Richard Priestly



MASS  
COMBAT

FIGHTING  
IN  
DUNGEONS

MONSTER  
TYPES

CITADEL MINIATURES









# WARHAMMER

## BOOK 1

### Contents

#### Page

4	Introduction
6	Movement
10	Psychology
13	Morale
15	Shooting
19	Combat
27	Tabletop Battles
29	Fighting in Dungeons
30	Flying Creatures
31	The Ziggurat of Doom
34	Creature Lists

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# Introduction

This booklet is the first volume of the **Warhammer Fantasy Wargaming System**. It contains rules which can be used to simulate anything from a small skirmish or dungeon adventure to a huge pitched battle.

The game is played on a tabletop using model figures, rulers, dice and model scenery. Once you have mastered the rules you will be able to use them in adventures or battles of your own creation. You should consider them as a tool to play out any one of a numberless variety of fantastic confrontations!

## NOTATION

To make the rules easier to read some sections are marked **Advanced Rule**. Advanced rules should only be used by players who are already familiar with the general content of **Warhammer**. Players may decide beforehand to play with some or all of the **Advanced Rules** if they so wish. **Advanced Rules** have been boxed in the text thus:-



In order to save space contemporary dice notation has been used throughout. A 'normal dice' marked 1,2,3,4,5,6 is referred to as a 'D6'. A dice with four sides marked 1,2,3,4 is referred to as a 'D4' - and so on. Rolling two D6 and adding the scores together is referred to as '2D6' or '2xD6'.

Examples:-

2xD4+1	Roll two D4. Add the scores together. Now add 1.
2xD6x2	Roll two D6. Add the scores together. Now multiply by two.
1D100	Roll a pair of D10. This is a ten sided dice marked 1-10 often referred to as a 'percentage' or 'decimal' dice. These are available from hobby stores and come in pairs, one red the other black. Count the red dice as tens and the black as units. For instance, a throw of red 4 and black 7 is 47. Red 2 and black 0 is 20. The object with percentage dice is to score <b>less than</b> the required score - so a 95% chance is easy, whilst a 03% chance is very difficult.

## SCALES

1 table inch	=	1 pace
1000 paces	=	1 mile
5 miles	=	1 league
2 meters	=	1 pace (= 1 table inch)

Metric measurements are often used to describe the 'real life' size of objects. Thus a room might be described as 6 meters square. It would be represented on the table by a 3" square model.



## THE TURN SEQUENCE

The game progresses by each of the players taking a turn in strict rotation. During his turn a player is referred to as the **active player**. Flip a coin or something to see who has the first turn.

Each turn must follow this sequence:-

1. Movement phase The **active player** may move any of his figures as he wishes. None of the other players may move.
2. Shooting phase <sup>The Active</sup> ~~All the~~ **players** may shoot with any suitably armed troops.
3. Combat phase **Any** opposing troops in base to base contact with each other may fight.
4. Second movement phase The **active player** may now move any of his troops again - so long as they **didn't** fight in the Combat phase. However, troops may not move closer than within 4" of enemy troops. This represents the bringing up of reserves.
5. Magic phase The **active player** may now cast and implement spells.
6. Rout phase **All** units who are routing or pursuing should be moved now. **Any** players may dice now to rally their troops.

For example:-

	Bowman	Lancer	Swordsman
1st Movement phase	move	charge	move
Shooting phase	shoot		
Combat phase		fight	
2nd Movement phase	move	can't move	move



## MODELS, WEAPONS, AND WEAPONS USE

These rules have been designed for use with **Citadel** model miniatures. The details of armour and equipment on the models provide most of the information necessary to use the miniatures in this game. For example, if you pick up the figure coded P0-10/1c you will see that it is a Centaur, that it is armoured and carries a broadsword, lance and bow. The information suggested but not accurately conveyed by the model - its skills, strengths etc are all dealt with within these rules.

Troops may at any time use any of the weapons depicted on their model.



# Movement

In his movement phase a player may move upto the following distances. He may move his troops in any direction. Figures moved in 'Movement phase 1' and 'Movement phase 2' may still move upto their full movement allowance in either or both phases as they wish.



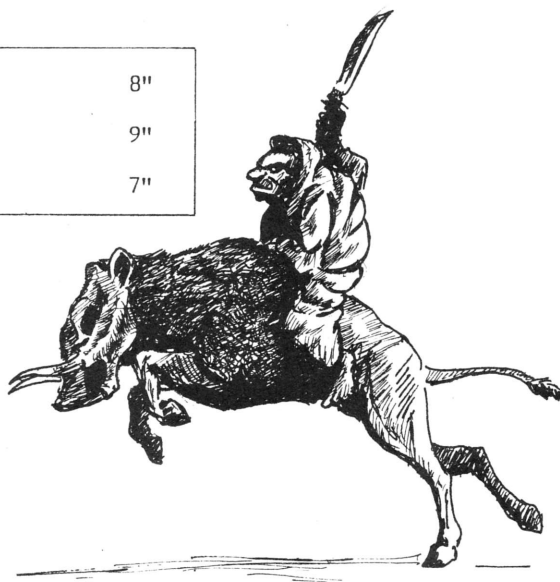
Types of Troops	Move
Halfling	3"
Armoured Halfling	2"
Orc	4"
Armoured Orc	3"
Dwarf (armoured or not)	3½"
Man	4"
Armoured Man	3"
Elf	4½"
Armoured Elf	4"



In the creature list section at the back of this volume you will find further move rates for all of the different types of creatures you will be using - together with information on their **Skills**, **Wounds** and **Initiative Levels** detailed elsewhere within the rules. Because certain creatures are used a lot we have listed them above. This is true of cavalry also, and certain other ridden beasts, so in order to save you time the standard move rates for mounted figures are as follows.



Horses	8"
Wolves	9"
Boars	7"





### DIFFICULT GROUND

Count each inch of difficult ground crossed as two inches. The following terrain features count as difficult ground.



Woods  
Steep Slopes  
Fords  
Soft Sands  
Brush and scrub  
Stairs and ladders  
Debris  
Marsh or Bog



So, for example, an Elf with a move of  $4\frac{1}{2}$ " can only move  $2\frac{1}{4}$ " across a ford.

### CROSSING OBSTACLES

Crossing an obstacle loses the model half of it's move. The following terrain features count as obstacles.



Hedges  
Walls  
Doors or windows  
Ditches



So, for instance, a Man with a move of 4" must deduct 2" to cross a ditch, leaving him with 2" left. If the ditch was situated in a bog the man would only have a move of 2" (half rate over difficult ground), he would lose half of this (1") to cross the ditch leaving him with 1" of movement left.

### CHARGES

If an individual or a unit intends to move into **hand-to-hand combat** then they may double their move distance. **Note**, however, that figures may only move into hand-to-hand combat in their **First** movement phase and not in their second.



### THE COUNTERCHARGE

This rule provides an exception to the normal sequence of play. If troops are charged then they may immediately elect to countercharge. Infantry may **not** countercharge mounted troops. Countercharging troops are moved simultaneously with the charging troops and the resultant clash will occur somewhere between the original starting positions. Countercharges are subject to the same restrictions and receive the same bonus as a normal charge. Missile troops who are charged may elect to stand and fire **instead** of countercharging but must deduct 1 from their 'to hit' roll as they will be slightly panicked.



## RUNNING AWAY

This rule, like Countercharging, forms an exception to the normal turn sequence. If troops are charged then they may opt to 'run away'. If they decide to do this then they immediately make a full charge distance move **away** from the troops charging them. If the chargers move is sufficient to catch up with them then the evading unit will be caught and automatically **routed** (see Morale). Also the chargers may strike a 'free blow' - they may strike as normal disregarding shields as the evaders will have their backs turned. Routed troops may not defend themselves or fight back.



## MOVING UNITS

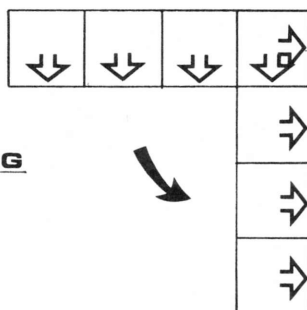
Moving large bodies of men often presents problems for the wargamer, so we have special rules for it. The two main forms of unit movement are the **wheel** and the **turn**.

Wheeling involves a figure at one end of a unit standing still whilst the others march forward thus changing the direction the unit is facing in.

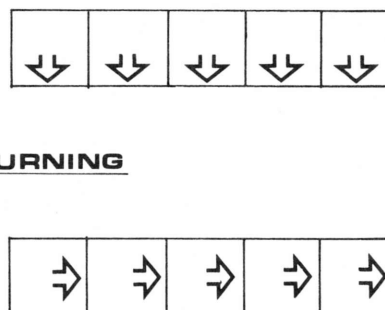
When wheeling the unit loses as much movement as the outermost figure.

Turning involves all the members of a unit remaining in the same place whilst turning to face in the same direction. Turning takes half a move.

### WHEELING



### TURNING



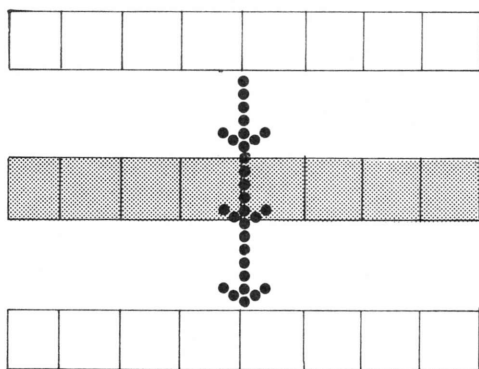
Units of **Intelligent** troops may expand or contract their formation width by upto 4 models per move.

This may be done whilst moving and incurs no penalty. This rate may be doubled for stationary troops.

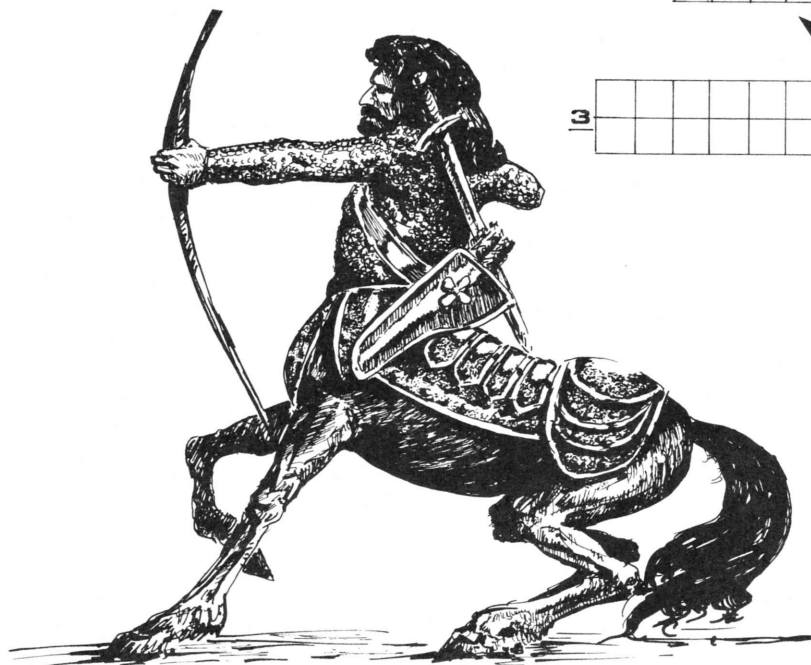
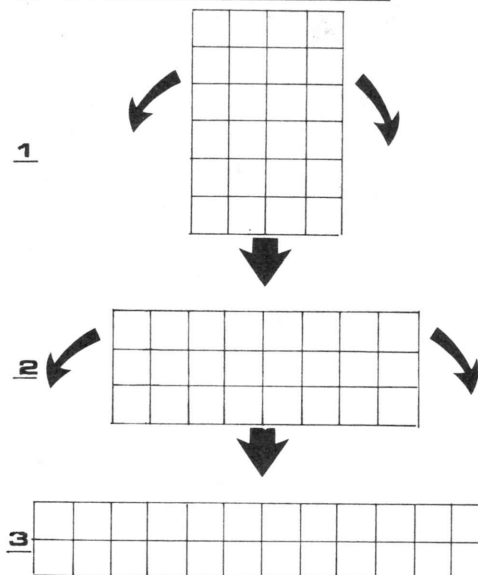
Units of troops subject to **Stupidity** (e.g. Trolls) have difficulty maintaining formations and so must roll dice at the beginning of each move to determine their actions. They may, when permitted, expand or contract by upto 2 models per rank per move.

Units of troops may not move through each other, or **Interpenetrate**. Except friendly troops in Skirmish formation may move through other friendly troops in Skirmish formation which are stationary.

### INTERPENETRATION



### CHANGING FRONTAGE





# Psychology

When a player is commanding a large number of troops he cannot always depend on them to do exactly what he wants them to, his troop's instincts of self preservation, their fears and their dislikes, will all effect their actions greatly.

All this is simulated by the **Hate, Fear, Terror, Frenzy** and **Morale** rules given in this section.

## HATRED

Feuds and vendettas stretching over the millenia, magical or religious antipathy, territorial disputes or racial contempt all lead to the irrational enmity covered in these rules by **HATRED**.

In the 'Creature Lists' you will find just who Hates who, and what Hates what. Whenever there is something present that troops Hate they must :-

1. Move towards the Hated opponent whenever possible.
2. Charge whenever they are within charge move.

If there are two or more different sorts of Hated opponent present, the troops will move towards whichever one is mentioned first in the lists. Where there are two bodies of the same 'Hated' enemy then the troops will move towards the nearest.

## FEAR

When an individual or a unit wishes to shoot at or fight something that it **Fears** then it must first roll a D6 with the following results:-

Score	Effect
1	May not attack in any way. Must spend one turn retreating
2,3	May fire but may not charge.
4,5,6	You may both fire and/or charge.

Whenever troops are shot at or charged by something that they Fear they must roll a D6.

Score	Effect
1	Break and Rout
2,3	Break and Rout if being charged. Otherwise you are alright.
4,5,6	O.K.

Creatures over 10 feet tall automatically cause Fear in units of men or man sized, or smaller, creatures. The only exception is Elves, who are brave, fearless and not effected by this rule.

## TERROR

**Terror** is like 'Fear' - only more so ! You will find which types Terrorise which in the 'Creature List' If troops are Terrified of something then they automatically Fear it also, and all the Fear rules apply -but they must subtract 1 from their Fear dice roll because they are even more scared!

The first time that a particular type which Terrorises troops comes within 15" roll two D6 and add. Then consult the chart below:-



Score	Result
2,3	You are frozen to the spot! Do nothing except defend yourself until whatever is terrifying you moves more than 15" away.
4	Drop weapons and shields and flee the battlefield.
5	Break and Rout.
6,7	Run away from the Terrorising creature and do not stop until you are at least 24" away.
8+	You are unaffected.

## FRENZY

Certain troop types are subject to **Frenzy**. Such troops may attempt to go into a Frenzy. They may only do this when opposing troops are visible. At the beginning of his own turn a player may roll a D6. If the score is 1-4 then nothing has happened, if the score is 5 or 6 however, the troops have gone into a Frenzy and become subject to the following rules.



1. Troops must discard any armour.
2. Troops must move at charge speed towards the nearest enemy, preferably Hated enemy.
3. Troops receive a +4 Initiative bonus.
4. Troops gain an additional Wound Point whilst they are Frenzied. I.e they ignore the effects of their first wound.
5. Troops receive a +2 combat To Hit bonus.
6. Troops may only get out of the Frenzied state by rolling 1 on a D6 at the beginning of **any** successive period.
7. Frenzied troops must always pursue fleeing enemy.



## STUPIDITY

Troops who are **Stupid** suffer certain disadvantages. They have difficulty remembering just who they are fighting for - and so will always attack any troops they come into direct base-to-base contact with - even friendly units. They are so Stupid that sometimes they become confused and ineffectual for no apparent reason. At the beginning of their 'active player turn' each unit of Stupid troops rolls a D6.



Score	Result
1	Unit becomes confused and may not move at all this turn. If attacked the unit may not fight back.
2	Unit becomes slightly confused and may not change formation this turn -but may otherwise act as normal.
3+	The unit is unaffected.

Troops who are already in a **Frenzy**, or subject to a **Fear** or **Terror** reaction do not have to dice for Stupidity.

Some Stupid troops may be slightly less or even more Stupid than the above rules allow for. For instance a really Stupid creature could be categorised as being **Stupid -1** which means that when he throws his dice for Stupidity he must deduct 1 from the score. On the otherhand a slightly brighter than average Stupid creature could be a +1, which means he adds 1 to his dice throws.

Stupid troops don't usually wear armour and often fight with only crude or improvised weapons - or with their hands, claws and teeth. Trolls are a good example.



# Morale

Sometimes, because of the way the battle is going, troops will get scared and may retreat or flee the battlefield. The **Morale** rules represent this.

Morale checks should be taken whenever any of the following happens:-

1. When a Unit falls below half strength.
2. When a friendly Unit of at least equal numerical strength Breaks and Routs within 15".
3. When the Army Leader, King etc is killed.
4. For an Individual who is wounded.

To take a Morale check roll a D6 and modify as follows:-

-1	If the Unit is at <b>below half</b> of its original strength in numbers.
-1	If something you <b>Fear</b> is within 15".
-1	If an enemy <b>Wizard</b> is within 15".
-1	If you are under attack by <b>magic</b> or by magically summoned creatures.
-2	If you are already <b>Routed</b> .
+1	If the Unit has not yet suffered casualties.
+1	For <b>each</b> friendly <b>Hero</b> or Army Leader, King etc within 15".
+2	If the Unit is actually being lead by a <b>Hero</b> , Army Leader or King etc.
-1	<b>For single figures only</b> - for each wound point sustained.



If the result of this check is 3 or more then the check has been passed and there is no problem, otherwise consult the following chart:-

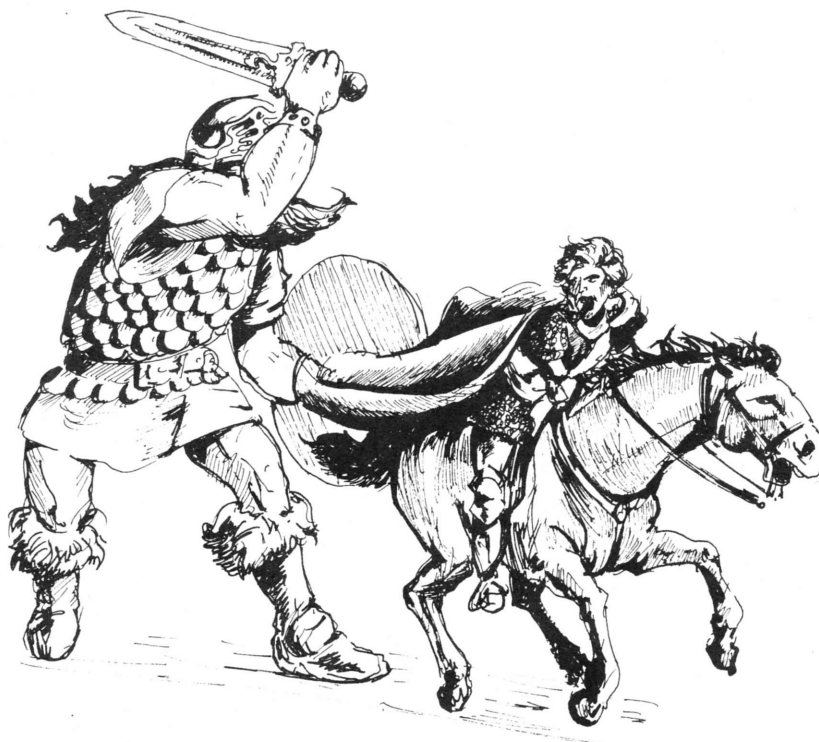
Score	Result
0	Rout immediately.
1	Must retreat for two turns.
2	Must halt or retreat for two turns at players discretion.

Troops broken and routed through Morale, Fear or Terror are moved in each Rout phase - this includes all players Rout phases **not just those of the 'active player'**.

Routers must move at full charge rate towards their own table edge or, in a dungeon or comparable situation, directly away from the scene of fighting. At the end of each turn any player may attempt to 'rally' his broken troops. To do this the player must take a normal Morale check and must score at least 3 to rally. If he is successful the 'rallied' unit must spend their next **active player** move stationary and may not engage in hand-to-hand combat. If attacked during 'rallying, either in Combat or from magic - or from missiles causing at least 1 casualty, then the Unit is automatically routed again. If they rally successfully then the Unit may proceed to fight normally from the following move.

Routing and rallying troops who are attacked may not fight back. Troops caught whilst trying to evade a charge are automatically Routed.

Routing and pursuing troops who leave the table are lost from the game and may not return.



# Shooting

During the **Shooting phase** the **active player** may shoot once with any of his missile armed troops. To shoot troops must be able to trace a clear line of sight to their targets. The following chart gives the range and attack strength for missile weapons:-



Weapon	Short Range	Long Range	Attack Strength
Short bow, horse bow, Orc or Goblin bow.	0-8"	8-16"	2 - Normal
Infantry bow.	0-12"	12-24"	2 - Normal
Long bow.	0-16"	16-32"	3 - Strong
Elf bow.	0-16"	16-32"	4 - Mighty
Crossbow.	0-16"	16-32"	4 - Mighty
Sling.	0-18"	-	2 - Normal
Javalin	0-3"	4-6"	2 - Normal
Dart, throwing spear axe or hammer.	0-1"	1-3"	2 - Normal
Improvised weapons, Stones, bottles etc.	0-1"	1-3"	1 - Weak



To hit roll a D6 for each figure shooting. The score needed depends upon the **Bowskill** of the shooters.

Bowskill Level	Description	Score needed to hit
1	Inexperienced	6
2	Poor	5
3	Normal	4
4	Proficient	3
5	Adept	2
6	Skilful	1
7	Accomplished	0
8	Expert	-1
9	Master	-2
10	Master	-3

The following modifiers are made to the dice:-

+ 1	Firing at a <b>large target</b> - for instance a Troll, generally anything over 10' tall is large.
- 1	Firing from a <b>moving mount</b> - such as a horse or wagon.
- 1	If the firer is <b>wounded</b> .
- 1	Firing at troops in ' <b>Skirmish order</b> '.
- 1	Target is behind ' <b>soft cover</b> ' - hedges or trees.
- 1	Throwing <b>improvised</b> weapons.
- 1	Firing at <b>long range</b> .
- 2	The target is behind ' <b>hard cover</b> ' - walls or battlements.

For each hit scored roll again on the **Kill Chart** below to find if the hit has killed the target. Roll a D6 - the letter K on the chart represents an automatic kill. The letter N represents No effect.

Attack Strength of missiles.	Toughness Grade of Target					
	A	B	C	D	E	F
1	4	5	5	6	6	N
2	4	4	5	5	6	6
3	3	4	4	5	5	6
4	K	2	3	4	4	5
5	K	K	2	3	4	4
6	K	K	K	K	3	4

Attack Strength corresponds to the size and velocity of the weapon. Although no weapons in the 'Range Chart' have a Grade of above 4 the details for the higher grades have been included here and correspond to large sized siege weapons and cannon.

1	Weak
2	Normal
3	Strong
4	Mighty
5	Powerful
6	Irresistable

Toughness Grades correspond to the ability of the target to resist blows.

A	Small, weak creatures, Halflings and Lesser Goblins
B	Average creatures, Men, Elves and Goblins.
C	Largish Creatures, Orcs - tough creatures, such as Dwarves.
D	Trolls and small giants, small scaly monsters.
E	Giants and medium sized scaly monsters.
F	Dragons and other very large monsters.

### WOUNDS

Most creatures only require a single Kill and are then dead and the model is removed. Some large creatures, however, require to sustain more than 1 Kill before they die. In this case each Kill is referred to as a 'Wound'. Each Wound must be 'saved' against individually as it occurs. When fighting large battles it is a good idea to throw for hits and kills as normal - but remove figures as if wounded models are killed first. So for example if you were fighting a unit of Trolls, who require 3 Wounds to kill, and scored 4 Wounds against them then this is automatically 1 figure dead and 1 Wound carried over. It is **not** 4 figures each with 1 Wound. Obviously combats involving heroes must still be fought out individually.

### SAVING THROWS

A model that is armoured or shielded may attempt to 'save' itself against each wound or kill. This saving throw is intended to represent the protective value of armour. Roll a D6.

Type of Armour	Score required
Shield <u>or</u> chainmail armour <u>or</u> metal breastplate only.	6
Shield <u>plus</u> chainmail armour or complete plate armour only.	5
Plate armour <u>plus</u> shield <u>or</u> Mithric armour only.	4
Mithric armour <u>plus</u> shield	3

Mounted figures may add 1 to the dice. Troops wielding weapons which require the use of both hands may not gain any Saving Throw advantage from having shields - which must be either slung across the back or dropped. Mounted Troops whose horses, or equivalent, have barding may add an extra 1 to their Saving Throw - so they will gain an extra 2 in total. +1 from being mounted and +1 from having barding.

It is harder to save against higher Strength Grade hits.

Strength Grade	Modifier
4	-1
5	-2
6	-3

#### USING MOUNTED FIGURES

Models mounted on some form of creature, be it horse, wolf, boar or another, are referred to as **cavalry**. When shooting at cavalry work out the hits and kills as normal. Make any Saving Throws where appropriate remembering that mounted figures may add 1 to the dice and so always have a saving throw of at least 6. Remove any Kills as an integral model - e.g. 1 Kill = 1 Rider **and** his mount killed.

#### SHOOTING FROM HILLS AND SKIRMISH FORMATIONS

Troops may normally fire only in one rank. Troops in 'skirmish formation' may fire in two ranks. Troops on hills may fire over the heads of troops below them. Troops on Elephants and other elevated platforms may fire over the heads of troops below them but not over troops on hills.

#### CROSSBOWS

Troops equipped with crossbows may not move and fire during the same turn, as these weapons take a considerable time to reload.

#### SHOOTING AT INDIVIDUAL FIGURES

Heroes and Wizards, and other individuals - Kings, Army Leaders etc - may **not** be engaged by missile fire if they are in base-to-base contact with a unit. If during the Shooting Phase the entire unit is wiped out then the individual may be 'hit' by any extra hits that would otherwise have struck the unit - **but not by any other additional fire from any other attackers.**

Individuals within 5" of a unit may be engaged at short range only - or from any range by another individual.

Individuals not within 5" of a unit may be engaged normally.

#### FIRING INTO COMBAT

Normally this is not allowed. Once two units have engaged in hand-to-hand combat then they are assumed to become mixed up, so missiles would hit either side randomly. If you do wish to fire into a combat then dice to see which unit is hit, for instance 1,2,3 unit A is hit, 4,5,6 unit B - if more units are involved you can modify the dice score accordingly.



**ADVANCED RULE:- Critical Hits.** Missilemen with a Bowskill of 4 or better may attempt to score a Critical Hit. They must be within short range of their target. A Critical hit represents the chance of a missile hitting a vital organ and slaying even a large creature. The missilemen must declare that a Critical Hit is being fired before any dice are rolled. Work out the shot as normal until you come to work out the Kill. Now consult the Kill Chart to see what score you need to cause a normal Kill. Now throw 1 D6 for each Wound that the target can sustain. You will need to score sufficient on **each** dice to Kill as normal. If each dice shows a score equal to or more than the score required for a single Wound/Kill then the target is dead. Otherwise the target is unharmed.



# Combat

Combat takes place when opposing troops meet in base-to-base contact. During the Combat Phase all troops may make one attack - some heroes or monsters may make more attacks as detailed in the Creature Lists and further volumes of **Warhammer**. Each combat is simulated as follows.



1. Order of Attack      Troops attack in strict order. Those with higher Initiative Levels strike first.
2. Throw to Hit      The attacker rolls to see if his blow hits. See 'Hit Throw' below.
3. Throw to Kill      If the attackers blow has landed then he compares his **Strength Grade** with his victim's **Toughness Grade** to discover the score needed to kill.
4. Saving Throw      Troops wearing armour are allowed a Saving Throw.
5. Combat Results      Troops may be forced back or Routed as a result of combat.

## INITIATIVE LEVELS

Each figure has an **Initiative Level** representing his speed of thought and action. The chart below lists some of the important ones.

Halfling	5
Orc	2
Dwarf	2
Man	3
Elf	6

Troops with a higher Initiative Level always attack first. If troops are allowed more than a single attack per move the first is made at normal Initiative Level, the second is made at 1 level lower, the third at 2 lower and so on.

If combatants both have the same Initiative Level then treat their attacks as simultaneous and work them out at the same time.

As an example of how the Initiative rule works consider a Harpy. A Harpy can make 2 attacks per move and has an Initiative Level of 4. The Harpy is attacked by a Man and a Dwarf, the order of attack will be:-

Order	Level	Combat
First	4	The Harpy makes one attack
Second	3	The Harpy makes it's second attack
		The Man makes his attack
Third	2	The Dwarf makes his attack

In hand-to-hand combat fighting is not normally simultaneous. Troops with higher Initiative Levels strike first. Any enemy figures killed **may not** then fight back, casualties should be removed from troops in base-to-base contact to make this apparent - the unit can be 'neatened up' after combat. Troops may only be moved up into the front rank after combat is finished - troops may be moved forward **even** if being pushed back, and **even** if it is not your player turn. You **may not** attempt to 'lap round' or turn or change frontage however.

Troops with the same Initiative Level **do** fight simultaneously. Both sides attack at the same time and with all of the figures in base-to-base contact.

#### THROW TO HIT

Every figure has a 'Weaponskill Level'.

Level	Description	Attributes
1	Inexperienced	Untrained and unblooded troops.
2	Poor	Many Orcs and Goblins are Poor, unenthusiastic.
3	Normal	Men, Halflings, some Orcs and Goblins.
4	Proficient	Dwarves, Elves - extra ordinary fighting ability.
5	Adept	Some Elves - almost Heroic!
6	Skilful	Heroic
7	Accomplished	Heroic
8	Expert	Heroic
9	Master	Heroic
10	Master	Heroic



Skilful, Accomplished, Expert and Master Levels belong to individuals with more than usual Heroic abilities. When two units or individuals enter into combat use the following 'Attack Chart' to work out hits. Compare the Weaponskills of each side. The chart gives the score needed on a D6 to hit the enemy. Blows which do not hit have no effect.

	Attackers Weaponskill	Opponents Weaponskill					
		1	2	3	4	5	6+
1. Inexperienced	5	5	6	6	7	7	
2. Poor	4	5	5	6	6	7	
3. Normal	4	4	5	5	6	6	
4. Proficient	3	4	4	5	5	5	
5. Adept	3	3	4	4	5	5	
6. Skilful	2	3	3	4	4	5	
7. Accomplished	2	2	3	3	4	4	
8. Expert	2	2	2	3	3	4	
9. Master	2	2	2	<del>2</del> 2	3	<del>4</del> 3	
10. Master	2	2	2	2	2	2	

The dice are modified as follows:-

If you <b>charged</b> this move and were not countercharged	+ 1
If you are <b>uphill</b> of your combat opponent	+ 1
If you are in a <b>Frenzy</b> .	+ 2
If you are <b>Fighting Defensively</b>	+ 2
If you are using <b>more than one weapon</b> simultaneously	- 1
If you are using a weapon in your <b>left hand</b>	- 1
<i>If any</i> <del>For each wound</del> suffered (unless regenerated)	- 1
If you are using a knife, bottle or other <b>improvised weapon</b>	- 1
If any models in the unit are being <b>engaged from the rear or flank</b>	- 2
If you <b>'Fear'</b> your combat opponent	- 2



Obviously you cannot roll a 7 or more on a D6. So the following system is used. If you require greater than 6 first throw a D6. You must score a 6. Then you must throw another D6, requiring a further score to successfully hit.

7	Requires a 4
8	Requires a 5
9	Requires a 6



## THROW TO KILL

For each hit scored roll a D6 and consult the following chart to find how many of the hits have killed.

Attack Strength of attacker	Toughness Grade of Target					
	A	B	C	D	E	F
1	4	5	5	6	6	N
2	4	4	5	5	6	6
3	3	4	4	5	5	6
4	K	2	3	4	4	5
5	K	K	2	3	4	4
6	K	K	K	K	3	4



## SAVING THROWS

A model that is armoured or shielded may attempt to 'save' itself against each 'Wound' or 'Kill'. This 'Saving Throw' is intended to represent the protective value of armour. Roll a D6.

Shield or chainmail armour <u>or</u> metal breastplate only	6
Shield <u>plus</u> chainmail armour or complete plate armour only	5
Plate armour <u>plus</u> shield or Mithric armour only	4
Mithric armour plus shield	3



Mounted figures may add 1 to the dice. Troops wielding weapons which require the use of both hands may not gain any Saving Throw advantage from having shields - which must be either slung across the back or dropped. Mounted Troops whose horses, or equivalent, have barding may add a further 1 to their Saving Throw - so they will gain an extra 2 in total. +1 from being mounted and +1 from having barding.

It is harder to save against blows struck with higher Strength Grades.

Strength Grade	Dice Modifiers
4	-1
5	-2
6	-3



## USING MOUNTED FIGURES

Models mounted on some form of creature, be it horse, wolf, boar or another, are referred to as **cavalry**. When fighting against cavalry work out the hits and kills as normal. Make any Saving Throws where appropriate remembering that mounted figures may add 1 to their dice and so always have a saving throw of at least 6. Remove any Kills as an integral model - e.g. 1 Kill = Rider **and** his mount killed.

## WEAPONS DIFFERENTIATION AND OTHER BONUSSES

Some weapons and some situations confer advantages - either at the 'To Hit' stage, the 'Kill' stage or towards 'Initiative'.

Charges	All <b>Charging troops</b>	+ 1 Initiative
	All <b>Countercharging troops</b>	+ 1 Initiative
	<b>Charging Lance armed cavalry</b>	+ 1 Initiative <u>and</u> + 1 Kill
Weapon	<b>Heavy Cutting or Crushing Weapon</b>	+ 1 Kill
	If you are an <b>armed Monster</b> with a Strength of 4 or more	+ 1 Kill
	You have a <b>longer Weapon</b>	+ 1 Initiative
	<b>Light Cutting Weapon</b> <u>only against</u> troops in 'Skirmish' order.	+ 1 Initiative <u>and</u> + 1 To Hit

Some weapons confer disadvantages in some situations, however.

Weapons:-	<b>Heavy Cutting or Crushing Weapon</b>	- 1 Initiative <u>and</u> <u>only against</u> troops in 'Skirmish' order.
	<b>Light Cutting Weapons</b> <u>only against</u> troops in 'Shock' order.	- 1 Kill

The various types of weapon are defined as follows.

Longer Weapons:-

The following categories apply:- in order of length.

Hand Weapons	Swords, mace etc
Short Spears	Upto 6' long
Long Spears, halberds	Upto 12' long
Cavalry lances	Over 12' long
Pikes	Over 12' long

Two handed swords, axes, flails and maces count as 'Up to 6'. If both sides are using weapons within the same category no advantage is conferred.

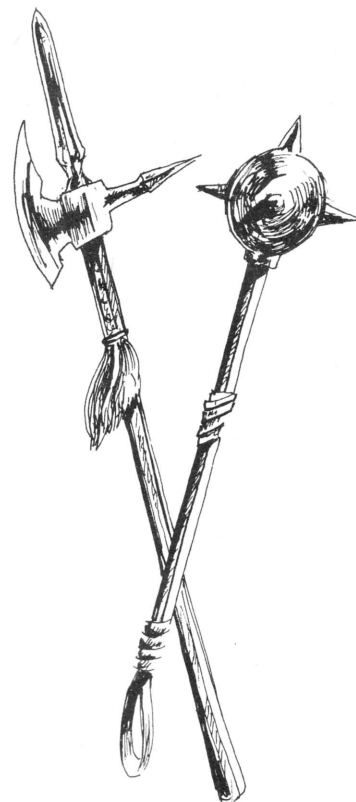
Heavy Cutting Weapons:-

Two handed - axes, swords, maces clubs  
Halberds

Note that cavalry are not allowed to use weapons two-handed.

Light Cutting weapons:-

Light Swords - falchions, sabres, scimitars



## WEAPONS DIFFERENTIATION AND MONSTERS

Monsters who are armed with some sort of weapon receive a +1 'To Kill' bonus if their Strength is 4 or more. They receive a further bonus as normal if they are armed with giant versions of 'Heavy Cutting and Crushing Weapons'. So a Giant with a Strength of 4 and a double handed club will receive +1 Kill for having Strength of 4+, and +1 Kill and -1 To Hit for having a Heavy Cutting and Crushing Weapon'.

Giants and large monsters armed with Light Cutting Weapons **do not** receive any modifications for this. This is because the actual size of the light sword will be easily as large and cumbersome as any normal weapon. They merely count as normal weapons.

For purposes of 'weapon length' unarmed monsters count as 'Short Spears'. Armed monsters with hand weapons count as 'Long Spear' length, monsters armed with any longer weapons - e.g. double handed weapons, spears or pikes count as pike length.

## WOUNDS

Most creatures only require a single Kill and are then dead and the model is removed. Some large creatures, however, require to sustain more than 1 Kill before they die. In this case each Kill is referred to as a 'Wound'. Each Wound must be 'saved' against individually as it occurs. When fighting large battles it is a good idea to throw for hits and kills as normal - but remove figures as if wounded models are killed first. So, for example, if you were fighting a unit of Trolls, who require 3 Wounds to Kill, and scored 4 Kills then this is automatically 1 model killed and 1 wound. It is not 3 different figures wounded. Obviously it is still important to fight out combats with heroes individually.

## COMBAT RESULTS

When a round of combat has been fought and there are still troops standing on both sides it is necessary to decide who has won. Count the number of 'wounds' and 'Kills' on each side - the side which has caused the most has won. If neither side has caused any wounds or kills then the combat is a draw and nothing happens - fight again next round. Troops who lose a round of combat are 'pushed back' 2". Pushed back troops may not change formation or overlap in the next combat round. troops who win a round of combat may move figures from back ranks into combat and may 'bend' upto 4 figures round an enemy formation to attack them in the flanks. If the enemy has a rear rank then they may turn figures against troops lapping round in this way - thus escaping the -2 penalty for being attacked in the flank, but no other figures may turn or move. Troops may not move figures from the back ranks any faster than they could normally expand frontage (4 figures per move usually).

Troops pushed back three time successively are **Routed**. some troops are especially valiant or cowardly and will Rout after more or less moves.

Orcs and Goblins	2 Rounds
Trolls	2 Rounds
Elves	4 Rounds
Dwarves	5 Rounds

If troops are pushed back by troops that they Fear then they are automatically Routed. Troops who are pushed back and lose a third or more of their strength in a single move are also Routed.

Victorious troops must follow up troops who are pushed back. Push backs and follow ups are made after all combat has been fought and no movement penalties are imposed for the extra 2".

## TROOPS BREAKING FROM COMBAT

In the 'Rout Phase' all routing troops move away from their opponents. They may make a double move, like a charge move. This is irrespective of any movement that has been made previously in the Movement Phase. Their opponents may strike one 'free blow' as they run away. This is made from the rear and so the routers cannot count their shields for Saving Throws.

Troops continue to rout until they are rallied or until they leave the board. See 'Morale'. Troops routing are thereafter moved only in the 'Rout Phase' - all routing troops are moved together regardless of whose Active Player turn it is.

Troops may break voluntarily if they wish. The player must declare he is going to break from combat. His opponent may then strike a free blow as if he was routing. The voluntary break occurs in the Rout Phase - the breaking troops move back a double move just like normal routers.

If your opponent breaks voluntarily you may choose to pursue as if he had broken in rout. If you catch up with him then he is Routed automatically. If a unit breaking voluntarily is not caught during their first move away from combat then they must spend the next move stationary reorganising, but may turn to face if they wish. They and can subsequently act as normal.

#### PURSUIT

Troops whose opponents rout have two choices. They may either **Halt** or they may decide to **Pursue**. If they decide to halt then they must spend their next move stationary whilst they reorganise themselves and reform. If they decide to pursue then they are subsequently moved not in their own Active Player turn but in the Rout Phase of each turn in the same way as the routers they are following. Pursuers move a double move. If they are still in contact with the routers at the end of each Rout Phase then the pursuers may strike another 'free blow' - the routers may not fight back. This means that during the first rout phase the pursuers may strike 2 free blows - one when the routers turn and flee and one when they catch up with them. Once pursuers have started to pursue they must continue to do so until:-

1. The Routers out distance them and they can no longer strike blows against them.
2. The Pursuers are attacked by other enemy.
3. The Routers are all destroyed.
4. The Pursuers wish to stop pursuing and roll a score of 6 on a D6 at the beginning of their 'Active Player turn'.



**ADVANCE RULE:- Follow on combat.** Follow on combat is an option open to troops with **Initiative Levels** of 6 or more. If such troops win a round of combat they may attempt to gain a round of 'follow on combat'. To do this roll a D6 -you will need to score 4 or more. If troops are successful then they may fight another round of combat immediately. If a fighter wins a round of 'follow on combat he may roll for another. Rounds of 'follow on combat' take place outside of the normal move sequence. In a follow on combat a fighter may move upto 3" to engage a fresh enemy, the enemy may not move.



**EXAMPLE:-** A Hero, Solomon Klomp, has an **Initiative Level** of 8. He has just won a round of combat against a lone Orc and killed it. 2" behind the Orc lurks a fearsome Giant Rat -undoubtedly anticipating easy pickings! Solomon elects to go into a round of **Follow on Combat** - he rolls a D6 and scores a 5 - he has succeeded! He leaps the 2" towards the Rat and fights a round of combat against it - Solomon scores one wound on the Rat (who can take two wounds) and suffers no damage himself. Not content with merely wounding the foul creature Solomon rolls for and gets another round of **Follow on Combat**. This round he slays the rodent outright. Enthusiastically Solomon Klomp casts his eyes round for victims - but the nearest enemy is over 6" away - too far for follow on combat.





**ADVANCED RULE:- Critical Hits.** When an individual is fighting an opponent capable of withstanding more than one 'kill' then he may decide to try and score a 'Critical Hit'. This represents those heroic blows right to the very vitals of the large and threatening monster bearing down on our intrepid adventurer! Attempts at Critical Hits are declared before rolling 'to hit' If you hit successfully then roll as follows. Roll one D6 for each Wound or Kill required. If all of the dice score sufficient to have caused a 'wound' then the victim is killed outright. If any of the dice scores is below that required to wound then there is no effect at all.



**ADVANCED RULE:- Knock Out!** A player may wish to knock out his opponent rather than kill him - for instance if he wanted to ransom a captured Knight or entrap a valuable animal. Play out the combat as normal. Then, when the enemy comes to take his final Saving Throw, the victor may declare he is going for a **Knock Out**. Throw a dice:-

- 1-3 Knocked Out for 3D10 turns
- 4-5 Knocked Out for 5D10 turns
- 6 Killed! Ooooooops sorry.

# Tabletop Battles

To play a Tabletop battle you will need a large flat area such as a table, although a floor will do perfectly well. Ideally a table should be at least six feet by four feet. Most Wargames Clubs use pieces of chipboard which can be bought from hardware stores. These can be cut into sectors and placed on, say, a dining room table, to increase the amount of space available. Having decided where you are going to have the game you can start to place scenery such as hills, buildings, rivers and woods,

At this point it's a good idea to lay a heavyweight cloth over the table - a heavy blanket is ideal. This should be of some natural colour, green, buff or grey, as it is intended to represent the fields and countryside over which the battle is to be fought. If you place books and newspapers underneath the cloth you can produce wonderful hills and valleys and soaring landscapes. Roads, rivers and marshes can be represented by using chalk to draw onto the cloth. Alternatively you can make your own riverbanks out of cardboard and plasticine. Houses can be bought from hobby shops, some are made especially for wargaming and 'look right' in relation with the figures - houses designed for railway enthusiasts tend to be a bit small, but this doesn't really matter! Of course if you're really ambitious - and a pretty good modeller - you can make your own out of card. This is a good idea because then you can design pieces especially for your adventures, from peasant hovels to grandiose Gothic mansions with horrible Gargoyles! Citadel make some excellent little windows, pillars and other architectural pieces -including a really ugly Gargoyle! Hedges and trees must be bought - but are quite cheap and available from hobby stores. Lichen can also be bought from the same shop, this is a sort of moss type stuff which is used by railway modellers for scenery and eaten by reindeer in Sweden. Again its quite cheap (good news for reindeer) and available in a variety of colours. It is superb for hedges and for decorating woods and marshes.

## FIGHTING WITH REGIMENTS

When you fight tabletop battles it becomes convenient to organise troops into **Units** or **Regiments**. A Regiment may be of between 5 and 50 figures strong and should be of the same sort of troops throughout - e.g. a Regiment of unarmoured bowmen, a Regiment of plate armoured knights or a Regiment of Spear armed, shielded but unarmoured Orcs. You can mix figures with different weapons and armour if you like - but this makes combat much more difficult to work out so I never do. Units of between 10 and 24 figures look nicest!

## BASES

When you start using Regiments it becomes necessary to mount each figure on a cardboard base. This makes figures look better in formation. A base should be a piece of rectangular cardboard onto which the figure is glued - the base can then be painted either green or some neutral colour. Only the thickest cardboard should be used, the sort generally available through art shops. Large Regiments can be based with some multiples i.e. instead of each figure having its own base several figures are mounted side-by-side on one long base, but still leaving sufficient single figures to facilitate removing casualties. This saves a lot of time when moving figures. Models may be mounted on bases of the following dimensions.

	Front	Side
Halflings and Lesser Goblins	15 mm	15 mm
Dwarves, Goblins, Men and Elves.	20 mm	20 mm
Orcs and Hobgoblins	25 mm	25 mm
Cavalry	25 mm	40 mm



Large monsters and other creatures should be mounted on a base size which suits them - so long as they have enough room to fight the actual size is unimportant. Human sized monsters should be given human sized bases.

If troops are armed with missile weapons (crossbows, bows, slings and javalins for example) then they may be designated **Skirmishers**. This is an option and not compulsory. Skirmishers fight in a loose **Skirmish formation** - or **Skirmish Order**, this means they have bigger bases, but gain advantages when being attacked with certain weapons. Increase the base 'front' by 50% (i.e. 20 mm becomes 30 mm) for infantry. Increase the 'front' by 5 mm for mounted troops. 'Sides' can be altered so that figures remain on square bases where appropriate. Skirmishers may move through **Difficult Terrain** at normal speed **minus 1"** because of their extra flexibility.

Troops armed primarily with close combat weaponry (spears, pikes and lances for example) may be designated as **Shock Troops**. This is an option and is not compulsory. They are allowed smaller bases than normal troops but are vulnerable to some weapons because they have little room to 'duck' and 'dodge' in the ranks. Shock Troops may deduct 5 mm from their base frontages.

Large or non-humanoid monsters are not allowed the option of adopting these special formations. **Stupid** creatures haven't got the intelligence to be able to either.

All members of a Regiment must remain in base-to-base contact with each other during the game. This may not be always possible, for instance if troops occupy a house, in which case they must remain as close as possible.

# Fighting in Dungeons

Many players may already be familiar with dungeoneering using **role playing games**. Warhammer can be used in a similar way to produce dungeon adventures or underground conflicts. Because Warhammer has been specially designed for large armies, it becomes possible for the first time to fight vast subterranean battles amongst ancient caverns, tunnels and mines. Special rules for mapping out underground games haven't been included because we feel than anyone attempting a game of this kind would probably be familiar with the mechanisms involved. Even if the players have never been down a dungeon before it is a simple matter to produce a map of caverns and tunnels - with interlocking chambers and underground streams etc. It is not necessary to have all of the caverns present on the tabletop at one time, just the section the models are in. As the adventurers move, the scenery can be 'changed' around them or just left to the imagination.

For example, you could fight games between Orcs and Dwarves. The battle could be a Dwarfish raid on an Orc 'den' deep beneath a mountain. The Orc player could map out his den, with tunnels, living space, meeting chambers and so on. The Dwarf player could then attack the den from the main entrance, fighting his way towards the centre of the Orc realm causing as much damage as he can. The Dwarf player could be set various tasks such as freeing captives, stealing gold, recovering some lost Dwarf treasure or slaying the fearsome Orc king.

## DARKNESS AND LIGHTS

All underground places are dark! Consequently torches or lanterns will need to be carried in unlit tunnels. Generally speaking inhabited areas of dungeons will be lit by lanterns round the walls. If there is no such source of light then it is so dark that models can only see upto 6" in front of them - unless they have **Night Vision** as explained in the **Creature Lists**. Each torch or lantern illuminates an area of 4" radius. People carrying torches can be seen as if in normal daylight.

## DOORS

It is convenient to have set rules about which way doors open and close - if you wish you can ignore this and note such details on your maps, but this may be a little inconvenient. Doors open from either side but can only be bolted or locked from one side. Underground this will tend to be on the 'inside'. Bolting, opening or closing a door reduces movement by half - like crossing obstacles. Bolted or locked doors may be broken down. **Normal** doors may be broken down with normal weapons, kicking etc. To do this roll a D6 at the end of your **active player turn**. If the score is 6 you have broken in the door. Creatures with a Strength of 3 may add 1 to the dice. Creatures with a Strength of 4 or more may add 2. **Heavy** doors may only be broken down using **Heavy Cutting or Crushing Weapons**. The score required is the same as for normal doors. Heavy doors are found inside prisons, treasure and guard rooms. **Very Heavy** doors are found at the entrance to underground strongholds and sometimes at strategic points inside. They may be broken down in the same way as Heavy doors except they are much too strong for just 1 Man to break. To break down a Very Heavy door the player must exert a total Strength Grade of 6 - i.e. 3 Men, Elves or Dwarves; or one Dragon. Players carrying battering rams count as double Strength Grade. If you wish you can include **Extra Heavy Doors** which are impossible to break down at all! Also you can include doors which only open from one direction - but this is more complicated and requires more record keeping.

## TUNNELS

Tunnels may be too small for cavalry to use - although horses can always be dismounted and lead through the tunnels at foot speed. Caverns and chambers are generally larger and cavalry can fight as normal.



# Flying Creatures

Creatures with the ability to fly present the Fantasy Wargamer with an added dimension of battle! **Warhammer** represents this in the following manner.

In his **active turn** a flying creature may either:-

1. Land
2. Take Off
3. Remain airborne

Creatures who are 'airborne' are removed from the table and placed aside. Whilst they are airborne creatures cannot effect events on table, they are out of missile range and cannot be clearly seen. It is possible that troops from both sides may be airborne at the same time - this does not matter as it is assumed they are far apart and will not clash in the air.

Any unit of flying troops or any creature who is airborne may 'land' at the beginning of their **active player movement phase**. They may land anywhere on the table - but the usual tactic will be to land into hand-to-hand combat. Hovering above enemy to fight counts as 'landed'. 'Landed' figures may engage in combat as normal, with the addition of a few modifiers as given below.

A landed unit may 'take off' at the beginning of their **active player movement phase** and is then said to be airborne.

If two opposing units of flying troops both land in the same place - for instance over the same hand-to-hand combat, then they must fight each other rather than any ground troops.

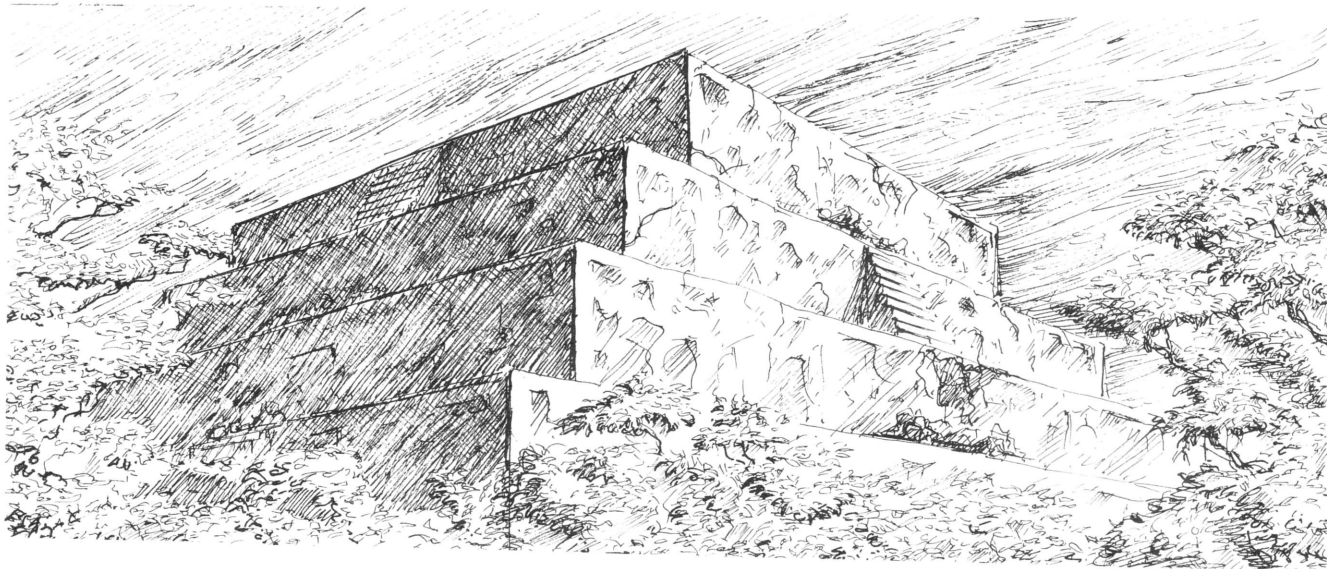
Flying troops 'pushed back' in hand-to-hand combat are removed from the table and treated as 'airborne'.

Flying troops who 'land' into hand-to-hand combat count as charging. They cannot be countercharged.

The following combat bonuses apply to flying troops.

Initiative	+4
Weapon Length	Always Pike
Enemy 'To hit'	-1 in hand-to-hand combat
	-2 from missile fire

Troops with legs or other means of locomotion may land and then move as normal, but receive none of the special bonuses listed above if they then enter combat.



# The Ziggurat of Doom

In the darkling woods of Dwarfstrangle there stands a most ancient ziggurat. Solitary and forgotten the crumbling mound passes century upon century undisturbed until the day in question. Upon this day, the day of this adventure, the 6 Dwarves Sigurd Strongarm, Sigrat Blackbrow, Sigrun Slendershank, Skeggi Brokenback, Saugorn Brittlebone and their leader Thorgrim Branedimm break the peace of sleeping millenia as they stumble, hurriedly, into the sunlight of the open glade. Indeed the Dwarves have reason to hurry for they are fleeing for their very lives, away from the forest, away from the Goblins whose cries even now can be heard in the glade.

"This looks as likely a place to make an end of it", says Thorgrim, "We defend this old temple - for I'd sooner die here with a weapon in my hand than die running with an arrow in my back".

All the others murmur their argreement in the sullen way of Dwarves, and the company deploy themselves on the Ziggurat ready to meet the onslaught of Goblins.

.....

The Ziggurat may be represented on your table by books or boxes, or even drawn onto a sheet of paper. If you are using books lay down strips of stiff card to represents the ramps. Drape a light-weight cloth over the construct and push it well into shape. The Ziggurat is surrounded by a glade and dense woods all around.

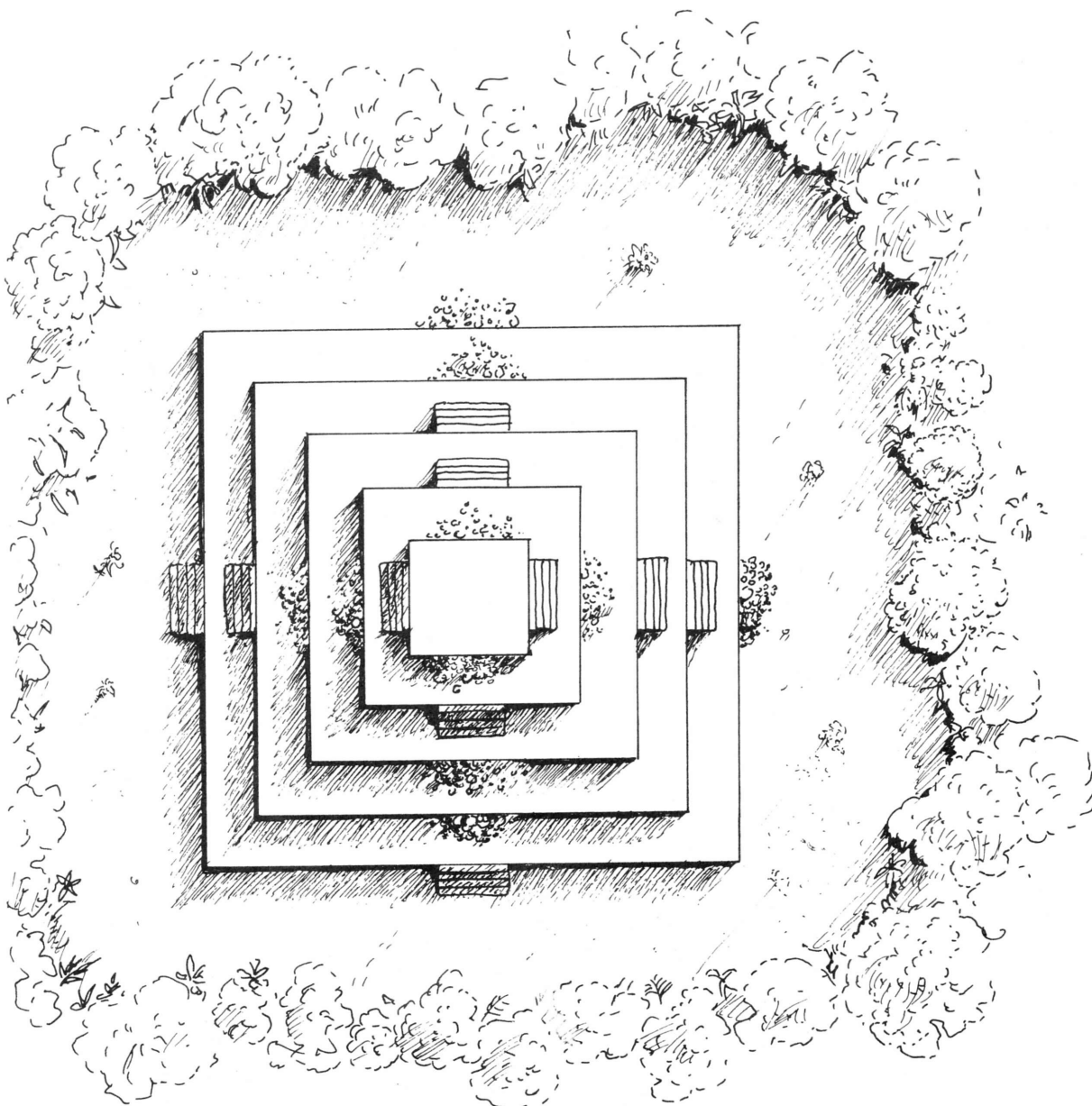
Thorgrim and his companions will be represented by one player - he will need 6 Dwarf models. These will have the following characteristics.

## THE DWARVES

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Dwarves	3½	7	4	2	C	2	3	2

These are slightly higher than normal Dwarf characteristics - this is because these are noble and heroic Dwarves. It is suggested that the player uses such models as are available to him from our range of Dwarf Warriors - all should have at least a mail coat - Dwarves sometimes wear such coats hidden under their other garments. Sigurd and Skeggi should also be armed with either a crossbow or bow each as well as sword or other weapons. Thorgrim Branedimm is a famous Dwarf Chieften and bearer of the ancient Warhammer 'Foebane', symbol of his lineage and majesty. His characteristics are even better than his fellows. In addition 'Foebane' is a magical weapon and confers added advantages.

As you can see most of the original ramps have decayed. Each level of the Ziggurat is 6 meters high, as the sides of each level are vertical there is no chance of ascent or descent other than by the ramps.



	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Thorgrim	4	8	4	3	C	3	5	3

In addition Thorgrim wears a coat of shining Mithril - so he has a saving throw of 4 or 3 with shield. The Warhammer 'Foebane' causes a paralysing sense of fear, and ultimately death, against all non-Dwarf targets. Each hit must be saved against as for **Poison**. In addition it causes Fear within 15" for all non-Dwarf types, and also allows it's wielder to go in and out of **Frenzy** anytime he wishes.



The Goblin player is represented by the other player. His objective is to attack and kill as many of the Dwarves as he can. He starts off with 3D6 Goblins which can enter from any table side in groups as the player wishes. During the next **three** moves the Goblin player may receive upto 6 reinforcements per move. He throws a D6 at the beginning of each of the next three of his **active player moves** and receives the number of figures indicated. These must enter at a position on the table indicated by the **Dwarf** player. This is to represent odd Goblins getting lost in the chase.

#### THE GOBLINS

The Goblins can be either Goblins, Red Goblins or Night Goblins - depending on what figures the players have available. The first 6 Goblins rolled can be Hobgoblins - much tougher than ordinary Goblins. In addition the Goblin player has the Goblin Chieften, Guthnog Bristlenose, who has slightly better than average Hobgoblin characteristics.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Guthnog	5/6	5	2	2	C	2	3	2

#### SPECIAL RULES

Troops who look for rocks at the beginning of their **active player move** will find them on the ziggurat on a throw of 4,5,6 on a D6. Rocks may be dropped in the Shooting phase from higher levels of the ziggurat onto troops immediately below. They will hit on a score of 7 on 2D6. Each hit has a Strength attack of 2. Thorgrim and his companions have time to position themselves where they like on the ziggurat and collect 4D6 rocks which they can place where they wish.

The defenders may during any move hide behind broken masonry if they are on a level higher than any missile attacker - in this way they count as being behind 'hard cover'.

The Ziggurat consists of levels, ramps and broken ramps. Broken ramps may not be ascended - they may be crossed from one side to the other of the same level at half speed. Ramps may be ascended at normal speed. Levels may not be ascended or descended except by ramps.

#### VICTORY

The Goblin leader receives 2 points for each Dwarf slain except Thorgrim who is worth 6 points. The Dwarf player receives 1 point for each move he survives with at least 1 Dwarf left alive. The winner is the player with the highest number of points after play ends - or all the Dwarves are dead. Using this system players can play this scenario twice - swopping roles over to produce a fair and even score.

#### SUGGESTED TACTICS

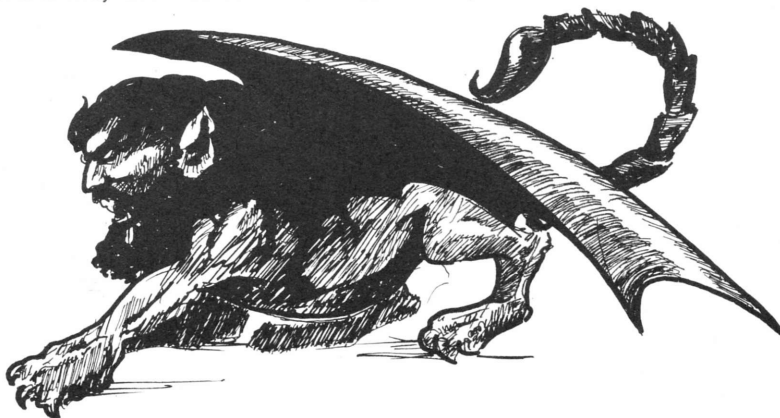
The Dwarves could make a stand on the highest level of the building, however they would lose any advantage by allowing the Goblins to assemble their forces. They would probably do better to harrass the Goblins with rocks, and play for time, slowly pulling back to the higher levels. The Goblins must play the game according to their dice rolls and the actions of the Dwarves.

# Creature Lists

These lists have been compiled from the extensive and detailed notes which we use in our own battles and campaigns. In the future **Citadel** will be publishing these lists in their entirety, along with further volumes of **Warhammer** with rules to include more unusual and extraordinary creatures. The lists that follow are of abbreviated form, which will prove more than sufficient for use with this volume of **Warhammer** - and which we hope will whet your appetite for more!

## POISON

Some creatures have a Poisonous attack - bite or claw. Hits caused by Poisoned attacks must save as normal. Creatures hit by poison must then save against **POISON** or die instantly. Each poisoned hit is saved for separately. The D6 Saving Throw against poison is 1 dice 'pip' per Strength Grade. So, for instance, a Strength Grade of 1 requires 6 to save, 2 requires 5-6, 3 requires 4-6, etc. Models wearing any form of metal armour may add 1 to their dice score.



## REGENERATION

Some creatures are able to Regenerate Wounds. This is simulated in the following way. When a figure is Killed instead of removing it from the board as normal turn the model around or place a marker against it. This figure is then 'Regenerating' and takes no further part in combat although the figure is still moved around with the unit. At the end of each players active phase throw a D6 for each Regenerating figure on the table - including Regenerating figures of all players.

- |     |  |
|-----|--|
| 1-2 | The figure has failed to Regenerate. Remove the model as <u>dead</u> .                             |
| 3-4 | The figure is still trying to Regenerate. Try again next move!                                     |
| 5-6 | The figure has Regenerated successfully. Turn the model round and continue to fight etc as normal. |

## ANIMALS

Animals are not subject to Morale rules. They are effected by Fear, Terror and Hatred where applicable. All animals are subject to stupidity. Magical or 'fantasy animals', such as 'Giant Rats' and 'Giant Wolves' are regarded as being semi-intelligent and are not subject to stupidity if lead or ridden by intelligent troops.



## INDEX TO THE LISTS

### 1.Men and Humanoid Monsters

1. Men
2. Elves
3. Halflings
4. Dwarves
5. Goblins

6. Orcs
7. Hobgoblins
8. Lizardmen
9. Menfish

### 2.Large Humanoid Monsters

1. Giants
2. Trolls
3. Balrog

4. Minotaur
5. Ogre
6. Demons



### 3.Monsters

1. Dragons
2. Wyvern
3. Chimera
4. Hippogriff
5. Griffon
6. Centaur
7. Jabberwock
8. Treemen
9. Eagles
10. Giant Frog

11. Giant Rat
12. Winged Serpent
13. Manticore
14. Serpent Crawler
15. Winged Panther
16. Carniverous Bird
17. Harpy
18. Wolves
19. Giant Riding Reptile
20. Giant Insects

### 4.Werecreatures

1. Weretiger
2. Wererat
3. Werewolf

4. Wereboar
5. Werebear

### 5.Undead

1. Skeletons
2. Zombie
3. Liche
4. Ghost
5. Ghouls

6. Wraith
7. Wight
8. Mummy
9. Spectre

## MEN AND HUMANOID MONSTERS

### 1. MEN

**Citadel** fighting men are available to meet the requirements of the most demanding commander! C37, 38, and 39 provide an assortment of Medieval and Dark Age warriors together with Arab types and fearsome Vikings. Armour and weapons will be as depicted.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Men	4/3	3	3	2	B	1	3	1

### 2. ELVES

Elves are humanoid creatures of lofty aspect and handsome appearance who prefer to live in the proximity of trees. Elves have **Night Vision** upto 30".

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Sea Elf	4½/4	4	4	2	B	1	6	1
High Elf	4½/4	4	4	2	B	1	6	1
Wood Elf	4½/4	4	5	2	B	1	6	1
Night Elf	4½/4	4	4	2	B	1	5	1

**Citadel** Elves are available as C9, and the Night Elves are available as a boxed set. **Citadel** also produce the award winning **Ral Partha** Elves under license as P2.

All Elves are expert woodsmen and can move through woods at normal speed. Elves are often unaffected by Fear and Terror where other creatures quail and run! This is stated as an exception in the text. Elves cause **Fear** in Units of Goblins less than twice their own strength. Elves **Hate** Goblins, Orcs and Night Elves. Night Elves are evil perverted Elves and do not cause **Fear**, they **Hate** other Elves.

### 3. HALFLINGS

Halflings are small but hardy and good natured humanoids. **Citadel** produce Ral Partha's excellent range of Halflings to represent this valiant folk, P3.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Halflings	3/2	2	4	1	A	1	5	1

### 4. DWARVES

Dwarves are short, but stout, humanoids who live in underground towns, often cut deep into the sides of mountains. They **Hate** Goblins and Orcs on account of the 'Goblin Wars' fought long ago between these two races. **Citadel** Dwarves are as tough a bunch of their kind you're likely to meet! armed and armoured, bearded and determined, ready to stride across your battlefields in search of their foes. Available as C7 and 8. Dwarves have **Night Vision** upto 20".

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Dwarves	3½	4	3	2	C	1	2	1

## 5. GOBLINS

All Goblins are evil, black hearted and mean creatures who delight in needless slaughter and torture. They live, for the most part, amongst underground caverns and caves. Sunlight pains them so much that it is avoided unless dire necessity drives them from their holes. All Goblins must deduct 1 from their Morale dice when testing during daylight hours. Goblins **Hate** Dwarves. Goblins **Fear** Elvish units of less than twice their own numbers - this is because Elves being 'good' represent the antithesis of their own base natures.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Night Gbln	4/3	2	3	2	B	1	2	1
Red Gbln	4/3	3	3	2	B	1	2	1
Goblins	4/3	3	2	2	B	1	3	1
Great Gbln	4/3	3	3	2	B	1	3	1
Lss'r Gbln	3/2	2	2	1	A	1	3	1
Lss'r Night Goblins	3½/3	2	3	1	A	1	4	1

Red Goblins show a preference for riding gaint wolves, Goblins and Great Goblins for boars. These different types of Goblin are apt to feud amongst themselves especially when there are no enemy about - Night Goblins have **Night Vision** upto 25", other Goblins 20".

## 6. ORCS

Orcs are largish and aggressive monsters, related to Goblins but less afraid of the effects of sunlight. Like Goblins they tend to live underground - often with Goblins who they bully mercilessly. **Citadel** Orcs are available as part of our 'individualised' range. Providing a truly menacing band of evil fighters each armed with an assortment of cruel weapons. C15 and 16.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Orcs	4/3	3	3	2	C	1	2	1

Orcs have **Night Vision** upto 10". Orcs can ride the 'Riding Wyvern' - which they capture when young and rear for mounts.

Wyvern	10	2	-	4	E	3	1	2
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See 'Giant Riding Reptile' for details of fighting with these creatures.

## 7. HOBGOBLINS

Hobgoblins are larger cousins of the smaller type of Goblin, fiercer and more aggressive, they are much feared by dungeon parties and lone adventurers. They **Hate** Elves, Dwarves and Men - and are subject to **Frenzy**.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Hobgoblin	4/5	3	2	2	C	1	3	1

## 8. LIZARDMEN

**Citadel** Lizardmen are a reptilian, tribal creature; laconic and cunning, if not exactly intelligent! They live in the darker and deeper regions of natural caverns and caves, occasionally emerging into the higher tunnels to molest Orcs and Goblins, raid, and take captives for food.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Lizardmen	3/3½	3	3	2	C	2	1	2

Lizardmen have **Night Vision** upto 35". Citadel Lizard Warriors are available as C26.

## 9. MENFISH

The Manfish is a strange synthesis of man and fish, humanoid but scaled and capable of living underwater as well as on land. **Citadel** Menfish live both in the underwater caves of sea and freshwater, being able to adapt easily to either environment. Independent by nature, they mount night attacks on the fishing villages of Men, Elves, Goblins and others with equal indifference. Menfish **Fear** fire, and direct sunlight, have **Night Vision** upto 30" and can move through or over water or boggy ground at normal speeds.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Menfish	3/3½	3	2	2	B	1	2	1

Menfish are available as C22/3.

## LARGE HUMANOID MONSTERS

### 1. GIANTS

Of Giants much could be told! Of immense stature they are often short on both temper and intelligence. There are many different breeds of Giant - although the main types can be categorised into the following races.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Mountain	8	3	3	5	E	8	3	4
Hill Giant	6	3	3	4	D	4	3	2
Cyclopean	6	3	3	4	D	4	2	2
Westland	7	3	3	4	E	6	2	4
Gr't Cyclops	7	3	-	5	E	8	4	4
Storm Giant	7	3	3	4	D	6	5	4
Fire Giant	9	3	3	5	D	5	5	3
Frost Giant	5	3	3	5	D	6	4	3

**Citadel** produce Mountain, Hill and Cyclopean Giants as well as the **Ral Partha** Giants - referred to here as 'Westland' and 'Great' Giants. Because of their size all Giants cause **Fear** in opposing units of Men or Men sized, or smaller, creatures (the only exception is Elves). Storm, Fire and Frost Giants are semi-magical in nature, servants of natural forces and may have magical powers appropriate for their kind.

Cyclops are especially fearsome and evil Giants and more likely than others to have **Chaotic Attributes** - later volumes of **Warhammer** will discuss and give rules for these attributes. The **Great** Cyclops is an especially large and barbaric Giant who may have an ability to use magic. Dice to determine whether he can use magic or not (50%), and his Magic Level (1-2) and spells (1-3 random Battlefield Spells). Cyclops may be subject to **Frenzy**.

Some Western Giants are known to ride Elephants into battle! The Elephant may fight in addition to it's rider, stamping on small creatures and flailing enemy with it's trunk. Elephants cause **Terror** in units of horsed cavalry they are fighting.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Elephant	10	3	-	5	F	5	1	2

## 2.TROLLS

Trolls are large evil creatures, very stupid, ferocious and unhygienic. They have the awesome ability to **Regenerate** wounds, this makes them extremely difficult opponents.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Troll	6	3	-	4	B	3	1	3
Hill Troll	6	2	-	4	B	3	1	3
Spiked Troll	6	2	-	4	D	4	2	3
Two-headed	7	3	-	4	C	4	3	4

Trolls can have **Chaotic Attributes**, and this accounts for the vast number of 'aberrant' Troll types, such as the 'Spiked' and 'Two-headed Troll'. The Spiked Troll although quite small has ugly iron spikes growing from its tough hide, these can be **Poisoned** (50% of the time), the Spiked Troll is a variant of the 'Hill Troll'. Hill Trolls are especially ferocious, even for Troll-kind, although they are a little smaller than the 'True' Troll. All Trolls are subject to **Stupidity** and **Frenzy**. If unarmed they fight with bite and claw and can cause hits to save against poison (50% chance of any hit being poisoned). Trolls cause **Fear** in units of Men or similar sized or smaller creatures (the only exception to this is Elves).

## 3.BALROGS

Balrogs are extremely strong and evil monsters, originally free spirits and lesser deities but corrupted and twisted into terrible demonic form. Originally their power was as spirits of fire and it is in fire that their greater strength lies, fire weapons and magical fire attacks have no effect on them. Their chief weapons are a flaming sword and whip, which is of great length and can be 'lashed' with a range of 6" like a missile weapon. Balrogs can cast fire related spells, **Fire Blast**, **Flame Sheet** and **Fire Bolt** and have a Mastery Level of 4. Balrogs are not subject to **Fear** or **Terror** except where induced by Gods or greater Demons. Balrogs cause **Fear** in all enemy that can see them, and **Terror** in all enemy within 15". Balrogs can lead or command up to 3 units of Orcs, Goblins, Trolls or Hobgoblins at the same time. Units lead by a Balrog need never test morale and ignore Psychological effects.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Balrog	12	10	10	6	F	15	10	10
'Whip'	-	-	10	6	-	-	10	3

All creatures hit by Balrogs either in hand-to-hand combat or from the whip must save against **Poison**.

## 4.MINOTAUR

Minotaurs, like Balrogs, were once spirits who, fallen and twisted by evil and hatred, have assumed gross physical shapes. Minotaurs, however, are much less powerful than Balrogs. They live away from light, amongst the darker parts of caves, often as solitary creatures or amongst Orcs and Goblins who both fear and respect them.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Minotaur	6	4	2	3	D	4	3	2



Minotaurs are over 10" in height and cause **Fear** in units of Men or Man size, or smaller, creatures (the only exception to this is Elves). They can use their horns to attack by charging with the same effect bonus as a mounted lancer.

## 5. OGRE

Ogres are smaller and slightly more intelligent cousins of Trolls, they retain most of their unpleasant habits however. Ogres cannot Regenerate but are susceptible to Chaotic Attributes like trolls. They cause **Fear** in units of Man sized or smaller creatures (except Elves).

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Ogre	6	3	2	3	D	3	3	2
Goat headed	4	3	2	2	C	2	3	2

Ogres are subject to **Stupidity+1**. An unusual variant of the Ogre form is the Goat Headed Ogre - a typical Chaos mutation. These are smaller than normal Ogres but capable of biting and stabbing with their teeth and horns which are often poisonous. Any Hit caused by one of these creatures has a 50% chance of being **Poisonous**.

## 6. DEMONS

There are many kinds of demon - greater and lesser. A further volume of **Warhammer** will cover these creatures in depth. Demons are minor forms of the same sort of beings who make up Balrogs and other Powers, often they can take on various shapes. A typical small Demon, such as might be controlled by a Wizard, or accompany a Balrog, is Ral Partha's P15 1e, Demon with Trident.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Demon	4	6	-	3	B	1	6	2

Demons are not subject to Fear or Terror unless caused by Greater Demons or Magic. They cause **Fear** in units of living creatures.

## MONSTERS

### 1. DRAGONS

**Citadel** Dragons are available with assorted heads and wings - representing the diverse and individual nature of Dragonkind. For indeed Dragons are inclined to exhibit distinctive features, and may even be subject to Chaotic Attributes. Dragons may be intelligent, can be Heroes or role-playing characters with a **Leadership** and **Mastery Level** for Magic. Most Dragons, however, are dull - some are distinctly **Stupid**. Within the mass of Dragons can be distinguished 7 main types.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Fire Dragon	10	7	6	6	F	10	3	4
Breath			6	6				

Intelligent 10% chance. +2 Initiative. Further 10% chance of Intelligent Fire Dragons being Wizards with Mastery Level 1 and 1-3 spells.

Stupid 25% chance. -1 Initiative. Subject to Stupidity.

Notes May breath fire with a 'template' of 4x2". Throw to 'Hit' all figures within this area once. Range 24".

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Red Dragon	10	5	5	5	F	8	5	5
Breath			6	6				

Intelligent 20% chance. +1 Initiative. Further 15% chance of Intelligent Red Dragons being Wizards with Mastery Level 1 and 1-3 spells.

Stupid 5% chance. -2 Initiative. Subject to Stupidity.

Notes May breath fire as Fire Dragon.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Black Dragon	10	6	6	6	F	10	3	4
Acid			6	6				1

Intelligent 50% chance. + 1 Initiative. There is a further 25% chance of Intelligent dragons being Wizards with a Mastery Level of 1, and a further 5% chance of a Mastery Level of 2. 1-3 spells per Level.

Notes May breath Acid with a template of 4x2" - all within the area are effected. Regenerating creatures so attacked may not attempt to Regenerate and are removed as dead. Range 24".

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Green Dragon	9	8	8	6	F	10	3	4
Poison			8	6			8	1

Intelligent 25% chance. + 1 Initiative. There is a further 75% chance of Intelligent Green dragons being Wizards with a Mastery Level of 1 and 1 spell.

Notes Green Dragons may breath poisonous fumes with a template of 4x2" and range of 6". All creatures within the template must save against **Poison** or die.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Ice Dragon	10	6	5	6	F	10	2	5
Ice Breath			5	6				1

Intelligent 10% chance. + 1 Initiative. There is a further 10% chance of intelligent Ice Dragons being Wizards of mastery Level 1 and 1-3 spells.

Stupidity The is a 50% chance of non-Intelligent Ice Dragons being subject to **Stupidity**.

Ice Breath Ice Dragons can breath a cold laden breath upto 12" with a 4x2" template. Saving Throw is as for **Poison**.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Gold Dragon	10	8	8	6	F	12	5	6
Fire breath			6	6			5	1
Poison gas			8	6			5	1

Intelligent 75% chance. Further 50% chance of intelligent Gold Dragons being Wizards with a Mastery Level of 1 and 1-6 spells. There is then a further 50% chance that Golden Dragon Wizards will have a Mastery Level of 2 with 1-6 spells.

Notes Golden dragons may breath fire as Fire Dragons, or Poison breath as Green dragons.

All Dragons are large and impressive beasts and accordingly cause **Fear** within 15" and **Terror** in units they are attacking. All Dragons have **Night Vision** upto 16". They themselves are only subject to Fear and Terror induced by a God or Great Demon.

## 2.WYVERN

Wyvern are smaller and more stupid relatives of the Dragon, found amongst rocky cliffs, mountains and barren wastelands Wyvern are ferocious in attack and determined in defence.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Wyvern	4	5	-	5	E	6	2	3

All hits caused by Wyvern must save against **Poison** or die. Cause **Fear** in units of Man sized or smaller creatures.

## 3.CHIMERA

This multi-headed monster is a true creature of Chaos - as such they can be subject to Chaotic Attributes and have ancilliary horns, tails and wings as well as a variety of heads. The most common variation is of triple headed form - Goat, Dragon and Lion. In combat each head fights seperately. The Dragon head may breath fire as a Fire Dragon, the Goat head causes **Poisonous** hits. Chimera cause **Fear** in units of Men-sized or smaller creatures.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Chimera	5	-	-	5	E	7	-	-
Goat head		4					1	2
Lion Head		4					3	2
Dragon Head			6				6	2
Dragon Breath			6	6			3	1

#### 4.HIPPOGRIF

Whilst a creature of Chaos the Hippogriff is a noble and loyal beast, only the purest of Heroes could hope to win the loyalty of these creatures. They may be ridden and driven to war by such characters, but more normally the Hippogriff is found high upon mountains where it will defend its nesting grounds most vigorously. Hippogriffs cause **Fear** in units of Man-size or smaller creatures.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Hippogriff	8	3	-	3	D	4	8	5

#### 5.GRIFFON

Another creature of Chaos the Griffon is half Lion half Eagle, winged and ferocious. The Griffon is a fierce hunter of living creatures and adults are totally untamable although they may sometimes be captured and subdued as youngsters.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Griffon	8	5	-	4	D	6	6	4

Griffon cause **Fear** in units of Man-sized or smaller creatures.

#### 6.CENTAUR

The Centaur is another Chaos creature a synthesis of Man and Horse. They sometimes have Chaotic Attributes and can be, although are not always, very Intelligent. Centaurs can be Heroes or Wizards.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Centaur	8	3	4	3	C	2	3	2

Centaurs may be evil, although most are of an enlightened and cultured disposition.

#### 7.JABBERWOCK

The Jabberwock is a beast of which careful adventurers had best beware! This is a chaotic demon which inhabits anywhere dark, although dark, cold and slimey is preferred. The Jabberwock attacks on sight with a ferocity tempered only by a full stomach. A hungry Jabberwock exhibits a luminescent quality which illuminates an area upto 6" radius around the creature, making Jabberwocks easy to see. Unfortunately the mere sight of a Jabberwock causes victims to freeze with fear -test as follows. Throw a D6 whenever a Jabberwock is visible within 15".

- 1-2 May not move this turn. Must Save against **Poison** or die.
- 3-4 May not move this turn.
- 5-6 May move...but only **away** from the Jabberwock.

Jabberwocks are not intelligent creatures and are often overcome by bouts of confusion. They are easily outwitted - but not subject to rational argument. Jabberwocky suffer from **Stupidity**. They have the capacity to **Regenerate**. The Jabberwocks main attack is by tooth and claw. 50% of all hits are **Poison**. Although they have wings Jabberwocks are flightless.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Jabberwock	6	8	-	4	E	8	1	8

#### 8.TREEMAN

Treemen are the forms of lesser spirits given living form as the guardians of trees and woods. These creatures are not normally aggressive and prefer to live solitary lives amongst their woods and forests. They dislike Orcs and Goblins but cannot be said to actually Hate them - Treemen are far to slow and calculating to Hate anyone.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Treeman	8	8	-	5	F	6	2 /	4

#### 9.EAGLES

Eagles are large and fearsome birds, good by nature but powerful and unforgiving enemies. They are strong flyers but slow on the ground, hence their rather small ground move. They cause **Fear** in units of man sized or smaller creatures they attack.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Eagle	2	7	-	4	C	3	5	2

#### 10.GIANT FROG

Giant Frogs live in swampy ground, amongst ponds and wooded areas. They can attack with their long sticky tongues - even from a submerged position -picking off unwary stragglers and swallowing them whole. Victims hit are drawn towards the Frogs mouth and swallowed unless they can save. Dice as follows. Roll a D6. Add 1 per Strength Grade of victim. Scores of 5 or more Save - scores of less are swallowed and killed. Giant Frogs cannot swallow victims larger than Men. The range of the tongue is 6".

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Giant Frog	3	2 4	3		B	3	5	1

### 11.GIANT RAT

Giant Rats are loathsome and dirty creatures. They live underground or amongst ruins and decay. Giant rats attack by bite and hits must save against poison 25% of the time.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Giant Rat	6	2	-	1	B	1	3	1

### 12.WINGED SERPENT

The Winged Serpent is both intelligent and magical. They are rarely encountered at all but are not themselves evil and may even help lone travellers or adventurers. There is a 75% chance that any Winged Serpent encountered will be a Wizard with a Mastery Level of 1 and 1-6 randomly generated spells. There is then a further 25% chance that Winged Serpent Wizards will have a Mastery Level of 2 with 1-3 extra randomly generated Level 2 spells. Attack is by biting and all hits are **Poisonous**.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Serpent	2	6	-	3	D	3	6	3

### 13.MANTICORE

The Manticore is a strange and magical creature, intelligent, chaotic and unpredictably violent. They usually avoid contact of any kind but can be enslaved by magical means. They attack in combat using their Lion claws and can 'fire' their iron tail spikes upto 8" - these are usually poisoned. Only one such volley can be fired each move.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Manticore	5	6	4	5	E	7	4	3
Tail spike			4	5			4	1

There is a 10% chance of a Manticore being a Wizard with 1-3 first level spells.

### 14.SERPENT CRAWLER

The origins of this half human, half serpent, are obscure - they have magical associations and are most commonly found singly as the guardians of treasure or religious temples.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Crawler	3	3	3	2	C	2	4	2

The Serpent Crawler is unusual in that it is immune to **Fear** and **Poison** no matter what the cause. They never test for Psychological or Morale reaction at all. They are also allowed a Saving Throw as if wearing Full Plate armour as their skins are magically toughened and iron scaled. Fire damage has only  $\frac{1}{2}$  effect against them, acid no effect at all.

### 15.WINGED PANTHER

This is another magical creature - a hybrid of Panther and flying beast. They live in the same sort of jungle environment as normal Panthers and they may interbreed. Winged Panthers are more intelligent than normal animals and are not subject to Stupidity - they often have the power of speech (50%), and may even be Wizards (10% of Speaking Panthers) with a Mastery Level of 1 and 1-3 random spells. They are proud, independent creatures but not evil.



	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Panther	8	8	-	3	C	4	6	3

Flying attacks cause **Fear**.

#### 16. CARNIVEROUS BIRD

The Carnivorous bird is a plains dweller after the manner of Ostriches and other large flightless birds. However it is far larger, often as tall as 6' from the ground, and is a fierce carnivore. The Bird attacks by means of it's powerful legs and hooked beak. Being an animal the creature is subject to **Stupidity**.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Carnivorous Bird	6	3	-	3	C	2	1	1

#### 17. HARPY

Harpies have the lower body and wings of a large bird of prey and the upper torso of a human female. They have limited intelligence and bestial cunning - as well as carnivorous appetites. They make and use no tools and shun the company of Intelligent creatures acting independently and to their own purposes.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Harpy	4	4	-	3	C	2	2	1

Flying attacks cause **Fear**.

#### 18. WOLVES

Apart from the normal pack wolf there are other larger and semi-intelligent kinds of Wolf. These 'Giant Wolves' are evil and cruel animals, who may have the power of speech. They are often found with Goblins, and even allow Goblins to ride them into battle upon their backs - where this is the case both the rider and wolf are allowed a blow each as the wolf can bite with it's jaws whilst the rider attacks as normal.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Pack Wolf	9	3	-	2	B	1	2	1
Giant Wolf	9	4	-	3	C	1	3	1

When being ridden the wolf will be killed if the rider is killed as normal -although the rider will of course benefit from the additional Saving Throw modifier of +1.

#### 19. GIANT RIDING REPTILE

Many of **Citadel's** personality figures are mounted on a giant riding reptile, usually with wings. For instance the 'Wraith mounted on Winged Reptile'. Rather than deal with each of these individually they are all covered by this section. All Giant Riding Reptiles cause **Fear** within 8" and **Terror** in any units they attack. Because these creatures are so huge they are treated differently to normal cavalry in combat. Normally with horse etc the opponent only has to kill the rider to kill the horse. But when attacking a Giant Riding Reptile count all hits against the creature. When the creature is killed then the rider is 'dismounted' and may be attacked on foot, but the rider cannot be attacked whilst the creature is still alive. The rider may attack normally, so both creature and rider fight in combat.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Reptile	8	3	-	5	E	6	3	3

The Creature does not get any Saving Throw for being 'mounted'.

## 20. GIANT INSECTS

Obviously there are many kinds of giant insect - similar in appearance and habits to their normal sized relatives but bigger! By far the most common, and by far the most feared, are giant spiders. Spiders can live a long time, often for many hundreds of years. Over the centuries Spiders can grow to immense sizes, so the size and ferocity are to some extent variable. Spiders often live in a communal fashion, usually amongst dark woods or old ruins. They are intelligent creatures and can communicate with each other in a hissing sibilant language - weary adventurers should keep an ear out when passing through places known to be haunted by spiders. Spiders are carnivorous and particularly fond of fresh meat. The bite of a giant spider is **Poisonous**. The giant spider spins webs between tree trunks or pillars. There is a 5% chance per turn of any creature passing through a spider den of becoming ensnared in the web. Once entrapped there is a 10% chance per move of breaking free - if the victim does not escape within 3 turns then he becomes exhausted and incapable of escaping or resisting attack. At night, when the web strands are almost invisible, the % chance of being ensnared goes up to 10% per turn. An Enchanted weapon with powers over Undead, Demonic and God types can be used to cut through webs - increasing the chances of getting free from 10 to 50% per move. Normal weapons just get tangled up.

Beetles are less intelligent than spiders. In fact beetles are very, very stupid creatures indeed! The small round 'Carrion Beetle' feeds on dead and rotting flesh, which they locate by an incredible sense of smell. They are passive creatures but if disturbed will squirt a disgusting, slimey and offensive liquid from a special gland in the abdomen. This can cause blindness for 1-6 moves if it gets in the victims eyes (15%). The larger 'Giant Weevil' eats only seeds and wood pulp - which, although inoffensive in itself, can seriously weaken wooden buildings. When giant Weevils are encountered the surrounding building or woodland will always be in an unstable state. Doors will be half eaten and lying ajar, wooden roof supports will fall down upon entering rooms (50%). There is a 50% chance an adventurer will be hit by falling masonry (minus his Cool score as a %). Falling masonry causes 1 Strength 1 Hit. Weevils will defend themselves if attacked. The 'Stag Beetle' is the largest giant beetle, and by far the most dangerous. They are carnivores who will prey with equal indifference on any living creature. They attack with their giant mandibles which are **Poisoned**. Once a Stag beetle has killed its victim it will retire to its underground lair and devour the corpse. All beetles are subject to **Stupidity**.

The Giant Scorpion is not strictly an insect, but is similar in behaviour and habits. The creature is subject to **Stupidity** and motivated only by food. Scorpion are strictly territorial and will attack and kill rivals encroaching upon their 'patch'. They will eat any live food, attacking with their **Poisonous** stinging tail, killing and eating the victim on the spot. Even if not hungry they will usually attack and kill passers by just to maintain their territory.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Giant Spider	5	3	-	4	C	4	1	2
Carrion	4	3	3	1	A	1	1	1
Weevil	4	3	-	2	B	2	1	1
Stag	4	3	-	2	C	2	1	2
Scorpion	5	3	-	2	C	2	1	2

All insects cause **Fear** in Men, Halflings and Elves. Fire causes **Fear** in all insects.

## WERECREATURES

Wercreatures are humans with the ability to attain animal or quasi-bestial forms. Each kind has a **Were-factor** of from 1-6. This represents the score needed on a D6 to change shape. Players may dice anytime during their **active player turn** but only once per turn. Wercreatures may be mixed in with

units of humans and change to 'were' form in combat. Werecreatures are normally highly intelligent when in human form and may be Wizards or other personality characters. In animal or quasi-bestial form it is usual to lose any associated Magical powers.

### 1.WERETIGER

The weretiger is a common oriental form of Lycanthropy, as skin changing is often called. Weretigers may assume Tiger, Human or half man, half Tiger form. In Tiger form they are subject to Stupidity.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Quasi-Tiger	4½	3	-	2	D	2	4	2
Tiger	9	3	-	3	D	2	6	3

Werefactor 3.

### 2.WERERAT

Wererats are evil and often found in packs preying on lone travellers and small parties. They may adopt Giant Rat or half man, half rat form.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Quasi-Rat	4	3	-	2	B	1	4	1
Giant Rat	6	3	-	2	B	1	3	2

Wererats may call and control upto 2D6 number of Giant Rats each. Hits are **Poison**. Werefactor 5.

### 3.WEREWOLF

The Werewolf is the commonest European form of Werecreature. They may change into Giant Wolf, Human or half man, half wolf form. When Wolves they are subject to **Stupidity** but can then control and lead upto 2D6 number of Giant Wolves. Were-factor 4.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Quasi-Wolf	4½	2	-	2	B	2	3	2
Giant Wolf	9	4	-	3	C	2	3	2

### 4.WEREBOAR

Tribal and aggressive, Wereboars inhabit dark woods and forests. They have 3 forms Man, Giant Boar and half man, half Boar. In Human form they are often capable of using magic (25%) with 1-3 randomly generated spells and a Mastery Level of 1. In Boar form they are subject to **Stupidity**.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Quasi-Boar	4	4	-	4	C	4	4	3
Giant Boar	8	3	-	4	D	4	3	2

Werefactor 3.

### 5.WEREBEAR

Werbears are reasonably friendly, if a little bad tempered. They **HATE** Orcs and Goblins. Werbears have two forms Man and Bear.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Bear	7	6	-	4	D	4	6	3

Werebears are subject to **Frenzy**. Werefactor 4.

## UNDEAD

Undead creatures have no real living form but exist as disembodied wills. Often only the smallest part of the life force remains and the undead creature is nothing more than a mindless automaton. Sometimes they take the form of an animated body - such as a Zombie or Skeleton. In either case, whether pure spirit or some kind of animated corpse, undead are immune to all Psychological and Morale reactions - so they need never test against Fear etc.

### 1.SKELETONS

Skeletons cause **Fear** in all living creatures within 6". They cause **Terror** in human units they are fighting. Skeletons must be controlled by a friendly Wizard appointed as a **Necromancer** or **Summoner** for the purpose. Alternatively they may be controlled by an **Undead Champion** - who is simply a personality model of a powerful undead, for instance a **Liche Lord**. Controllers must remain within 12" of the unit, and if he dies or leaves his area of command the unit is instantly destroyed.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Skeleton	4½	2	2	1	B	1	2	1

### 2.ZOMBIE

Zombies cause **Fear** in all living creatures they attack but must be controlled in the same way as Skeletons. They are subject to **Stupidity**.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Zombie	3½	2	-	1	B	1	1	1

### 3.LICHE

A Liche is an undead form of an evil and degenerate Wizard who has become undead as a result of magical malpractice. They cause **Terror** in all living creatures they attack, and **Fear** in all who see them. They are usually found singly and may operate as characters and **Undead Champions**. Liche are immune to magic and may cast spells as normal Wizards. Determine Level and Spells randomly. In combat hits from a Liche cause paralysis against living creatures -save as for Poison. Liche are often found as evil army leaders.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Liche	4½	9	-	4	E	4	5	2

### 4.GHOST

Ghosts are not normally found fighting on behalf of any side, but may be encountered independently. Being etherial they are immune to non-enchanted weapons and magic. The sight of a Ghost causes **Fear** in living creatures. In combat each hit caused by the Ghost requires the victim to save against **Terror** or die.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Ghost	5	2	-	4	D	3	3	2

#### 5.GHOUL

Ghouls are deranged former humans in undead form - they feed off corpses and consequently often live near burial grounds. Hits from Ghouls are **Poisoned**.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Ghoul	4	2	-	2	C	1	1	2

#### 6.WRAITH

A Wraith is an undead spirit such as haunt dark and dismal underground tombs. They are dispersed in daylight, becoming utterly powerless. Each hit from a Wraith reduces the victim's strength by 1 level. Characters reduced to zero levels are killed. Wraiths are immune to non-enchanted weaponry. They cause **Fear** within all living creatures.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Wraith	4	1	-	2	C	1	1	1

#### 7.WIGHT

A Wight is a very powerful Wraith and is also immune to normal weapons and magic. Hits cause reduction of Strength Grade, as for Wraiths, they also disperse in sunlight.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Wight	4	2	-	3	C	2	1	2

#### 8.MUMMY

A Mummy is the animated remains of a powerful human - rather like a powerful and well preserved Zombie. Mummies cause **Fear** within 10" and **Terror** against combat opponents. Mummies are immune to normal weapons and non-fire based magic. Fire causes normal damage however.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Mummy	3	2	-	4	C	3	1	2

#### 9.SPECTRE

Spectres are the pure spirit remains of long dead men. They have the power to cause **Fear** within 15" and **Terror** within 5". They are immune to normal weapons and magic. Hits from Spectres cause **Paralysis**, which means the victims must save as for poison. Failure to save results in the victim becoming rigid and helpless. A Cure Light Wounds spell will cure this condition.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Spectre	3½	-	-	1	E	1	-	-







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# WARHAMMER

THE MASS COMBAT FANTASY ROLE-PLAYING GAME

## Vol 2: MAGIC

by Bryan Ansell, Richard Halliwell and Richard Priestly



CITADEL MINIATURES





# WARHAMMER

## BOOK 2

### Contents

#### Page

4	Wizards & Magic
9	Random Generation
12	Spells
29	Necromancy
32	Enchanted Objects

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# Wizards & Magic

Magical Ability is represented by three characteristics, these are:-

MASTERY  
CONSTITUTION  
LIFE ENERGY

## MASTERY

This is the Wizard's ability to control Magicial forces - a compound of his experience and skill. Mastery is represented by a number of from 1 upwards. Mastery Levels correspond roughly with titles the Wizard may care to assume.

Mastery Level	Title
1	Novice/Initiate
2	Acolyte
3	Adept
4	Magician/Mage

Higher Levels are often just referred to as Magicians or Mages. Wizards are often associated with specific 'cults' and may assume their own titles of rank within those schools - for instance Grand Master, Ipsissimus, Magister etc. Some titles are not associated with power but with tasks performed during certain magical rites -for instance Scribes and Wizard-Artificers.

## CONSTITUTION

This is best described as magical stamina. The Wizard's Constitution will determine how much Magic he can perform before becoming exhausted and unable to continue. This is also represented by a number of from 1 upwards. Wizards may recover Constitution points at the rate of 1 per Mastery Level per hour, two if sleeping. They may not recover Constitution points during the course of a normal battle.

## LIFE ENERGY

Every being has a large but finite amount of Life Energy. Life Energy is normally only lost slowly, over the number of years that constitute a normal lifetime. Wizards lose a little Life Energy each time they cast spells - thus they may be in danger of losing all their Life Energy, becoming prematurely aged, and eventually dying.

Life Energy becomes important only in long term role-playing campaigns, for this reason it is dealt with in detail in the section on Characters rather than here. During the course of a single battle it is convenient to ignore the effects of Life Energy.

## CASTING SPELLS

Wizards may cast spells in the **Magic Phase** of any **active player** turn. As the Magic Phase comes after the movement phase it is possible to count prior movement phases of that turn towards resting and preparing for spells.

In the Compendium of Spells that follows each spell is categorised by six factors which are:-

TIME TO PREPARE  
TALISMANS  
SPELL LEVEL  
ENERGY  
TIME TO REST  
REMARKS

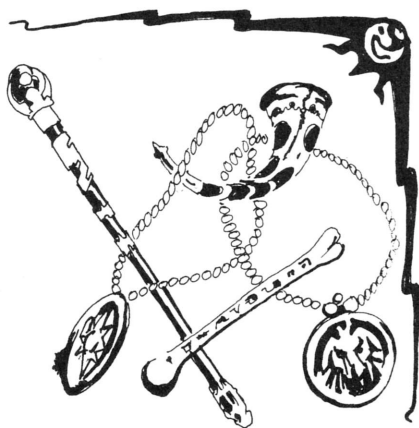
In addition there is a short description of the effects of the spells. Each of these categories refers to the method and results of casting that particular spell.

### TIME TO PREPARE

The Wizard must spend the indicated number of consecutive movement phases stationary. He may only count his **active player** movement phases - not those of his opponent. He must remain inactive during this period - may not speak other than is demanded by the conjuration, and may not shoot or engage in hand-to-hand combat.

### TALISMANS

Some spells require the provision of a special charm - such a charm is called a Talisman. Talismans are rare and valued magical possessions. The following Talismans are mentioned specifically in these rules. For a description of each see the section on Magical and Enchanted Objects.



Personal - eg Staff or Wand  
Silver Rune Bowl  
Philtres of Fiery Humours  
Philtres of Wetted Humours  
Philtres of Earthen Humours  
Philtres of Aerial Humours  
Amulets of Thrice Blessed Copper  
Amulets of Enchanted Jade  
Amulets of Adamantine  
Skrying Glass  
Were-Scalp/Philtre or Amulet  
Pure Relic  
Cap of Darkness  
Wish Bone  
Kin Familiar  
Golden Time Glass  
Golden Horn of Power



Philtres are glass phials containing a magically prepared potion. Many spells require the use of a philtre - philtres may only be used once.

#### SPELL LEVEL

This is a number of from 1 upwards which corresponds to the Mastery Level of Wizards. The higher the Level the harder a spell is to learn and cast. A Wizard may not, normally, learn or use a spell whose Spell Level is higher than his Mastery Level. Exceptions to this are provided by special Talismans and Charmed Objects.

#### ENERGY

This represents the tiring effect of the spell on the Wizard. The number indicated is deducted from the Wizard's Constitution and Life Energy Levels every time the spell is used.

#### TIME TO REST

This indicates the number of movement phases that the Wizard must rest after using the spell. He must remain stationary during this time, he may defend himself if attacked but may not initiate combat or start new Magic. Rest periods are counted as **own player** movement phases only - as for Time To Prepare.

#### REMARKS

This consists of textual information about the spell, or any special points of interest.

#### INNATE MAGICAL ABILITIES

This section covers the interactions between a Wizard and other Wizards or Magic. All the abilities outlined are inherent to every Wizard regardless of Mastery Level.

##### 1. Magical Sense

A Wizard touching an object which is in some way charmed or effected by magic will be able to sense this. He will only be aware that some magic has been placed on the object he will not be aware of the purpose or function of it.

##### 2. Trance Of Magical Awareness

In any Magic Phase a Wizard will be able to enter a Trance of Magical Awareness. He expends 1 Constitution Point for each move spent in this state. He will then be able to sense:-

Any magic that is being used against him - such as a Suggestion spell

The rough direction of all other Wizards within 48".

This trance does not inhibit the Wizard's ability to move, fight or perform other magic.

##### 3. Magical Attacks

A Wizard may, during his Magic phase, attack other Wizards using Fire Balls or other spells as normal. However, because a Wizard target is likely to Anniliate any such attack (see below) the attacking Wizard may choose to **enhance** his own magical attack. This makes it more difficult to annihilate.

To do this the Wizard simply adds as many Energy Points to the spell as he likes. For example a normal Fire Ball is 2 per bolt - this could be increased to 3 or 4 per bolt if the Wizard wished. The spell has no more effect, however.

#### 4. Annihilating Attacks

If a Wizard has a spell cast against him he may **Annihilate** it. Such a defence is a reflex, and is attempted as the attack occurs. The Wizard states the amount of Energy Points he wishes to expend in his defence. This is deducted from his present level. If the number of Energy Points in defence is equal to half or more of those used in attack then the spell is annihilated and has no effect.

Players should write down the number of points they wish to enhance spells and annihilate attacks. The player attempting to annihilate the attack must then guess how much he will need to succeed.

#### THE FUMBLE FACTOR

Normally, when a Wizard casts a spell he can be sure that it will work correctly. However, when a Wizard is attempting a spell he has just learned, when a Wizard is attempting a spell of higher Level than his Mastery Level, or when the Wizard is wounded there is a chance of something going (badly) wrong. Each time any of these situation arises roll 2 D6 before the spell is cast. Modify as follows.

- +4 Each Wound suffered by the Wizard.
- +4 If this is the first time the spell has been cast successfully in a real combat situation.
- +2 If the Spell Level is 1 higher than the Wizard's Mastery Level
- +3 If the Spell Level is 2 higher than the Wizard's Mastery Level
- +4 If the Spell Level is 3 higher than the Wizard's Mastery Level.

If the total score is 13 or more then the spell has gone wrong (ho ho). The Gamesmaster must now take over - interpreting results as outlined below. Roll a D6.

- |     |   |     |                    |     |                   |     |                |
|-----|---|-----|--------------------|-----|-------------------|-----|----------------|
| 1-2 | The Spell effects the wrong person. Roll again to see who.  |     |                    |     |                   |     |                |
|     | <table border="0"><tr><td>1-3</td><td>The Wizard himself</td></tr><tr><td>4-5</td><td>An ally or friend</td></tr><tr><td>6</td><td>Some other foe</td></tr></table> | 1-3 | The Wizard himself | 4-5 | An ally or friend | 6   | Some other foe |
| 1-3 | The Wizard himself  |     |                    |     |                   |     |                |
| 4-5 | An ally or friend   |     |                    |     |                   |     |                |
| 6   | Some other foe  |     |                    |     |                   |     |                |
|     | Determine who exactly is hit randomly.  |     |                    |     |                   |     |                |
| 3   | The Spell has had the opposite effect to that intended. So, for example, Blessing counts as Curse, Blood Lust causes the subject to become pliant and passive.      |     |                    |     |                   |     |                |
| 4   | The Wizard has cast some completely different spell. Roll again   |     |                    |     |                   |     |                |
|     | <table border="0"><tr><td>1-2</td><td>Lower Level</td></tr><tr><td>3-4</td><td>Same Level</td></tr><tr><td>5-6</td><td>Higher Level</td></tr></table>               | 1-2 | Lower Level        | 3-4 | Same Level        | 5-6 | Higher Level   |
| 1-2 | Lower Level   |     |                    |     |                   |     |                |
| 3-4 | Same Level  |     |                    |     |                   |     |                |
| 5-6 | Higher Level  |     |                    |     |                   |     |                |
|     | Then use the 'Random Generation' section to select the spell.   |     |                    |     |                   |     |                |
| 5-6 | The spell has no effect at all.   |     |                    |     |                   |     |                |

If the Gamesmaster rolls a result which cannot be used for a particular situation - it is, for example, difficult to think of an opposite result for the 'Mystic Mist' spell - he should roll again.

Ideally both the initial roll to see if the spell goes wrong and subsequent rolls to determine results should be made secretly by the Gamesmaster. Where appropriate the Wizard should be kept in ignorance -this is particularly amusing when, for example, the Wizard thinks he has made himself invisible and is casually strolling past a huge and angry Dragon who can see him as plain as day.

#### WIZARDS AND CHARACTERS

The full rules for the advancement of Wizards as characters are given in the **Characters** book of **Warhammer**. Here it is necessary to explain the theory behind them.

The use of magic is a combination of skill and knowledge. Each spell represents the use of several aspects of Magic. As the Wizard gains more practice, and with it skill, he will be able to attempt progressively more difficult spells. Thus the Wizard may, as he gains experience, learn new spells and eventually rise in Mastery Level.

The Wizard may not normally learn spells with a Spell Level greater than his mastery Level. However, occasionally books or Talismans will be encountered which offer simple methods of approaching high level spells. It is through such items, and only through such items, that Wizards may learn spells of levels higher than their Mastery.

Players will perhaps be familiar with the need of Necromancers to control Undead types such as Skeletons. A Necromancer is a specialised form of Wizard and there are others - Elementalists for example. To become a specialist of any kind the Wizard must first master the fundamental principles of the magic. This is accomplished by the Wizard forfeiting the learning of 1 spell. Thereafter he may, whenever the opportunity permits, learn spells within the speciality. He must, however, learn a spell of each Level - starting with the lowest. Further supplements to **Warhammer** will cover specialist magic in detail.



# Random Generation

A particular scenario or encounter may call for a magical character to be used. If the character has not been prepared beforehand then this system can be used to quickly generate such a character.

## 1.DETERMINE MASTERY LEVEL

Roll a D10

1-4	1
5-7	2
8-9	3
0	4

## 2.DETERMINE CONSTITUTION

Roll 2D4. Multiply by the Wizards Mastery Level and +4.

## 3.DETERMINE SPECIALITY

Roll a D6

1-4	No
5-6	Yes

If yes then roll to determine which randomly. At least one third of the Wizard's spells will be associated with that speciality.

## 4.DETERMINE NUMBER OF SPELLS AVAILABLE

Roll a D4 for the number of spells available at the Wizard's Mastery Level.

Roll 2D4 for the number of spells available at each level lower.

## 5.DETERMINE PERSONAL AND FIGHTING CHARACTERISTICS

Generate these characteristics as for normal characters using the method laid down in Book 3. Increase all personal characteristics, Initiative and Weaponskill by one grade per Level of Mastery. Increase the number of Wounds to equal the Wizards Mastery level.



## 6.DETERMINE SPELLS

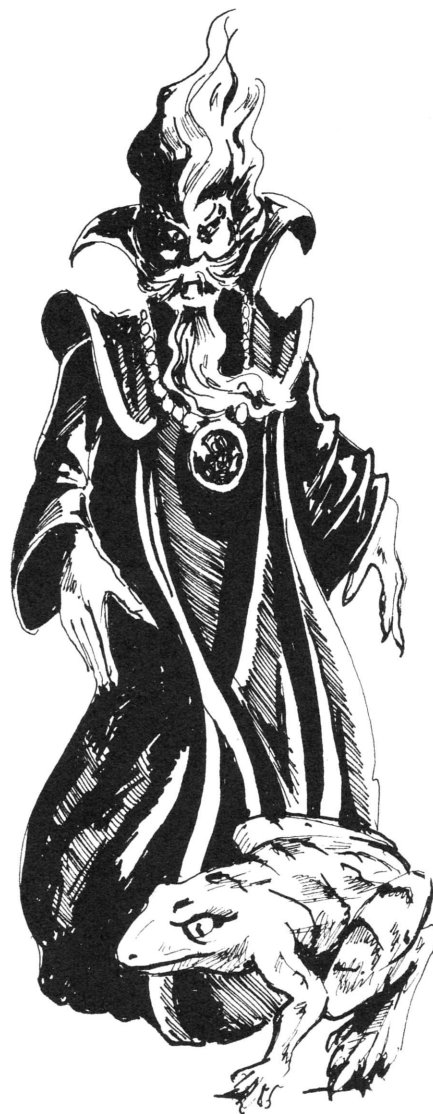
Generate spells randomly using the following chart. Roll D100, if you roll the same spell twice roll again. Wizards will automatically have the necessary Talismans to perform each spell once.

### LEVEL 1 SPELLS

Dice	Spell	Number
1-4	Alarm	1
5-10	Blessing	2
11-18	Bless Sword	3
19-22	Cure Light Injury	4
23-24	Curse	5
25-30	Detect Hidden Doors	6
31-32	Detect Life	7
33-34	Detect Object	8
35-36	Far Sight	9
37-50	Fire Ball	10
51-55	Flight	11
56-60	Gift of Tongues	12
61-68	Lock	13
69-75	Magic Light	14
76-80	Hammerhand	15
81-95	Aura Of Mighty Resistance	16
96-00	Wind Blast	17

### LEVEL 2 SPELLS

1-4	Aura Of Fearsome Aspect	1
5-10	Aura Of Protection	2
11-18	Aura of Steadfastness	3
19-23	Bloodlust	4
24-33	Cure Severe Wound	5
34-38	Curse Of Repugnance	6
39-43	Droop	7
44-47	Estha's Fountain	8
48-63	Hold Door	9
64-75	Lightning Bolt	10
76-80	Mystic mist	11
81-85	Rooted to the Spot	12
86-89	Skirrik's Pentagram	13
90-94	Smash Door	14
95-96	Telepathy	15
97-98	Thunderhand	16
99-00	Turn To Frog	17



### LEVEL 3 SPELLS

Dice	Spell	Number
1-6	Aura Of Command	1
7-14	Aura Of Invulnerability	2
15-20	Animate Sword	3
21-35	Banish Undead	4
36-39	Inspiration	5
40-43	Invisibility	6
44-48	Magic Bridge	7
49-54	Mask Shape	8
55-59	Pentangle Pillar Of Light	9
60-65	Shrink	10
66-75	Slam Doors	11
76-79	Summon Demons	12
80-85	Summon Djinn	13
86-89	Turn Someone To Frog	14
90-96	Turn Someone to Stone	15
97-00	Walk On Water	16

### LEVEL 4 SPELLS

1-18	Blast	1
19-36	Hurricane	2
37-52	Manipulate Time	3
53-65	Mind Control	4
66-79	Summon Balrog	5
80-00	Wall Shaker	6

### NECROMANCY SPELLS LEVEL 1

01-50	Raise Recent Dead	1
51-75	Hold Undead	2
76-00	Command Undead	3

### NECROMANCY SPELLS LEVEL 2

01-50	Raise Dead	1
51-00	Banish Undead	2

### NECROMANCY SPELLS LEVEL 3

01-50	Raise Zombie	1
51-00	Summon Undead	2

### NECROMANCY SPELLS LEVEL 4

01-50	Restore Life	1
51-00	Steal Life Energy	2





# Spells

## SPELLS 1

This is the list of Level 1 Spells. Magic from this list may be performed by any Mastery Level 1 or higher Level Wizard who has learnt the spell.

### 1.ALARM

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	1
Time to Rest	none
Remarks:-	

The Wizard touches any stationary point he chooses - a door or rock for instance. If any creature passes within 4 meters of this point (2") the casting Wizard will experience a cold shiver down his back - one shiver per creature. The spell works no matter how far away the Wizard is. The effect lasts for upto 1 month.

### 2.BLESSING

Time to Prepare	1
Talismans	Personal
Spell Level	1
Energy	4
Time to Rest	none
Remarks:-	

This spell may only be cast by the Wizard on someone else. The umpire secretly rolls a D4+1. This is the number of turns the spell will last. The blessed fighter receives an extra 3,4,5,6 D6 saving throw against any non-magical missile or combat kill. This spell may only be cast during daylight hours, once per day. It requires that the Wizard touches the person to be blessed.

### 3.BLESS SWORD

Time to prepare	none
Talismans	none
Spell Level	1
Energy	3
Time to Rest	none
Remarks:-	

The Wizard may bless 1 weapon so that it becomes a 'blessed blade'. Blessed blades are not magical weapons as such but count full value against Undead types. The blessing process takes 1D6 **active player** turns. The Wizard must touch the weapon as part of the spell.

#### ★ 4.CURE LIGHT INJURY

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	3
Time to Rest	none
Remarks:-	

The Wizard passes his hands over the affected area and the Injury disappears. The Wizard may cure 1 Wound per Mastery Level. This spell may only be cast once per day.

#### 5.CURSE

Time to Prepare	none
Talismans	A Silver Rune Bowl
Spell Level	1
Energy	1
Time to Rest	none
Remarks:-	

The Wizard may put any of the following curses on any individual he can see within 12".

Warts  
Outrageous accent  
Green or mottled Nose  
Baldness  
Silly walk.

The curse may only be removed by the Wizard who cast it, or another Wizard of at least 2 Mastery levels higher. Removing the curse is as for 'Cure Light Injury'. Casting and removing curses can be, if nothing else, a useful source of revenue for Wizards.

#### 6.DETECT HIDDEN DOORS

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	2
Time to Rest	none
Remarks:-	

The Wizard will be able to sense any hidden door, passage or trap in any one room or 8 meters (4") of corridor. Lasts 1 move.



### 7.DETECT LIFE

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	2
Time to Rest	none
Remarks:-	

The Wizard simply puts his hands to his head and can then sense the direction of the nearest living creature. Wizards of Mastery Level 2 or more are able to identify the general type of creature as well. Wizards of Mastery Level 3 or more will be able to detect the number of such creatures in a group to within 33% accuracy. Those of Level 4 will be able to approximate the distance to the creatures. This spell does not work on Undead types, however.

### 8.DETECT OBJECT

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	2
Time to Rest	none
Remarks:-	

The Wizard must concentrate on a particular well defined object. He must have either seen this object himself or must have a very precise definition of it. he will be able to sense the rough direction and circumstance in which it lies.

### 9.FAR SIGHT

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	1
Time to Rest	none
Remarks:-	

The Wizard bestows upon himself greatly improved vision. He may see upto 18" in darkness and at 3 times the normal distance in daylight. The spell can be of extreme use in adventures involving searching and exploration. The spell has effect for 1D6 days per Mastery Level.

### 10.FIRE BALL

Time to Prepare	none
Talismans	Personal
Spell Level	1
Energy	2 per ball
Time to Rest	none
Remarks:-	

This spell allows the Wizard to cast 1 Fire Ball per Mastery level at any one visible target within 24". Any inflammable object hit by the Ball catches fire. Figures in base to base contact may be regarded as a single target - so, for instance, three Fire balls could be thrown at a unit of infantry each Fire Ball hitting one man. Each Fire Ball has a Strength Grade attack of 2.

### 11.FLIGHT

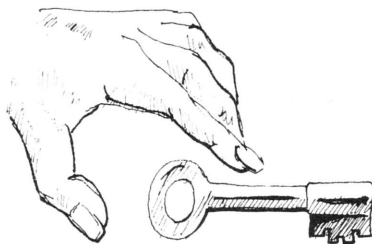
Time to Prepare	none
Talismans	Personal
Spell Level	1
Energy	3
Time to Rest	none
Remarks:-	

This allows the Wizard to Fly to a position within 12" of his present position.

### 12. GIFT OF TONGUES

Time to Prepare	none
Talismans	Wishbone
Spell Level	1
Energy	1
Time to Rest	none
Remarks:-	

The Wizard becomes able to read, write, speak and understand any chosen language for 1D6 turns. This may only be done once per day.



### 13.LOCK

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	3
Time to Rest	none
Remarks:-	

The Wizard may magically lock any one door he is touching. The door cannot be unlocked, and any attempt to break it down becomes twice as difficult. The effect last for 2D6 turns.

### 14.MAGIC LIGHT

Time to Prepare	none
Talismans	Philtre of Fiery Humours
Spell Level	1
Energy	1 per dice throw duration
Time to Rest	none
Remarks:-	

The Wizard holds up his right hand and light is emitted from it. The light illuminates a 6" diameter circle and causes **Fear** in any Orc, Goblin or Troll that sees it. To enter an illuminated area these creatures must take the normal Fear test. This spell only works in the hours of darkness.

### 15.HAMMERHAND

Time to Prepare	none
Talismans	none
Spell Level	1
Energy	1
Time to Rest	none
Remarks:-	

This spell allows the Wizard to fight in combat with twice as many Attacks as normal and at an increased Strength of 4. The effect lasts until the Wizard is wounded in which case the spell is broken.

### ★ 16.AURA OF MIGHTY RESISTANCE

Time to Prepare	none
Talismans	Amulet of Thrice Blessed Copper
Spell Level	1
Energy	1
Time to Rest	none
Remarks:-	

This spell creates an 'Aura' around the Wizard which moves as he moves whilst the effect lasts. The 'Aura' nullifies the effect of 1 Kill against him and is then dispelled. Several Auras of Mighty Resistance may be placed on a figure, offering several chances to avoid being Killed - the maximum number of times is limited by the Mastery Level of the Wizard, 1 chance per Level.

### 17.WIND BLAST

Time to Prepare	1
Talismans	Philtre of Aerial Humours
Spell Level	1
Energy	2
Time to Rest	none
Remarks:-	

This spell causes a terrific blast of wind, and may be aimed specifically at a unit or other single target within 24". A unit hit in this way will be knocked to the ground and is prevented from moving and firing missiles next turn. This does not effect troops in cover. If directed against a unit engaged in hand-to-hand combat then both sides will be effected. The number of Hits scored in such a combat will be halved.



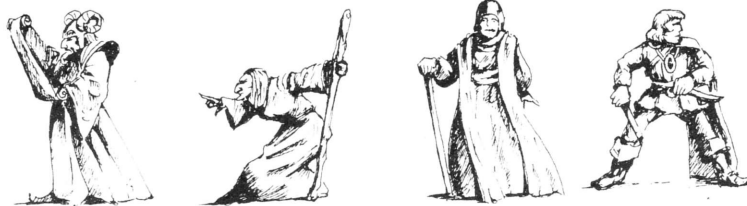
## SPELLS 2

This is the list of Level 2 Spells. Magic from this list may be performed by any Mastery Level 2 or higher Level Wizard who has learnt the spell.

### 1.AURA OF FEARSOME ASPECT

Time to Prepare	1
Talismans	Amulet of Enchanted Jade
Spell Level	2
Energy	3
Time to Rest	none

This spell creates an Aura of Fear around the Wizard. This Wizard may then choose to cause **Fear** in any unit or units he desires within 12". The Aura lasts for 3 turns and may be dispelled within this time if the Wizard so desires.



### 2.AURA OF PROTECTION

Time to Prepare	1
Talismans	Amulet of Thrice Blessed Copper
Spell Level	2
Energy	3
Time to Rest	none
Remarks:-	

This spell creates an Aura around the Wizard. The effect of this is to allow the Wizard an extra 4,5,6 D6 Saving Throw on all Wounds that he would otherwise suffer - this is taken after all other Saving Throws have failed. The effect lasts until the Saving Throw fails and is then broken.

### 3.AURA OF STEADFASTNESS

Time to Prepare	1
Talismans	Personal
Spell Level	2
Energy	3
Time to Rest	none
Remarks:-	

A Wizard who is leading a Unit personally may cast this spell over the entire unit. The effect is to protect the troops from both **Fear** and **Terror** for so long as the Wizard remains unwounded and in the front rank. A unit so protected need never take a Fear or Terror test and adds +2 to Morale dice. The spell is nullified if the Wizard is wounded or leaves the front rank.

#### 4.BLOOD LUST

Time to Prepare	2
Talismans	Philtre of Fiery Humours
Spell Level	2
Energy	4
Time to Rest	none
Remarks:-	

This spell may be cast on the Wizard or any other creature within 12", other than Elves. The subject instantly finds himself in the grip of a terrible **Frenzy** and must run toward and attack the nearest enemy. Whilst in this state blows caused by the Frenzied character count as double Strength. Otherwise it is the same as for normal Frenzy.

#### 5.CURE SEVERE WOUND

Time to Prepare	1
Talismans	Amulet of Enchanted Jade
Spell Level	2
Energy	3
Time to Rest	1
Remarks:-	

The Wizard touches the effected severe wound on either himself or someone else. The injury is instantly cured. This may only be used once per day.

#### 6.CURSE OF REPUGNANCE

Time to Prepare	2
Talismans	Silver Rune Bowl
Spell Level	2
Energy	3
Time to Rest	1
Remarks:-	

This is a more powerful version of the basic first Level Curse. The Curse may be placed on any one individual the Wizard can see within 12". The victim becomes incredibly ugly - causing **Terror** to all troops within 6" and **Fear** to all troops within 12". Only evil personalities and Undead Heroes are unaffected. Furthermore, the victim will smell so badly that the effect occurs even where he could not normally be seen. Indeed the aroma is so awful no-one, except the exempt types, can approach within 3". The Curse can only be removed by a Wizard with a Level at least equal to that of the caster - and then requires a Cure Severe Wound Spell.

#### 7.DROOP

Time to Prepare	1
Talismans	Personal
Spell level	2
Energy	3
Time to Rest	none
Remarks:-	

The Wizard can cause any weapon within a 4" diameter radius of any point within 18" of himself to 'droop' and become useless. The spell is ineffective against Enchanted, Elvin and Dwarvish blades.



### 8. ESTHA'S FOUNTAIN

Time to Prepare	2
Talismans	Personal <b>and</b> Philtre of Wetted Humours
Spell Level	2
Energy	4 to cast 0 to maintain
Time to Rest	none
Remarks:-	

A font of water appears where the Wizard strikes his Staff. Water will then issue at the rate of 20 litres per turn. The water will continue to gush from the ground for as long as the wizard chooses to maintain the spell. Maintaining the spell requires the Wizard to remain within 4" of the spot and cast no new spells. As soon as he does either of these the spell is broken.

### 9. HOLD DOOR

Time to Prepare	none
Talismans	none
Spell Level	2
Energy	2 per D6 turns
Time to Rest	1
Remarks:-	

The Wizard may 'hold' any door shut by touching it. It may not be knocked down except by a Balrog or Great Demon or by a 'Smash Door' spell cast by a Wizard of higher Mastery. The casting Wizard may decide how many Energy points he wants to put into the spell. Once cast the Wizard does not have to remain touching the door.

### 10. LIGHTNING BOLT

Time to Prepare	none
Talismans	Personal
Spell Level	2
Energy	3
Time to Rest	none
Remarks:-	

The Wizard may cast a Lightning Bolt at any single visible target within 24". The Strength Grade attack of a Lightning Bolt is 4.

### 11. MYSTIC MIST

Time to prepare	1
Talismans	Philtre of Wetted Humours
Spell Level	2
Energy	4
Time to Rest	none
Remarks:-	

The Wizard causes a Mist to descent upon an area 12" in diameter anywhere on the table. Troops caught in the mist cannot see out of, or through it. Troops outside may not see into it. Troops inside may only move upto 1" per move phase. For individuals or whole units throw a D6.

- |     |  |
|-----|--|
| 1   | Move to the left                             |
| 2   | Move slightly to the left of straight ahead  |
| 3,4 | Move Straight ahead                          |
| 5   | Move slightly to the right of straight ahead |
| 6   | Move to the right                            |

The spell can only be used once per day, the effects are permanent.

## 12.ROOTED TO THE SPOT

Time to Prepare	1
Talismans	Philtre of Earthen Humours
Spell Level	2
Energy	4
Time to Rest	none
Remarks:-	

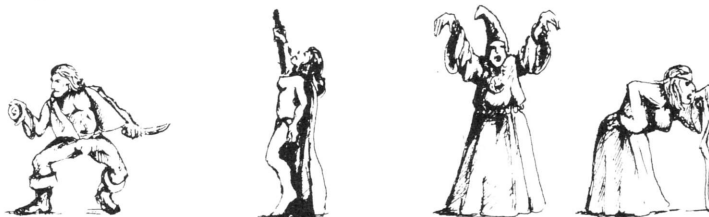
The Wizard can cause any one creature he can see, within 24", to be rooted to the spot for 2D6 turns. The creature may not then move it's feet at all, but may do anything else - such as fire missile weapons. Creatures who have a Strength of 4 or greater may escape on the score of 11 or more on 2D6 thrown at the beginning of each move phase.

## 13.SKIRRIKS PENTAGRAM

Time to Prepare	1
Talismans	Personal
Spell Level	2
Energy	5
Time to Rest	1
Remarks:-	

The Wizard creates an area 2" radius around himself. So long as the wizard remains stationary nothing may enter the 'Pentagram' - including undead and Elementals. In addition no missiles may be fired within the area nor any magic performed into it - including Fire Balls and Lightning Bolts.

The Pentagram may be Broken by a Great Demon, Balrog or Liche. To do this they must walk through the Pentagram and score 6 on a D6 to break the spell.



## 14.SMASH DOOR

Time to Prepare	none
Talismans	Personal
Spell Level	2
Energy	3
Time to Rest	none
Remarks:-	

The Wizard may strike down any door he is touching. Heavy doors require more energy, +3; Very Heavy Doors require even more, +6. Extra Heavy Doors may not normally be broken down by magic. A large door may fall onto troops stood behind it causing 1 Strength 1 Hit per figure.

## 15.TELEPATHY

Time to Prepare	none
Talismans	Skrying Glass
Spell Level	2
Energy	1 per turn
Time to Rest	none
Remarks:-	

The Wizard may set up Telepathic contact between himself and any one other person within 1 Mile. The two can communicate at the rate of 10 words per turn.

### 16.THUNDERHAND

Time to Prepare	none
Talismans	none
Spell Level	2
Energy	2
Time to Rest	none
Remarks:-	

This is a more powerful type of Hammerhand spell. The Wizard may cast this spell on himself only, it will then allow him to fight in combat with three times as many Attacks as normal and at Strength 6. The effect lasts until the Wizard is wounded, then the spell is broken. This may only be cast once per day.

### 17.TURN TO FROG

Time to Prepare	none
Talismans	Were-Scalp, Philtre or Amulet
Spell Level	2
Energy	1
Time to Rest	none
Remarks:-	

The Wizard may turn himself into a Frog for upto 15 turns. He may change back again any time he likes. Whilst in Frog form the Wizard can do nothing but hop about at 4" per move and croak in 'Frogese'. However no-one else can tell that he is anything other than the real McCoy.

## **SPELLS 3**

This is the list of Level 3 Spells. Magic from this list may be performed by any Mastery Level 3 or greater Wizard who has learnt the spell.

### 1.AURA OF COMMAND

Time to Prepare	none
Talismans	Amulet of Adamantine
Spell Level	3
Energy	5
Time to Rest	none
Remarks:-	

This spell allows the Wizard to 'mesmerise' an individual within 12". He may then will the individual to perform any action, the only restriction is that it is impossible to actually will somebody to harm themselves directly. But just about anything else is possible.

For example, 'Go up to that Troll and tell him his mother was a goat and that his father was his brother.' The effect last for 2D6 turns.

## ★ 2.AURA OF INVULNERABILITY

Time to Prepare	2
Talismans	Amulet of Adamantine
Spell Level	3
Energy	5
Time to Rest	1
Remarks:-	

This spell creates an aura around the Wizard which prevents him being struck with normal weaponry. Non-enchanted weapons, normal animal attacks and Level 1 and 2 Spells will have no effect at all. Undead may attempt to break down and dispell the barrier by rolling a 6 on a D6. Enchanted weapons automatically dispell the Aura. This may only be cast once per day and during the hours of daylight.

## 3.ANIMATE SWORD

Time to Prepare	2
Talismans	4 Philtres, 1 each of the 4 Humours
Spell Level	3
Energy	6, 2 to maintain
Time to Rest	none
Remarks:-	

The Wizard takes a normal non-enchanted sword and imbues it with a life of it's own - albeit temporary. The Sword can then be moved upto 6" per move and attacks as the Wizard wishes. The characteristics of the sword's attack are:-

Initiative	6
Weapon Skill	6
Strength	4

The Wizard must expend 2 Energy points per turn to maintain this spell - but may continue to move, fight and cast other spells. Players can construct their own 'animated sword' using a wire frame and a Citadel separate sword.

## ★ 4.BANISH UNDEAD

Time to Prepare	1
Talismans	Pure Relic
Spell level	3
Energy	3
Time to Rest	none
Remarks:-	

This allows the Wizard to banish all Undead types, except Liches, to the spiritual plain. They are then removed from play. The spell effects all Undead within 8".

## 5.INSPIRATION

Time to Prepare	2
Talismans	Skrying Glass
Spell Level	3
Energy	1
Time to rest	1
Remarks:-	

The Wizard may ask the Gamesmaster or opposing player any 1 question concerning anything he can see within 24". The Gamesmaster then secretly rolls a D6. If the score is 1,2,3,4 he must answer truly - if the score is 5,6 he may invent any old answer he pleases. This may only be cast once per day.

## 6. INVISIBILITY

Time to Prepare	2
Talismans	Cap of Darkness
Spell Level	3
Energy	8
Time to rest	none
Remarks:-	

The Wizard becomes invisible and may not be seen by anyone. The Wizard may become visible again any time he likes, once visible the spell is broken. At the beginning of each of the wizards **own player** turns the Gamesmaster throws a D6. If the score is 1 then the spell has worn off prematurely and the Wizard becomes unexpectedly visible again. The Gamesmaster should not inform the player of this however - let him worry about that. Spells may not be cast whilst invisible. This spell may only be cast once per day. Being invisible allows a Wizard the following combat advantages.

1. Always Attack first
2. +3 to Hit bonus
3. -3 opponents to Hit penalty.

## 7. MAGIC BRIDGE

Time to Prepare	1
Talismans	Personal
Spell Level	3
Energy	8
Time to Rest	1
Remarks:-	

The Wizard dips his staff, or other personal Talisman, into a river, bog or area to be bridged. The Wizard may create 6" of causeway per Mastery Level. All causeways are 4" wide. He may create a bridge in the air - for instance between the ground and a battlement, such bridges cannot be steeper than 45°. Bridges may be crossed without penalty. Bridges remain until dispelled by the Wizard - which he can do any time he likes. If the Wizard is killed the bridge disappears automatically.

## 8. MASK SHAPE

Time to Prepare	none
Talismans	Were-Scalp, Philtre or Amulet
Spell level	3
Energy	3 per turn
Time to Rest	none
Remarks:-	

The Wizard may cast this spell onto himself with the effect that he can change his appearance into that of something else - for example a Troll or Dragon. The deception is only hallucinatory, however, and anyone aware of this will not be fooled. The spell breaks down when the Wizard is engaged in hand-to-hand combat.

## 9. PENTANGLE PILLAR OF LIGHT

Time to Prepare	2
Talismans	Philtre of the Fiery Humours
Spell Level	3
Energy	9
Time to Rest	none
Remarks:-	

The Wizard creates a blinding pillar of light centered on the stationary Wizard and 2" in radius - based on a Pentangle template. Anyone looking at the pillar is blinded for 3D6 turns. In darkness the pillar illuminates the entire battlefield, corridor or room as per normal daylight. The Pillar may be dispelled at the Wizard's will and lasts until he moves or casts new magic.

#### 10.SHRINK

Time to Prepare	none
Talismans	Wishbone
Spell level	3
Energy	8
Time to Rest	none
Remarks:-	

The Wizard may cause any object or creature he can see, upto the size of a Dragon and within 12",to shrink down to one-tenth of it's original size. All Moves, Strength, Toughness and number of Attacks are halved, rounding down. The effect lasts for 2D6 turns. This spell may only be cast once per day.

#### 11.SLAM DOORS

Time to Prepare	none
Talismans	Personal
Spell Level	3
Energy	8
Time to Rest	none
Remarks:-	

This spell effects any room or corridor the Wizard is in, max. dimensions upto 12" by 12" (24 meters by 24 meters). It causes all doors in the room to slam shut and to become locked as for a Level 1 Lock spell. Within the room all figures are effected as a Level 1 Wind Blast. Effect lasts for 1D6 moves.

#### 12.SUMMON DEMONS

Time to Prepare	2
Talismans	Kin Familiar
Spell Level	3
Energy	1
Time to Rest	none
Remarks:-	

The Wizard summons forth 2D6 number of Lesser Demons. These are demons of an evil and malicious disposition who enjoy only one thing - killing people. They will attack any unit the Wizard chooses but once all of the Wizard's enemies are dead they will turn on the nearest troops.

They will have the following characteristics:-

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
DEMONS	4	6	-	3	B	1	6	2

Demons are not subject to **Fear** or **Terror** unless caused by a Greater Demon or Diety. They cause **Fear** in units of Men they attack.

#### 13.SUMMON DJINN

Time to Prepare	see text
Talisman	Kin Familiar
Spell Level	3
Energy	12
Time to Rest	none
Remarks:-	

This enables the Wizard to summon 1 Djinn. To prepare for this the Wizard must Prepare as normal but roll a D6 after every move phase. If a 6 is rolled then the Djinn appears, otherwise you must continue trying. The Wizard may give the Djinn one command which it will obey and then vanish. Djinn have the following characteristics:-

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
DJINN	4	6	-	4	E	6	8	4

Djinn can cast a Level 1 Wind Blast anytime they like. They cannot be harmed by normal weapons but are vulnerable to enchanted weapons, Undead, other demonic types and Magic. They cannot be killed but once all their wounds are used up they are banished.

#### 14.TURN SOMEONE ELSE INTO A FROG

Time to Prepare	none
Talismans	Were-Scalp, Philtre or Amulet
Spell Level	3
Energy	4
Time to Rest	none
Remarks:-	

The Wizard can turn anyone he can see within 18" into a Frog. The effect lasts for 3D4 turns. Whilst in frog form the victim can do nothing but hop about at 4" per move. But he cannot be told apart from a real frog. This spell can only be cast once per day.

#### 15.TURN TO STONE

Time to Prepare	none
Talismans	Philtre of Earthen Humours
Spell Level	3
Energy	8
Time to Rest	none
Remarks:-	

This enables the Wizard to turn any visible single figure within 24" to stone for 2D6 turns. The victim cannot be harmed whilst in stone form. This spell can only be cast once per day.

#### 16.WALK ON WATER

Time to Prepare	none
Talismans	Philtre of Wetted Humours
Spell Level	3
Energy	1 +1 per turn duration
Time to Rest	none
Remarks:-	

The Wizard may freely walk over water. He must decide before hand how many moves he wants the spell to last for and expend the Energy points accordingly. This spell may only be cast once per day.





## SPELLS 4

This is the list of Level 4 Spells. Magic from this list may be performed by any Mastery Level 4 or greater Wizard who has learnt the spell.

### 1.BLAST

Time to Prepare	4
Talismans	Amulet of Adamantine and Philtre of Fiery Humours
Spell Level	4
Energy	12
Time to Rest	none
Remarks:-	

The Wizard can use this spell to blast a hole in solid rock or ground. The range of the effect is 24" the resultant hole will be 3"x3" and upto 6" deep. Anyone within 6" of the target area on either side of the rock wall suffers 1-3 Hits at Strength 2. This spell may only be used once per day.

### 2.HURRICANE

Time to Prepare	none
Talismans	4 Philtres, 1 of each of the 4 Humours
Spell Level	4
Energy	3 per turn to maintain
Time to Rest	2
Remarks:-	

The Wizard stretches out his right hand and a wind of tremendous force issues out. The hurricane covers an area 12" long and 4" wide and has the following effects:-

Creatures with a Strength of 3 or 4 may not move forward into the wind.

Creatures with a lower Strength are blown back at 3" per turn.

All missile fire is impossible within, without or across the area. This includes magical missile fire such as Fire Balls.

Heavy doors will be blown in and opened on the score of a 5,6. Normal doors 3,4,5,6 on a D6. Magically held doors may be blown out of their frames on the score of a 6 but are otherwise unaffected.

Flying creatures may not take off or land into this area. If already landed, but hovering - as in combat - they will be blown 12" away from the source of the hurricane and landed, in addition each figure receives 1 Hit at Strength 1.

The Hurricane may be dispelled at will, or is dispelled when the Wizard casts new magic.

### 3.MANIPULATE TIME

Time to Prepare	3
Talismans	Golden Time Glass
Spell Level	4
Energy	see text
Time to Rest	none
Remarks:-	

After casting this spell the Wizard moves into a state where time passes incredibly quickly. In effect time stops for everything and everyone else. He may now carry on taking turns as normal (Move, Shoot, Hand-to-Hand Combat). Anyone he attacks will be unable to Fight back. The Wizard may not cast new spells, although he may rest, Magical items, Enchanted weapons and current spells all lose their power in this state. For each move he spends in the manipulate time state the Wizard must expend 3 Energy Points - he may not use this spell for longer than 6 turns, however, after which it is automatically dispelled.

### 4.MIND CONTROL

Time to Prepare	1
Talismans	Silver Rune Bowl
Spell Level	4
Energy	3 per turn
Time to Rest	none
Remarks:-	

This enables the Wizard to dictate the actions of any single target within his sight. The victim has a Saving Throw of 6. Elves, Heroes and other powerful characters should have higher Saving Throws, 4,5,6 at least. Unless the victim can make this Saving Throw he will obey the Wizard in every respect. Undead, Demons and Dieties are immune.

Example:-

Wizard..."Stab Yourself".  
Victim..."URGH!"  
Wizard..."Harder".  
Victim..."YUURGH!"  
Wizard..."Come on do it properly".  
Victim..."YAAA...UGH..."

### 5.SUMMON BALROG

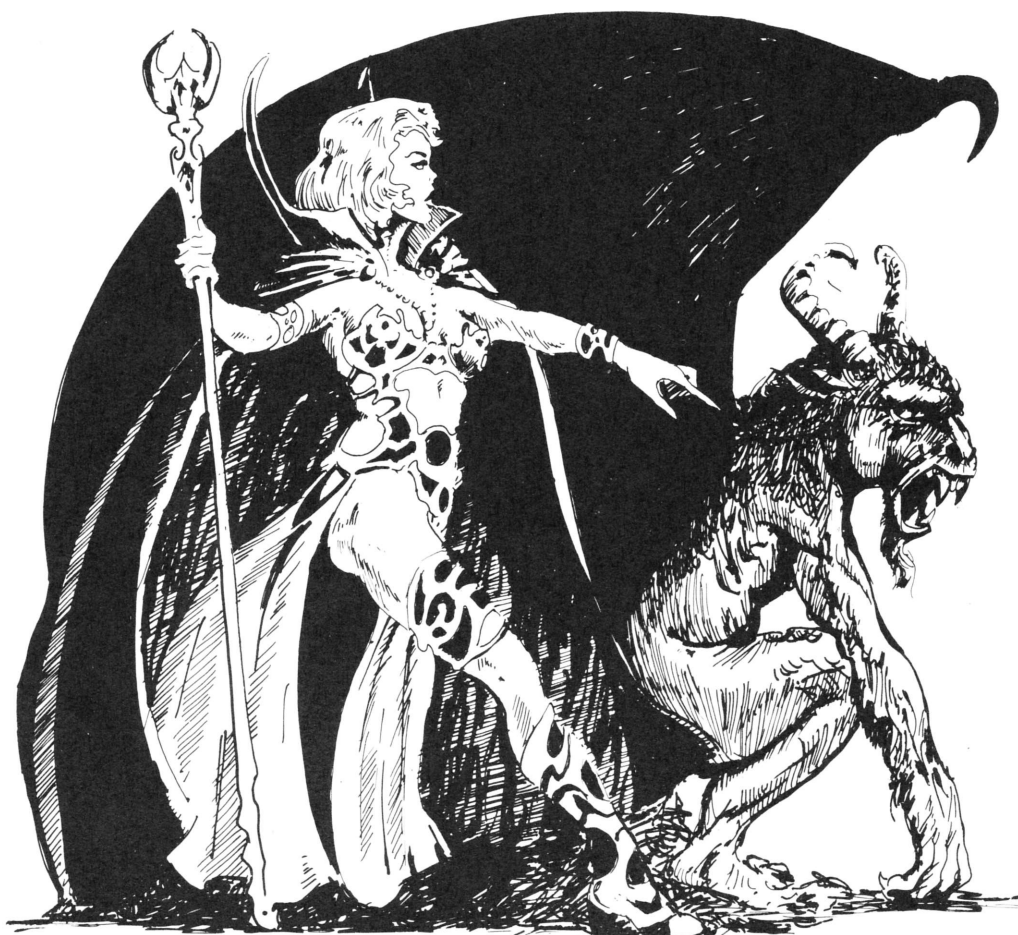
Time to Prepare	4
Talimans	Kin Familiar
Spell Level	4
Energy	10
Time to Rest	none
Remarks:-	

Balrogs are amongst the most powerful of Greater Demons - originating from the twisted forms of lesser dieties. They are thoroughly evil and their Summonation can only be accomplished by an evil Wizard. They have physical form and a material existence and so cannot be summoned unless one is nearby. Underground there is a 50% chance of a Balrog being within 1-6 moves of the Summoner. Otherwise a 50% chance of being within 4-24 moves. Dice randomly to determine direction. A Balrog will fight for any evil purpose. This spell may only be cast once per day.

## 6. WALL SHAKER

Time to Prepare	1
Talismans	Golden Horn of Power
Spell Level	4
Energy	16
Time to Rest	none
Remarks:-	

The Wizard takes the Golden Horn of Power, a rare and valuable Talisman, and blows three times upon the Horn. The effect is to cause any stone or brick built structure within 12" to collapse immediately. Figures caught inside collapsing structures have a 4,5,6 Saving Throw - figures caught on top of collapsing structures can escape on the Throw of a 3,4,5,6. Figures with a Strength Grade of 4 may add 1 to these scores.



# Necromancy

Only Evil Wizards may become Necromancers. The Necromancer has the power of Summonation and control of the dead. Dealing so closely with death drains a Wizard's Life Energy, aging and twisting him and reinforcing his evil disposition. Each time a Necromancy spell is cast deduct **twice** the amount indicated from the Wizard's Life Energy.

Necromancy is a **Speciality** of magic. To become a Necromancer a Wizard must forfeit a normal Mastery Level rise through experience. He may then learn a first level Necromancy Spell. Each time he becomes entitled to learn a new spell he may choose from either the normal range of spells or a Necromancy spell. He must however learn at least one each of the 4 levels of Necromancy spells in order -starting with level 1.

In addition to Magical Awareness, and those other aspects of Wizards abilities which are common to all Wizards, all Necromancers have the ability to control Undead. They may act as **Controllers** to units of friendly Skeletons and Zombies within 12".

## LEVEL 1 SPELLS

### 1.Raise Recent Dead

Time to Prepare	1
Talismans	Philtre of Earthen Humours
Spell Level	1
Energy	4 in Daylight, 2 in Darkness.
Time to Rest	none
Remarks:-	

This spell allows the Necromancer to raise the corpse of anyone who has died within the last half hour, or 3 game turns. The Wizard must touch the body, which will then be able to speak and walk at 1" per move but do nothing else. The effect lasts for 1-6 game turns after which the dead spirit departs and cannot be raised again. During the period it is raised the corpse must answer any questions put to it by the Necromancer. This spell may only be cast once per day.

### 2.Hold Undead

Time to Prepare	1
Talismans	Philtre of Earthen Humours
Spell Level	1
Energy	2
Time to Rest	none
Remarks:-	

The Necromancer may forbid any unit or units of Undead to approach within 12" of him - this can be selective so that he can still retain friendly units of Undead within this distance. He cannot so forbid a unit lead by a Necromancer, Summoner or Undead Champion. The effect lasts for 3D6 turns per Mastery Level.

### 3.Command Undead

Time to Prepare	1
Talismans	Philtre of Earthen Humours
Spell Level	1
Energy	3
Time to Rest	none
Remarks:-	

This spell allows the Wizard to extend the range over which he can control friendly Skeleton or Zombie units to 24". The effect lasts for 3D6 turns per Mastery Level.

### LEVEL 2 SPELLS

#### 1.Raise Dead

Time to Prepare	2
Talismans	Amulet of Iron
Spell Level	2
Energy	5
Time to Rest	1
Remarks:-	

The Wizard places a 2" radius Pentangle marker on the ground at any point with 12" of him. Within this Pentangle 2D6 Zombies or 3D6 Skeletons rise up out of the ground. They are then be formed into a unit and treated as friendly undead, and may be commanded by the Necromancer. This spell may only be cast once per day.

#### 2.Banish Undead

Time to Prepare	none
Talismans	Amulet of Iron
Spell Level	2
Energy	4
Time to Rest	1
Remarks:-	

This spell allows the Wizard to automatically Kill all Skeletons and Zombies within 12". Ghosts, Ghouls, Wraiths, Mummies and Phantoms may be destroyed on the score of a 4,5,6 on a D6. Dice for each figure.

### LEVEL 3 SPELLS

#### 1.Create Zombie

Time to Prepare	1
Talismans	Amulet of Iron
Spell Level	3
Energy	4
Time to Rest	none
Remarks:-	

This spell allows the Necromancer to create a Zombie using the body of a powerful creature. Normally Zombies are of human origin, however it is possible to create Zombies out of almost any formerly living creature or hero type.

Taking the corpse of the hero or creature the Necromancer may re-animate it. It will have all of the characteristics it had in life but no magical abilities. In addition it will be Undead and not effected by normal weaponry, Morale or Psychological factors. Undead creatures created in this way cause **Fear** within 5" and **Terror** in all combat opponents. They will exist for 2D6 moves and then become permanently dead and may not be resurrected again. They must stay within 12" of the Necromancer or the spell is broken.

## 2. Summon Undead

Time to Prepare	3
Talismans	Amulet of Iron
Spell level	3
Energy	6
Time to Rest	none
Remarks:-	

This is a high level version of the Raise Dead spell and works in a similar way. The Wizard places a 2" radius Pentangle marker on the ground within 12" of him. From this area he can then summon either 1D6 Wraiths, 1D4 Wrights or a unit of 5 Spectres. He can then give them a simple command which they will obey.

## LEVEL 4 SPELLS

### 1. Restore Life

Time to Prepare	4 days
Talismans	Hell Knife and Silver Rune Bowl
Spell Level	4
Energy	20
Time to Rest	4
Remarks:-	

The Necromancer may perform this spell on any one corpse. The spell is more difficult when the deceased has been dead for longer than 4 days. In which case add 1 Energy point for each day after this. To perform the spell the Necromancer first creates a Pentangle around himself. He may not then move out of the Pentangle. Nor may anyone enter the area. If either should happen then the spell is broken. The Wizard then takes a living animal of the same species as the dead to be raised. He ceremonially kills the creature, using a Talismanic knife, and drains a little blood into a consecrated bowl. The Blood is then poured onto the body and the life energy of the sacrifice is absorbed, and life fully restored. The Necromancer may now leave the Pentangle if he wishes. The restored character is not able to leave the Pentangle until the Wizard dissolves it. The Wizard and restored character must come to some agreement over this.

Example:-

Wizard....."Tell me where the mines of Forgul are, or remain forever dead."

Character.."Sounds like a bargain...let me live and I'll take you there."

Wizard....."Nay astute spirit, you must tell me first or how else am I to trust you."

If the Wizard wishes he can destroy the Pentangle and the raised character even after a bargain has been struck. But once he has dissolved the Pentangle and allowed the character to live then the character is fully restored and independant. The Wizard can always choose to simply go away and leave the character trapped inside the Pentangle. Any attempt to get into or out of the area will reduce the raised character to a mindless Zombie.

### 2. Steal life Energy

Time to Prepare	4 Days
Talismans	Hell Knife and Silver Rune Bowl
Spell level	4
Energy	20
Time to Rest	4
Remarks:-	

The Necromancer may perform this ritual spell in order to directly transfer the life energy from a sacrifice into himself. This is useful because Necromancy is very demanding on Life Energy. The Spell is accomplished in the same way as Restore Life, above, except there is no body involved and the life energy of the victim is absorbed into the Wizard. After the spell is complete the Wizard may add D6x100 points to his Life Energy.

# Enchanted Objects

The following are some of the enchanted objects that could appear as part of a treasure hoard or may be carried by some characters. This list is by no means comprehensive, but rather selective - and a wider corpus of artifacts could be envisaged.

## 1.DIVINER

A thin willow stick strung tightly with gold or silk thread. These are constructed by some Wizards, particularly those with a vested interest in nature. The diviner enables the person holding it to detect water below. It takes 1D6 turns to dig out and free a spring found in this way. The user must walk over the ground and dice each move. In temperate climates he will discover water on the D6 roll of a 6. In dryer climates he may only discover water on a 2D6 roll of 12. In deserts the score will be 18 on 3D6.

## 2.URN-GUARDS

Amongst some of the tribes of men it is common to burn and then bury the dead in small pottery urns. With the death of a mighty leader a great many of his personal bodyguards may choose to accept ritual death and urn burial by his side. With the breaking of the urn and the scattering of the ashes the bodyguard may be brought back as a unit of 2D6 Skeletons who may be commanded by a Necromancer or undead hero type.

## 3.ELBERATH'S LEASH

This is a leash of delicate silver which can be placed around the neck of any creature. Once it has been placed the creature so ensnared is subject to the will of the person holding the leash.

## 4.ELVEN CLOAK

These are cloaks of magical cloth which hide the wearer from sight. In darkness they will become invisible, in normal light they will become invisible at a distance of over 12" so long as they remain stationary. Elven cloaks are rare and expensive, and cannot be worn by Orcs, Goblins or other troops of an evil disposition.

## 5.GARATHEA'S CORD

This is a thin red cord of enchanted strength. The cord may be used like a normal rope but will never break. Furthermore any weight pulled or lifted using the rope will appear to be only a few pounds - even though it could be many tons. Originally the cord was constructed by Garathea a Wizard of great power who used it to demolish the tower of a rival wizard. He tied the rope to the turret, walked to the bottom carrying the other end of the rope, and, laughing insanely, pulled the tower down ..... on top of himself. The rope has since been cut many times and short sections often turn up, although longer pieces are rare.

## 6.GRINDLEWOOD'S COFFER

This is a useful item - a small wooden box with a lid inlaid with 4 colours of gold. The box is capable of holding upto 10 cubic meters of goods - unfortunately the enchantment does not work for weight so a full box would be rather heavy. Several such boxes were made before the untimely death of Grindlewood, who fell into one of his boxes and broke his neck.

## 7.JIGRI LOOP

This is a 6 meter loop of plain rope. The loop is spread out on the ground and anything stepping over the loop will be ensnared by it. There is a Saving Throw of 4 on a D6. Ensnared victims may not move or fight until they are freed by someone else - which may be achieved on the score of a 6 on a D6.

## 8.ENCHANTED WEAPONS

Enchanted weapons are relatively common and there are many different kinds. Some of the more easily obtainable are listed here. Enchanted weapons may be constructed by high level Wizard-Artificers -but the process is a long and draining one.

### Borunna - bladecraft

The workshops of the small wooded area known as Borunna produce the finest steel blades generally available. Taught by Elven artificers, the craftsmen of Borunna have the ability to produce a limited number of Enchanted blades. They may be recognised easily by the famous 'Borunna Rune' which is embossed on one side and the 'Name Rune' on the other. The Name Rune indicates the name of the Wizard/Smith who made the blade - some artificers being more skilled than others. Unenchanted Borunna blades just have the single Borunna Rune. All enchanted Borunna weapons, which includes Spears (15%), Arrows (15%), double handed Swords (20%) and Swords (50%), are all fully effective against Undead, Gods and Demonic types. In addition there is a 10% chance of the weapon having a further attribute. Roll a D6.

1. Adds 4 to Initiative of wielder
2. Adds 2 to Weaponskill (Arrows Bowskill) of wielder.
3. Adds 1 Grade to Strength of wielder.
4. Adds 1 to Strength and 2 to Weaponskill of wielder.
5. Adds 2 to Strength and 1 to Toughness of wielder
6. Adds 2 Attacks, 2 to Strength and 4 to Initiative of wielder.

Weapons which roll a 5 or 6 on the above chart have a 50% chance of a further attribute. Roll a D6.

1. Causes **Terror** in Orcs within 5".
2. Causes **Terror** in Goblins within 5".
3. Causes **Terror** in Trolls within 5".
4. Causes **Terror** against all enemy troops within 5".
5. Increases a Wizards Mastery Level by 1 so long as he possesses it.
6. Adds 10D6 Life Energy Points to a Wizard every time he kills with the weapon.

### The Forge of Aran-cabal

The Sorceror of the North, a Necromancer of great power, long held sway over a vast empire. Amongst the kingdoms of his sprawling domain none was so powerful as Aran-sul, and no artificers were so astute to evil as the Sorceror/Smiths of Aran Cabal. For many years they laboured, producing their dark swords which were but practice for the forging of Nec-Tomun - the Shadow death, hand arm of the Sorceror of the North. Eventually the free men of the world rallied and with the help of the smiths of Borunna overthrew the North Kingdoms and slew the Sorceror of the North. At that time most of the evil blades of Aran-cabal were destroyed, including Nec-Tomun - although some say the blade was lost and still lies hidden somewhere in the world.

All Arun Cabal weapons are swords, 80% normal swords, 10% scimitars and 10% two-handed swords. They are universally black in colour and generally very ornate with interwoven runic inscriptions. All of these swords are very powerful, and deadly evil. The least of them have the power to increase the user's attack to 5 Attacks at Strength 3, the more powerful swords have associated magical powers.



Roll a D6.

1. Increase attack to Attacks 5 at Strength 3
2. As for 1. All Hits are **Poisoned**.
3. As for 1. Also causes **Terror** in units of Dwarves within 10".
4. Increase attack to Attacks 6 at Strength 3 and +2 Initiative
5. As for 4. Also each successful hit reduces the target's Strength by 1 Grade. Once at zero the victim is dead.
6. As for 5. Also increases a Wizard's mastery level by 1 whilst he is using it.

All Arun Cabal weapons cause full damage in Undead types etc. Nec Tomun, should it ever be found, has the following capabilities.

The bearer of the blade does not expend Energy Points whilst casting spells, he must still rest and prepare as normal however. It logically follows that he does not age nor grow weary in the manner of normal men.

The sight of the sword causes **Terror** in all troops, except heroes and other personality figures, within 15".

In combat the sword increases the wielders attack to Initiative +6, Strength 6 and Attacks 10.

The bearer of the sword has his 'Toughness' increased to type F.

In a Magical Duel the bearer of Nec Tomun may enhance his defence or attack by an infinite amount.

A Wizard bearing the sword gains 2 Mastery levels

All Hits caused by the blade are **Poisoned**.

#### The Dawnstones

Dawnstone is the name given to a flint or obsidian dagger or long knife such as occasionally turn up in barrow graves or amongst gravel workings. These are quite common, but enchanted blades are very rare indeed. There is a 5% chance of any dawnstone found in a barrow being enchanted, and 1% otherwise. Enchanted Dawnstones are much stronger and less brittle than a normal stone tool. Their power is mostly as an aid in ceremonial magic, summonation and elemental conjuration. However, they are also useful in other respects. Throw a D6 - this is the number of Magical qualities the blade will have. Throw again on the chart below to determine these - results are cumulative, so if you roll the same number more than once the effect is multiplied.

1. All Skeletons, Mummy and Zombie within 5" are destroyed.
2. +1 additional Attack per move.
3. All Undead, except Liche, within 5" are destroyed.
4. +1 to Initiative in Combat
5. All hits against Undead, Diety and Demonic types count as full effect.
6. The wielder gains 1 5,6 D6 Saving Throw.

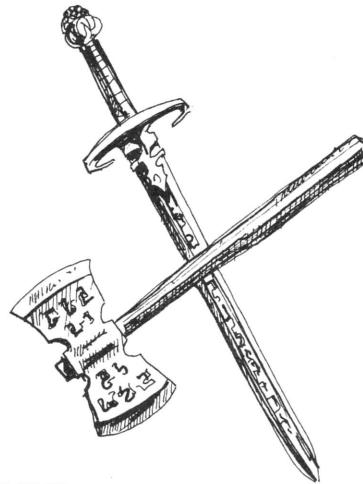
An Enchanted Dawnstone has no intrinsic 'full value' against Demons, Gods and Undead unless the ability is rolled as above.

#### Unique Magical Weapons

Many wizards attempt to produce at least 1 enchanted weapon some time in their lives. Usually they meet with a fair degree of success - sometimes they fail utterly. As a result it is fairly easy to find an enchanted weapon - but you can never count on quite what it's qualities are. Usually they have some sort of runic inscription but this is no real guide to quality. Roll a D6 and deduct 2. This is the number of magical features that the Weapon has (minimum 1). Roll again to determine which features the weapon will have. Unless the specific features are rolled these blades have no enhanced effect against Undead, Dieties and Demon types. Roll a D20.

1. Enchanted Weapon - counts full effect against Undead, Gods and Demon types.
2. As above
3. As above
4. +1 Initiative
5. +1 Attack
6. +1 Strength
7. -1 Strength
8. -1 Initiative
9. +2 Initiative
10. +2 Attacks
11. All hits are **Poisoned**
12. Cause **Fear** within 5" in one of the following:-

1. Orcs and Goblins
2. Dwarves
3. Men
4. Trolls, Orcs and Goblins
5. Elves
6. Wolves and Goblins



13. Causes **Stupidity** in wielder.
14. Blade flashes brightly when Dragons are near.
15. Blade flashes brightly when Orcs or Goblins are near.
16. Blade enables the wielder to speak any tongue fluently.
17. Blade reduces the Mastery Level of any Wizard touching it by 1.
18. Blade laughs loudly every time it's wielder Kills an opponent.
19. Increase Attacks by 2 when attacking Dwarves.
20. Anybody touching the sword receives a Strength 3 hit.

#### Blodren Sword

Amongst the younger tribes of men are those known in the south as Northmen. After the overthrow of the Sorcerer of the North these young and virulent people moved into the North lands and established a loose Kingdom. The Northmen are strong, hardy and fierce in battle. Their leaders are often simple Wizards and the forging of fine weapons is a strong tradition with them. The Blodren Sword is a blade forged both to the highest standards and with magical aid. The artificer will try to imbue the weapon with those characteristics that the Northmen admire - personal courage and valour. Any unit lead by a hero carrying a Blodren Sword becomes immune to Fear and Terror, and subject to Frenzy.

#### The Weaponsmithies of Caraz-Adul

Caraz-A-Carak is the strongest fortress of the Dwarves in the land of Caraz-Adul. In ancient times their blade-craft was legendary, although rarely today does their skill emulate the power of old. Amongst their many famous products are the heir-weapons of the noble Dwarf houses. Each of the noble Dwarf Houses had a weapon made which would strengthen the nobler qualities peculiar to that House, these weapons were the epitome of the Dwarven art. They were passed on from generation to generation and regarded as the symbol of both Kingship and Pride. Each weapon was different, for instance the House Of Branedimm has the Warhammer 'Foebane', and the House of Gorr has the mighty two-handed sword 'Sanxay'. Many of these weapons have been lost or destroyed -but at least a dozen still survive as treasured heirlooms.

Here is an example. 'Mozr Nobal' is the heir-weapon of the Grimmson family. This is a small noble House of Dwarves with few famous members - and the weapon reflects their lack of great fortune. Mozr Nobal is a Sword of well forged steel inscribed with the Caraz-Adul Dwarf Rune and the family Cypher. It's attributes are as follows:-

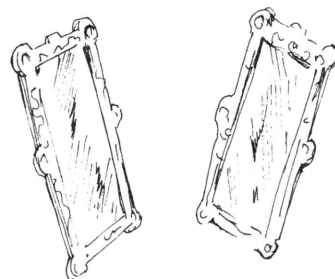
1. The Sword hums softly in combat.
2. The wielder of the Sword causes **Fear** in enemy Orcs and Goblins.
3. The wielder of the Sword becomes immune to **Fear** and counts **Terror** as if it were **Fear**.

4. The wielder becomes immune to **Poison**.
5. The wielder gains the following combat modifiers:-
 

+4	Initiative
+1	On 'to Hit' rolls
+2	On 'to Kill' rolls
6. The bearer of the Sword will live long and enjoy good health. He will gain the ability to drink colossal amounts of liquid - upto 10 Gallons at one time.

#### 9.MIRRORS OF MORBIHAN

These mirrors were fashioned by the Elven Wizard and cabinet maker Morbihan . They are large, 2 meters high, and framed in gilt. They were manufactured in pairs and each reflected not the reflection of people looking into it but the view from the other mirror.



#### 10.NIOBES TORCH

This is a 40cm rod of polished mahogany. If struck against stone it will magically light and burn indefinitely. It gives off as much light as an ordinary torch. They may only be extinguished by immersion in water but may be extinguished and relit indefinitely.

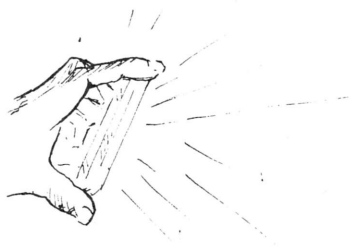
#### 11.SCEPTRES OF POWER

These were made by the Elven smiths during the First Ages to maintain their power over the lesser races. They are both rare and greatly valued. Anyone holding such a sceptre aloft will be obeyed by any creatures of the type over which the sceptre has domination. Sceptres exist with power over the following:-

Orcs  
Trolls  
Ogres  
Dragons  
Goblins

The sceptres, however, will sap the Will Power (see Characters) of the bearer at the rate of one per year. If a character's Will Power is reduced to zero then he dies. Characters with a Will Power of below 5 will be highly unwilling to part with the sceptre.

#### 12.SIDON'S PHIAL

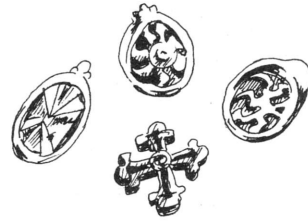


This is a small delicate crystal phial. Ordinarily it is kept within a tiny blue velvet sheath. Whenever the Phial is removed from it's sheath it will radiate a piercing white light. This light illuminates a 6" diameter circle and will cause **Fear** in Orcs, Goblins, Trolls, Ogres and other Evil creatures. There are several of these phials in existence. They were constructed by the Elves by entrapping some of the light of the first and brightest stars.

### 13.TALISMANS

The following Talsimans through their form and intrinsic power will cause some reaction in a particular type of creature.

Talisman	Works against	Reaction Caused
Blackawall	Men, Halflings	Fear within 5"
Crystalix	Were-creatures	Terror within 5"
Darkstone	Elves	Fear within 5"
Crucifix	Undead	Will not approach within 5"



The following Talismans are specifically mentioned as being necessary in the casting of some spells.

#### Personal

All Wizards carry a Staff, Wand, Crystal or some other artifact which they use as a personal Talisman. These may be manifested by the Wizard but only one can exist at any time.

#### Silver Rune Bowl

These small silver bowls can be made by Wizards. The process takes about 1 Week.

#### Philtres

A Philtre is a preparation made from plants, animals or minerals, usually in suspension and contained in a glass phial. Philtres are difficult to make and they require special provisions and facilities. It takes about 1 full day to make a single Philtre of 1 of the 4 Humours. Each Philtre may be used only once, and is usually broken during casting. Philtres have a short 'shelf life', they must be used within 3 days of being made. After this time they are ineffective.

#### Amulets

Amulets may be constructed by high level Wizard-Artificers. They are usually round, a perfect circle being a powerful magical influence. They may take the form of Torques, worn around the neck, Bracelets, worn around the arm, Rings, worn on the hand, or Pendants, worn suspended around the neck on a chain or ribbon. Some specific Amulets are mentioned in the spells requiring them - many more exist. Amulets exist for each of the 4 Humours and can be used as a substitute for Philtres - although these are rare and valuable. Amulets may be used indefinitely, but only one may be used during any one spell. A particularly interesting Amulet is 'The Amulet of the 4 Humours'. These are very difficult to construct and amongst the rarest of magical items. The Amulet may be used instead of any Philtres required for a spell.

#### Skrying Glass

This is a polished stone, crystal or mirror imbued with magical power. They may only be constructed by Wizard-Artificers.

#### Were-Scalp, Philtre or Amulet

A Were-Amulet is an Amulet which has power in certain transmogrification spells. A Were-Philtre has the same property but may only be used once. A Were-Philtre is made from the body, hair or nails, of a were-creature. This may only be done by high level Wizards (Mastery 4 or more). A Were-scalp, is a portion of hide cut from a dead were-creature, this may be used as a Were-Amulet or made into Were-Philtres.

#### Pure Relic

A bone or lock of hair of a great hero. These can have power, especially over his enemies.

#### Cap Of Darkness

This is a rare magic cap. It has special powers of concealment.

#### Wishbone

A wishbone may be prepared by any Wizard from a sacrificial animal.

#### Kin Familiar

In summonation spells a 'Kin Familiar', a benign token, is necessary. This usually takes the form of an animal, such as a witches cat, or may be in the form of a stone or jewel. Such jewels are often incorporated into the handles of Enchanted Swords.

#### Golden Time Glass

This is a time glass fashioned from gold and crystal. They may be purchased from Wizard-Artificers and are very rare indeed.

#### 14.VALLARIEL'S CLOAK

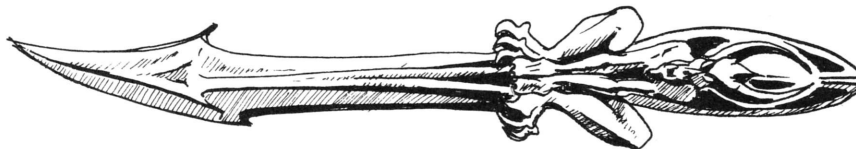
Vallariel was a great Elven King of the First Ages. A shadow of greatness still lies upon this cloak. The wearer causes **Fear** in all evil creatures and **Terror** in Goblins.

#### 15.WATER HORN

This is an ornate drinking horn decorated with silver and jade work. If the horn is held with both hands it will slowly fill with water which may be drunk.

#### 16.HELL KNIFE

A Hell Knife may be constructed by a high level evil Wizard-Artificer. It is used in some Necromantic magic.





### PENTACLE TEMPLATE

Many of the Warhammer spells effect an area of 2" radius - such as the Pentacle Pillar of Light spell. Players may wish to construct their own templates out of stiff card and decorate them something like the one drawn above. Alternatively you can cut out the templates printed on the back of each Warhammer Book, or photocopy them if you do not wish to spoil your copy of Warhammer.

Where templates are used in the rules and distances mentioned in relation to them, then measure all distances are measures to, or from, the centre of the pentacle. Pentacles relating to different spells, or different spell levels may be coloured differently; or each Wizard could have his own colour or pattern.



A GAMES WORKSHOP PRODUCT



# WARHAMMER

THE MASS COMBAT FANTASY ROLE-PLAYING GAME

## Vol 3: CHARACTERS

by Bryan Ansell, Richard Halliwell and Richard Priestly



CITADEL MINIATURES





# WARHAMMER

## BOOK 3

### Contents

#### Page

4	Introduction
6	Player Characters
12	Character Advancement
18	Creating Adventures
21	Encounter Charts
26	The Redwake River Valley

#### TEXT

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# Introduction

This volume introduces the idea of a Role-Playing character campaign into the Warhammer system. The idea is simply that adventures are acted out with each player adopting the role of some character within the campaign. The most common application of the method being that each of the players takes the role of one of a group of adventurers. The 'character' played by the player is then referred to as the 'player-character'.

Great attention is given to the player-characters, they are defined in much greater detail than the majority of other characters. Additional rules are given to allow the character to progress and advance. Thus as the player-character survives and succeeds in each adventure he or she becomes a hardier, more skilfull and powerful fighter or Wizard. In adventure campaigns combat remains important but the compass of the game is expanded to cover the player-characters interactions with the enviroment, decision making and their knowledge of their world.

To play an adventure campaign it is necessary for one of the players to become the 'Games Master' or GM. He then becomes responsible for devising and running the campaign.

Once the GM has done the ground work for the adventure, simply assemble the players around a table with a good supply of paper, models and suitable refreshments and begin!

The scope of such games is almost limitless, and the more that both players and GM are prepared to suspend disbelief and enter into their roles, the greater the enjoyment.

## THE GAMESMASTER

In role-playing adventures the GM is really the crucial figure. He must set up the enviroment in which the adventure takes place. He must keep the players in line and prevent them from breaching the rules, he must 'act' the roles of all the characters not controlled by the other players and he must adjudicate on all events where necessary. The GM's word is final - he may ignore or even contradict any rules he sees fit.



The important qualities of a GM's campaigns are probably these. Firstly, that it is innovative. Campaigns or adventures in which the players can succeed simply by doing the same things over and over again tend towards the tedious. Secondly, that they are imaginative. Adventures are always better if they have some grand and interesting theme rather than just the amassing of treasure and experience points. Try to devise a plot and work this well into the fabric of the game. Consistency within an adventure is important. If the players can succeed through the application of thought and intelligence rather than merely by brute force, then the GM will have gone most of the way towards creating a sound game. Balance and pace are critical too. Adventures in which the odds are weighed heavily against the players can be more satisfying, slow moving games are always tedious.

The GM is responsible for moving, commanding and recording for all the figures not under the command of any of the players. In Role-Playing games the normal turn sequence should be used - the players take their turn and then the GM takes a turn for all the other troops. In critical or dangerous

situations the game should be played as far as possible in 'real time'. Thus, for example, if the players are trapped in a room which is rapidly filling with water at the rate of 1" per second, then the GM can announce the level ( 12....13.....14 etc). The players must decide what to do before the level reaches the ceiling and drowns them.

Communication between the players should be kept as realistic as possible, thus if one of the players is involved in a violent combat he shouldn't be able to speak casually to his friends but must restrict his speech to one or two word instructions such as 'Run!' and 'Help me!'

### THE PLAYERS

The players are responsible for all the recording for their own characters and any non-player troops who they are commanding. Players must keep the GM informed of what they are doing and each player must do this for himself. The GM must ignore statements like, "I'm guarding the door while he explores the room", each player must tell the GM himself. Although the players can agree to have a leader who they will consult, although they do not have to obey him. Only the player may move his figure on the table, he may not change his mind once he has moved.



# Player Characters

Each player character has three sorts of characteristics.

Personal Characteristics

Fighting Characteristics

Skills

All of these together are called a character's **Profile**.



## PERSONAL CHARACTERISTICS

As the name suggests the Profile aims to represent the principal aspects of an individual's persona. These characteristics are used mostly by the GM as a guide to play. For example, if Rodrigo the Thief was trying to bluff his way past a Guardsman the GM would give him a rough % chance of success - say 75%. Then he would modify this according to the character's 'Cool' - increasing the % for a high Cool and lowering it for a low Cool.

Personal Characteristics are:-

Social Status  
Age  
Sex  
Intelligence  
Cool  
Will Power  
Leadership



## FIGHTING CHARACTERISTICS

Fighting Characteristics and their importance in Combat have already been described in 'Tabletop Battles'. As a player gains progressively more combat experience then his fighting experience will improve. Fighting Characteristics are:-

Number of Attacks  
Number of Wounds  
Initiative  
Weaponskill and Bowskill  
Strength Grade  
Toughness  
Move



## SKILLS

A Character's Skills will depend upon his previous experience. Like Personal Characteristics they should be interpreted by the GM. The various Skills are listed below together with the random generation % scores.

1-10	Trapper	Can set traps using string, ropes, sticks and pits. These have a 75% chance of being effective and take D6 turns to construct for small creatures (Strength 1) and +1 D6 for each Strength grade higher.
11-18	Tracker	Will be able to find, follow and recognise tracks in soft ground, snow or dusty corridors.
19-25	Trader	Will be aware of most commodity prices and their differing values in different areas.
26-30	Sailor	Can perform general ship-board duties.
31-32	Mate	
33-34	Navigator	
35	Captain	
36-40	Forger	
41-44	Con Man	Increase player's Cool by 3.
45-53	Pickpocket	Can 'lift' small objects from people with only a 3% chance of being noticed.
54-60	Pharmacist	Is aware of both the sale and the purchase prices of drugs and has knowledge of their medicinal value and other effects.
61-67	Actor	Good at pretending to be other people, limited ability in disguise.
68-75	Minstrel	Can always earn a little money by singing and telling stories.
76	Transvestite	
77-81	Jeweller	Is aware of the value and rarity of various gems and can identify forgeries.
82-85	Woodsmen	Can walk silently in woods, and may subsist and feed other people safely in a wilderness. He can identify most naturally poisonous plants.
86-88	Fisherman	
89-92	Nomad	Knows where to find water in deserts, how to handle camels and extremes of temperature.
93-95	Armourer	May, given the use of a forge, make weapons, armour and sundry special gadgets.

- 96 Miner A miner will be able to tell if a dungeon or mine is safe. He will be able to recognise most of the characteristics of Goblin, Dwarf, Human and other tunnelling.
- 97 Engineer
- 98-00 Linguist May choose two languages other than his own in which to be fluent.

#### A Sample Character

Wulfhand is a young Northmen about to take part in an adventure. The player establishes his character as follows:-

Social Status	Freeman
Age	23
Sex	Male
Intelligence	8
Cool	7
Will Power	5
Leadership	2
Attacks	1
Wounds	2
Initiative	5
Weaponskill	4
Bowskill	4
Strength	2
Toughness	8
Move	4"
Armour	Shield only
Weapons	Sword and spear
Skills	Trapper Minstral



#### GENERATING CHARACTERS

Once a group of players have decided to embark upon some adventure it is necessary to create a character for each. The player will then use this player-character until he is either killed or dies of old age (this doesn't happen often).

First roll for **Race**. In this, the introductory Book of Warhammer, 3 types of creature are considered.

1-3	Human
4-5	Dwarf
6	Elf

Having done, this go on to decide all other characteristics.

## SOCIAL STATUS

Roll a D100.

	Human	Dwarf	Elf
0-50	Freeman	House Serf	Free Elf
51-70	Bondsman	House Serf	Free Elf
71-80	Burgher	House Serf	Free Elf
81-90	Citizen	Noble	Free Elf
91-95	Knight	Noble	Councillor
96-97	Earl	Kinsman	Elder
98	Duke	Prince	Prince
99	Prince	Royal Prince	Prince

## AGE

Characters are assumed to start their adventures at a fairly young age. Roll as follows.

Humans	Roll 6D6+6
Dwarves	Roll 10D6+20
Elves	Roll 3D6+20

## NUMBER OF WOUNDS

Men, Dwarves and Elves all start off with 1 Wound to Kill.

## INITIATIVE

For all races roll a D4. Humans add 1, Elves add 3.

## WEAPONSKILL AND BOWSKILL

Each character must decide whether he wants to be primarily a swordsman or a bowman. Men and Dwarves tend to be Swordsmen while Elves prefer to specialise in the bow.

Each race should roll 2D6 to establish their primary fighting skill. Elves choosing to be bowmen may add 2 to this.

Dice Score	Swordsmans	Bowman
2	1	1
3-4	2	2
5-9	3	3
10	4	4
11	5	5
12	6	6

Roll again for the secondary fighting skill. Roll a D6 and subtract 2. Elvish characters choosing the bow as a secondary weapon do not gain the normal +2 advantage. Scores which give the character a secondary characteristic higher than the primary characteristic are disregarded.

## STRENGTH

Roll a D6:-

Dice Score	Men and Elves	Dwarves
1	1	2
2-5	2	2
6	2	3



### TOUGHNESS

Roll a D6:-

Dice Score	Men and Elves	Dwarves
1	B	B
2-5	B	C
6	C	C

### MOVE

Move rates will be typical for the character's race as given in the Creature Lists.

### SKILLS

Roll 1D4-1 to determine the number of skills that a character has. For each skill roll a D100 on the Skill chart. If the same skill is rolled twice the GM can assume that the character has 'second level' skills in that field and should take this into account.

### AGE

Typical Ages for maturity and death for the three principal races are given here.

	Maturity	Death
Men	18	60
Elves	24	160
Dwarves	32	240

### INTELLIGENCE

Roll as follows:-

Men	1D10
Elves	2D6+2
Dwarves	2D4+4

### COOL

Roll 2D6. Dwarves minus 2.

### WILL POWER

Roll Dice as follows:-

Men	1D10
Elves	2D6
Dwarves	2D6+4

### LEADERSHIP

For all races roll a D6 and half the score, round fractions down. Men with a status of Knight or higher add 1. Dwarves with a status of Kinsman or higher add 2. Elves with a status of Councillor or higher add 1.

### NUMBER OF ATTACKS

Characters start by having 1 Attack per turn.



## MONEY

The amount of money available will be determined by your Social Status, Roll a D6 and multiply by the factor given below. This equals the number of Gold pieces that the character has.

Men	Dwarf	Elf
Freemen 1	House Serf 3	Free Elf 5
Bondsman 0	Noble 5	Councillor 8
Burgher 3	Kinsman 8	Elder 10
Citizen 10	Prince 20	Prince 12
Knight 3	Royal Prince 25	
Earl 20		
Duke 30		
Prince 30		

A Human Knight will automatically own a full mail armour suit, a broadsword, a lance and a horse. All Dwarves will own a suit of mail armour and a hand weapon. Elves will automatically have a sword and bow with arrows.



# Character Advancement

Having generated their characters players are free to pursue a career of adventuring. As characters attempt, and succeed, in their adventures they will become hardy and skilfull fighters. Players accumulate **experience points**, and are awarded more combat bonuses as they aquire more Experience Points. Before he can start to accumulate Experience Points the player should decide whether he wishes to be a **Fighter** or a **Wizard**.

## WIZARDS CAREERS

To become a Wizard a character must have an Intelligence of at least 5. He will begin with a Mastery of 1.

A Wizard's Constitution will equal his **Will Power** +2D6.

A Wizard's Life Energy is generated as follows:-

Men	D10x200
Dwarf	2D6x200
Elf	2D6x200

The Wizard may choose any 1 Level 1 Spell to begin his career with.

## EXPERIENCE POINTS

Characters aquire Experience Points by killing opponents, surviving adventures and accomplishing missions. Players must record the Experience Points they accrue and may adjust their personal and fighting profile after each adventure, or during a suitable lull in the action.

The Experience Points that a character receives will depend on whether he is a Fighter or Wizard.

## FIGHTERS EXPERIENCE POINTS

Fighters amass experience points principally by slaying monsters and killing people. For each Kill the fighter wil receive the number of points equal to the Monsters **Strength** grade. Creatures with a **Toughness** of D count double points, E count treble points and F count as five times as many. The GM may award additional points for creatures with special characteristics - such as resistance to normal weapons or fire breath.

The character also receives additional points for performing certain actions which may form part of a campaign adventure.

Capturing an Enemy	Double Points
Surviving an adventure or mission	1D3x10
Killing an enemy hero or leader	1D6
Defeating a Wizard of Mastery 1-2	2D6x10
Defeating a Wizard of Mastery 3-4	4D6x10
Per 10 Gold Pieces aquired	1

## CHARACTER ADVANCEMENT - FIGHTERS

Players should keep a record of the total number of Experience Points which have been accumulated by their player character. The character's personal or fighting characteristics are then advanced as the Experience points total passes certain thresholds. At each of these thresholds the characteristic listed may be advanced - or any of the characteristics already listed (upto the maximum permitted levels.) Each time a characteristic is advanced it will be by 1 - for example by 1 additional Wound point or 1 more Attack etc.

### Thresholds for Experience Points

50	May advance <b>Initiative</b>
100	May advance <b>Secondary Combat Skill</b>
150	May advance <b>Primary Combat Skill</b>
200	May advance any of the above
300	May advance any of the above
500	May advance <b>Wounds</b>
750	May advance <b>Attacks</b>
1000	May advance any of the above
1250	May advance any of the above
1500	May advance any of the above

## CHARACTER ADVANCEMENT - WIZARDS

Wizards advance in exactly the same way as fighters - except they only count half the value of their Experience Points towards advancing their fighting characteristics - so they will advance at half the speed as an equivalent fighter. In addition Wizards may advance their Magical abilities.

### Thresholds for Magical Experience

50	May advance <b>Constitution</b>
100	May advance the above
150	May learn a <b>new spell</b>
200	May advance any of the above
300	May advance any of the above
500	May advance any of the above
750	May Advance <b>Mastery</b>
1500	May Advance <b>Mastery</b>
3000	May Advance <b>Mastery</b>

Every time a Wizard advances his Mastery Level he may increase his Constitution by 1D6+3. He may also learn 1 spell of the new Mastery Level and 1D3 number of spells of the old Mastery level.

Wizards may gain extra Experience Points through the clever and successful use of Magic - any creature killed in fair combat by magic counts as double points. The GM may choose to award additional points as he sees fit. Casting a spell wrongly loses the Wizard 1D6x10 Experience Points.

## MAXIMUM LEVELS OF CHARACTER ADVANCEMENT

Characters cannot advance any one fighting characteristic indefinitely. The maximum values are listed here.

	Number of Attacks	Number of Wounds	Initiative Level	Primary Skill	Secondary Skill	Strength Grade	Toughness Grade
Men	3	5	20	10	8	3	C
Elves	4	4	24	10	10	3	C
Dwarves	3	6	10	10	6	3	D

## ALIGNMENTS

The subject of Alignment has already been briefly touched upon. Alignment becomes more important in smaller adventure campaigns.

After he has generated his character the player must choose that character's alignment. The choices available are:-

GOOD  
NEUTRAL  
EVIL  
AVARICE  
HUNGER

All Elves must commence their careers as Good. Men and Dwarves may start as Good, Neutral or Evil. Men and Dwarves may adopt Avarice or Hunger Alignment sometimes.

### Good

Good characters receive double points for slaying Evil characters or monsters. They count the experience points against them if they slay other Good characters.

### Neutral

Neutral characters receive no special bonuses or penalties.

### Evil

Evil characters receive double points for slaying Good characters or monsters. They also receive normal points for slaying other Evil or Neutral characters or monsters. They receive treble points for killing or harming their friends and relations.

### Avarice

Avaricious characters receive no Experience points for acts of courage, bravery or self-sacrifice. They receive double points for any money they acquire.

### Hunger

Hunger Alignment is common amongst the less intelligent monster types - Hunger Aligned creatures have only one interest in life - Food! Characters with a Hunger Alignment are rarely encountered and are usually easily recognisable because of their great obesity. Food orientated characters receive quadruple bonus for slain opponents that they eat.

The GM should exert his influence to prevent characters acting against their particular Alignment. For example a Good character could not go around brutally torturing captured opponents, nor could he knife his friends in the back and steal their money.

The GM should award extra Experience points if during an encounter the player 'acts' particularly in character - playing the role true to his Alignment and any Skills he may have. Award 1-20 points at the GM's discretion. The chart given takes into account not only the disposition of the creatures but also their current state - so orcs could be Hungry! - and looking for food.

## RANDOMLY GENERATING ALIGNMENTS

When the players roll to determine their character's profile they may choose which Alignment they wish to play as. However, players must role to establish the Alignment of other creatures they may

encounter - including other Men, Elves and Dwarves. The following chart can be used to randomly generate Alignments of creatures. The GM may choose to dictate Alignments as he sees fit, or he may decide to use this chart.

Creature	Good	Evil	Neutral	Avarice	Hunger
Men	01-40	41-60	61-80	81-99	00
Elves	01-90	91-00	-	-	-
Halflings	01-80	-	81-90	-	91-00
Dwarves	01-30	31-45	46-70	71-00	-
Goblins	-	01-90	-	-	91-00
Orcs	-	01-95	-	-	96-00
Hobgoblins	-	01-95	-	-	96-00
Lizardmen	-	01-05	06-80	-	81-00
Menfish	-	-	01-80	-	81-00
Giants	-	-	01-50	51-99	00
Cyclops	-	01-50	51-75	76-90	91-00
Trolls	-	01-50	-	-	51-00
Balrogs	-	01-00	-	-	-
Minotaur	-	01-00	-	-	-
Ogres	-	01-50	51-60	61-80	81-00
Demons	01-20	21-40	41-60	61-80	81-00
Red Dragon	-	01-90	-	91-95	96-00
Fire Dragon	01-20	-	21-80	81-95	96-00
Black Dragon	-	01-00	-	-	-
Green Dragon	-	01-80	81-90	91-95	96-00
Ice Dragon	-	01-95	96-00	-	-
Gold Dragon	01-95	-	-	96-99	00
Wyvern	-	-	01-75	-	76-00
Chimera	-	01-80	81-90	-	91-00
Hippogriff	01-90	-	91-00	-	-
Griffon	-	01-75	76-80	-	81-00
Centaur	01-50	51-70	71-99	00	-
Jabberwock	-	-	-	-	01-00
Treemen	-	-	01-00	-	-
Eagles	01-05	06-10	11-90	-	91-00
Giant Frog	-	-	-	-	01-00
Giant Rat	-	-	-	-	01-00
Winged Serpent	01-75	-	76-95	96-00	-
Manticore	01-05	06-90	91-98	99-00	-
Crawler	-	-	01-00	-	-
Winged Panther	01-90	-	91-00	-	-
Carnivore Bird	-	-	-	-	01-00
Harpy	-	-	-	-	01-00
Wolves	-	01-75	-	-	76-00
Riding reptile	-	-	-	-	01-00
Were-tiger	01-20	21-40	41-80	81-90	91-00
Were-rat	-	01-80	-	-	81-00
Were-wolf	01-10	11-80	81-90	91-99	00
Were-boar	-	-	01-90	-	91-00
Were-bear	01-90	-	91-00	-	-
Undead	-	01-00	-	-	-
Spiders	-	01-50	-	-	51-00
Beetles	-	-	-	-	01-00
Scorpions	-	-	-	-	01-00

## INJURIES

In the basic rules it is sufficient to say that if a figure suffers his full complement of Wounds he is killed and removed from play. But with long running campaign adventures more detail is needed - when a player is 'Killed' roll a D100, usually the result will be that, rather than being killed outright, the player has suffered some form of injury.

Score	Severity of Injury	Description of Injury	Out of Action for.....turns	Time to Recover	Effects on Recovery	Risk of Death
1-8	Light	Concussion	4D6	None	None	None
9-17	Light	Left arm	5D6	1 Week	May not use shield, bow 2-handed weapons	5%
18-25	Light	Right arm	5D6	1 Week	As for Left Arm. Also -1,Init.,WS, BS and Str.	5%
26-33	Light	Leg	6D6	2 Weeks	Move -1/3	10%
34-42	Light	Head	8D6	2 Weeks	<u>All</u> above	18%
43-48	Severe	Left arm	8D6	Permanent	May not use arm	15%
49-54	Severe	Right arm	8D6	Permanent	May not use arm	15%
55-65	Severe	Leg	10D6	Permanent	Move -1/3, 2 such Injuries cripple.	20%
66-69	Severe	Eye	20D6	Permanent	Blinded	25%
70+	Severe	Head	1D6	Permanent	Dead	

### Explanation

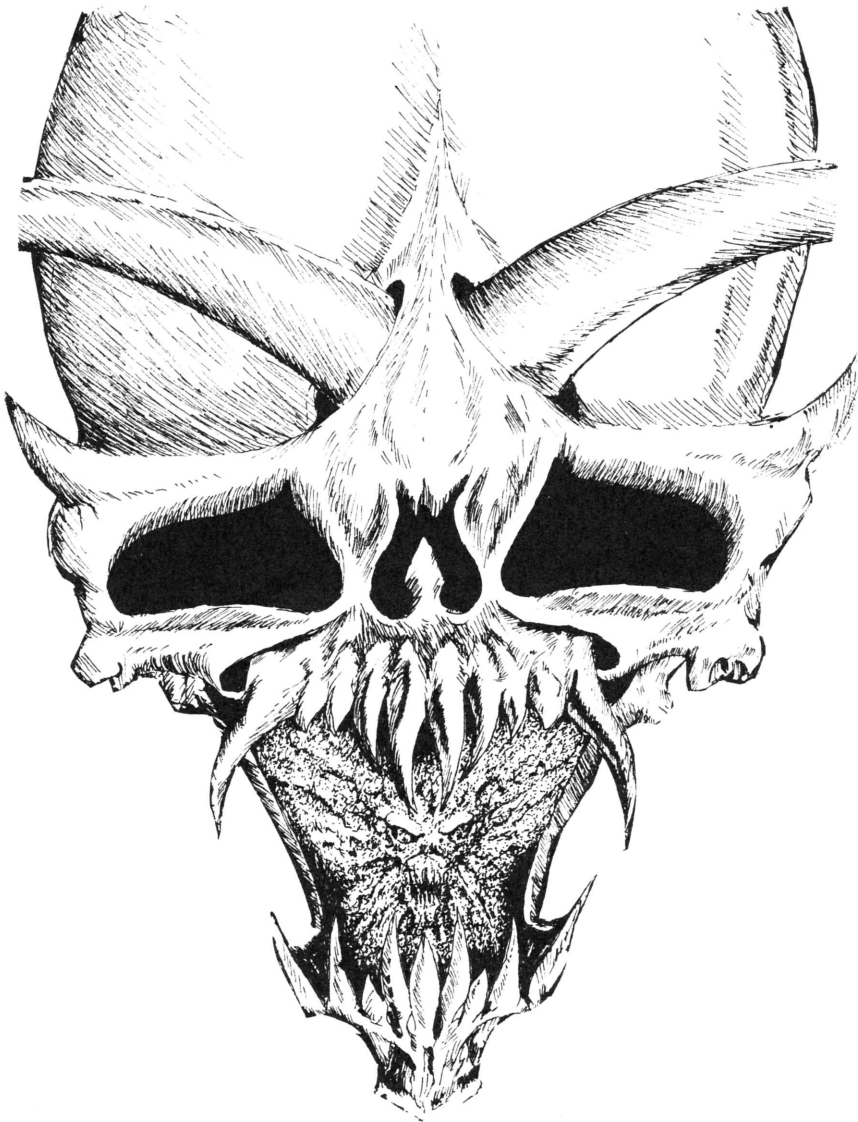
Out of Action..Turns	The character is unconscious for this number of turns.
Time to Recover	The length of time needed for the injury to heal. If this period is not spent resting then double the time required.
Effects	This is the effect of the injury during the period between regaining consciousness and healing. Any additional wounds received whilst the character is recovering result in another dice roll +25% per wound.
Risk of Death	This is the % chance of death occurring during unconsciousness. Halve the % if medical attention - such as the attentions of a Pharmacist are available.

Example:-

Rothnik 'Mad Hacker' Red Beard, a Northman of some repute, has just slaughtered 23 Orcs. He has taken 2 wounds already but being rather an experienced fighter he can take 3 before he is out of action. The last remaining Orc rushes him and Rothnik suffers his last Wound - he is out of action. Fortunately Rothnik's mates, Guthri and Dangledrain arrive and drive off the remaining Orcs.

Rothnik rolls his D100 scoring 27 - a light leg injury. He rolls again to determine how long he will be unconscious for, 6D6 - he scores 18 so he will be unconscious for 18 moves. At the end of this period roll another D100 to see if Rothnik lives - normally there is a 10% chance but Dangledrain is a well known 'quack' doctor and so the risk is reduced to 5%. He rolls and survives this. So he now recovers consciousness. He may move as before but loses 1/3 of his move rate. In 2 weeks his leg injury will have healed and he will be back to normal.

Meanwhile Rothnik will have to be careful. If he receives 1 more Wound he will be out of action again and will suffer further injuries or even death.





# Creating Adventures

The GM must create the adventures. Firstly he decides on an objective for the players. Games in which the players wander aimlessly about, stealing and murdering, can wear a little thin. Possible objectives for players are more or less limitless, and the GM should not hesitate in giving the players general aims. Possible missions could be:-

- To rescue a lovely Italian Princess
- To capture someone
- An assassination
- Taking a message or person through dangerous territory
- To explore an unknown region or island
- Explore and plunder a tomb or dungeon
- A quest to find a valuable object
- Or anything you like!

Having decided upon this 'plot' the GM must now create a landscape and characters with which to people it. The extent of detail here is at the discretion of the GM. If the adventure is being played out on a landscape, such as a Valley or Forest, then the GM will have to make a scale map. He must include all the salient features involved in the adventure. Maps can be conveniently drawn on graph paper or hex gridded paper.

The GM must then help the players establish their characters - he may do this in advance and let the players choose or dice for which character they will play. Alternatively he could let the players establish their own characters before the game and adjust the encounters, objectives and other details accordingly.

So, for example, if the game were to involve breaking into a Wizard's tower and stealing something then the GM must:-





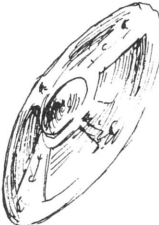

- Draw up a detailed plan of the tower
- Draw up a detailed character profile for the Wizard, decide which spells he knows and determine where he will be throughout the adventure.
- Decide the number and nature of any guards within the tower
- Note the location of the object to be stolen
- Position anything else of interest - things such as magical items, treasure and traps.

Other features of the adventure may be left until the players actually come across them, here the GM may either use the encounter charts or the random character generation tables.

Finally the GM must inform the players of their objectives, he must also provide them with maps and other information as he sees fit. Just how much the GM tells the players is in his hands. The extent of their knowledge should be consistent with the plot. The GM may give players completely inaccurate information if he feels it is necessary to the adventure.

## COSTS

Given below is a fairly comprehensive list of things that players may wish to buy. The currency used is the Gold Piece - a small gold coin weighing  $\frac{1}{4}$  of an ounce. A Shilling is a smaller silver coin - there are 20 Shillings to a Gold Piece. A Penny is the smallest coin of the realm, it is a small coin made of brass, there are 12 Pennies to a Shilling. So 30 Pennies are equivalent to 2 Shillings with 6 pennies left over - this is written as 2/6. 3 Crowns, 8 Shillings and 2 Pennies would be written as C3 8/2

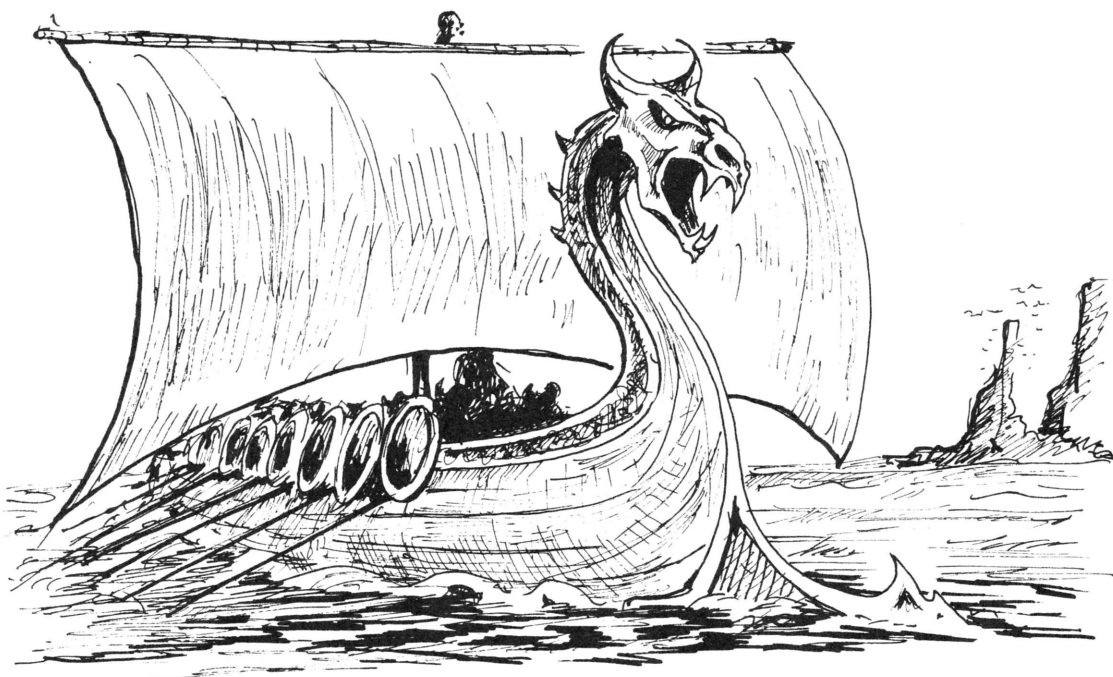
	Sword	C4	Long Bow	C1 10/	
	Elf Bow	C8	Spear	6/	
	Crossbow	C4	Hand Axe	C1	
	20 Arrows	C1	2 Handed axe	C3	
	20 Quarrels	C1	Flail or Mace	C1	
	An Elf arrow	3/	2 Handed Sword	C8	
	Throwing axe	C1	Pole-arm	12/	
	Knife	6/	Lance	C1	
	Throwing knife	4/	Javalin	4/	
	Short Bow	C1	2 Handed hammer	C4	
	Shield	C2	Armour	C30	
	Full Armour	C75	Mithric	C300	
	Jacket	C1	Trousers	C1	
	Pony	C30	Horse	C60	
	War Horse	C150	Heavy Horse	C100	
	Pig	C10	Cow	C15	
	Cow	C15	Donkey	C25	
	Camel	C50	Elephant	C100	
	Wagon	C40-needs 2 horses			
	Mandolin	C40	Horn	C4	
	Flute	C3	Whistle	1/	
	Tinder Box	C1/10	Pouch of Tobacco	3/	
	Pipe	1/	20 Marlboro	5/	
	Pint of Ale	2/	Food for 1 day	1/	
	Meal at an Inn	1/6	Room for a night	10/	
	Rope	1/6 per meter	Torch	5/	
	Lantern	15/	Crowbar	10/	
	Skeleton key	C2(5% chance of opening any lock)			

## RATES OF PAY

Hard up adventurers may have to turn their hands to more mundane tasks in order to earn money for expeditions or just to stay alive. The table below gives the weekly rates of pay for various jobs, the chances of there being work available, the duration of work and any relevant comments. The figures below are given for a medium sized town of about 5000 people - the chances should be ammended for smaller or larger towns. Ship based jobs can only be found at suitable port sites. Some jobs require the character to have the requisite Skill.

Work	Pay per Week	Chance to Find	Duration	Remarks
Farm Hand	C5	50%	4-12 weeks	
Labourer	C5	30%	1-6 weeks	
Mercenary	C8	20%	1-6 weeks	
Mercenary Officer	C10	3%	1-10 weeks	
Barman	10/	40%	1-4 weeks	
Ship Hand	C1	30%	6-10 weeks	Players with Sailor Skills may earn C3 per week.
Mate	C5	20%	6-10 weeks	Must have sailor Skills.
Navigator	C8	10%	6-10 weeks	Must have Navigator Skill
Captain	C15	10%	6-10 weeks	Must have Captain Skill

Players may only seek work in one profession each week. All rates include accomodation and 1 meal a day. Players with specific Skills, such as Actor or Minstral, can always try to find work within these professions. The basic chance and pay can be determined by the GM - the minimum chance of finding work should be equivalent to Cool + Will Power as a %. Players with musical or acting skills can earn 1D6 Crowns per day 'busking' - but may have to watch out for the local police force.



# Encounter Charts

The charts below can be used to generate the routine and chance meetings between a group of adventurers and the inhabitants of a particular locale.

The GM simply throws a pair of % dice with the frequency indicated on the table usually once per day. If the score generates an encounter then all the figures involved should be placed on the table and the possibility of conflict arises. The GM should judge whether a conflict can be avoided - he can give the players an appropriate chance as he sees fit - remember enemy are much less likely to attack if outnumbered or the odds of success are against them.

It is first necessary for the players to establish the order of march -essentially 'who is in the front'. This is particularly important in narrow corridors. If the direction of approach of an encounter is important the GM may decide as follows:-

Roll 1D10

1-3	The creatures are in their lair/warren/hut or whatever.
4-5	They approach from the front
6-7	They approach from the side - dice for which.
8-0	They approach from the rear

Encounters should be enacted by the GM and the Players. For example a party of adventures, mostly of 'evil' alignment encounter a group of 6 Elves. This is particularly unfortunate as the adventures are returning from a successful mission to murder the Elf King.....

Elves	'Just a minute....stop!'
Adventurers	'What us?'
Elves	'Yes you...Explain yourselves, what business have you in the kingdom of the Jade Elves.'
Adventurers	'Oh! Sorry, we thought it was just another wood. Didn't mean to intrude...Well! we'll be off then.'
Elves	'Whats that?'
Adventurers	'This errr...'
Elves	'Yes, that head.'
Adventurers	'Good grief!..where did that come from?'
Elves	'I recognise that. Its Rathiel!'
Adventurers	'We..errr...found it.'

On any of these charts a roll of 97,98 or 99 should be taken as a special encounter. What exactly this is should be left to the GM - typical examples could be exceptionally rare creatures, other bands of adventurers, demented old women shrieking prophecies, wealthy travellers, Italian Vacuum Salesmen etc etc..

#### WOODLANDS

Roll once per day

01-70	No Encounter
71-78	2D6+2 Orcs
79-82	2D4 Giant Spiders
83	1D4 Bears
84	2D4 Boars
85-87	1D4 Trolls
88-91	1D4 Ogres
92-93	1D4 Treemen
94-96	2D6 Elves

#### ICE WASTES

Roll once per day

0-80	No Encounter
81-85	2D4 Giant Bears
86-87	1D4+1 Bears
88-90	1 Frost Giant
91-94	1D4 Trolls
95-96	2D6 Northmen

#### MOUNTAIN

Roll once per day

0-68	No Encounter
69-73	2D6 Orcs
74-79	2D6 Goblins
80-83	1D6 Giant Wolves
84-85	1D4 Bears
86-89	2D6 Dwarves
90	1D4 Giant Spiders
91	1-3 Hill Giants
92	1D10 Trolls
93	1D10 Ogres
94	1D4 Eagles
95	1 Dragon
96	1 Wyvern

#### DESERT

Roll once per day

0-72	No Encounter
73-80	1D10 Orcs
81-85	2D6 Men
86-90	2D6 Goblins
91	1 Dragon
92	1 Giant
93	1-2 Ogres
94	1-2 Trolls
95	D4 Serpent crawler
96	D4 Harpy

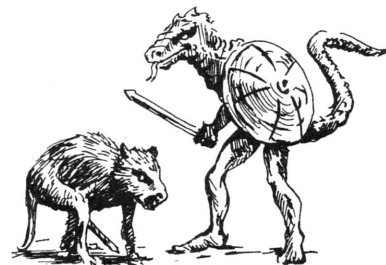
#### MARSHLAND

0-84	No Encounter
85-86	3D6 Orcs
87	1D6 Trolls
88	5D6 Menfish
89	1D6 Ghouls
90	1D6 Zombie
91	2D6 Skeletons
92	1D6 Wraith
93	1D6 Wight
94	1D6 Spectre
95	1 Liche
96	1D6 Ghost

#### COAST

Roll once per day

0-73	No Encounter
74-76	2D4 Orcs
77-78	1D6 Harpies
79-80	1D4 Ogres
81-84	1D10 Elves
85-87	1D10 Men
88	1-2 Trolls
89	2D10 Menfish
90	1D4 Eagles
91-95	2D10 Northmen
96	1 Dragon



#### PLAINS

Roll once per day

0-69	No Encounter
70-77	2D6 Orcs
78-79	1D6 Hobgoblins
80-81	2D6 Goblins
82-83	1D6 Centaurs
84-90	2D6 Men
91	2D6 Elves
92	3D4 Halflings
93	1 Giant
94	1D4 Trolls
95	1D6 Ogres
96	1D10 Wolves

## SUBTERRANEAN

The tables given below can be used for any dungeon, tomb, cavern system, sewer etc. It is assumed that these will be particularly rife with various unpleasant forms of life.

Three tables are given, each for use in successively more dangerous places. These tables should be used in slightly different ways to the ones above. The GM should roll 2D6 at the end of each turn - if the score is 12 then an encounter has occurred, he should then roll on the appropriate table to determine with what.

Table One

01-10	1D6	Orcs
11-25	1D10	Goblins
26-40	1D6	Men
41-43	1D6	Dwarves
44	1D4	Hobgoblins
45	1	Giant
46	1	Wyvern
47	1	Giant Frog
48-55	2D6	Giant Rats
56-57	1	Manticore
58-60	1-2	Carniverous bird
61	1D4	Harpy
62-75	1D6	Wolves
76-80	2D4	Skeletons
81-84	1D6	Zombies
85-86	1-2	Ghosts
87-88	1D4	Ghoul
89-91	1-2	Mummy
92-93	1-3	Wraiths
94-95	1-2	Wights
96	1D6	Spectre
97-00	GM's discretion	



TABLE 2

01-5	1D10	Orcs
06-15	2D6	Goblins
16-25	2D6	Men
26-28	1D10	Dwarves
29-30	1D6	Night Elves
31-35	1D10	Hobgoblins
36-37	1D6	Lizardmen
38-40	1	Wyvern
41	1-2	Chimera
42	1D4	Hippogriff
43	1D6	Centaur
44	1	Jabberwock
45-47	1D4	Giant Frog
48-50	1D6	Giant Wolves
51-55	2D6	Giant Rats
56	1-2	Winged serpent
57-58	1-2	Manticore
59-64	1D4	Serpent Crawler
65	1	Winged Panther
66-68	1D6	Harpy
69	1	Dragon
70	1	Weretiger
71	1D6	Wererats
72	1-2	Werewolves
73	1	Wereboar
74	1	Werebear
75-80	2D6	Skeletons
81-85	1D6	Zombies
86-89	1D6	Ghosts
90-91	1	Liche
92-93	1D4	Mummy
94	1D6	Ghouls
95	1D6	Wraiths
96	1D4	Wights
97	1D6	Spectres
98-00	GM's Discretion	

Table Three

01-02	2D6	Orcs
03-06	2D6	Goblins
07-10	2D6	Men
11-12	2D6	Dwarves
13-14	2D6	Hobgoblins
15-17	2D6	Lizardmen
18-19	1-3	Giants
20-22	1D6	Trolls
23-24	2D6	Ogres
25	1	Balrog
26-28	1D10	Minotaur
29-30	1D6	Demons
31-33	1	Dragon
34-35	1-2	Wyvern
36-38	1-2	Chimera
39	1D4	Hippogriff
40	1-2	Griffon
41	1-2	Jabberwock
42	1-2	Winged Serpent
43	1-3	Manticore
44	1D4	Winged Panther
45-46	1D6	Carniverous bird
47-50	1D6	Harpies
51	1	Giant Riding Reptile
52-53	1	Weretiger
54-55	1D10	Wererat
56-57	1-3	Werewolf
58	1-2	Wereboar
59	1-2	Werebear
60-65	3D6	Skeletons
66-70	3D6	Zombies
71-75	1D6	Mummies
76-78	2D6	Ghost
79-83	2D6	Ghoul
84-86	2D6	Wraith
87-91	2D6	Wight
92-94	1	Liche
95-00		GM's Discretion



GM's should use their discretion in the placing of Enchanted objects. Often these can form the focus of an adventure - with the players looking for a specific item needed by them or their employer. However, you may require to randomly determine an Enchanted object or weapon. In this case use the chart below in conjunction with the random generation charts provided in with the Magic volume to provide details. If you want a weapon then roll a D100 and half the score - giving you a random number from 1-50. If you want only money then roll a D20 and add 50. If you want a general spread then roll a D100.

01-07	Borunna Blade	01-50	Sword
08-12	Aran-Cabal	51-60	2 Handed Sword
13-	Dawnstone	61-65	Mace
14-37	Unique Magical weapon	66-70	Axe
		71-80	2 Handed Axe
		81-90	Dagger
		91-95	Spear
		96-97	Pole-arm
		98-99	Ball and Chain
		00	Paperknife
38-48	Blodren Sword		
49-50	Caraz-Adul		
51-60	D100 Gold Crowns		
61-65	D100 Silver Shillings		
66-70	D100 Brass Pennies		
71	Diviner		
72	Urn Guard		
73	Elberath's Leash		
74	Elven Cloak		
75	Garathea's Cord		
76	Grindlewood's Coffe		
77	Jigri Loop		
78	Mirror Of Morbihan		
79	Niobes Torch		
80	Hell Knife		
81	Sidon's Phial		
82	Blackawall		
83	Crystalix		
84	Darkstone		
85	Crucifix		
86	Wizard's Staff		
87	Silver Rune Bowl		
88	Philtre of Wetted Humours		
89	Philtre of Fiery Humours		
90	Philtre of Aerial Humours		
91	Philtre of Earthen Humours		
92	Amulet of	1-4	1 Humour
		5	2 Humours
		6	3 Humours
93	Skrying Glass		
94	Were	1-4	Philtre
		5	Amulet
		6	Scalp
95	Pure Relic		
96	Cap Of Darkness		
97	Wishbone		
98	Kin Familiar		
99	Golden Time Glass		
00	1-2 Vallariel's Cloak		
	3-4 Water Horn		
	5-6 Sceptre of Power		





# The Redwake River Valley

This is an adventure designed to form an easy introduction to the idea of adventure gaming. The adventure is suitable for three or more players and one GM. To start the game the GM must first assemble his players around a largish table, prepare figures, scenery, paper and dice and help generate the player's Characters.

## WHAT THE PLAYERS SHOULD KNOW

First - let them see the map, and let them make their own rough copy.

Then the GM can tell the players what they are doing in the Redwake Valley. The adventurers are passing through the town of Ath Cliath where they hear that there has been no news from the North for weeks, all traders who have gone north have failed to return. The civic leaders of Ath Cliath, being somewhat curious about what's going on, have asked for volunteers to go into the north and find out what has happened - the Mayor of Ath Cliath has offered to equip any party willing to undertake the venture, and reward them suitably if successful.

The Mayor is offering C15 worth of equipment and C10 in Gold in expenses payable in advance to each member of the expedition. Being lusty adventurers the players have naturally already volunteered.

## TRANSPORT

The players may move either overland, or they may, at no cost, take small rowing boats and head downstream. Troops moving overland may travel 18 miles a day, 12 miles through mountains or woods, and 3 miles through the swamp. The river is quite fast flowing, so troops moving downstream in boats may travel 24 miles per day, moving upstream they may travel 12 miles per day.

Players who have bought armour may not wear this all the time. Armour is heavy, bulky and uncomfortable - it should be carried by a pack mule and only worn if there is some good reason to do so. Characters who insist on tramping around in full armour travel only half as fast as normal.

## FORSETA AND FORSETA FEN

Forseta is a human settlement and its people are quite amicable. The Fenmen amongst them know the marshes like the backs of their hands and can be persuaded to act as guides (C1 a day).

## THE BLACK MOUNTAINS

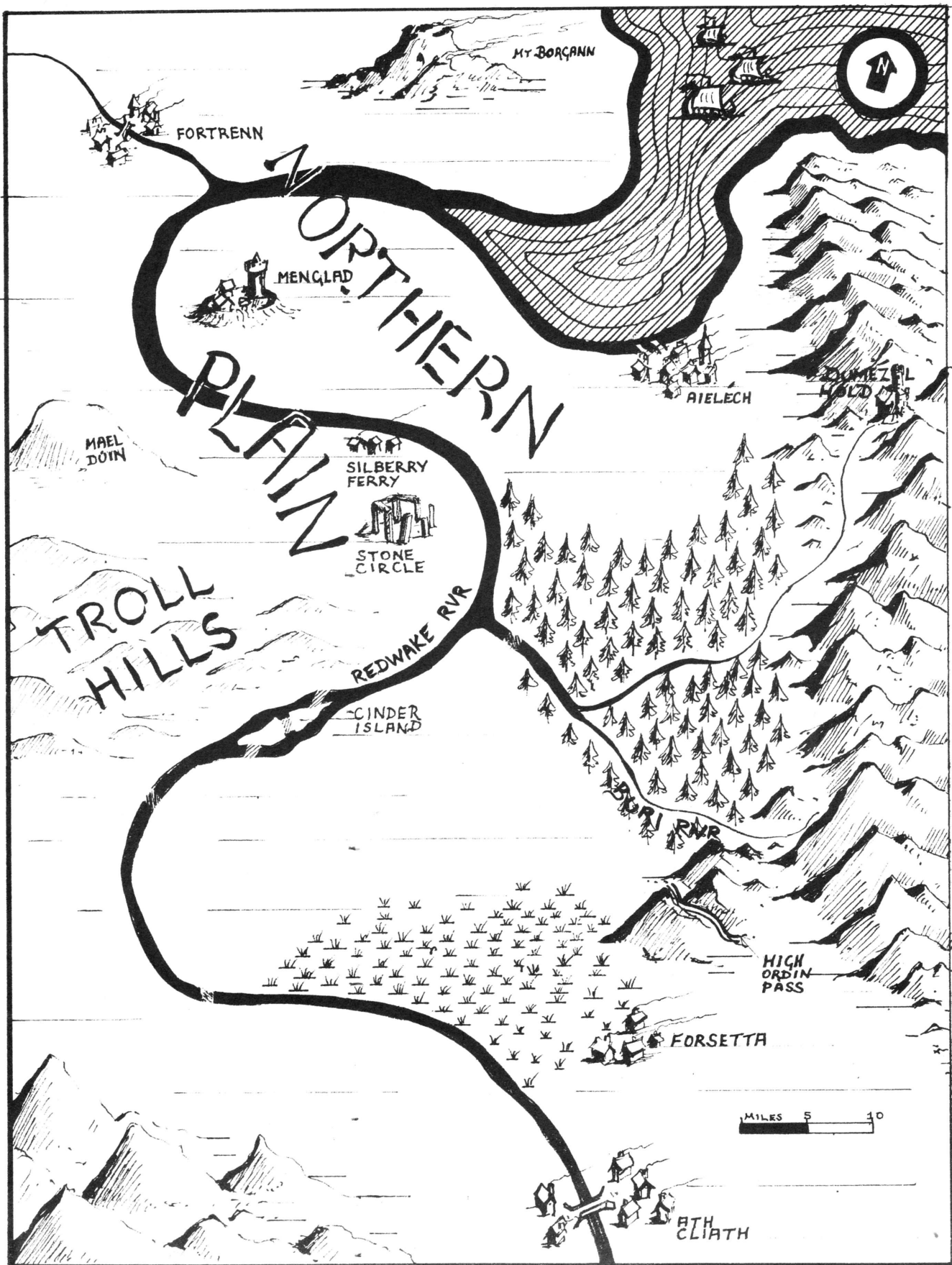
The mountains are forbidding, and, other than Dumuzil Hold, more or less unoccupied. They are almost totally impassable save for Ordin Pass and by following the two watercourses.

## TROLL HILLS

A desolate, weather worn and unpleasant place. Reputably occupied by Trolls.

## SILBERRY FERRY

A tiny Elven settlement. The ferry itself can carry both travellers and livestock across the river.



#### MAEL DUIN

A tall, isolated hill which affords a good view of the Redwake and Northern plains.

#### STONE CIRCLE

An ancient and powerful ruin.

#### MENGLAD

The tower of the Wizard Psammon. Psammon is a powerful, Neutrally aligned, and often helpful Wizard. He is widely noted for his acts of public charity, generosity and sponsorship of the arts.

#### DUMEZIL

This is the ancestral seat of a small Dwarf House - the Dumezil's of Redwake. Dumezil Hold is accessible only by following the stream up through the mountains.

#### FORTRENN AND AILECH

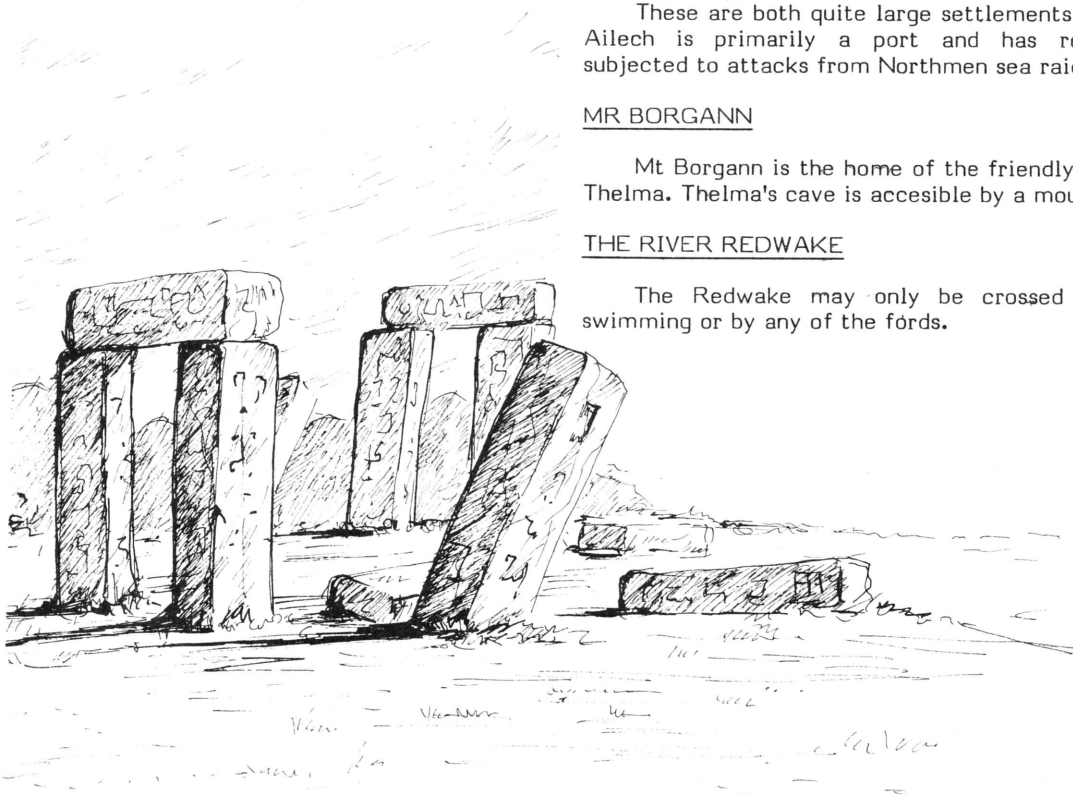
These are both quite large settlements of Sea Elves. Ailech is primarily a port and has recently been subjected to attacks from Northmen sea raiders.

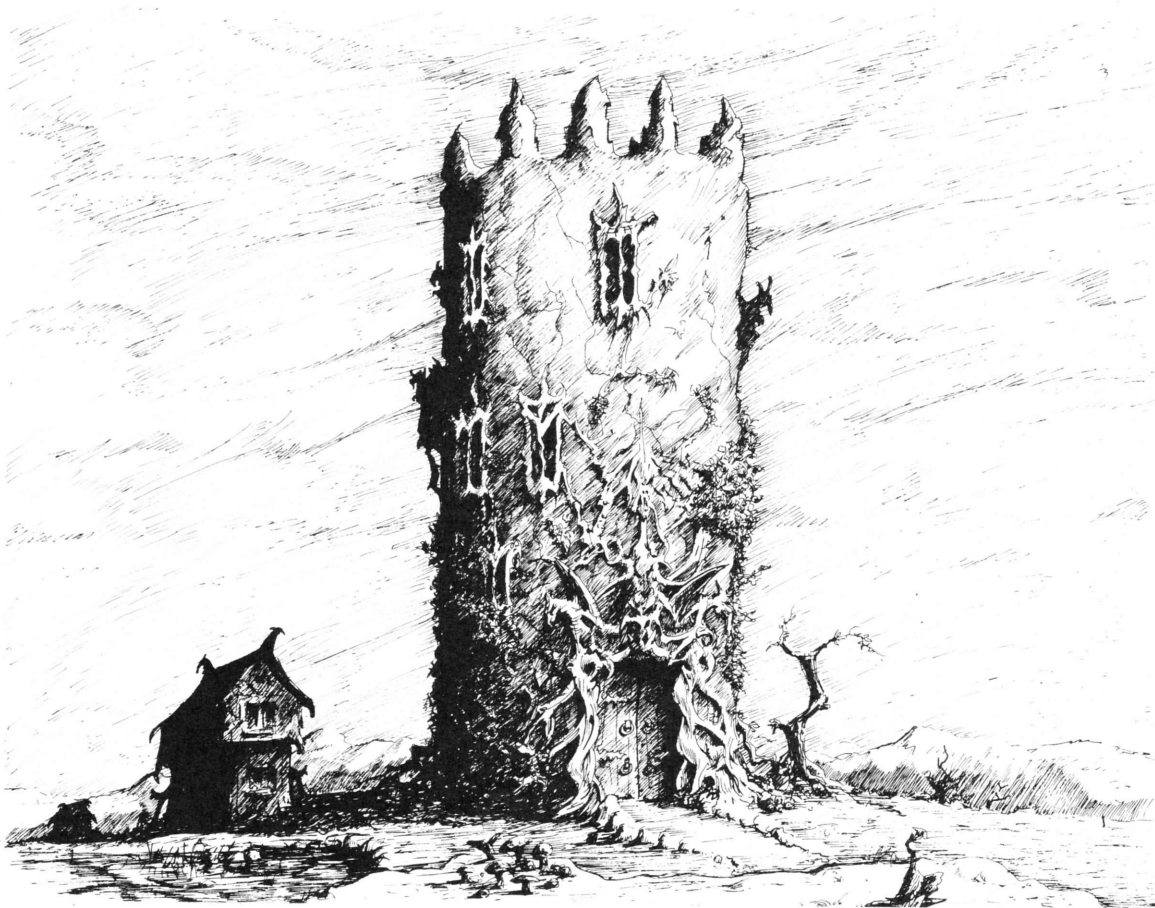
#### MR BORGANN

Mt Borgann is the home of the friendly Fire Dragon, Thelma. Thelma's cave is accesible by a mountain track.

#### THE RIVER REDWAKE

The Redwake may only be crossed by boat, by swimming or by any of the frds.





## **What The Players Should Not Know !**

Psammon has been dabbling in the Black Arts and, as a result, has turned to Evil and incidentally gone quite crazy. He has decided to take over the entire valley, and perhaps even one day the entire world. His plan is to sever communications between the Northern towns and the South and, during the confusion, to assemble a small army of Orcs, Goblins and other miscreants. Once this army has been assembled he plans to attack the Southern towns and proceed to capture Fortrenn and Ailech. To this end he has set up a boom across the Redwake and sent Orcs all across the Northern Plain to prevent any contact between North and South. It is vital to his plans that no-one discovers just what he is doing until it is too late! Should the adventurers encounter Psammon or his troops they will be attacked.

So the Northern Plain is teeming with Orcs, and small bands are moving South and West to take out minor outposts such as Dumezil and Silberry.

The only person who actually knows what is going on is Thelma the Dragon -more of this later. The population of the valley is, as yet, oblivious of Psammon's plans. Should the players actually discover what is happening and tell or manage to inform any of the various settlements, then they will be lent support - either in the form of an escort on their journey or as forces for an assault on Menglad.

When the players arrive at any of the following locations the GM should roll a D6 to determine whether Psammon's forces have arrived there, and if so, with what effect.

Dumezil Hold	1-3	Still Normal
	4	Under seige from 6-8 Orc Groups
	5	Captured and still occupied by 1-3 Orc Groups
	6	Captured and sacked. The Orcs have departed leaving no survivors.
Silberry Ferry	1-2	Still Normal
	3	Sacked, Orcs have left. There is 50% chance of there being 2-12 wounded survivors.
	4-6	Captured with 2-5 Orc Groups still in possession.
Cinder Island	1-3	Still Normal
	4-6	4 Orc Groups encamped on the Island.
Mael Duin	1-3	Unoccupied
	4-6	1-3 Wolf Rider Groups are encamped on the hill.
High Ordin Pass	1-5	Unoccupied
	6	Held at the Northern Edge by 1-2 Orc Groups
The Redwake Ford	1-5	Unoccupied
	6	2 Orc Groups guarding the ford.
The River Buri Ford	1-4	Unoccupied
	5-6	Held by 1-2 Orc Groups

An Orc Group can be any one of the following - the GM may either choose which models would be suitable, or he may dice randomly.

1. 10 Goblins - 3 Orcs
2. 6 Orcs
3. 18 Lesser Goblins
4. 6 Wolf Rider Red Goblins
5. 10 Night Goblins
6. 10 Great Goblins

The GM should use the encounter charts already given. Orcs and Goblins encountered as the result of a dice roll will not be Psammon's troops. Psammon's Orcs are distinguishable as they carry a Rat logo on their shields. The Northern Plain is an exception to this. Use the normal 'Plains' chart but double the % chance of encountering Orcs and Goblins - any such encounters will be with Psammon's troops.

#### FORSETA

Fenmen can be hired as guides across the Forseta Fen (C1 a day). The guides can lead the adventurers through the fen at the rate of 6 miles a day. They will stand and fight if the party is attacked - the GM must determine their character and personal profiles when necessary. They will continue to accompany the adventurers as far north as Cinder Island if desired. The Fen itself consists of areas of firm ground linked by areas of marsh, thin strips of solid ground and the occasional walkway. All the rest is dangerous bog.

If the adventurers elect to cross the Fen without guides there is a 5% chance per day of someone getting stuck. Anyone getting stuck will sink at the rate of 4D6cm per 15 seconds - the GM should just keep throwing dice until the character sinks or is rescued.

## TROLL HILLS

When the adventurers move through Troll Hills do not use the standard encounter charts. For each day spent in the area there is a 35% chance of being attacked by 1-3 large Trolls (possibly the legendary Bono Brothers - Gutspill, Groinknock and Legbreak.)

## THE STONE CIRCLE

The power of the Circle is such that Orcs, Goblins and other Evil types may not enter the Circle. Wizards operating from within the Circle will not lose Constitution points as they cast spells.

## DUMEZIL

The population of Dumezil Hold, like most Dwarf settlements, is small -only about 100 Dwarves in all. Of these there will be about 3D6 Warriors. If the Dwarves are told of Psammon's actions and plans they will provide 2D4 warriors as an escort or for an attack on Menglad.

There is a long passageway running from a hidden door in the Dwarves main chamber down to the Northern edge of the mountains. Should there be any fighting at Dumezil the GM must draw up a cavern system and ground plan.

## SILBERRY

Silberry is an Elven settlement. Boats can be bought here at C4 for a 4 man rowboat. Passage on the ferry costs 5/ each. If the Elves are informed of Psammon's plan they will fortify the hamlet but will be unable to spare any men.

## FORTRENN

Fortrenn is a large settlement, protected by a moat and low wood faced rampart. If told of the impending threat, they will be able to spare 3D4 Sea Elves as escorts. The Sea Elves will be lead by their own captain (generated by the GM).

## AILECH

As for Fortrenn, but they will only be able to spare 2D4 Sea Elves.

## MT BORGANN

Thelma the Dragon knows only too well what Psammon is doing, but she is unable to act in any way as the Wizard has captured her daughter, Teena, who he is holding in Menglad. Thelma will tell the adventurers about Psammon and his plans. Also Thelma will have 2D4 Enchanted objects - and she will offer the adventurers one each. Use the random generation chart for these.

If Teena can be released from the dungeons of menglad she will fly back to Borgann and Thelma will arrive at Menglad half an hour later - she will be very angry. Thelma is only a baby Dragon and not capable of breathing fire.

## MENGLAD

Psammon is a powerful Wizard of Evil Alignment.

Mastery Level 4

Constitution 24

Weapon Skill 8

Bowskill 5

Strength 3

Spells -

Level 4

Level 3

Blast

Animate Sword

Mask Shape

Slam Doors

Banish Undead

Toughness C  
Initiative 16  
Attacks 3

Level 2

Aura of Fearsome Aspect  
Lightning Bolt  
Droop

Level 1

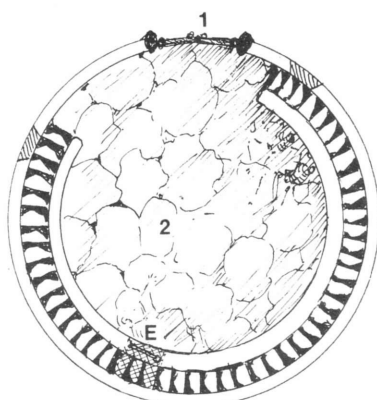
Thunderhand  
Turn To Frog  
Blessing  
Cure Light Injury  
Fire Ball  
Wind Blast

Psammon has forged his own Magical sword - called Psammonella - which has the following abilities.

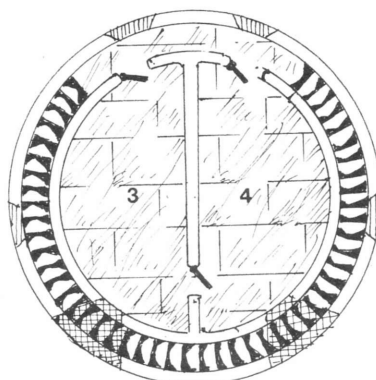
All Hits are Poisoned  
Blade Laughs Loudly every time a Kill is scored  
The Blade is Enchanted against Undead, Demon and Gods types.  
+1 Strength

Psammon has many enchanted objects either in chests or cupboards throughout his tower - the GM can generate these when the occasion demands. If the GM is only leading a small party through the adventure he may choose to reduce some of Psammon's abilities.

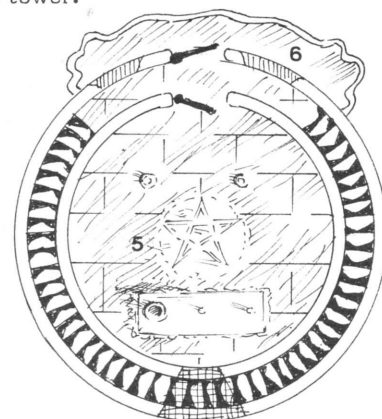
Within Medglad will be 3D4 Orc Groups. Here is a ground plan of the tower.



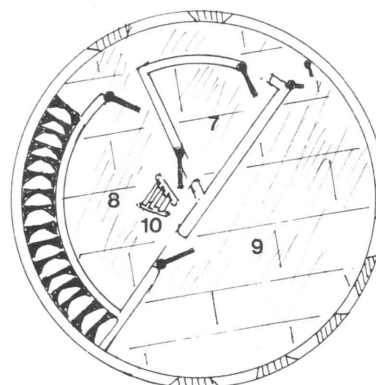
GROUND FLOOR



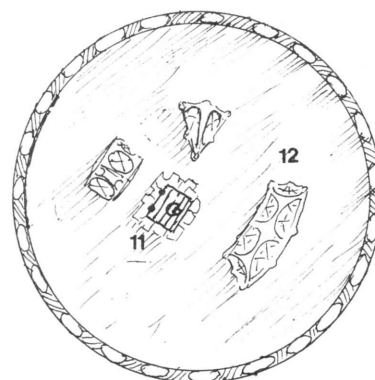
FIRST FLOOR



SECOND FLOOR



THIRD FLOOR



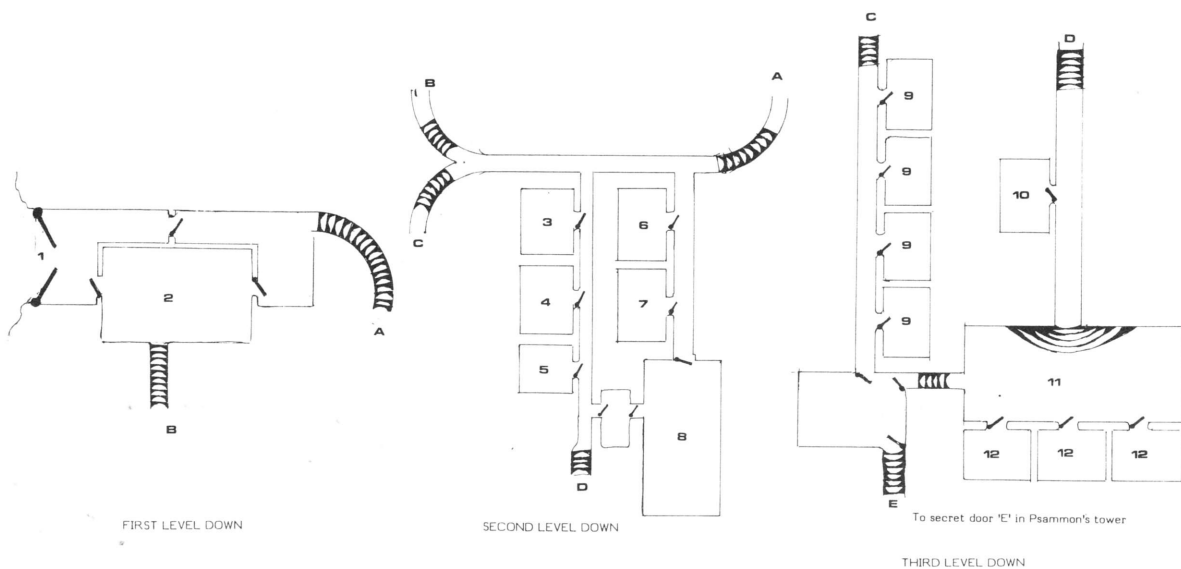
ROOF

1. Main Entrance
2. Entrance Hall
3. Bedroom
4. Bedroom
5. Dining Hall
6. Balcony
7. Wizard's Bed Room
8. Wizard's Library
9. Wizard's Study
10. Ladder to Roof
11. Trapdoor
12. Skylights

There will be a 50% chance of an Orc Guard being present at each of these points.

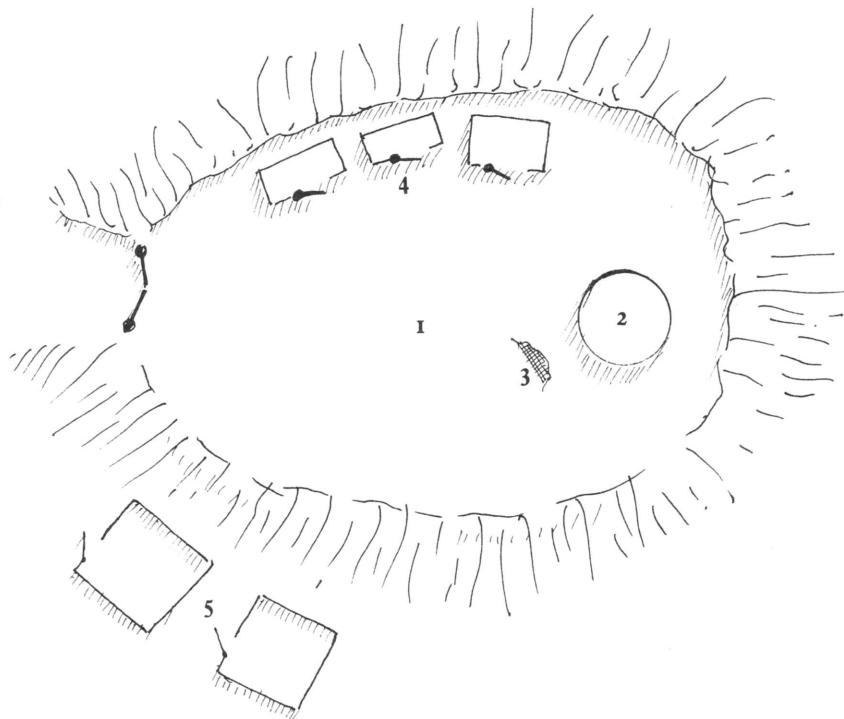
Here is a plan of Psammon's dungeon.

1. Men Dungeon Gate
2. Guardroom - 2D3 Orc Guards
3. Food Store
4. Food Store
5. Wine Cellar
6. Arms Store
7. Wizard's Strong Room with:-  
 1D6x20 Crowns in Gold  
 Various assorted clothing  
 35% chance of 1-2 Enchanted objects.
8. Guards Sleeping Quarters
9. Cells each with a 50% chance of 1-3 Men or Elf Prisoners.
10. Guardroom - 1D3 Orc Guards
11. Torture Room
12. Cells - one of these will hold Teena shackled and muzzelled.





1. Stockade and Ditch
2. Tower
3. Main Dungeon Entrance
4. Orc Barracks
5. Wolf Pens



These maps are provided for reference only. Note that 'E' comes from a door under the stairs in the ground floor of the tower.

Note that all the cell doors are locked. Other doors are locked 75% of the time. The Chief Guardsman (in rooms 2 and 10) and Psammom himself will hold a set of keys. The Door to room 7 is enchanted and may not be opened by force.

#### SPECIAL RULE

In the event of the players making a geurilla style attack on Menglad -either to assassinate Psammom or to free Teena - then the situation might well arise where there is a need to kill guards without them giving an alarm.

If troops approach a guard from the rear and attempt to slit his throat they will have a 50% chance of success - otherwise the guard will shout out and normal combat ensues.

The GM must use his discretion in moving Psammom's troops and the Wizard.

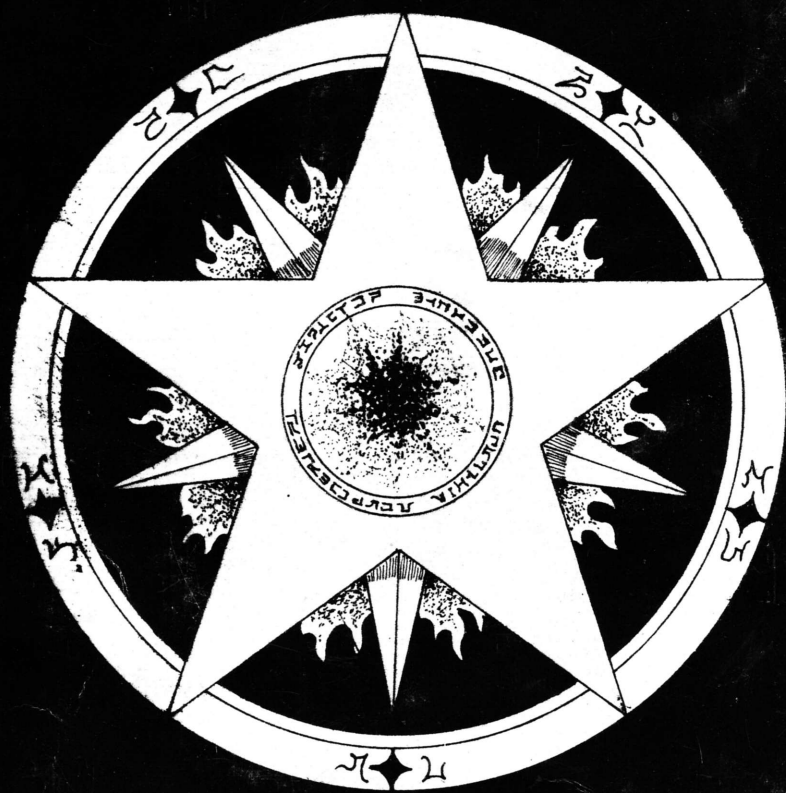
#### CITADEL MODEL FIGURES SUITABLE FOR USE WITH THE REDWAKE RIVER VALLEY SCENARIO

Psammom's Orcs and Goblins come from Citadel's fine range of individualised 'nasties'. Goblins can come from Code 12, and 13. Independent Goblin bands encountered should be slightly different types - Code 13/4 Red Goblins. Lesser Goblins come from Code 14. The Wolf riders are Goblin cavalry Code 21/1 f and g.

The Elves come from Ral Partha's Wood Elf range P02/1, with Elf leaders from P01/1.

The Fenmen live in an early medieval peasant culture where armour and weapons are rare and the ordinary everyday cloths are simple and practical. Citadel Medieval Warriors and Adventurers Code 38/2 make excellent Fenmen. Fenmen wear fairly dull clothing - either a plain undyed colour such as very light grey or brown, or some solid earthy colour.





A GAMES WORKSHOP PRODUCT

This is the second reprint of **Warhammer**, which must make our mass-combat game one of the most widely used set of wargame rules ever. It is our intent to continue to add new material in the form of new supplements, scenarios and specially designed Warhammer models.

In previous printings we included a sheet of amendments and extra rules, to clear up points in the original text where mistakes were made before publication. This free supplement has all of the recognised amendments to date, with extra optional rules and items culled from the First Citadel Compendium. These amendments refer only to the first volume **Tabletop Battles**.

I would also like to take this opportunity to thank all those Warhammer players who have written in with suggested amendments and new rules. If you have any ideas which you think would improve our Warhammer game please feel free to write to us, enclosing an S.A.E for a reply. Similarly we would be more than happy to receive items for inclusion in the Citadel Compendium, or even entire scenarios for consideration for possible publication. We hope that players will not only enjoy Warhammer, but also feel able to chop and change according to their own personal tastes.

If you use our mail order service, please note that any Warhammer enquiry must be sent separately, with an individual S.A.E.

R.I.P Priestley

## AMENDMENTS

Page

- 5 THE TURN SEQUENCE. Point 2. Shooting Phase should read:-

✓ '2. Shooting Phase The **active player** may shoot with any suitably equipped troops.'

Point 4 Second Movement Phase. Note that Routers and Pursuers are not moved at all in this phase.

- 7 THE COUNTERCHARGE. Replace 'Missile troops who are charged may elect to stand and fire instead of countercharging, but must deduct 1 from their 'to hit' roll as they will be slightly panicked' with 'Missile troops who are charged may elect to stand and fire, in which case they are not allowed to countercharge. Firers will be slightly panicked and so deduct 1 from their 'to hit' roll.'

Some players were interpreting the old reading to mean infantry couldn't fire on charging cavalry as they couldn't fire **instead of countercharging**, because infantry can't countercharge cavalry. However, that was not the original intention of the rule.

- 10 HATRED. Add. Troops defending prepared fortifications, such as forts, towers etc, do not have to react to Hated enemy. Troops behind fortified low walls or barricades are also exempt. The Gamesmaster can use his discretion in permitting a player to count an enclosed area, such as a walled village or vinyard, as fortified. Troops behind domestic hedges, boundary walls and in drainage ditches must still test.

- 11 TERROR. Note that troops only have to make the Terror test once during a battle. After the test has been made, any future encounters with Terrorising types counts as Fear -1.

- 17 Note that Mithric armour is made from a very rare and special metal called Mithril, a metal which is silver in colour but far stronger than steel. Mithric armour should not be available to rank and file troops; it is normally reserved for Heroes only.

✓21 On the chart line '9. Master 2 2 2 3 3 4' should read '9. Master 2 2 2 2 3 3'.

✓21 Dice modifier 'For each **wound** suffered (unless regenerated) -1', replace this with, 'If **any** wounds have been suffered by the attacker (unless regenerated) -1'.

- 24 COMBAT RESULTS. Add, 'Troops pushing back enemy from a fortified position don't have to follow up. Defenders and attackers must spend their next Move Phase stationary.'

- 26 KNOCK OUT. Note that the victim must take and fail his saving throw on his last Wound Point before you can try to knock him out. It is an alternative to being dead!

## ADDITIONAL RULES

These rules are taken from the First Citadel Compendium. Some of these rules are optional, and should only be tackled once you're used to the Warhammer system.

**ADVANCED RULE. Return Fire.** This rule may be used only in games involving two sides. In either player's Shooting Phase the other player may attempt to shoot with figures whose Bow Skill is 6 or more. Throw a D6, add 1 for each point of Initiative. If the result is 10 or more that unit, or individual, may shoot. This does not prevent them firing again in their own Active Turn.

**ADVANCED RULE. Fighting Defensively.** This is an advanced alternative rule designed for games involving only a few (less than 10) models a side, although it is applicable to any sized game. Any Hero or Wizard may choose to fight defensively in combat. This means he forgets about trying to kill his opponent and just concentrates on parrying and trying to stay alive. This is particularly useful if you find yourself totally outclassed in combat. You must declare at the beginning of combat that you intend to **Fight Defensively**. Having done so, you roll 'to hit' as normal but with a +2 dice modifier - you will roll **first**, even if your opponent's Initiative is higher and he would normally have the first blow. If you succeed in hitting your opponent then you cause **no damage** - but your opponent may not attempt to hit you: you have blocked his blow. You may fight defensively against as many individuals as you have attacks.

**ADVANCED RULE. Magicians and Armour.** Wizards may not use shields and perform magic. They may carry shields into combat, but then function as fighters, with no ability to cast further spells until they remove the shield. Shields hinder a Wizard's ability to make the correct gestures for effective conjuration. Wizards may wear armour, but the presence of metal armour will interfere with the Wizard's abilities; setting up bad vibes and confounding his magic. All Wizards wearing armour become subject to an increased **Fumble Factor** and must roll for a fumble everytime a spell is cast. Roll 2D6 as for a normal fumble. Tot up the modifiers that apply (Wounds etc) and add an additional 1 per Saving Throw 'pip' from armour. (Save of 6 = 1 pip; 5,6 = 2 pips; 4,5,6 = 3 and so on). If your score is 13 or more roll for a fumble. This way the more armour a figure has, the more likely it is to fumble a spell. Wrist guards, the odd gorget and helmets don't add to the Saving Throw, and so don't make any difference to the Wizard, being quite small and mostly decorative anyway.

**ADVANCED RULE. Personal Characteristics.** These rules are used to determine the effects of Personal Characteristics in battle. The great mass of troops will have average values of Cool, Intelligence, Will Power and Leadership.

## LEADERSHIP

In units of troops Regimental Leaders with a Leadership of 3 or more and add to the whole Regiments Saving Throw against **Fear** and **Terror**.

Leadership	Modifier
3	+1
4	+2
5	+3 etc

Leaders with a Leadership of 3 or more can try to stop their Regiment reacting to Hated enemy. Roll a D6 - You will need to score as follows.

Leadership	Score required
3	6
4	5,6
5	4,5,6 etc

Leaders with Leadership of 3 or more may **add 1** to any Morale Test score taken by their Regiment.

## INTELLIGENCE

Characters with an Intelligence of 1 are subject to **Stupidity**.

## WILL POWER

Characters with very high WP levels (of 10 or more) can be resistant to magic, and receive a Saving Throw against all magical attacks. Add the WP of the casting magician to his Mastery level. If the score is less than the WP of the character then the victim is entitled to a Saving Roll. This will depend upon how much higher the character's WP is than the Wizard's WP+Mastery.

Points Higher	Saving Throw
1	6
2	5,6
3	4,5,6 etc

Dwarfs are an especially materialistic and sceptical lot. Dwarfs with a WP of more than 10 will be so out of tune with the ways of magic that they cannot become Wizards. Dwarfs with a WP of 16 or more are totally **immune** to the effects of magic. They may not use magical items and cause **Fear** in any Wizard within 12".

Characters with a WP of 1 or 2 take **double damage** or **effect** from magic.

## COOL

A character's Cool determines his temperament and ability to keep himself under control in stressful situations. Characters with a Cool of 2 or less are subject to **Frenzy**, and must make a compulsory throw when within charge reach of an enemy, or when they are fired at. Rules for disarming of armour are waived for these unstable characters. Characters with a Cool of 11 or more are never subject to **Frenzy**, even if caused by magic. Characters with a Cool of 12 are **immune** to **Fear** and **Terror**, even if caused by magic. They are also immune to Aura of Command and Mind Control Spells.

## OTHER RANKS

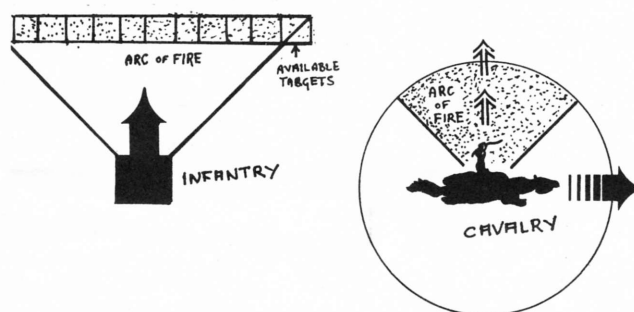
Ordinary rank and file members of a unit do not have to generate their Personal Characteristics. They are considered to have average values - which are:-

	COOL	INTELLIGENCE	WILLPOWER
DWARFS	5	9	10
ELVES	7	9	7
MEN	7	5	5
HALFLINGS	6	5	6
GOBLINOIDS	5	5	5

## FIRING ARCS IN BATTLES

The following rules are those we use in our own games. Gamesmasters are at liberty to decide whether troops are in a position to fire or not.

Infantry armed with missile weapons may fire at targets within 90° to their front only. Mounted troops are the same, except that their fire arc is normally at right angles to their front. Mounted troops in Skirmish Order may fire all round, but suffer a minus 1 'to hit' penalty for firing out of the 90° arc.



## WEAPONS DIFFERENTIATIONS AND OTHER BONUSES

In addition to those on page 23 of Warhammer vol. 1 add.

Fighting to Cross a Defended Obstacle	-1 to hit -1 Initiative
Fighting Routing/Broken Enemy	+2 to hit +1 to kill
Heavy Weapon vrs Troops in Shock Order	+1 To hit

## IDEAS

Most of the play testing of new ideas for Warhammer is done by members of the Citadel staff. However the actual volume of ideas is always greater than we can possibly cope with. Therefore, I'm listing some of the subjects which we've not had time to fully develop, but which you might like to consider, test and invent new rules for. Send any comments or rules to Citadel, and we'll publish the best in our Compendium.

**SEIGECRAFT** - Engines and fires are covered in Forces of Fantasy. In addition we need rules for sieges proper including; mining, provisions, treachery, pestulence, politics, and seige equipment of all kinds. The main problems to be overcome are of translating a seige into game/time and space terms.

**CANNON** - fall of shot, shot types, explosions and accidents. Any system will have to tie in to the rules on engines in Forces of Fantasy.

**WEATHER** - Weather could be used as the basis of some new magic and psychological effects. Flash floods, drying sun, rain, snow etc. I like the idea of cold weather slowing down cold blooded animals like Lizardman. This allows for 'Sudden Chill/Frost spells' which make Lizardmen vulnerable to warm blooded critters.

**NEW PSYCHOLOGY** - We've already had Alcoholism and Paralysis - but there's still room for phobias and foibles of all kinds. For example, try out **Warp Frenzy**. A character subject to Warp Frenzy may roll at the beginning of his turn to see if he goes into a **Warp Spasm**. Roll a D6 - add on 1 for each wound you inflicted last combat round. If the score is 5 or 6 the character goes into a normal **Frenzy**. If the result is more than 6 the character has a warp spasm and increases Strength, Toughness, Wounds and Attacks by 1. In addition the character acquires D3 Chaos Attributes from the Mark of Chaos article in the First Citadel Compendium (or Realm of Chaos). The character may only roll to come out of Warp Frenzy in the same way as normal Frenzy. If the character goes into a normal Frenzy he cannot then progress into a Warp Frenzy - he's stuck in normal Frenzy until he comes out of it. Warp Frenzy should be very rare, say 1% chance on Fighters only. Characters wearing armour or carrying shields cannot attempt to warp at all. Some characters can be subject to Warp Frenzy -1, +1, +2; etc in which they gain more or less Chaotic Attributes. Attributes disappear when the character returns to normal.

## A WORD ON DICE

To play Warhammer you'll need D6's ...handfuls of them. Fortunately D6's are available pretty readily from toy shops or even newsagents and are cheapo cheapo. Don't muck around rolling 1 D6 endless times in combat, count up how many of your troops are fighting, work out the score needed 'to hit' and roll for the lot at once. Then pick out the dice showing successful hit results and roll them again to see how many kills you've scored. Your opponent can then roll for all of his saves, if appropriate. If your Regiments include Leaders, Champions or other individuals with different Weapon Skills, use a differently coloured dice for his attacks.

## THE WARHAMMER PLAY-SHEET

This playsheet has been redesigned and revised so as to make playing Warhammer easier and quicker. Redraw or photocopy as many of these sheets as you find necessary. We have actually reduced the amount of information on the sheet, because we found the old playsheet too cumbersome. All of the different factor modifiers have been placed next to the relevant chart, whether 'to hit', 'to kill' or 'missile fire'. Unlike the old playsheet this one has no magic summary - so players with Wizards will have to make their own. Also we've not included any of the saving throws for armour, mostly because they are so easy to remember there hardly seemed any point. Space has been provided in the 'Troops' section to write in any savings throws that apply.

[illegible]



### TO HIT - MISSILES

BS	D6	Modifiers
1	6	-1 Long Range
2	5	-1 Moving Mount
3	4	-1 Skirmish Target
4	3	-1 Soft Cover
5	2	-1 Bottles etc
6	1	-1 Firer Wounded
7	0	-1 Hard Cover
8	-1	-1 Charging Target
9	-2	-1 Flying Target
10	-3	+1 Large Target

### MISSILE WEAPONS SR LR S

Short Bow	8	16	2
Bow	12	24	2
Long Bow	16	32	3
Elf Bow	16	32	4
Crossbow	16	32	4
Sling	18	-	2
Javalin	3	6	2
Dart/Spear	1	3	2
Bottles etc	1	3	1

### TO HIT - COMBAT

Att.	1	2	3	4	5	6+
1	5	5	6	6	7	7
2	4	5	5	6	6	7
3	4	4	5	5	6	6
4	3	4	4	5	5	6
5	3	3	4	4	5	5
6	2	3	3	4	4	5
7	2	2	3	3	4	4
8	2	2	2	3	3	4
9	2	2	2	2	3	3
10	2	2	2	2	2	2

### Modifiers

- +2 Frenzied
- +2 Routed Enemy
- +2 Fighting Defensively
- +1 Charged **not** Countered
- +1 Uphill
- +1 HCW vrs Shock
- +1 LCW vrs Skirmish
- 1 HCW vrs Skirmish
- 1 Cross Defended Obstacle
- 1 More than 1 Weapon
- 1 Weapon Left Handed
- 1 Bottle etc
- 1 Opponent is Flying
- 2 Rear/F flank Attack
- 2 Fear Combat Opponent

### TO KILL

S	A	B	C	D	E	F
1	4	5	5	6	6	N
2	4	4	5	5	6	6
3	3	4	4	5	5	6
4	K	2	3	4	4	5
5	K	K	2	3	4	4
6	K	K	K	K	3	4

### Modifiers - Combat Hits

- +1 Charging Lancers
- +1 HCW
- +1 Armed Monster S4+
- +1 Routing Enemy
- 1 LCW vrs Shock

### INITIATIVE MODIFIERS

- +4 Flying
- +4 Frenzied
- +1 Charging
- +1 Countercharging
- +1 Charging Lance
- +1 Longer Weapon
- +1 LCW vrs Skirmish
- 1 HCW vrs Skirmish
- 1 Cross Defended Obstacle

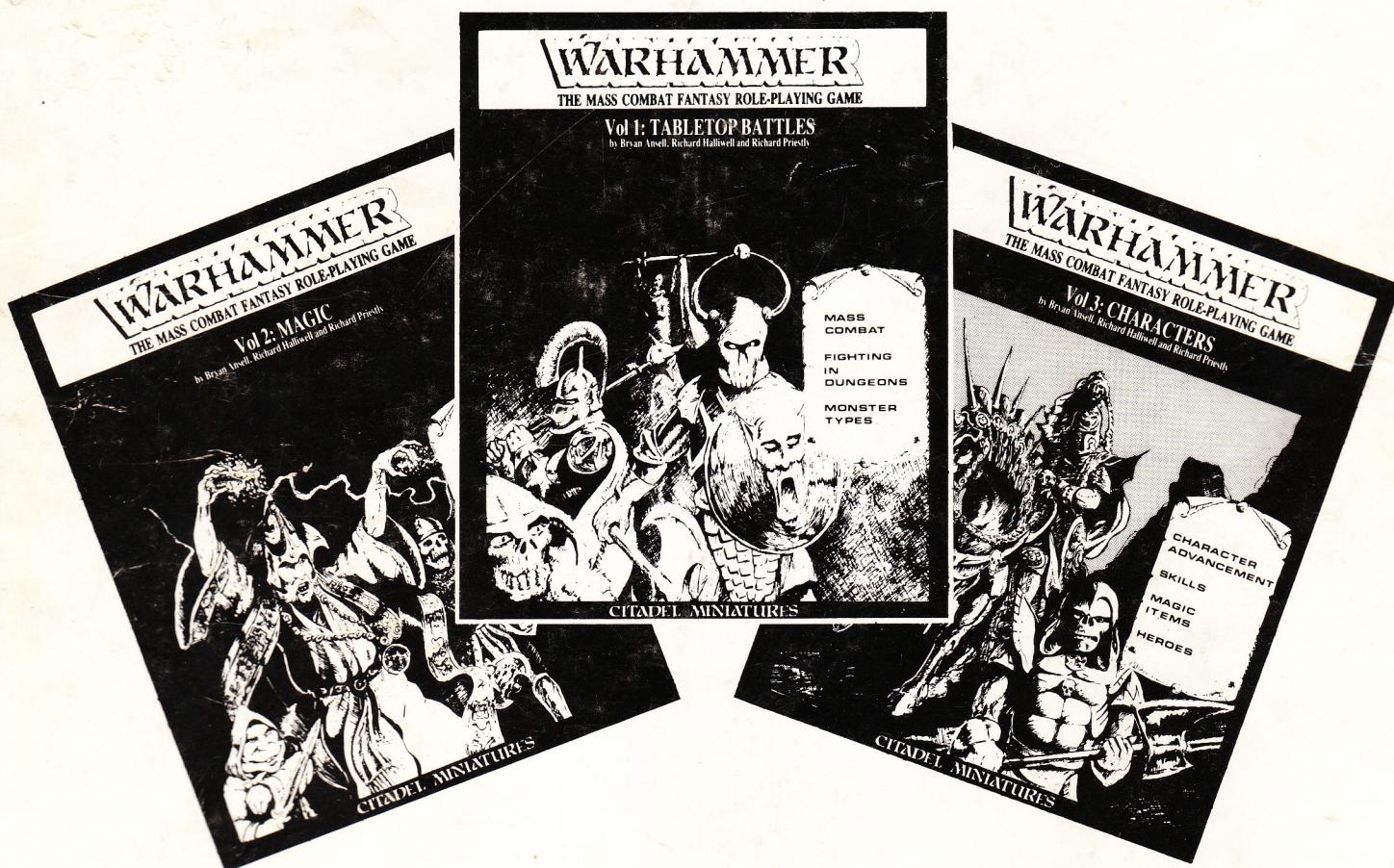


# WARHAMMER

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