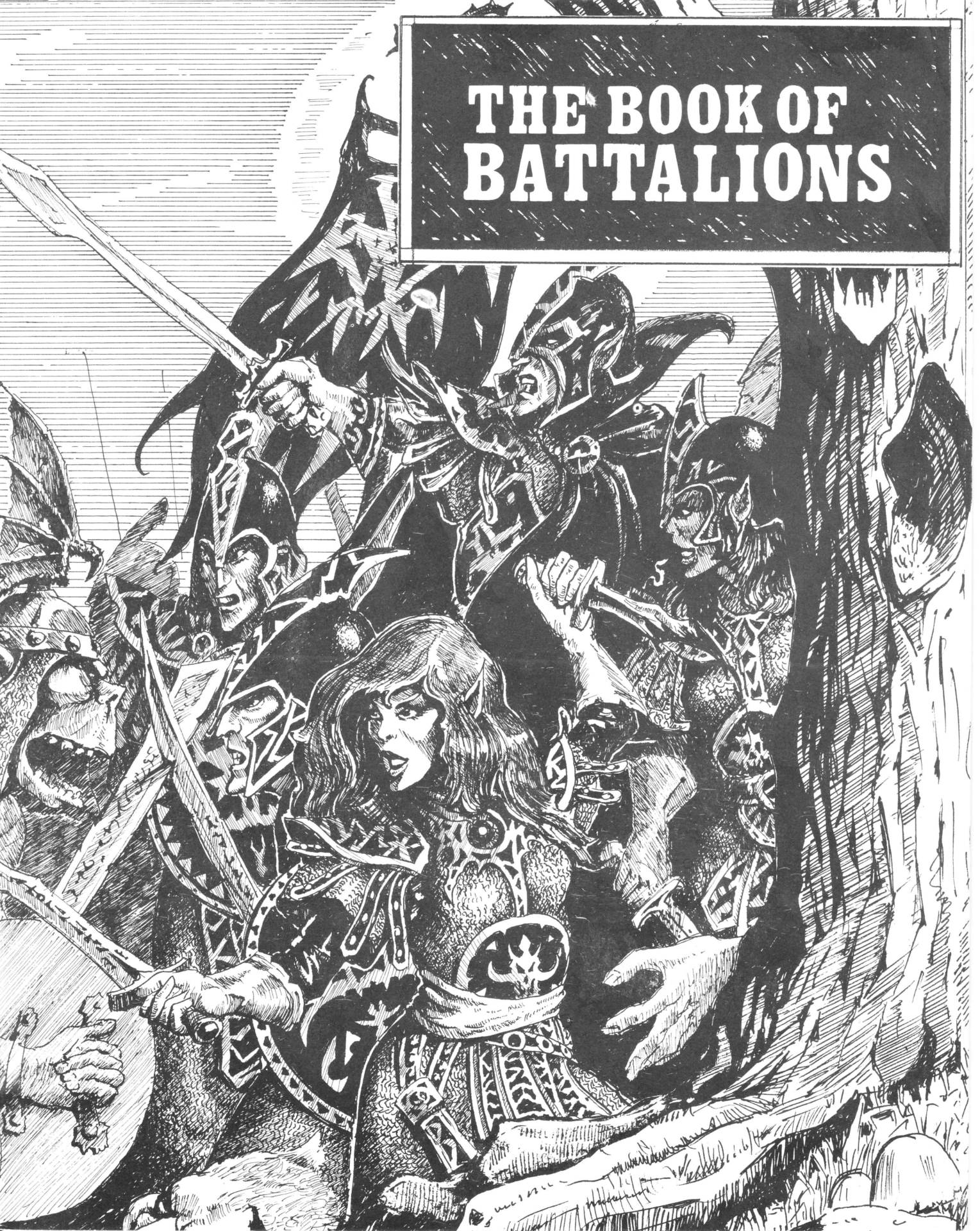


# THE BOOK OF BATTALIONS



# The Book of Battalions

## BOOK OF BATTALIONS

This volume has been compiled by the many Warhammer players living in and around this bit of the East Midlands (Nottinghamshire and Lincolnshire). This isn't part of Forces of Fantasy - but a free supplement. It has been written and produced partly at night and week ends, and is based on the forces of the players listed below. We thought that other Warhammer players would be interested to see some of these armies that have battled through numerous play testings and campaigns during the writing of Warhammer and Forces of Fantasy. Even these are by necessity only a small selection - many of the tales surrounding the genesis of Warhammer must remain forever untold.....

Warhammer and Warhammer supplements are the work of lots of players, games masters and the odd passing vacuum cleaner salesman. In particular I would like to implicate the many hoopy guys in Lincoln, who really have their radios on and know where their towels hang. They made me say that - I didn't want to.

People sometimes ask me if any of these characters are real. Sometimes they ask me if I'm real. In order to clarify the situation I have included an official Reality Quotient next to each. These figures can be turned into standard % chances of reality by multiplying by 10. For example Bryan Ansell is 100% real - and consequently dangerous.



Tony Ackland (8.5)

Bryan Ansell (10)

Nick Bibby (4.5)

John Blanche (5.0)

Pete Cantor (2.0)

Charlie Elliot (6.5)

Mark Elliot (1.0)

Anthony Epworth (minus 5.0)

Richard Halliwell (0.0)

John Manders (3.0)

Alan Merrett (7.5)

Colin McCormac (and friends) (3.5)

Alan Perry (0.5)

Mike Perry (0.6)

Rick Priestley (2.5)

Kevin Read (Too high to measure)

Richard Stevens (0.1)

John Stallard (8.5)

The Player's Guild (9.0)

Ben and Rick from Citadel (3.0)



# The Goblins of Rug Longtooth

Whilst the Goblins were bitterly engaged fighting the Dwarfs their greatest champion was Grom - the Paunch of Misty Mountain. However, there were others, and Rug Longtooth was not the least

of them. His northern hosts of renegade Goblins harrassed the lands of Thorgrimm Branedimm for many years. They were eventually brought to battle at Mad Dog Pass.

## BATTALION 1 - RUG LONGTOOTH

### RUG LONGTOOTH - GREAT GOBLIN HERO

WS	BS	S	T	W	I	A	Points
5	5	3	C	3	5	2	20

#### Equipment

Item	Points
Plate Armour	3
Shield	2
Magic Sword	225
Chariot/Crew	65
Total Points	315

### RUG'S CHARIOT

Rug rides around in a Heavy Chariot with 3 additional Crewman. The chariot is pulled by 2 boars.

### RUG'S GUARD - THE AXE MINISTERS

Rug's Guard totals 18 Great Goblin troopers, a combined standard bearer/musician and the Guard Captain, Mean-hook Mo. Guards have chain mail armour, shields and double handed axes. Mo has chain mail, shield and sword, a Leadership of 3 and is a Minor Hero.

### GRICHNAK'S REGIMENT

Grichnak is an old hand at this game, he's been fighting Dwarfs for longer than he can remember. This is mostly due to the effects of a blow to the head, received in some past battle. Grichnak can't quite remember which one. The regiment consists of 29 Great Goblin Warriors; armed with assorted weapons but counting as hand arms, and Grichnak himself, Leadership 2. All have shields.

### JO DOG'S REGIMENT

Jo's regiment comprises 29 Great Goblin Warriors without shields, armed with assorted pole-arms and axes, counting as double-handed axes. Jo has a double handed axe too, his Leadership is 2.

### THE BOAR LANCER'S

The Boar Lancers comprises 9 troopers armed with a spear, and Lud Cadogan their senile Captain, Leadership 1. Lud is the units Champion with the same profile as a Minor Hero, as the boar has a combat attack he pays extra points for it.

### MIM'S REGIMENT

Mim's Regiment consists of 30 Lesser Goblins including the renowned Mim - a Lesser Goblin Hero, who acts as the Regimental Leader. 19 of the troopers are armed with clubs, the other 10 have nets as well. Mim is armed with sword only.

Intelligence	6
Cool	5
Willpower	7
Leadership	3

#### Magic Sword

Alignment	Evil
Name	Kushmug Ulub
Willpower	7

Intelligence Gain +2  
Intelligence Drain  
Duplication

Heavy Chariot	40
2 Boars @5	10
3 Warriors @5	15

Total 65

18 Great Goblin Guards, Mail, shield and axe @8	144
1 Standard Bearer/ musician	158
1 Captain Mo	12

Total 314

29 Great Goblin Warriors, shields @6	174
1 Grichnak	11

Total 185

29 Great Goblin Warriors, axes @6	174
1 Jo Dog	11

Total 185

9 Boar Riders @10	90
1 Lud Cadogan	16

Total 106

19 Lesser Goblins @3	57
10 Lesser Goblins @3½	35
1 Mim	10

Total 102

## CHICKEN JORJ

Chicken, Chick to his friends, is Rug's personal Great Goblin Shaman (Novice). Rug often suppresses Jorj's desire to run away by tying him to his chariot.

Move	WS	BS	S	T	W	I	A	Points
3	3	3	2	B	1	3	1	60

Spells Level 1 Aura of Mighty Resistance  
Level 1 Fire Ball

Intelligence 7  
Cool 5  
Willpower 6

Mastery 1  
Constitution 7

Talisman Personal

## Magic Mace

Alignment Good  
Name Ash Cleaver  
Willpower 5

Degeneration Attack

Points 75 Points

## Equipment

Jorj has a magical mace pilfered from an old barrow.

Item	Points
Mace	75
Jorj	60
Total	135

# Battalion 1

# 1,407 Points

## BATTALION TWO

### GRIMFANG'S RAIDERS

The second Battalion consists of Night Goblins under their commander Grimfang.

### GRIMFANG

#### NIGHT GOBLIN HERO

WS	BS	S	T	W	I	A	Points
4	4	3	C	3	4	2	16

#### Equipment

Item	Points
Plate Armour	3
Shield	2
Magic Sword	150
Total Points	171

Intelligence 5  
Cool 5  
Willpower 8  
Leadership 3

#### Magic Sword

Alignment None  
Name All Bright written in Magick  
Willpower 9

Initiative Gain +5  
Toughness Gain +1  
Intelligence Gain +4

### THE BROTHERHOOD OF B'DUG

This small regiment of only 10 Night Goblin Fanatics is equipped solely with the Ball and Chain. Their leader and champion is Murdok, who has a Leadership of 1 and the same profile as a Minor Hero.

### FFUG'S REGIMENT

Ffug is the leader of 1 standard bearer and 28 Night Goblin Warriors bearing an assortment of weapons and shields but counting as having shields and hand-weapons. Ffug has a Leadership of 2 and counts as a Minor Hero.

9 Fanatics with Ball and Chain @4	36
Murdok	8
Points	44

29 warriors, shield and sword @5	145
1 standard bearer @104	105
Captain Ffug	9
Points	259



## URUG'S REGIMENT

This regiment comprises a standard bearer, 28 Night Goblin Warriors and Urug the Speechless. The warriors are armed with mixed weapons, counting as swords, and have shields. Urug has a Leadership of 3 and is a Minor Hero.

## GOBBIN HONK'S ARCHERS

The archers comprise 19 bowmen and Gobbin Honk, their leader and champion. They have no armour and are equipped with bows and daggers. Gobbin is a Minor Hero with a Leadership of 1.

## DAREN DIMBLOOD'S LESSER GOBLINS

This regiment consists of 39 Lesser Night Goblins with shields and bows. They are armed with mixed weapons, but count as having swords. Their leader is Daren Dimblood, Lesser Night Goblin Minor Hero - Leadership 3.

29 warriors, shield and sword @5	145
1 standard bearer @105	105
Captain Urug	9

Points	259
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19 Bowmen, shorts bows and daggers @4	76
Captain Gobbin Honk	8½

Points	84½
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39 Lesser Goblins, bow, shield and sword @3½	136½
Captain Daren Dimblood	9

Points	145½
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# Battalion 2

# 963 Points

## BATTALION THREE

## JAGGLEBURST'S FELL RAIDERS

The third battalion of the host of Rug is made up of the marauding Red Goblins of Jaggleburst.

## JAGGLEBURST RED GOBLIN HERO

Jaggleburst rides a giant wolf. Because the animal has its own attack it costs extra points.

WS	BS	S	T	W	I	A	Points
5	5	3	C	3	4	2	20

## Equipment

Item	Points
Plate Armour	3
Shield	2
Magic Sword	75
Wolf	5
Total Points	105

## LOD BELCH'S ROUGH RIDERS

This mean bunch comprises 9 Red Goblin Wolf Riders and their leader, Lod Belch. They each have a shield, sword, mail armour and a short bow. Lod has the same profile as a Minor Hero, with a Leadership of 3. As the wolf can fight in combat he pays extra points.

## SPUG HORN'S LONG RIDERS

This regiment comprises 9 Red Goblin Wolf Riders and their leader, Spug Horn. They each have a shield, sword, mail armour and a short bow. Spug has the same profile as a Minor Hero, with a Leadership of 2. As the wolf can fight in combat he pays extra points.

## Magic Sword

Alignment	None
Name	Fido written in Common
Willpower	10

Special Loyalty  
Willpower Drain

Intelligence	8
Cool	4
Willpower	6
Leadership	3

9 Goblin Riders, shield, mail and bow @10	90
Lod Belch	17

Points	107
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9 Goblin Riders, shield, mail and bow @10	90
Spug Horn	17

Points	107
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#### BOILNOSE'S REGIMENT

This consists of 28 Red Goblin Warriors, a standard bearer and Erec Boilnose. They carry shields and have a mixture of mail, plate and no armour, counting as all in mail. They are equipped with swords. Erec has the same profile as a Minor Hero and is the regiments leader, Leadership factor 1.

28 Warriors, mail and shields @6½	182
1 Standard bearer	106½
Erec Boilnose	11½
Points	300

#### THE WOLF HANDLERS

Jaggleburst has a regiment of 10 Wolves, with 2 mounted wolf riders to try to keep them in check. Riders are equipped with mail armour, shields and short bow. The riders leader is Captain Leglop, a Minor Hero with Leadership of 3.

10 Wolves @5	50
1 Wolf Rider @10	10
1 Captain Leglop @17	17
Total	77

## Battalion 3

## 696Points

## Army

## 3,066Points



# Baragin Hogweed' Avengers

The devastation wrought by packs of Giants left the Halflings in something of a mess. Baragin Hogweed was a Halfling, and like most Halflings he lived in a hole in the ground - an old sewer in fact. But even his aged and venerable home, Bog End as it was called, couldn't protect him from the Giants. Baragin sat on the remains of his property. He had suffered mental as well as physical damage with the destruction of his comfortable hole. The scars on his body might heal, but what of the psychological damage incurred

through long and terrible personal suffering? He hadn't eaten since lunchtime. Yet even as he sat amongst the ruins of his cheese cellar, Baragin heard a voice that inspired him - a high squeaky voice that belonged to Thor Wibble, a disinherited Gnome. Gnome and Halfling struck up an instant friendship, and soon Thor and Baragin began to organise the body of troops known as the **Avengers**.

## BATTALION 1

### BARAGIN HOGWEED

Baragin Hogweed is a Halfling Mighty Hero, equipped with a magic sword, mail armour and shield.

Move	WS	BS	S	T	W	I	A	Points
3	6	7	2	C	3	8	3	68

Intelligence	8
Cool	9
Willpower	12 - magically resistant
Leadership	4

### Equipment

Item	Points value
Mail Armour	7
Magic Sword	175
Total	250

### Magic Sword

Alignment	Good
Name	Willow Brand
Willpower	10
Strength Gain	+1
Initiative Gain	+4
Sleep Attack	

### THE HALFLINGTON WATCHMEN

This regiment comprises 23 Watchmen, including their leader Burdock Ginswill - Leadership 3.

23 Watchmen @5	115
Total	115

### THE BOG END ROW RESIDENTS

These Militiamen are, on the whole, soft-bellied and thick-headed as only a persistantly in-bred Halfling can be. There are 20 of them, led by old Gaffer Hornbright.

20 Militia @4	80
Total	80

### THE CIDER LANE RESIDENTS

Cider Lane is a notorious part of Halflington. There are 30 members of this Regiment, led by Robin Grubfellow - Leadership 3.

30 Militia @4	80
Total	80

### THE MILL LANE RESIDENTS

This bunch of Halflington's better off residents are armed with bows. Their leader is Old Will Hayward - leadership 3.

20 Militia @4½	90
Total	90

### THE HALFLINGTON GARDNERS

This group of militia are armed almost exclusively with the tools of their trade - picks, hoes and scythes. They are led by Spam Grundle, gardner to the Hogweed family for generations. He has a Leadership of 3.

20 Militia @4	80
Total	80

## THE LOCAL KIDS

Young Halflings are especially greedy, over-active and troublesome. It is not surprising, therefore, that Baragin should want to put them at the front of his army. 'Right where the action is' as he might put it. These youths are armed with slings, and are led by Ned Thunkit - Leadership 3.

## THE MARCH WARDENS

There are 20 March wardens - a sort of constabulary. They are armed with bows as well as swords. Their leader is Cringe Whiteflag - Leadership 4.

## THE RIDERS

These adventurous Halflings come from the outlying region of Cook Land. They are led by a well travelled Halfling called Tomas Cook. Tomas is cousin to the Old Cook himself - a semi-legendary Halfling who was tall enough to see over the counter at Woleworth's general store. He has a Leadership of 4.

20 Militia. Sling @4½	90
Total	90

20 March Wardens @4½	90
Total	90

15 Riders @7	105
Total	105

# Battalion 1

# 1,060 Points

## BATTALION 2

### THOR WIBBLE

Thor Wibble and his Gnomes form the second Battalion. They are loyal and totally dedicated to their cause; the rights of short people everywhere. Thor is a Gnome Hero, with mail armour, shield and a magic sword.

Move	WS	BS	S	T	W	I	A	Points
3½	5	4	3	D	3	5	2	36

Intelligence	8
Cool	6
Willpower	10 - magically resistant
Leadership	4

### THOR'S GUARD

Thor's personal bodyguard consists of 10 warriors, led by Thor himself. They have mail armour and two-handed axes.

### THE WALA CRAG GNOMES

This regiment comprises 18 Gnome warriors, 1 standard bearer and their leader, Sven Clegg - a Minor Hero with Leadership 3. All are equipped with mail armour, shields and two-handed axes.

### THE CLANSMEN

This regiment of 30 Gnomes includes their renowned leader Eric (Bloodaxe) Pickles. They are unarmoured, but carry shields and an assortment of weapons counting as two-handed axes. Eric is a Minor Hero with a Leadership of 3.

### Equipment

Item	Points value
Mail Armour	4
Shield	2
Magic Sword	100
Total	142

### Magic Sword

Alignment	Evil
Name	Brain Eater
Willpower	5
Strength Gain	+1
Initiative Gain	+7

10 Warriors. Mail and axes @8	80
Total	80

18 Warriors. Mail, shield and axe @8½	153
1 Standard bearer @108½	108½
Sven Clegg	23
Total	284½

29 Gnome Clansmen. Axes @7	203
1 Eric (Bloodaxe) Pickles @20	20
Total	223

## WAL WALLY'S CROSSBOW TARGETEERS

This regiment is famous for its anti-giant exploits. They wear mail armour and carry shields in addition to their crossbows and swords. Their leader is Wal Wally, a portly Gnome Minor Hero - Leadership 2.

## CNUT ARKWRIGHT - WIZARD

Cnut is a Gnome Acolyte with the following profile.

Move	WS	BS	S	T	W	I	A	Points
3½	4	3	2	B	2	3	1	100

Intelligence	7
Cool	4
Willpower	8
Leadership	2
Mastery	2
Constitution	8

19 Crossbowmen. X-Bow, mail, shield @9½	180½
1 Wal Wally @25	25
Total	205½

## Equipment

Item	Points value
Total	100

Spells	Level 1	Level 2
Fire Ball		Mystic Mist
Bless Sword		Aura of Protection

# Battalion 2

**1,035 Points**

## BATTALION 3

### TREEBRAIN THE TREEMAN

Treebrain the Treeman leads the third part of the Avengers - a battalion of Goodly Hosts. The aged and rambling Treeman took pity on the poor Halflings and decided to help them. He has brought along a few of his relatives to help.

Treebrain the Treeman @130	130
Total	130

### THE TREEMEN

There are 6 other Treemen. They have ambled out of their forests in support of the just cause of the Halflings.

6 Treemen @130	780
Total	780

### THE EAGLES

For some reason, wherever Halflings go Eagles seem to follow.

4 Eagles @45	180
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# Battalion 3

## Army

**1,090 Points**  
**3,185 Points**



# Glune's Trek

It was an especially cold winter, and the Giantlands in the far north were hit harder than anywhere else. The mountain valleys filled up with snow to such a depth that even Glune Wayfoot, the largest and most powerful of all the giants, found himself up to his nose in the drifts. This was not to be borne. What made matters worse was that the Giant's natural food, people, refused to budge from their cosy and well provisioned firesides in the south. All this made

## BATTALION 1 - THE WAYFOOTS

The Wayfoots are True Giants, all except for Stunto Wayfoot - who accidentally swallowed a Shrink Potion as a baby and never quite recovered. They are led by Glune Wayfoot, the largest giant in the Giantlands at this time.

### GLUNE WAYFOOT - TRUE GIANT

Glune is one of many giants with an unquenchable thirst. He is **Subject to Alcoholism +3**.

Move	WS	BS	S	T	W	I	A	Points
7	4	4	*	F	10	3	*	380

#### Equipment

Item	Points
Magic Club	100
Mail Armour	38
2 Lead Spheres	-
<b>Total Points</b>	<b>518</b>

### HERMAN WAYFOOT - TRUE GIANT

Herman Wayfoot, convicted sheep worrier, is Glune's cousin. He's rather dim, **Subject to Stupidity -1**.

Move	WS	BS	S	T	W	I	A	Points
8	3	3	*	E	10	3	*	380

### STUNTO WAYFOOT

Stunto is Herman's younger brother, due to an unfortunate accident at birth he is smaller than his True Giant brethren, only Giant size in fact. He has the same profile as an ordinary sized Giant, and carries a club. His personal characteristics have been generated from the True Giant Generation list as:-

Intelligence	5
Cool	6
Willpower	9
Leadership	2

#### Magic Club

Glune's huge metal spiked club was originally made for an Ogre Champion, and is a magic weapon.

Breathe Underwater  
User Specific types D - Giants Ogres etc

Intelligence	2
Cool	6
Willpower	8
<b>Points</b>	<b>120</b>

# Battalion 1

# 1,256 Points

## BATTALION 2 - THE ROCKLEGS AND SPINDLELIMBS

The Rocklegs and Spindlelimbs are Giants of about the same size as Stunto Wayfoot. That is except for Tiny Spindlelimb who is easily

### CRUSHER ROCKLEG - GIANT

Move	WS	BS	S	T	W	I	A	Points
7	3	3	4	E	6	2	4	120

#### Equipment

Item	Points
Mail Shirt	12
<b>Total Points</b>	<b>132</b>

Intelligence	5
Cool	6
Willpower	7
Leadership	2

the largest member of his family and a True Giant. The leader of these two families is Ciraden 'Crusher' Rockleg.

## TINY SPINDELLEMB - TRUE GIANT

Tiny is big - but dim. He is **Subject to Stupidity**.

Move	WS	BS	S	T	W	I	A	Points
7	3	2	*	E	8	3	*	380

Intelligence	1
Cool	4
Willpower	7

### Equipment

Tiny carries no equipment other than his club.

Total Points 380

## THE SPINDELLEMB

Gripper and Pulp Spindellimb are Giants with normal profiles for their type, they are both unarmoured and carry clubs. Gripper is the elder, and theoretically their leader.

2 Giants @120 240

# Battalion 2

752 Points

## BATTALION THREE - The Small Giants

The third part of Glune's small army is made up of the shortest kinds of giants, the hill giants, cyclops and wood giants. These all have profiles as Small Giants and carry clubs, or occasionally axes. Small giants are very variable in appearance, and this Battalion may absorb a few Ogre, Troll and Minotaur models of the right

size, just to give a varied and slightly chaotic appearance. Giants, like monsters, are banded together into ad hoc units without standards or champions. The battalion leader is Welcome Pete chief of the Wrongturning giants.

### THE WRONGTURNING GIANTS

The Giant community of Wrongturning, a small woodland town, derives its name from its source of prosperity. The fact that travellers keep taking the wrong turning and ending up there. The Wrongturning Giants have profiles as normal Small Giants and are of Hill and Wood Giant types. Their leader is Welcome Pete - noted for his welcoming, out-stretched embrace. Leadership 2.

10 Small Giants @50 500

### ASSJACKS, ROTTENHIDES, DITCHBOTTOMS, HANGLIGHTLYS

These Giants come from the widespread area of The Blackfell's. This barren wasteland has but one road, and the road supports the Giants who feed off passers-by and army patrols. Their Leader is the Cyclops Rory Hanglightly, whilst the rest of the band comprise of an assortment of distorted and mutated creatures resembling minotaurs, ogres and trolls. Rory has a Leadership of 2.

10 Small Giants @50 500

# Battalion 3

1,000 Points

## Army

3,008 Points

# The Grand Elf Alliance

The Grand Elf alliance of Aer, last of the Dressairs, united High, Sea and Wood Elves against the great menace from the east. Aer was the last of the Dressair kings of the Sea Elves, and unkind commentators have suggested his crusades were waged only to prop

up the commercial and mercantile interests of his people. Whatever his motives, the unification of the Elves, albeit temporary, was a great achievement.

## BATTALION 1 - THE SEA ELVES

### AER DRESSAIR KING OF THE SEA ELVES

Aer is the leader of the Sea Elf contingent of the army, as well as the army as a whole. He wears the heirlooms of his house, the glittering mail armour and lovingly embroidered surcoat, the delicate silver helm with winged crest and the great sword Stylinn Coam.

Move	WS	BS	S	T	W	I	A	Points
4	7	6	3	C	3	13	3	68

Intelligence	9
Cool	8
Willpower	11 - Magically Resistant
Leadership	4

### ODARLIN AND THE SPEARMEN OF THE WHITE HAVENS

This regiment comes from the White Havens, one of the largest and most prosperous trading ports of the Sea Elves. The regiment comprises of Odarlin, a Minor Hero Leadership 3, a standard bearer and 18 troopers. They are all equipped with spear, mail armour and shield.

### VANHIR AND THE WARRIORS OF BARATHOME

This regiment hales from the new territories of Barathome. It consists of 15 Sea Elf warriors with mail armour and shields, and their leader Vanhir, Minor Hero Leadership 3. 5 of the warriors have infantry bows as well.

### NOVICE WIZARD ELODIR

Elodir is Aer Dressair's fighting Wizard, and also his best friend. There are many other more powerful Wizards in the Sea Kingdoms, but they tend to be a bit frail, old and bent. Accordingly they are unable to travel much and prefer to stay at home nursing their gout.

Move	WS	BS	S	T	W	I	A	Points
4	4	4	2	B	1	6	1	111

Intelligence	8	Mastery	1
Cool	8	Constitution	9
Willpower	9		

### Equipment

Item	Points value
Mail Armour	7
Shield	3½
Magic Sword	175
<b>Total</b>	<b>253½</b>

### Magic Sword

Alignment	Good
Name	Stylinn Coam - Slicer or Mincer in Common
Willpower	15
Strength Gain	+1
Initiative Gain	+10
Warp Attack	

18 Spearmen, spear, shield and mail @10½	189
1 Odarlin	20
1 Standard bearer	110½
<b>Total</b>	<b>319½</b>

4 Warriors, mail, bows, shield, sword @11½	46
10 Warriors, mail, shield and sword @10½	115½
1 Vanhir	20
<b>Total</b>	<b>181½</b>

### Spells Level 1 Equipment

Item	Points
Windblast	
Fire Ball	
Aura Mighty Resistance	
Magic Sword	150
<b>Total</b>	<b>261</b>

### Magic Sword

Alignment	Good
Name	Eanevadid - an elvish exclamation of disbelief
Willpower	9
Strength Gain	+1
Attack Gain	+1
Wound Gain	+1

# Battalion 1

# 1,015½ Points

## BATTALION TWO - THE HIGH ELVES

### ADRIEL GALABOVRIL'S HIGH ELVES

The second part of the Grand Alliance comprises of a Battalion of High Elves led by Adriel Galabovril, son, heir and pride of Celebumble King of the High Elves of Gondossin. Adriel is a Mighty Hero with Mail armour, shield and magic sword.

Move	WS	BS	S	T	W	I	A	Points
4	7	6	3	C	3	13	3	68

Intelligence	7
Cool	7
Willpower	9
Leadership	3

#### Equipment

Item	Points value
Mail Armour	7
Shield	3½
Magic Sword	100
Total	178½

#### Magic Sword

Alignment	Good
Name	Stalwart engraved in Common
Willpower	12

Wound Gain	+1
Attack Gain	+1

### GEROME QUEESY AND THE HIGH ELVES OF FOREST FIELDS

Like all High Elves Gerome has as little to do with the real world as possible. He spends most of his time as a standing guest at the Forest Fields invitation party - a socially exclusive and rather elite party that has been in progress for some hundreds of years. He was removed from his rounds of endless socializing and theatre going only by Galabovril's most strident persuasion. The 19 troopers are equipped with swords, mail armour and shields. Gerome is a Minor Hero equipped as his men, Leadership 4.

19 Soldiers mail and shield @10½	199½
1 Gerome Queesy	20
Total	219½

### GALABOVRIL'S GUARD

With understandable parental concern Celebumble dispatched a small detachment of his Guards to look after his son. Guards are equipped with spears, mail coats and shields. They are led by Melluin, captain of the Guard Leadership 3, Minor Hero equipped as his men.

18 Guards, spear, mail and shield @12	216
1 Standard Bearer	112
Melluin, Captain of the Guard	19
Total	347

### GIL-HADDOCK ELVEN HERO

Gil-Haddock was an Elven King, but he gave all that up to pursue a life of carefree travelling and endless adventure. Like many High Elves he has no real sense of responsibility. He and Galabovril became friends whilst avoiding the same lectures at the college of Gondossin. Gil-Haddock wears extra-ordinarily flamboyant clothes and expensively engraved plate armour. He carries a magic sword he 'picked up in a little shop for a trifling thousand or so', and sports outrageous hats. Gil-Haddock is an Elven Hero, Leadership 3.

Move	WS	BS	S	T	W	I	A	Points
4	6	5	2	C	2	9	2	30

Intelligence	9
Cool	12 - immune to Fear and Terror
Willpower	9
Leadership	3

#### Equipment

Item	Points value
Plate Armour	4½
Shield	1½
Magic Sword	200
Total	236

#### Magic Sword

Alignment	Good
Name	None
Willpower	12

Mighty Strike	
Talking Weapon	

# Battalion 2

# 981 Points

## BATTALION THREE - THE WOOD ELVES

### THE WOODELVES OF NOTNAM FOREST

Rollo Tripleg is the King of the small Elf land of Notnam Forest. Normally Rollo would not have crossed the borders of his kingdom, as defined by the river Trentuin, for anything. Anything, that is, except money; realising this Aer Dressair made suitable overtures and persuaded the aging monarch from his silvan haunt. Rollo is a Mighty Hero, equipped with mail, shield, bow and magic sword.

Move	WS	BS	S	T	W	I	A	Points
4	6	9	3	C	3	13	3	68

Intelligence	9
Cool	9
Willpower	9
Leadership	2

### LEGOHOG'S BOWMEN

Legohog is Notman's finest hunter. He often dissapears into the wilderness for years on end, with only his faithful dog, his bow, a full canteen and an entire company of fully armed bowmen. Legohog is a Minor Hero with a Leadership of 4, Primary Skill Bow. He is equipped as his men, with Elf Bow and Knife.

### LIMOLAM'S SPEARMEN

Limolam is the leader of the Notnam militia, which comprises of a company of spearmen with shields. Limolam is equipped as his men with a Leadership of 3, Primary Skill Sword, he is a Minor Hero.

### ARMOBOR'S WARRIORS

The young nobles of Notnam fight as a Regiment of Warriors, half armed with spear and shield, and the other half with bow, sword and shield. All have mail armour. Their leader is Armobor, a Minor Hero with leadership of 3, Primary Skill bow.

### GILFWANG - WARRIOR MAGE

Gilfwang often accompanies the elven hunting parties. He has been known to roast a squirrel at 50 paces with a fire ball.

Move	WS	BS	S	T	W	I	A	Points
4	5	3	2	B	1	6	1	111

Intelligence	7	Mastery	1
Cool	8	Constitution	9
Willpower	8		

### Equipment

Item	Points value
Mail Armour	7
Shield	3½
Elf Bow	14½
Magic Sword	100
Total	243

### Magic Sword

Alignment	Good
Name	Orc Thrasher - written in common
Willpower	8

Initiative Gain	+8
Double Damage	

19 Bowmen. Elf Bow and Knife @11	209
1 Legohog	19½
Total	228½

19 Spearmen. Spear and Shield @ 9½	180½
1 Limolam	17
Total	197½

10 Warriors. Infantry Bow, mail, shield @11½	115
9 Warriors. Spear, mail, shield @11	99
1 Armobor, Spear, mail and shield @21	19
Total	233

Spells	Level 1
	Fire Ball
	Aura Mighty Resistance

**Battalion 3**  
**Army**

**1,013 Points**  
**3,009½ Points**



# Prince Wilhelm's Expedition

The suppression of those Norsemen who had been foolish enough to settle on the north-eastern shores of Albion, was swift and absolute. The crown prince himself led the expedition, gaining a certain notoriety as he gently meandered his way northwards from the capital. Prince Wilhelm established himself as a great favourite

with the popular balladists, as he lisped and simpered through the grey and comfortless north. 'The prince and the myopic pig' is one of many bawdy songs still sung today in the Wallophorpe region of Mercia.

## BATTALION ONE - THE ROYAL RETAINERS

### CROWN PRINCE WILHELM

Wilhelm rides a white horse, wears a suit of plate armour and carries his famous sword Excllobberer in his be-ringed hand.

Move	WS	BS	S	T	W	I	A	Points
8	7	5	3	C	3	11	3	62

Intelligence	8
Cool	8
Willpower	6
Leadership	4

### Equipment

Item	Points value
Plate Armour	10½
Shield	3½
Magic Sword	175
Total	251

### Magic Sword

Alignment	Good
Name	Excllobberer
Willpower	7
Strength Gain	+1
Initiative Gain	+6
Sleep Attack	

### THE KNIGHTS

The Knights take great delight in their martial prowess, and when not fighting they organise various blood sports - in particular peasant baiting, serf coarsing and cricket. In battle they ride fierce warhorses, wear plate armour and carry long lances. They are led by the prince's younger brother the Duke Clarence, armed as the other knights with Leadership of 3 and a profile as a Minor Hero.

18 Knights. Warhorse (barded), Plate, Shield, Lance @15½	279
1 Standard Bearer @115½	115½
1 Duke Clarence @25½	25½
Total	420

### THE HOSPITALERS

These ten Knights are relatively quiet and grave, they avoid taking part in any of the other Knights' sport and talk amongst themselves about God and the nature of things. In battle they are just about unstoppable. Their Leader is Sir Percy, Leadership 4 profile as a Minor Hero.

8 Knights. Warhorse (barded), Plate, Shield, Lance @15½	124
1 Standard Bearer @115½	115½
1 Sir Percy @25½	25½
Total	265

### THE FAITHFUL RETAINERS

The faithful retainers are all stalwart fellows armed with halberds and wearing chain mail. Their leader is the loyal John Alias, who is so devoted to his Prince Wilhelm that he says of him, 'he'll be the very first against the wall when the revolution comes'. John Alias is armed exactly the same as his men, except for his false moustache. He has a Leadership of 4 and a profile as a Minor Hero.

19 Men-at-Arms. Halberd, chain mail. @7½	142½
1 John Alias.	18
Total	160½

## Battalion 2

**1,096½ Points**

## BATTALION 2 - THE ARMY

### THE DUKE OF RUTLAND

The second Battalion is under the general command of the Duke of Rutland, whose long battles fought over the Mercian salt mines have earned him the reputation of a seasoned campaigner. He wears a suit of plate armour and rides a warhorse.

Move	WS	BS	S	T	W	I	A	Points
8	7	5	3	C	3	11	3	62

Intelligence	6
Cool	9
Willpower	7
Leadership	4

### MEN-AT-ARMS

The 19 troopers are led by Sergeant Slackhaunch, Minor Hero with a Leadership of 3. All have chain-mail armour, shield and spear.

### MOUNTED MEN-AT-ARMS

These fellows wear chain mail armour and carry spears. Their Leader is Sergeant Flogwell, equipped as his men, a Minor Hero with leadership of 3.

### Longbows

The mainstay of the army are the longbowmen. Their leader is the rotund archer Falstart, Minor Hero Leadership 3.

### CROSSBOWS

The crossbows are led by Ned Grommet, a Minor Hero equipped as his men, leadership 3.

### LIGHT INFANTRY

These men come mostly from the western marches and are armed with shields and spears. Their leader is Jones, known back home as Jones the Light Infantry (for some reason). He is equipped as his men, is a Minor Hero and has a Leadership of 4.

### PEASANTS

The armies of Albion always includes a few peasants. Their military role is one of absorbing enemy missiles. Peasants take the field armed only with kitchen utensils and farming equipment. Their leader is Will Nosedew, Minor Hero Leadership 2.

### Equipment

Item	Points value
Plate Armour	10½
Shield	3½
Magic Sword	50
Total	126

### Magic Sword

Alignment	Good
Name	Saxa
Willpower	4
Wound gain	+2

19 Men-at-arms. Mail, shield and spear. @8	152
1 Sergeant Slackhaunch @19½	19½
Total	171½

9 Mounted Men-at-arms. Spears and mail.@10½	94½
1 Sergeant Flogwell @19	19
Total	113½

19 Longbows. Longbow. @7½	142½
1 Falstart @17½	17½
Total	160

19 Crossbows. Crossbow. @7	133
1 Ned Grommet @18	18
Total	151

19 Light Infantry. Shield and Spear. @6	114
1 Jones @18	18
Total	132

36 Peasants @4½	162
1 Will Nosedew @16	16
Total	178

# Battalion 2

# 1,032 Points

## BATTALION 3

### THE WIZARD MARVO

Marvo is a reclusive and bad tempered old Wizard. Only a decade's unpaid income tax, and an impending court summons could have persuaded Marvo into the wild north. He wears a very tall, pointy hat and a long cloak. He carries the magic sword Hellfist as well as his staff.

Move	WS	BS	S	T	W	I	A	Points
4	6	5	3	B	4	6	2	736

Intelligence	10	Mastery	4
Cool	9	Constitution	27
Willpower	9		

#### Spells

Level 1	Level 2
Fire Ball	Aura of Protection
Aura Mighty Resistance	Droop
Blessing	Thunderhand
Wind Blast	Lightning Bolt
Curse	Rooted to the Spot

Level 3	Level 4
Aura of Command	Blast
Invisibility	Wall Shaker
Magic Bridge	
Walk on Water	
Shrink	

#### Equipment

Item	Points
Magic Sword	100
Total	836

#### Magic Sword

Alignment	Evil
Name	Hellfist
Willpower	7

Strength Gain	+ 1
Toughness Gain	

### MALCOLM - THE YOUNG PRETENDER

Marvo is accompanied by his good friend Malcolm, known as the Young Pretender because he pretends to be younger than he really is. Malcolm is a Hero, with a profile as a Hero. He wears a full suit of plate armour and carries a sword.

Move	WS	BS	S	T	W	I	A	Points
3	6	5	2	B	3	8	2	29

Intelligence	5
Cool	8
Willpower	10 - Magically Resistant
Leadership	4

#### Equipment

Item	Points value
Plate Armour	4½
Shield	1½
Total	35

**Battalion 3**  
**Army**

**871 Points**  
**2,999½ Points**

# The Tale of Sanyo Kawasaki

The tale of Sanyo Kawasaki is typical of those stories honoured so much by the Samurai cast of Nippon. Kawasaki was bitterly opposed to the government of his country, which he regarded as weak and liberal. Matters were brought to a head when a foreign ship was seen off the western coast, and the lazy authorities made no attempt to sink it. Such a lost opportunity to cause mayhem and

destruction was anathema to the true Samurai, and caused widespread disgust. Sanyo Kawasaki assembled an army and laid seige to the capital. The seige was not a success, however, and Kawasaki committed ritual suicide as a gesture of distain. This he achieved by the celebrated manner of standing on his head in a bucket of cold water.

## BATTALION 1

### SANYO KAWASAKI

Sanyo is the leader of the whole army. He is a Mighty Warrior Hero. He wears plate armour and fights with the magic sword Toyota.

Move	WS	BS	S	T	W	I	A	Points
3	8	8	3	C	5	14	3	90

Intelligence	5
Cool	12 - immune to Fear and Terror
Willpower	12 - magically resistant
Leadership	5

### Equipment

Item	Points value
Plate Armour	13½
Magic Sword	175
Total	278½

### Magic Sword

Alignment	Neutral
Name	Toyota
Willpower	10
Strength Gain	+1
Initiative Gain	+8
Freeze Attack	

### NISSAN'S SAMURAI

Nissan is Sanyo Kawasaki's most trusted rice-bowl bearer he is a Warrior Hero, equipped as his men and with a Leadership of 3.

9 Samurai. Plate armour, long-bow, sword @12	108
Nissan - Warrior Hero @67	67
Total	175

### FUJIMA'S KAMIKAZI SAMURAI

Fujima is Sanyo Kawasaki's most pre-eminent tea-strainer. He is a Warrior Hero, equipped as his men with a Leadership of 3.

7 Kamikaze. Plate armour, sword @12½	87½
Fujima - Warrior Hero @65	65
Total	152½

### KAWASAKI'S ASHIGURU

The Ashiguru are led by Nagajima, a Samurai Minor Hero. Nagajima has plate armour and sword. His men have a variety of armour which counts as mail, and are armed with spears. Nagajima has a Leadership of 4.

18 Ashiguru - mail and spears @7	126
1 Standard Bearer @107	107
1 Nagajima @28½	28½
Total	261½

### THE MOUNTED SAMURAI

9 Samurai and their leader, Atachi, ride barded horses into battle. Each wears plate armour and carries a bow as well as their sword. Atachi is a Minor Hero with a Leadership of 4.

9 Samurai. Barding, plate armour, long bow @17	153
1 Atachi @33½	33½
Total	186½

## Battalion 1

## Points

## BATTALION 2

### HONDA SUSUKI

Honda Susuki is a Mighty Hero, who freed the Vim-to monks of Asigawa from the domination of their repressive lord. The Vim-toists now follow him in his travels, and fight on his behalf. Susuki has plate armour and carries a magic sword.

Move	WS	BS	S	T	W	I	A	Points
3	8	8	3	C	5	14	3	90

Intelligence	8
Cool	9
Willpower	10 - magically resistant
Leadership	4

### SANSUI LEE

Sansui Lee is a devout Vim-toist and a sworn follower of Honda Susuki. He is a Martial Hero with a profile as a Mighty Hero, he has the usual Vim-to monk saving roll and needs no weapons.

### THE MONKS OF ASIGAWA

These 15 monks are variously armed, or unarmed, and follow Honda Susuki everywhere. They offer him mystic advise, religious solace and beat up anyone who doesn't show him the proper respect.

## Equipment

Item	Points value
Plate Armour	13½
Magic Sword	100
Total	203½

### Magic Sword

Alignment	Neutral
Name	Akai
Willpower	8

Strength Gain	+1
Initiative Gain	+4

Move	WS	BS	S	T	W	I	A	Points
5	9	9	4	D	5	16	6	312

Intelligence	7
Cool	12 - Immune to Fear and Terror
Willpower	14 - magically resistant
Leadership	4

15 Monks @35 each

525

# Battalion 2

1,040 1/2 Points

## BATTALION 3

### THE VIMTO MAGE NITTO

Nitto is an aged but wise Mage, he does not need weapons and defends himself like any other Vimto-monk.

Move	WS	BS	S	T	W	I	A	Points
5	5	5	3	B	4	10	2	736

Intelligence	10
Cool	12 - immune to Fear and terror
Willpower	14 - magically resistant
Leadership	4
Mastery	4
Constitution	27

### AKAI

Akai is Nitto's pupil. He is a Martial Hero with a profile as a Hero, Leadership 4. He carries a bo-stick and various other concealed weapons including knives and axes - these count as swords.

## Spells

Level 1	Level 2
Fire Ball	Aura of Protection
Aura Mighty Resistance	Droop
Blessing	Hold Door
Wind Blast	Lightning Bolt
Magic Light	Rooted to the Spot
Level 3	Level 4
Aura of Command	Manipulate Time
Invisibility	Wall Shaker
Magic Bridge	
Walk on Water	

Move	WS	BS	S	T	W	I	A	Points
5	8	8	3	C	4	14	5	160

Intelligence	8
Cool	9
Willpower	8
Leadership	4

# Battalion 3 Army

896 Points  
2,990 1/2 Points



# The Dwarfs of Horrorwell

Horrorwell is a small, fairly unprosperous and generally run down township lying at the very bottom of the Dwarf Kingdom of Dain Iron Head. Once, in a time now remembered only by the ancient Dwarf Grandsires, Horrorwell had enjoyed a brief prosperity, when the North-South stage was accidentally re-routed through Horrorwell county. The townsfolk had made a small fortune, robbing, taxing and tolling the passing travellers until Dain Iron

Head sent a detachment of the army to 'clean up' Horrorwell. After a few years the stage was re-routed again, and the people settled down to illicit brewing, cattle raiding and all the other day to day activities of their hum-drum lives. The army detachment was, however, never recalled, and Horrorwell soon gained a reputation as a bad posting, where nothing ever happens except the blindingly obvious perpetuated by the congenitally incompetent.

## THE ARMY

The army consists of 3 Battalions of Dwarfs. Each Battalion is led by a Dwarf character, and the leader of the entire force is Thrain Hogfoot - Warden of Horrorwell.

### FIRST BATTALION

The first battalion, under Thrain Hogfoot, consists of a regiment of guards, two of warriors, and one of scouts. In addition there is the faithful bolt-throwing engine, known affectionately as 'Agness', after the chief engineer's wife.

#### THRAIN HOGFOOT - WARDEN OF HORRORWELL

Move	WS	BS	S	T	W	I	A	Points
3½	9	4	3	D	4	7	3	65
Intelligence	8							
Cool	6							
Willpower	11 - Magically Resistant							
Leadership	5							

#### Equipment

Item	Points value
Plate Armour	10½
Shield	7
Magic Sword	75
Total Points value	157½

#### Magic Sword

Alignment	Avarice
Name	Goldgreed - written in Common but set in gems.
Willpower	5
plus 3 points Cool Gain	

## THE GUARD

The Guard comprises of 17 troopers, a standard bearer, trumpeter and Dimil Firedrain the Captain of the Guard. Troopers are equipped with halberds, and all wear plate armour. Dimil is the regiment's officer and champion with the same profile as a Minor Hero and Leadership value of 5.

17 Troopers plate armour and halberds @11½	195½
Standardbearer, plate armour	110½
Musician, plate armour	60½
Dimil Firedrain, plate armour and shield	17½
Total	384

### THE HORRORWELL GARRISON - Warriors

The small garrison lives in a wooden stockade between the towns only Inn, the Deranged Boar, and the forge. The Horrorwell regiment consists of 19 troopers in chain mail armour, with shields. They are led by Captain Flemhawk, a veteran of the Goblin wars. Flemhawk has a profile as a Minor Hero and Leadership of 4.

19 Troopers, chain mail armour, shields @11	209
Captain Flemhawk, chain mail and shield	17
Total	226

### THE HORRORWELL GARRISON - Crossbows

The Horrorwell garrison include 9 crossbowmen, under their leader Harfin. They have chain mail armour, shields and carry crossbows. Harfin has a profile as a Minor Hero and a Leadership of 3.

9 Troopers, mail, shield, crossbow @13	117
Captain Harfin	21
Total	138

## AGNESS

Agness is the name of the garrison's beloved bolt-throwing engine. Agness is also the name of the wife of chief engineer Thorson Crab. Thorson and his two fellow artillerists man the engine in its position covering the main gate.

Bolt Thrower	30
3 Crew with chain mail	30
Total	60

## THE ARMY SCOUTS

The garrison boasts 7 mounted scouts; 6 troopers and a leader, hooded, obese, weather-worn and laconic; he allows himself to be known only as Stomper. All wear chain mail and ride ponies, Stomper in a Minor Hero with Leadership of 5.

6 Mounted Dwarfs, chain mail @14	84
Stomper, chain mail	17
Total	101

# Battalion 1

# 1,066 1/2 Points

## BATTALION 2 - THE GRIMDITCH GARRISON

Grimditch is a collection of badly assembled huts and shacks inhabited mostly by two reclusive and, by all accounts, evolutionary backward, family clans, the Sackbutts and the Bullgropes. These two poor, hard working, and largely stupid families are responsible for most of the outright violence in Horrorwell. The Grimditch Garrison is supposed to keep things in order, but spends most of its time hiding from sniping Bullgropes and bushwacking Sackbutts.

### ORSON HANGBELLY - COMANDER OF GRIMDITCH GARRISON

Move	WS	BS	S	T	W	I	A	Points
3 1/2	9	4	3	D	4	7	3	65

Intelligence	7
Cool	6
Willpower	8
Leadership	4

### Equipment

Item	Points value
Plate Armour	10 1/2
Shield	7
Magic Sword	125
Total Points value	207 1/2

### Magic Sword

Alignment	None
Name	The sword has no name
Willpower	6
Willpower Gain	+6
Willpower Drain	

## GRIMDITCH GARRISON - Warriors

The regiment consists of 19 troopers and the slightly ineffectual Captain Perriwinckle Buryman, Leadership 3. All have Chain mail and a shield, and 10 of the men have Crossbows too.

9 Troopers, chain mail armour, shields @11	99
10 Troopers with crossbows in addition @13	130
Captain Buryman, chain mail and shield	17
Total	246

## THE LOCAL MILITIA

The local militia have only shields and hand weapons, but they're **MEAN!** Just about every male member of the community takes up arms with the militia, and a good few of the women too. This is more out of a sense of boredom than civic duty, although the effectiveness of the militia cannot be denied. The Militia consists of two regiments of 19 volunteers one under the leadership of Druin Micklehaunch (Town Mayor), and the other under the leadership of Biron Purestrain (Editor of the Horrorwell Echo - a reactionary newspaper with an extreme anti-elf stand-point). All, including the two leaders, have profiles as for Dwarf Militia.

40 Militia with Shields @10	400
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## THE GRIMDITCH HORSE DOCTOR

Kester Earthwhite had been a practicing horse doctor for only 2 weeks and 3 days when he was drafted into the army as a Novice Wizard.

Move	WS	BS	S	T	W	I	A	Points
3½	4	3	2	C	1	2	1	109

Intelligence 8  
Cool 5  
Willpower 9

Mastery 1  
Constitution 7

Spells Level 1 Windblast

### Equipment

Personal Talisman

## Battalion 2

962½ Points

### THIRD BATTALION - The Wizard Reuban Shingle

Reuban was obliged to retire from court politics, due in no small part to his subversive Elf sympathies. He joined the army as a Mage. His Elfophile habits of speech and dress soon earned him a posting in Horrorwell. Thrain Hogfoot allotted Reuban 5 guards and exiled him to the Big House. In this remote and long deserted homestead Reuban meditates, experiments and writes tortuous, ethereal poetry - most of it in Elvish.

Move	WS	BS	S	T	W	I	A	Points
3½	6	4	3	D	4	7	2	754

Intelligence 12  
Cool 10  
Willpower 10

Mastery 4  
Constitution 21

### Spells

Level 1  
Windblast  
Fire Ball  
Aura Mighty Resistance

Level 2  
Rooted to the spot  
Hold Door  
Cure Severe Wound  
Aura Protection

Level 3  
Turn Someone to Stone  
Summon Djinn

Level 4  
Hurricane  
Summon Balrog

### Equipment

Item	Points
Magic Sword	150
Total	904

### Magic Sword

Alignment Evil  
Name Perzaus - Destroyer written in Evil  
Willpower 9

Strength Gain + 1  
Toughness Drain  
Specific User - Group A

### REUBAN'S HOUSE GUARD

Reuban's guard is theoretically at his command, although Captain Aylmer Arrowstraight is a suspicious old cuss and has orders to watch out for elvish trickery. Apart from Aylmer, who has the same profile as a Minor Hero, there are 4 Dwarf Guards.

4 Guardsmen, plate armour and halberd @11½ 46  
1 Captain Arrowstraight 20

Total 66

## Battalion 3

## Army

970 Points  
2,999 Points

# The Conjurations of the Insane Necromancer Colin

With hardly a thought for his friends and neighbours, peaceful law abiding folk by and large, Colin began his career as a Necromancer. Nobody got any sleep in the town where he lived. Chickens were slaughtered, goats throttled and cattle horribly put to death, all in the early hours of the morning. The noise eventually drove the

entire population away. Colin did not take to solitude easily, even before his isolation he had been a bit strange, and nobody would drink with him in the local inn. Now, however, his twisted mind took to plotting revenge, although against what or whom he was not yet sure.

## BATTALION 1

### COLIN THE INSANE NECROMANCER

Move	WS	BS	S	T	W	I	A	Points
4	7	6	3	C	3	11	3	750

Intelligence	9
Cool	12 - immune to Fear and Terror
Willpower	11 - magically resistant
Leadership	4
Mastery	4
Constitution	25

#### Equipment

Item	Points value
Magic Sword	250
Total	1000

#### Magic Sword

Alignment	Neutral
Name	Vengeful Spittle
Willpower	10

Animated  
Flame Attack  
Warp Attack

#### Spells

Level 1	Level 2
Wind Blast	Aura of Protection
Fire Ball	Lightning Bolt
Aura of Mighty Resistance	

Level 3	Level 4
Shrink	Blast

#### Necromantic Spells

Level 1	Level 2
Command Undead	Raise Dead
Raise Recent Dead	
Level 3	Level 4
Summon Undead	Steal Life Energy

## Battalion 1

## 1,000 Points

## BATTALION 2

### THE CONTENTS OF THE LOCAL GRAVEYARD

#### SIMON

Simon is an young Necromancer with a thing about Graveyards. He has been dragged along by Colin ostensibly to help, but in fact largely as a conversation piece.

Move	WS	BS	S	T	W	I	A	Points
4	5	4	2	B	1	6	1	120

Intelligence	7
Cool	8
Willpower	7
Leadership	3
Mastery	1
Constitution	8

#### Equipment

Item	Points value
None	
Total	120

#### Spells

Level 1	Level 1 Necromantic
Fire Ball	Command Undead

## THE SKELETONS

This unit of 20 Skeletons includes an Undead Skeletal Champion, Will Power 5.

Move	WS	BS	S	T	W	I	A	Points
4	4	1	2	D	3	3	2	25

19 Skeletons @6	114
1 Undead Champion @25	25
<b>Total</b>	<b>139</b>

## MORE SKELETONS

This unit of 20 Skeletons also has an Undead Skeleton Champion, Will Power 3.

Move	WS	BS	S	T	W	I	A	Points
4	7	3	3	C	2	3	2	25

20 Skeletons, Shields @6½	130
1 Undead Champion @25	25
<b>Total</b>	<b>155</b>

## SKELETON RIDERS

These 10 bony horsemen are armed with huge scythes and are led by an Undead Champion on a horse - Will Power 7.

Move	WS	BS	S	T	W	I	A	Points
8	6	3	2	C	3	3	2	25

9 Skeleton Riders @12	108
1 Undead Champion @25	25
<b>Total</b>	<b>133</b>

## THE MUMMIES

14 well wrapped warriors led by a Mummy Undead Champion - Will Power 3.

Move	WS	BS	S	T	W	I	A	Points
4	2	2	3	E	3	3	3	25

14 Mummies @30	420
1 Undead Champion @25	25
<b>Total</b>	<b>445</b>

# Battalion 2

# 992 Points

## BATTALION 3

### NECROMANTIC NICK

Colin picked this character up somewhere. He's a Novice Necromancer, and just the sort of hard working, clean living boy to command an Undead Battalion.

Move	WS	BS	S	T	W	I	A	Points
4	5	4	2	B	1	6	1	120

Intelligence	8
Cool	5
Willpower	7
Leadership	2
Mastery	1
Constitution	8

### Equipment

Item	Points value
None	
<b>Total</b>	<b>120</b>

### Spells

Level 1	Level 1 Necromantic
Wind Blast	Command Undead

## THE ZOMBIES

The 30 Zombies are lead by a Zombie Undead Champion - Will Power 7.

Move	WS	BS	S	T	W	I	A	Points
4	4	1	3	C	2	3	0	25

29 Zombies @4	116
1 Undead Champion @25	25
<b>Total</b>	<b>141</b>



## NICK'S SKELETONS

Nick has personal command of 20 Skeletons, whose fleshless company he finds entirely satisfactory.

## THE GHOULS

15 Ghouls lead by the ex-vicar of the parish, now an Undead Ghoul Champion - Will Power 3.

Move	WS	BS	S	T	W	I	A	Points
4	4	1	3	C	2	3	0	25

## THE WRAITHS

The Wraiths are mostly useful for night attacks, as they are dispersed in sunlight. They are led by one of their own kind - a nameless and insubstantial Wraith, Will Power 4, profile as follows.

Move	WS	BS	S	T	W	I	A	Points
4	4	1	2	D	1	3	0	25

## THE WIGHTS

The 5 Wights are usually found together with their creature cousins, the Wraiths. They are led by an especially fluorescent Wight, profile as follows.

Move	WS	BS	S	T	W	I	A	Points
4	5	1	2	C	1	3	3	25

## THE SPECTRES

These 5 Spectres are the spirits of former grocers, who consistently promised to deliver exotic fruit to Colin, and who consistently failed to do so. Colin took his revenge by slaying the grocers and summoning their shades to do his bidding. Their Leader is, or rather was, Phil Thrubble, Will Power 6.

Move	WS	BS	S	T	W	I	A	Points
4	2	1	2	B	2	3	2	25

20 Skeletons @6 120

Total 120

15 Ghouls @9 135

1 Undead Champion @25 25

Total 160

4 Wraiths @28 112

1 Leader @25 25

Total 137

4 Wights @40 160

1 Wight Leader @25 25

Total 185

4 Spectre @30 120

1 Spectre Leader @25 25

Total 145

# Battalion 3

# Army

# 1,008 Points

# 3,000 Points

# Gyokurinti's Raiders

This is the motley Chaos force which caused so much havoc raiding the border townships of both sides during the Dwarf/Orc Cragspire Pass conflict.

## BATTALION 1

### THE BAND OF GYOKURINTI THE STRANGLER

Gyokurinti is a Minor Hobgoblin Champion of Chaos, famed for his cruelty and hatred of Elves and Dwarfs.

Move	WS	BS	S	T	W	I	A
4	3	2	3	C	1	6	3 +2 tail swipes +2 bites

Intelligence	6
Cool	3
Willpower	6
Leadership	3

#### POISONOUS BITE

#### MACE TAIL

BLOOD RAGE (making him subject to Frenzy +1)

#### HORRIBLE STENCH

VERY AGILE (giving him an extra saving throw)

BRIGHTLY PATTERNED SKIN (pink and blue patches)

Gyokurinti's entourage consists of 6 of his Hobgoblin brethren, armoured in chainmail and carrying pole-arms. They are immune to his stench.

Minor Champion plus entourage

480 Points

## MURETTE LONGHUME

Murette is a young Chaos Sorceress, her role is to provide magical support for her master Gyokurinti.

Move	WS	BS	S	T	W	I	A
4	3	4	2	B	1	5	1

Intelligence	5
Cool	11 - immune to Frenzy
Willpower	3
Mastery	1
Constitution	9

#### Spells level 1

Aura of Mighty Resistance  
Wind Blast

#### Equipment

Curved throwing knives

#### Points

Wizard

110 points

## THE GREAT BAND OF THE GORE-ENCRUSTED ANTLER

This band of depraved and parasite-infested creatures is led by a mutated Beastmen known as Threeley.

### THREELEY

Threeley may squirt an offensive liquid as per Carrion Beetles. The Great Band's standard bears a particularly unpleasant device.

Move	WS	BS	S	T	W	I	A
4	3	3	1	A	2	2	2

CROSSBREED with Giant Carrion Beetle  
TWO HEADS one insect, one Beastman.  
CLOVEN FEET

20 Beastmen @8	160
Threeley: Mutant Beastman @25	25
Beastman with Standard @108	108

Total 293

THE LESSER BAND OF THE IMPALED KNEECAP

This smaller band of equally vile Beastmen is commanded by the mutant Beastman Twoface.

TWOFACE

Move	WS	BS	S	T	W	I	A
4	3	2	2	B	2	4	2

SECOND HEAD Growing from face  
CLAWED FEET  
MAGICALLY IMMUNE

10 Beastmen. Chainmail armour @9	90
Twoface. Mutant Beastman @25	25
Total	115

Battalion 1

998 Points

BATTALION 2

THE STYX BATTALION

This Battalion of two regiments of Chaos Warriors and a mighty Hydra, is led by Dark Meecha: a Minor Undead Champion of Chaos. Leadership 2. Meecha bears plate armour and shield

Move	WS	BS	S	T	W	I	A
4	2	1	1	A	1	6	1

SUBJECT TO FRENZY  
SPITS ACID  
IRON HARD SKELETON  
HYPNOTIC GAZE

Equipment

Plate armour and shield

Points

Dark Meecha	36
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THE HYDRA - GOSFORHERRIXX GOSFORHERRIXX

A fire-breathing, seven headed Hyrda with gaping maw.

Move	WS	BS	S	T	W	I	A
6	3	3	4	E	7	3	7

Hydra @225	225 Points
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ABDUL EL HAZZARIN'S BLUE ARCHERS OF FATE

These deadly archers are distinctively garbed in uniform Dark Blue armour in the form of a bird of prey. They proudly fight under a standard which bears the image of a burning skeleton. Their officer is Abdul el Hazzarin who has the following attributes.

SPITS ACID  
MASSIVE INTELLECT  
MAGICIAN

Intelligence	9
Cool	5
Will Power	6

Mastery	2
Constitution	21

Spells level 1

Blessing  
Bless Sword  
Detect Hidden Door  
Lock  
Hammerhand

Level 2

Bloodlust

10 Chaos Warriors. Plate and Longbow @31	310
1 Officer, plate armour shield @31	31
1 Chaos warrior Standard Bearer @131	131
Total	472

## THE REAVERS OF NIGHTFAITH

This Regiment of black-armoured killers is a more motley crew, being variously equipped for mayhem. Their Leader has a Leadership of 3.

7 Chaos Warriors. Plate and Shield. @31	217
1 Leader @31	31
<b>Total</b>	<b>248</b>

## Battalion 2

## 881 Points

### BATTALION 3

#### MIROKU'S NIGHT RAIDERS

A Battalion of Trolls accompanied by a Chimera, and led by Miroku; an exitable, evil Wizard of little skill. Miroku has possession of a Special Talismanic Staff, which functions as both an **Arcane Rod** and a **Rune Staff**. It also bears 6 Runes: 3 each, Spell and Protection. The Spell Runes are Fire Ball, Slam Doors and Raise Zombie.

Move	WS	BS	S	T	W	I	A
4	4	2	2	B	1	2	1

Intelligence	8
Cool	3
Will Power	9
Mastery	1
Constituion	10

#### Spells Level 1

Fireball

#### Points

1 Wizard @108	108
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#### HIGH TROLLS OF BROON

A proud clan of Trolls, distinguished by their blue warpaint, the Broon Trolls fight with great two-handed clubs.

5 Trolls - Heavy Crushing Weapon @46	230
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#### BLACK RIVER TROLLS

A less civilised bunch, if that is possible, the River Trolls are distinguished by their dark coloration and a propensity for rending their enemies limb from limb without the least provocation.

6 Trolls - unarmed @45	270
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#### THE CHIMERA XERATHEEN

Xeratheen has been blessed by the mark of Chaos, he has the power of RAPID REGENERATION as well as the less-obviously beneficial gift of ROTTING FLESH. Xeratheen is a three-headed Chimera (2 Goat and Fire-breathing Dragon) with a spiked tail.

Chimera @275	275
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## Battalion 3

## Army

## 883 Points

## 2,755 Points

# The Clawed Feet of Mylkbeotl's

The royal highway of the Slann stretches from north to south, through steaming jungles and over tall and terrible mountains. It is a marvellous construction, and a tribute to the Old Slann engineers that built it. In the time of their descendants the highway allows the passage of the Imperial mail. The creature responsible for the passage of the mail is called Mylkbeotl, and he has in his charge

the upkeep of the highway. Such are the times; so rife is banditry and human incursion, that even the postal service now warrants a special body of troops. These are the Clawed Feet of Mylkbeotl, recruited from the Spawnsmen of Zapotec, and paid for out of Imperial taxes.

## BATTALION 1

### MYLKBEOTL

Mylkbeotl is a proud and important Slann - his dress of office counts as mail armour and his sacred axe is magical.

Move	WS	BS	S	T	W	I	A	Points
4	8	5	4	D	3	8	3	75

Intelligence	10
Cool	12 - immune to Fear and Terror
Willpower	12 - magically resistant
Leadership	4

### Equipment

Item	Points value
Mail Armour	8
Magic Axe	175
Total	258

### Magic Sword

Alignment	Neutral
Name	Splaatya
Willpower	4
Strength Gain	+1
Attack Gain	+1
Warp Attack	

## THE HYTECS

The Hytecs are Slann palace guards. They form the elite postal/military unit called the Hytecs. Their leader is Cupah Coco, a Slann Minor Hero with a leadership of 4. All wear sacred shell and gold armour and have swords made from obsidian flakes.

20 Slann. Mail armour, shield. @11½	223
1 Leader - Cupah Coco @21	21
Total	244

## TROOP OF THE FIRST GLASS POST

In the Slann Empire mail is collected daily from the giant hollow posts placed outside every mailing station. These are made from volcanic glass, called obsidian, and their maintenance and use is considered a holy process. This regiment was raised to guard the mail from one such receptacle. Their leader is Zipanzuma - a Slann Minor Hero with a Leadership of 3. They are armed with water scythes and wear shell armour.

20 Empire Soldiers. Scythe, mail armour. @8½	170
1 Leader - Zipanzuma @21	21
Total	191

## TROOP OF THE SOARING EAGLE

This troop of Slann soldiers is distinguished by its unusual skin decoration. About the head and shoulders they paint on vertical white streaks. These streaks follow a traditional pattern and are known as 'the visitation of the eagle'. Their leader is Itzadeodl - a Slann Minor Hero with a Leadership of 3. They are armed with water scythes and wear shell armour.

19 Empire Soldiers. Scythe, mail armour. @8½	161½
1 Leader - Itzadeodl @21	21
Total	182½

## THE SLAVES

These human slaves belong to Mylkbeotl, and they all bear his personal mark. They are variously armed and count as swordsmen with shields. Their leader is the venerable old Slann Thanxaleotl, a Minor Hero with Leadership of 2.

60 Eunuchs @3½	210
1 Leader - Thanxaleotl @21	21
Total	231

# Battalion 1

1,106<sup>1</sup>/<sub>2</sub> Points

## BATTALION 2

### COCHECU AND THE WATCHMEN OF HEAVEN

Cochecu is a Slann Hero with the following profile.

Move	WS	BS	S	T	W	I	A	Points
4	7	4	3	D	3	6	2	30

Intelligence	9
Cool	9
Willpower	10 - magically resistant
Leadership	4

His personal troop, of which he is the leader, are the Watchmen of Heaven. They come from a tribe of grey Slann, and in battle they paint their skins black and paint on stars, comets, the moon and other astral scenes. They wear armour and 10 carry scythes, whilst 10 have blowpipes.

### THE SERPENT-SPINE BRAVES

The SerpentSpines are a tribe of Slann who live along the Imperial highway. Although originally troublesome, they were won over to Imperial service by being allowed to provide a hundred of the tribe for the Spring Sacrifice in Zapotec. Their leader is Yoccan, a Slann Minor Hero with Leadership of 3.

### THE KROXIGORE LANCERS

Kroxigore appears to be an old word for Slann. This regiment are mounted on Cold Ones, firece reptilian creatures introduced into Lustria by the Old Slann. The leader is Wotalotabeotl - Leadership 5, he is a Minor Hero.

### THE POST OFFICE WARHOUNDS

There are two warhounds and handlers whose job it is to guard the Imperial mail during the hours of darkness. The two humans have a Slann leader - Ginsmytipl, a Minor Hero with Leadership of 1.

## Equipment

Item	Points value
Mail Armour	8
Total	38

10 Slann Tribal Warriors. Mail/Scythes @8 <sup>1</sup> / <sub>2</sub>	85
10 Slann Tribal Warriors. Mail/Blowpipes @8 <sup>1</sup> / <sub>2</sub>	85
Total	170

10 Slann Braves. Tomahawk. @7 <sup>1</sup> / <sub>2</sub>	75
10 Slann Braves. Blowpipe. @7 <sup>1</sup> / <sub>2</sub>	75
Leader - Yoccan @21	21
Total	171

4 Cold One riders. Spear. @112 <sup>1</sup> / <sub>2</sub>	452
1 Leader - Wotalotabeotl @125	125
Total	577

2 Warhounds @20	40
2 Handlers @3	6
1 Leader - Ginsmytipl @21	21
Total	67

# Battalion 2

985 Points

## BATTALION 3

### THE WIZARD ACRYLAN

Move	WS	BS	S	T	W	I	A	Points
4	6	5	3	C	4	6	2	730

Intelligence	9
Cool	12 - immune to Fear and Terror
Willpower	8
Leadership	4
Mastery	4
Constitution	25

#### Equipment

Item	Points value
Magic Sword	50
Total	780

#### Magic Sword

Alignment	Neutral
Name	Xotex
Willpower	10

Attack Gain +1

#### Spells

##### Level 1

Hammerhand  
Fire Ball  
Aura of Mighty Resistance  
Magic Light  
Flight

##### Level 3

Animate Sword  
Banish Undead  
Summon Demons  
Invisibility  
Inspiration

##### Level 2

Rooted to the Spot  
Lightning Bolt  
Smash Door  
Turn to Frog

##### Level 4

Blast  
Wall Shaker  
Hurricane

### ACRYLAN'S RETAINERS

Acrylan has a troop of human eunoch's led by Montemazda, a Slann Minor Hero with a Leadership of 4. His troops are variously armed, but count as swords and shields.

20 Eunochs. Shield. @3½	70
1 Leader - Montemazda @21	21
Total	91

# Battalion 3

# Army

# 871 Points

# 2,962 Points

# A'kanslai's Rabid Reavers

Akanslai the Hobgoblin is the leader of an itinerant tribe of Hobgoblins. His people were driven westward by the incursions of the evil Tynn Khan and his terrible horsemen (terrible because they kept falling off). Akanslai rose to become master of his tribe, and led them into the territories of the Men of the East, where he met

the Orc chieftain Strogg - who liked to be known as 'eater of halflings with onion'. The two unpleasant characters got on like brothers, fighting, arguing and trying to kill each other. After a few months, a few fatalities on both sides and 2 major head wounds each; Akanslai and Strogg decided to team up.

## BATTALION 1

### AKANSLAI

Akanslai wears plate armour and carries a magic sword. Akanslai has a famous battlecry which he yells everytime he charges into combat, this goes as follows.

We are the Hobgoblins and we're O.K  
We're O.K  
We're O.K  
We are the Hobgoblins and we're O.K  
We're O.K etc

Move	WS	BS	S	T	W	I	A	Points
4	8	5	3	D	4	8	3	60

Intelligence	8
Cool	3
Willpower	8
Leadership	6

### Equipment

Item	Points value
Mail Armour	6
Magic Sword	175
Total	241

### Magic Sword

Alignment	Evil
Name	Neuron Splitter
Willpower	5
Initiative Gain	+6
Attack Gain	+1
Flame Attack	

### SOKETUME'S LONGBOWMEN

This regiment of Hobgoblin wears chain armour and carries longbows. They are led by Soketume, one of Akanslai's few surviving friends (he killed most of them). He has a Leadership of 4 and is a Minor Hero.

19 Hobgoblins. Mail. Longbow. @9½	180½
1 Leader - Soketume @23	23
Total	203½

### TOSHIBA IRON-HIDE'S WARRIORS

Toshiba is a Minor Hero, Leadership 3. His troops are equipped with mail armour and carry an assortment of weapons - counting as swords.

19 Hobgoblins. Mail. @8	152
1 Leader - Toshiba @20	20
Total	172

### IZITZSO THE UNPLEASANT'S WARRIORS

Izitzso is a Minor Hero, Leadership 4. His troops are equipped with mail armour and carry an assortment of weapons - counting as spears.

19 Hobgoblins. Mail. Spear. @8½	161½
1 Leader - Izitzso @21	21
Total	182½



MAYMANKIL THE SHAMAN

Maymankil is a Novice with only a few spells, but he has several canine friends (and no others).

Move	WS	BS	S	T	W	I	A	Points
4	3	2	2	C	1	3	1	115
Intelligence			8					
Cool			4					
Willpower			6					
Leadership			4					
Mastery			1					
Constitution			10					

Spells

Level 1  
Fire Ball  
Aura of Mighty Resistance

THE SIX HOBHOUNDS

These six beasties are under the command of Maymankil.

6 Hobhounds @15 90

Battalion 1

1,004 Points

BATTALION 2

STROGG

Strogg is an Orc Hero, with plate armour and shield. His sword is magical. He likes to be known as 'eater of Halflings with onion.'

Move	WS	BS	S	T	W	I	A	Points
4	5	5	3	D	3	4	2	25
Intelligence			6					
Cool			5					
Willpower			6					
Leadership			4					

Equipment

Item	Points value
Plate armour	4½
Shield	1½
Sword	50
Total	81

Magic Sword

Alignment	Evil
Name	Jim
Willpower	5
Attack Gain	+1

STROGG'S GUARD

This regiment comprises 17 Orc Guards with mail armour, shields and swords. Their leader is Ashrog, a Minor Hero - Leadership 2.

17 Guards. Mail. Shield. @8½	144½
1 Leader - Ashrog @18	18
Total	162½

ORC WARRIORS

This regiment is equipped with an assortment of armour and weapons, counting as swords and mail armour. Their leader is Hogchops, Minor Hero Leadership 3.

19 Orc Warriors. Mail. @6½	123½
1 Leader - Hogchops @16	16
Total	139½

STONE THROWER

Strogg's pride and joy is his stone throwing engine. He likes the way the rocks fly in the air and then land again, smashing everything to bits. In his heart, Strogg is a simple country Orc.

1 Stone Throwing Engine @120	120
3 Crew @6	18
Total	138

### THE WOLF RIDERS

These riders are equipped with mail armour and lances. Their leader is Groggo, an Orcish Minor Hero - Leadership 1.

15 Riders. Mail. Lance. @10 150  
1 Leader - Groggo. @17 17  
Total 167

### THE CHARIOTS

These 5 chariots are each pulled by 4 wolves, and include 3 Orc crewmen. The leader is Benhur, a Minor Hero - leadership 2.

5 Chariots @40 200  
14 Crewmen @6 84  
1 Leader @18 18  
20 Wolves @5 100  
Total 402

## Battalion 2

**1,089 Points**

### BATTALION 3

#### GOBBO FLAQUE ORC SHAMAN

Gobbo Flaque rides a Wyvern. He is an Acolyte.

Move	WS	BS	S	T	W	I	A	Points
4/10	4	3	2	C	2	2	1	150

Intelligence 7  
Cool 8  
Willpower 5  
Leadership 1

Mastery 2  
Constitution 12

#### Spells

Level 1

Fire Ball  
Aura of Mighty Resistance

#### Equipment

Wyvern 120  
Total 270

### THE WYVERN RIDERS

The wyvern riders are all equipped with spears. Their leader is Biggulz - a Minor Hero.

4 Wyvern Riders @126 504  
1 Biggulz @136 136  
Total 640

## Battalion 3 Army

**910 Points**  
**3,003 Points**



