

# WARHAMMER CIVIL WAR

The cover art depicts a dramatic scene in a dark, cavernous setting. In the center, a large, muscular figure with a white beard and a dark, horned helmet stands prominently. He is wearing a dark, scale-like tunic and has a sword at his side. To his left, a figure in a purple robe and a crown-like headpiece stands. To his right, a figure in a green robe and a crown-like headpiece stands. In the background, other figures are visible, including one in a red robe and another in a green robe. The overall atmosphere is dark and ominous, with green and yellow lighting illuminating the scene.

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WARHAMMER EXPANSION

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# CIVIL WAR

## PART ONE OF A

### **WARHAMMER** EXPANSION

With so many races vying for dominance, the Warhammer world is beset by war on all continents. But it would be a mistake to think that warriors only fight those of a different race, as we shall see, history is littered with examples of internecine war.



### OFFICIAL RULES

This official Expansion has been brought to you by Jervis Johnson, who, as a history buff, knows a great deal about civil wars whether it's the Wars of the Roses, the Thirty Years Wars or the Sundering. Yes, when you've been a games designer for as long as Jervis has, real world and Warhammer history tend to get a bit muddled!

Civil wars are the most brutal and bloody of all types of combat. No battle is ever quite as vicious as that fought between former friends and allies. Love and hate, they say, are but two sides of the same coin. Brother turns against brother, and former comrades in arms come to blows. Injuries and slights incurred over the years are remembered, and bloody revenge is taken for each and every one.

Civil War is an official Expansion for Warhammer that provides extra rules that can be used in a game where both sides are chosen from the same army list. Such battles are far from uncommon in the Warhammer world, and no race is immune from descending into brutal internecine conflict. Perhaps two powerful warlords come to believe that the only way their rivalry can be resolved is on the field of battle, or a simmering feud that has festered between competing factions finally

explodes into open warfare. The history of the Warhammer world is littered with tales of terrible civil conflicts that are only finally resolved in the white heat of battle.

Warhammer: Civil War allows you to fight such battles. It has been designed so that no advance preparation for the game is needed. The only requirement is that both players chose their army from the same army list, and that both players agree to use the following rules. In practise this means that whenever you play a game, you can choose to use the Civil War rules if both you and your opponent have chosen forces from the same army list.

The Civil War rules themselves are very straight-forward to use. You pick a Pitched Battle scenario to play as you would do normally, but before setting up the scenery or deploying for the battle you roll once on the Civil War Battle table (over the page), and then once on the Civil War Army table





## FIGHTING A WARHAMMER CIVIL WAR BATTLE

If you and your opponent are using an army selected from the same army list, then you may agree to fight a Civil War Battle instead of a Pitched Battle. If you do so, follow the normal procedure for fighting a Pitched Battle, with the additional steps described below.

### Civil War Sequence of Play:

1. Roll on the Pitched Battle table in the Warhammer rulebook, or agree which Pitched Battle to fight.
2. Roll once on the Civil War Battle table.
3. Roll once on the Civil War Army table corresponding to the armies being used.
4. Fight the Pitched Battle scenario with the addition of the special rules rolled on the Civil War tables.

**Designer's Note:** The Civil War rules can be used with any Pitched battle scenario, but will work most smoothly with the Battleline, Dawn Attack, and Battle For the Pass scenarios. You may wish to limit yourself to one of these three scenarios, at least for the first couple of Civil War battles that you fight. If you decide to do so, we recommend rolling a D3 to pick the scenario, with a roll of 1 being Battleline, a roll of 2 being Dawn Attack, and a roll of 3 being Battle for the Pass.



## FACTIONS

The rival factions that comprise each race will fight alongside one another to repel a common enemy, but in times of civil war, their infighting can be intense. Should Nuln go to war against Middenheim, for example, you might expect to see a whole artillery school ranged against an army of warriors of the White Wolf. When the Skaven Great Clans vie for power, the mutant menagerie of Clan Moulder might be crazy enough to take on the warp-laboratories of Clan Skryre. The ghoulish armies of the Strigoi may rise up against their hated von Carstein oppressors, whilst tribes of Night Goblins may turn on Black Orc warbands and so on. We could fill the rest of the magazine with potential clashes like this, but half the fun is in making your own up and adapting them to your own army.

The armies fielded by such factions tend to include a greater proportion of specialists, and we wanted to give you rules to reflect that.

To represent war between rival organisations or tribes, when fighting a Civil War, you and your opponent can agree to use the Factions rules.

## THE RULES

When fighting a war between factions, each player chooses his force as usual, to an equal points value agreed before the game. Once he has done so, each player can then spend an extra 25% of that value again on any units available in his army book. Units taken from this additional allowance do not count towards the usual restrictions for choosing duplicate choices in an army. Furthermore they do not count when calculating the percentages that govern how many points you spend on Lords, Heroes, Core, Special and Rare. There is one restriction, however – although these points may be spent on characters and options, they may not be spent on magic items.

To use the example above, an Empire player who has a 2000 point army representing the city of Nuln may decide to take an extra three Helblaster Volley Guns, a Great Cannon and a Battle Wizard to accompany them, just because he wants a little extra in the way of pyrotechnics (495 points in total; just under his 500 point limit). The Battle Wizard could take any of the options available to him (within the points limit) but no magic items.

for the army you are using. So if you were fighting a Civil War between two Empire armies, you'd roll once on the Civil War Battle table, and once on the Empire Civil War army table. A different army table will be provided for each Warhammer army, which ensures that the rules that apply in your battle will accurately reflect the character of the army you are using. After all, a civil war fought between two Orc Warlords is going to be different to one fought between Empire generals.

The results you roll on the tables will require you to include one or more special rules in your battle, in addition to any special rules that normally apply. These preparations complete, you are ready to carry on and fight your battle. We think you will find that the Civil War rules will make for a really unique and interesting battle, and a challenging one too, unlike any you have fought before.





## Civil War Battles Table

After rolling to see which type of Pitched Battle you will fight, roll 2D6 and refer to the Civil War Battle table on the right. The table will tell you which special rules apply to the Pitched Battle, in addition to the rules that normally apply.

## Civil War Army Tables

After rolling on the Battle Table, roll 2D6 and refer to the Civil War Army table for the armies being used. For example, if you were fighting a Civil War between two Beastmen armies, you would roll 2D6 and refer to the Beastmen Civil War table. The table will tell you which special rules apply to the Pitched Battle, in addition to the rules that normally apply.

We have included the Beastmen, Lizardmen, Ogre Kingdoms and Vampire Counts Army tables in this issue, and over the next three months we'll cover the rest of the races so keep your eyes peeled.

## Fight The Battle

Having rolled on the Civil War tables, set up the battlefield, deploy the armies, and fight the battle as you would normally, except that any special rules rolled on the Civil War tables will apply to the battle you fight. Note that some rolls provide additional ways you can win the battle, which will apply in addition to the normal victory conditions.

**Designer's Note:** With so many randomly selected special rules in play, it is not beyond the realm of possibility that you may find that the results you roll on the Civil War tables could contradict each other. In the unlikely event this happens, The Most Important Rule applies, and you should roll randomly to decide which special rule has precedent for the duration of that battle.

## CIVIL WAR BATTLE TABLE

- 2 **Annihilation:** The only way this dispute will be resolved is by the complete destruction of the other side. All units in both armies are Unbreakable. Ignore the normal rules for Game Length and Victory Conditions for the Pitched Battle you are fighting. Instead the game lasts until one side is completely destroyed. The surviving side wins the battle.
- 3 **Lust For Battle:** The troops in the two armies are desperate to get to grips with each other. All units in both armies have the Vanguard special rule.
- 4 **Pent-Up Fury:** The two sides are seething with pent-up aggression. All units in both armies have the Devastating Charge special rule.
- 5 **Undeserving:** Each side considers the other unworthy to carry the battle standards under which they march. The victory points for Seized Standards is increased to 100 points for each slain standard bearer, and 500 points for the enemy Battle Standard Bearer.
- 6 **We Will Not Yield:** Neither side is willing to back away from this fight. All units in both armies are Stubborn.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Hated Rivals:** The two generals despise each other. Each Army General Hates the General of the opposing army, and will win the battle immediately if the opposing general is slain. Should the two Army Generals both be slain at exactly the same time, then the battle is a draw.
- 9 **Bloody Feud:** The two sides have been feuding for years. All units in both armies Hate all units in the other army.
- 10 **Unreasoning Spite:** Both sides are so blinded by hate that they have lost all reason. All units in both armies are subject to Frenzy.
- 11 **We Shall Not Yield:** Both of the rival armies believe completely in the justness of their cause. All units in both armies are Immune to Psychology.
- 12 **Guerrilla War:** The two sides have been ravaging each other's lands in a vicious guerrilla war. Up to three units in each army may count as having the Ambushers special rule, if their commander wishes them to do so.



# UNCIVIL WARS OF THE WARHAMMER WORLD

(All dates in Imperial reckoning)

-2749 to -2723

## The Sundering

Civil war erupts across Ulthuan as Malekith attempts to seize the Phoenix Throne by force. Malekith's defeat leads to the self-imposed exile of the Dark Elves in the cold wastes of Naggaroth.

-623

## Betrayal in King's Glade

Coeddil the Treeman attacks King's Glade in Athel Loren, slaying many Wild Riders. Only the Wood Elf queen, Ariel's intervention prevents a great tragedy from unfolding by defeating Coeddil. She cages the creature within a circle of waystones where its malign influence cannot infect other tree-kin.

-455

## Regicide in Khemri

King Qu'a of Zandri and King Rapesh of Numas form an alliance and attempt to overthrow Settra. The King of Khemri is only saved from an assassin's blade by the intervention of his bodyguard. Roused to immortal anger, Settra's legions strike back against the alliance, immersing the Tomb Kings in a bloodless civil war for seven days and seven nights. It is Settra who prevails and orders the pyramids of the rebel kings raised to the ground, and their unliving bodies set ablaze.

658

## The Lost Claim

Thori Gundrikson discovers gromril in the caves west of Blackwater. A year later, Bragal Smithshelm turns up at the Blackwater Caves accompanied by a throng claiming the gromril seam, as his mine is closer. Axes are drawn and a battle is fought, but never recorded in the annals. Tellingly, only Thori's claim has ever been recorded. However, to this day the ancestors of Smithshelm and Gundrikson refuse to fight in the same army.

1547 to 2304

## The Time of Three Emperors

One of the most infamous eras of civil war was the 750 year period where the Elector Counts warred amongst themselves leaving the Empire vulnerable to myriad enemies within and without. It was not until the emergence of Magnus the Pious that the Empire would be united once again.



c1705

## Crusher Zogoth Crushed

The greenskins are almost permanently warring amongst themselves, only breaking off to fight an external foe. But even for the Orcs, Gorbard Ironclaw's battle against Crusher Zogoth was a particularly vicious affair. Gorbard won the day by personally slaying Crusher Zogoth and uniting the Ironclaw and Broken Tooth tribes at the fortress of Iron Rock.

1814

## Madness at Mousillon

Duke Merovech of Mousillon holds a great victory banquet following the obliteration of the Skaven carriers of the Red Pox the year before. However, at the banquet his insanity becomes publicly known, and the blood of the king is spilt in his halls. Mousillon is disgraced, and Lyonesse leads a force against them. In the ensuing war Duke Merovech is slain and Mousillon loses much of its land and wealth to Lyonesse. For Mousillon it is the start of a dread era that will affect the city for decades to come.

2100

## Lord Xhilipepa's Dispute

Skink Priests attending to the mummified remains of Lord Xhilipepa dispute the meaning of the flight patterns of mosquitoes circling his skeletal head. The disagreement escalates and opposing factions clash over the possession of his remains.

2308

## The Nordlander Affair

Following the Empire's victory against the Bretonnians at the Battle of Parravon, a battalion of Nordlanders are mistakenly attacked by a relief army of over-eager Stirlanders who have heard tales of brightly clothed foreigners with funny accents invading their lands.

2518

## Master and Apprentice

The Vampire Melkhior's former apprentice, Zacharias, attempts to steal the Book of Nagash but is thwarted. Thirteen years later Zacharias returns at the head of an Undead horde, and mounted on a Zombie Dragon he has raised himself. A battle between the forces of master and apprentice ensues with Zacharias the victor. Melkhior is defeated and Zacharias takes possession of the accursed Book of Nagash.



# VAMPIRE COUNTS

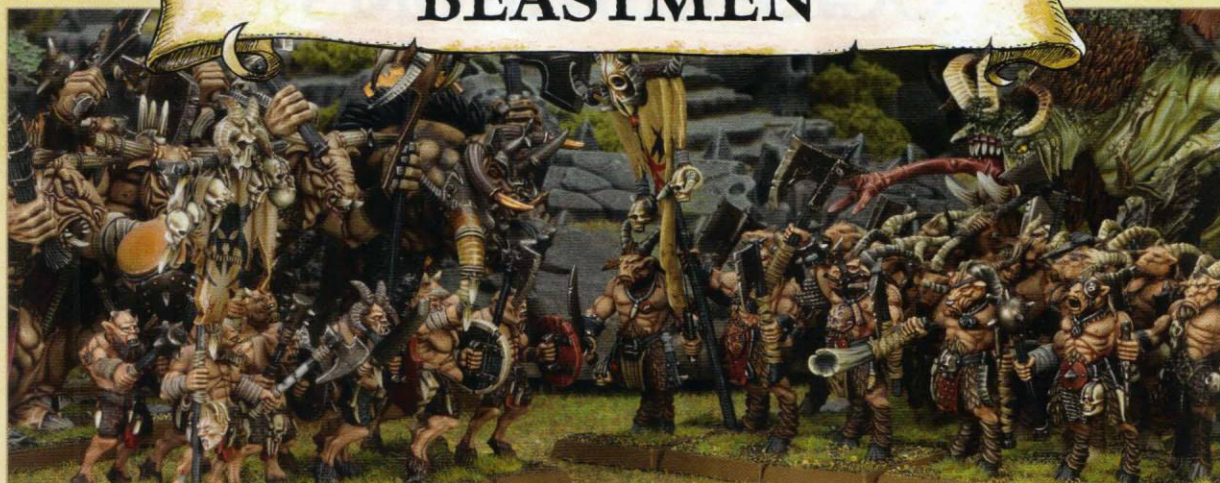


Roll once on this table if you are fighting a Civil War between two Vampire Counts armies.

- 2 **Night of Ghosts:** The fabled Geisnacht falls but once every seven years, but when it does the spirits of the dead rise up across the realm to do battle amongst their own. Roll a D6 for each of your characters and units. On the roll of a 6 that character/unit has the Ethereal special rule. If an Ethereal unit rolls a 6, however, it loses the Ethereal rule as its members coalesce into solid ectoplasm!
- 3 **Grasping Graves:** The concentration of Dark Magic causes those buried in shallow graves to reach up and grab at those above, pulling them into the graves in which they belong. At the end of each Magic phase, the player whose turn it is may nominate an enemy unit. Every model in the unit must pass a Strength test or be slain, with no saves of any kind allowed. Once a unit has been nominated it cannot be nominated again for the duration of the battle.
- 4 **Lords of Bone:** The skeletons of those raised from these lands are fossilised or otherwise petrified, their stone bones all the harder for it. Units of Skeleton Warriors, Black Knights, Grave Guard and Wight Kings in both armies have +1 Toughness.
- 5 **Necrarch Relic Hunters:** The ancient brotherhood of the Necrarchs has sent out agents to recover the treasures of their rivals. All Wizards have an additional Magic level, to a maximum of 4. If a character defeats another character in a challenge, he may roll a D6 for each of his defeated foe's magic items. On the roll of a 4+ he takes that magic item and may use it in the rest of the battle (assuming the item has not already been 'used up' or is otherwise available to that character).
- 6 **The Grand Hunt of Strigos:** The troglodyte Strigoi clan is out in force, desperate to claw its way back into ascendancy. Crypt Ghouls and Crypt Horrors have the Hatred special rule.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **The Iron Fist of the von Carsteins:** The von Carstein family exerts its fell powers upon those who would dare challenge their rule. All von Carsteins, Vargheists, Fell Bats, Bat Swarms and Black Coaches have +1 Strength.
- 9 **Lahmia Ascendant:** Throughout Sylvania the royal sisterhood of the Lahmians reveals itself, striking at the heart of their rival Vampire's armies. All female Vampires in your armies gain the Quickblood and Beguile powers. Furthermore, Pallid Handmaidens have +1 Strength.
- 10 **Sons of Abhorash:** The Blood Dragons rise up in force, their honour demanding that they slay the lesser bloodlines. Each player may field up to five Blood Knights in addition to his usual army, provided he has the models available. These must form a separate unit. Furthermore, roll a D6 for any male Vampires in your army. On a 4+ they belong to the Ordo Draconis and gain the Dread Knight and Master Strike powers.
- 11 **Animus Morti:** The air crackles with Necromantic power, hastening the dead to battle. All Undead units may march, regardless of their proximity to the general. Furthermore, all Wizards have the *Vanhel's Danse Macabre* spell as standard – if they roll *Vanhel's Danse Macabre* when generating their spells, it counts as a duplicate.
- 12 **Night of Dark Wings:** The stormclouds themselves are heavy with Dark Magic, and those Undead creatures able to drink of their bounty become stronger. All flying units have +1S and +1I (this includes the riders of flying mounts).



# BEASTMEN



*Roll once on this table if you are fighting a Civil War between two Beastmen armies.*

- 2 **Primal Stampede:** The forest shudders as tribes rush to battle. Any unit with the Beastman Ambush rule that is removed from play is treated as being 'in Ambush' and may re-enter play on a subsequent turn.
- 3 **Hidden Pathways:** The Beastmen are warring in a clearing to which there are many hidden pathways. The player with the fewest units on the table at the beginning of each turn adds +3 to the result when making Beastman Ambush rolls.
- 4 **The Bray-feast:** The forest echoes to the deafening bleats and chants of Bray-Shamans, their cries taken up by the Beastmen ranks until the trees shake at the cacophony. Units may not benefit from the Leadership of their army's characters. Furthermore, all Wizards will Miscast on any roll of a double, not only a double 6.
- 5 **Bacchanalia:** The Beastmen have been celebrating throughout the night, though come dawn the celebrations have turned nasty. All units must roll on the Centigor Drunken table at the beginning of the game.
- 6 **Orgy of Violence:** The Beastmen's ritualistic leadership challenges have spilled over into full-scale war, all semblance of order lost as the savage ranks tear each other apart with tooth and claw. All Beastmen units have the Skirmish special rule. The effects of all weapons and armour, magical or otherwise, are ignored for the duration of the battle. The Beastmen will just have to rely on their statlines instead!
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for decades. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Bloodgorge!** The Beastmen have been driven into a frenzy of cannibalistic bloodlust. All Beastmen units have the Bloodgreed special rule (see the Minotaurs entry on page 43 of Warhammer Armies: Beastmen).
- 9 **The Prophecy:** The Bray-Shamans have long seen this day coming, and have brought the most potent weapons the Herdstone can provide. Each player receives an additional 150 points to spend on magic items. He may distribute these as he sees fit throughout his Lords and Heroes, ignoring the usual restrictions regarding how many points each character may spend on magic items. Write the magic items you have chosen on your army roster, then declare them to your opponent. If both players have chosen the same item, roll off – the winner of the roll off gets that magic item, whilst his opponent's points are wasted.
- 10 **The Cycle of Death:** The foetid decay of the forest has infected the warherds. Each unit must roll on Slugtongue's 'Curse of the Famine-Fiend' table. Any unit affected by the Crippling Weakness or Starvation, Body and Soul result must roll D3+3 after resolving the usual effects. The unit has a Regeneration save equal to the result. For example, if the D3 roll is 2, the unit's Regeneration save is 5+. Note this does not combine with any Regeneration save they may already have.
- 11 **Morrslieb Looms Large!** The Chaos moon looms large in the sky, leering down to shower grim favours on its servants. At the beginning of the game, roll a D3. For the entire duration of the turn that corresponds to that number, all Bray-Shamans and Great Bray-Shamans gain Loremaster (Lore of the Wild), and all Beastman units have Frenzy. Note that this turn number is also used for Moonclaw's Unholy Zenith rule.
- 12 **Monstrous Menagerie:** If he has one available, each player may take a single monster in addition to his army. This monster does not count against his points limit. Furthermore, all monsters have the Beastman Ambush rule. Any monster that is removed from play is treated as being 'in Ambush' and may re-enter play on a subsequent turn.



# OGRE KINGDOMS

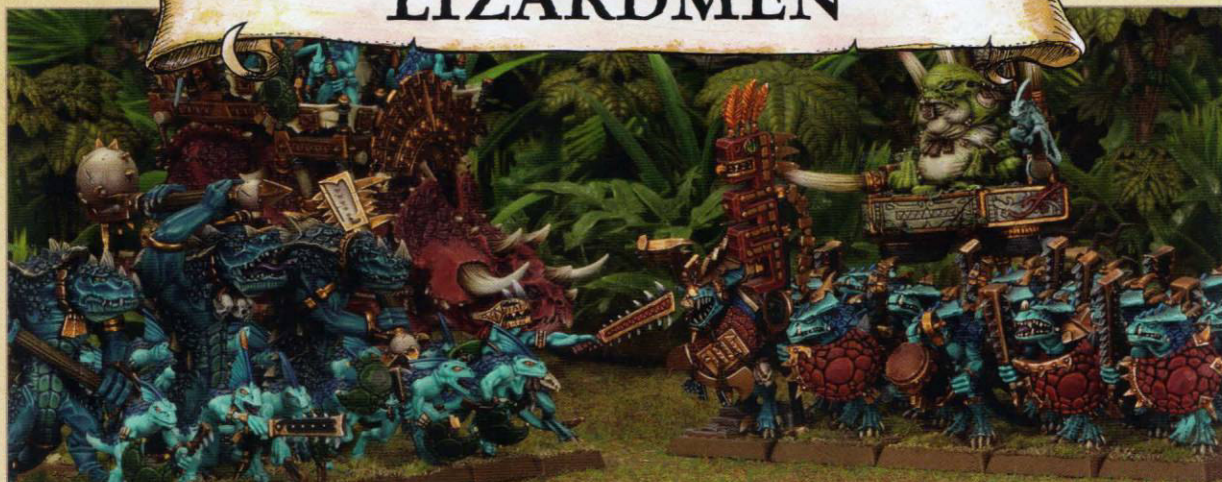


Roll once on this table in if you are fighting a Civil War between two OGRE Kingdoms armies.

- 2 **Who Rules the Challenge Stone?** Place a challenge stone at the centre of the battlefield and scatter it 2D6". All units within 12" of the stone have Stubborn and Extra Attack. In addition if only one side has a non-fleeing unit within 6" of the challenge stone at the end of the game, then they win regardless of victory conditions. If both or neither side have a non-fleeing unit within 6" of the stone, then the normal victory conditions apply.
- 3 **Beasts of the Mountains:** The two sides are battling to prove that they have subdued the most powerful beasts. All Sabretusks, Yhetees, Mournfangs, Gorgers, Rhinox, Giants, Stonehorns and Thundertusks have +1 Wound and +1 Attack. In addition, both sides score double the normal number of victory points for any of these units in the opposing army that are destroyed or have fled the table.
- 4 **The Ancient Giant Lands:** The battle is in the cloud-enshrouded realm that was once home to the Sky-titans. Roll a D6 at the start of each turn. On a 1, cloud descends and the distance a model can see is reduced to 12" for the turn. Charges, shooting attacks and spells may not be made on out of sight units. On a roll of 6 one unit in the opposing army is struck by lightning or hit by falling boulders; roll-off to see which player selects the unit to be attacked. It suffers D6 Strength 5 hits. On a roll of 2-5 nothing untoward happens.
- 5 **Big Names:** This battle is being fought between two Ogres with illustrious big names. Each player is allowed to pick a big name for their General. The big name is free and may be taken even if the General already has a big name. If one General slays their opposing General in a challenge, then the surviving General receives bonus victory points equal to 10 times the cost of the big name the opposing General had taken.
- 6 **Might Makes Right:** Keep track of the number of unsaved wounds each army inflicts. At the start of each turn, compare the totals. The army with the higher total receives +1 combat resolution for the turn.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for decades. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **The Mountains of Mourn:** The battle is fought amidst the rubble-strewn slopes of the Mountains of Mourn. When setting up the terrain for the battle, set up D3 hills in addition to other terrain. All hills are Scree Slopes.
- 9 **Emissaries of the Great Maw:** The shamans in both tribes are rivals. Slaughtermasters and Butchers in both armies Hate each other, and they also Hate any model in a unit joined by a Slaughtermaster or Butcher. Both sides score double victory points for Slaughtermasters and Butchers that are destroyed or have fled.
- 10 **Wanderers Far & Wide:** Ogres take great pride in having travelled farther afield than any of their rivals. All units of Ogres, Ironguts, Leadbelchers and Mournfang Cavalry are allowed to pick one of the skills from the Maneaters 'Been There, Done That' special rule. No two units may have the same rule unless all of the special rules have been picked (after which all restrictions are lifted). Maneaters pick two of the rules as normal.
- 11 **Gnoblar Country:** Gnoblar units in both armies Hate each other. In addition, both sides score double victory points for Gnoblar units in the opposing army that are destroyed or have fled the table.
- 12 **The Great Maw:** Ogres can never escape the lure of the Great Maw. Randomly select one table edge before deployment. The Maw lies just off this table edge. All models that start a turn within 6" of this table edge will be attacked by the Great Maw. Make an Initiative test for each model in range. If the test is passed the model suffers a Strength 3 hit. If it is failed the model suffers a S7 hit with the Multiple Wounds (D6) special rule. In addition, all units in both armies (apart from Gnoblars) have the Unbreakable and Frenzy special rules.



# LIZARDMEN



*Roll once on this table in if you are fighting a Civil War between two Lizardmen armies.*

- 2 **Feather War:** In order to resolve a dispute, the two armies are fighting a ritual battle using blunted weapons and non-lethal spells. The weapons are lighter and easier to use, so all attacks have +1 to hit (with the exception that 1s always miss), but they are less likely to cause harm so all attacks are -1 to wound (with the exception that 6s always wound). In addition, only Augment and Hex spells may be cast.
- 3 **Beasts of the Jungle:** The two sides are battling to prove that they have bred the most powerful jungle beasts. All Stegadons, Terradons, Razordons, Salamanders and Carnosaurs have +1 Wound and +1 Attack. Both sides score double victory points for any of these units in the enemy army that are destroyed or have fled the table.
- 4 **Carnivorous Jungle:** The battle is fought in scattered clearings in the Lustrian jungles. When setting up the terrain for the battle, set up D3+3 pieces of forest terrain in addition to the other terrain you normally deploy. These additional pieces are jungle terrain, which counts as Venom Thickets (do not roll on the Mysterious Forests table). In addition, all Skinks (of any type) have the Jungle Strider special rule.
- 5 **Escalating Battle:** The battle is fought close to the barrios of a Lizardman city. Units of Saurus Warriors, Skinks (including any Kroxigor in the unit) and Skink Skirmishers that are destroyed or flee the table return at full strength as reinforcements in their next turn. They may enter play anywhere on their own table edge.
- 6 **Mastery of Magic:** The battle is being fought between two Slann Mage-Priests, battling to prove who is supreme. Each Mage-Priest may be given one additional Discipline of the Ancients, at no additional cost. This can result in a Mage-Priest having 5 disciplines. Re-roll this result if either side does not have a Mage-Priest.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for millennia. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Spawning Pools:** The battle is being fought for control of an ancient spawning pool. Place a piece of terrain representing the pool at the centre of the battlefield and then scatter it 2D6". Any Lizardman unit within 6" of the pool has the Regeneration special rule. In addition, the side with a non-fleeing unit that is closest to the pool at the end of the battle receives 250 bonus victory points.
- 9 **Deep In Thought:** The battle begins prematurely, while Mage-Priests are still meditating. Mage-Priests may not attack, or cast or dispel spells, for a number of game turns equal to the number of disciplines they have.
- 10 **Sacred Duty:** The battle is being fought between rival factions from the same temple. As the Temple Guard are sworn to protect the Mage-Priests from their temple, they cannot attack a Mage-Priest or any unit it's joined.
- 11 **Temple Politics:** The battle has come about as a result of febrile political infighting between rival groups of Skink Priests and their followers. Skink characters and units in both armies Hate each other. In addition, both sides score double the normal number of victory points for Skink units in the opposing army that are destroyed or have fled the table.
- 12 **Treasures of the Old Ones:** The two sides are fighting a ritual battle to determine if they are worthy of protecting an ancient relic. Each side must pick one of the magic items from the Lizardmen army book. Roll off to see who picks their relic first. The relic must be a magic item that is not being used by either army. It costs no points, but must be given to a character to carry and following the normal rules and restrictions for magic items. If the character carrying their army's relic is slain, then the relic is lost and the army immediately loses the battle. In the unlikely event that both relics are lost at the same time, then the battle is a draw.



OFFICIAL  
RULES

WARHAMMER

# CIVIL WAR

Brother turns upon brother as old enmities are rekindled and alliances broken. Civil war rages on throughout the Warhammer world in the second part of our exclusive new Warhammer Expansion.



You can find the first part of Civil War in the last issue of White Dwarf. The first part includes the main rules, as well as the rules for Ogre Kingdoms, Vampire Counts, Beastmen and Lizardmen.

The Warhammer world is riven with war at every turn, as kingdoms and empires stand ready to defend their borders from encroaching neighbours or barbaric raiders. Yet it is not just enemies from without that kings must beware of, for enemies lurk within as well.

Within the lands of the Empire nobles gaze jealously at the territory of their rivals whilst in the courts of the High Elves bitter words quickly spoken are not easily forgotten. In the holds of the Dwarfs ancient grudges are rekindled as axes are sharpened, whilst in faraway Lustria schisms emerge between temple-cities. And in the wilder lands of the world, the Warriors of Chaos, Orcs & Goblins and Skaven clans turn their knives upon one another much as they always have done. Civil wars brew within every border, always amongst the most brutal of wars as brother turns upon brother and old hatreds emerge.

Last issue of White Dwarf had a new Expansion for Warhammer within its pages – Warhammer: Civil War. These rules offer exciting new options for Warhammer players when they fight against armies of the same army as their own, adding in tables that throw new rules into the mix whenever the armies clash.

As well as these Civil War tables, there were also optional rules for factions in your games, so that when two armies clash they can represent forces drawn from different lands or organisations, allowing you to use different parts of your collection than you normally might be able to.

Last issue had rules for using Ogre Kingdoms, Beastmen, Lizardmen and Vampire Counts in games of Civil War. This issue has rules for using Warriors of Chaos, Orcs & Goblins and Tomb Kings in your Civil War games. Come back next month for part 3!



# ORCS & GOBLINS

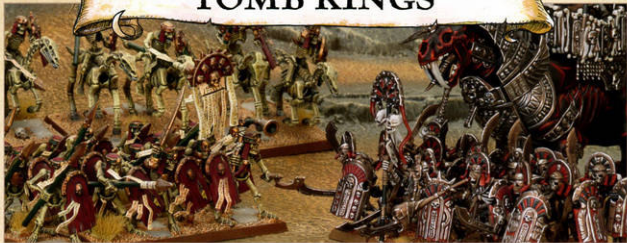


Roll once on this table if you are fighting a Civil War between two Orcs & Goblins armies.

- 2 **Riotous Squabbling:** Every Orc and Goblin on the battlefield is especially moody, ensuring fights break out within units long before they meet the enemy. For the entire game Animosity tests are failed on rolls of 1 or 2.
- 3 **Uppity Gits:** All Goblins (including Night Goblins and Forest Goblins) are seized with rebellious loathing for their larger Orc kin (including Black Orcs, Big 'Uns, and Savage Orcs). Goblins (of all kinds) gain Hatred (Orcs) and can also re-roll failed To Wound rolls against Orcs for the entire game. The downside of this is that Goblins (of any kind) cannot use any Leadership bonus that comes from an Orc (of any kind).
- 4 **Gork is Watchin':** The greenskins believe that their almighty god Gork (or perhaps Mork) is looking upon the battlefield. Eager to impress, all Orcs (of any kind) can re-roll a single dice from any failed charge rolls.
- 5 **Dat'z Our Land!** Rival tribes are feuding over territory. Any fleeing models automatically rally before they leave the battlefield (even if they would not normally be allowed to do so). Additionally, if the battle uses victory points, at the end of the battle divide the battlefield into quarters. The side with more wounds' worth of models in that quarter is said to claim it. Each board quarter claimed is worth 250 victory points.
- 6 **Dey Sure Grow Big There!** The tribes are fighting over the best hunting grounds. All Trolls and Mangler Squigs have +1 Strength and +1 Wound. All Arachnarok Spiders, Wyverns, Gigantic Spiders, Great Cave Squigs and Giants have +1 Strength and +D3 Wounds (roll separately for each). In addition, both sides score double the victory points for any of these units if they are slain or have fled off the table.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for at least a week (Orcs are nothing if not fickle!). Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Gork vs. Mork:** Each player places a piece of terrain anywhere in his deployment zone to represent an Idol to Gork or Mork (its ideal if you have special made scenery, but if you don't remember that greenskins often use many miscellaneous items for their veneration, from strangely shaped dung hills to especially impressive boulders!). The Idol of Gork (or Mork) acts as described in the Warhammer rulebook and, additionally, any friendly greenskin units within 12" of their own Idol can re-roll failed To Hit rolls. If victory points are used, the side that has the most friendly models within 12" of each Idol gains an additional 100 victory points.
- 9 **Green Energy:** The very air crackles with the energies supplied by so many greenskins. All Wizards pass any channelling attempts on a 4+ and gain +1 ward save (if they have no ward save, they gain a save of 6+).
- 10 **Wot are they Feedin' them?** The creatures in this region are particularly fearsome. All Boars, Giant Wolves, Squigs, Cave Squigs, and Giant Spiders have +1 Strength (this includes any such beasts pulling chariots).
- 11 **Hackfest:** Greenskin leaders always want to show off in front of their rivals, to really show who's da boss! All Lords and Heroes (excluding Wizards) gain +1 Attack. Additionally, any Lord or Hero (excluding Wizards) can forgo his regular attacks in lieu of a single attack made with the Killing Blow special rule. An additional 100 victory points are awarded for each character model slain in a challenge.
- 12 **The Power of the Waaagh!** Orc & Goblin civil wars are all about the largest of their kind taking charge. Any greenskin Army General (including Goblins and Shamans of any kind) gains the Waaagh! special rule. Additionally, any Orc Warboss (of any kind) that calls a Waaagh! gains the Impact Hits (D6) special rule for the remainder of the turn. Killing the enemy General is worth triple his normal victory points (instead of the normal +100 victory points for killing the enemy General).



# TOMB KINGS



Roll once on this table if you are fighting a Civil War between two Tomb Kings armies.

- 2 **Living Delusion:** Their grip on sanity slipping, each army believes they are still living, breathing beings. The Nehekharan Undead rule is suspended this battle (so units with the rule are not Unbreakable or Unstable, they do not cause Fear and spells that only affect Nehekharan Undead have no effect).
- 3 **Buried Beneath the Dunes:** The hostilities between two dynasties were interrupted when they were swallowed by shifting sands. Now, as storms blow away the sands, the legions continue their war. All units have the Entombed Beneath the Sands special rule. Note that this means that nothing will happen on the first game turn; the winds die down at the start of the second turn, allowing the buried warriors to emerge.
- 4 **Khemrian Sandstorm:** The battle is fought in a sandstorm. The maximum distance any model can see is 12". Shooting attacks, spells and any other ranged abilities may not be used against targets that are out of sight.
- 5 **The Anger of the Gods:** The Nehekharan gods have been slighted and so work through their statuary to vent their anger. All models with the Animated Construct special rule also have the Frenzy special rule. Models that are already subject to Frenzy receive +1 Attack instead. In addition, both sides score double the normal number of victory points for Animated Constructs rule that are destroyed or have fled the table.
- 6 **Mortuary Politics:** Rival groups of Liche Priests scheme amongst themselves. All Liche Priests Hate the Liche Priests in the opposing army. All Liche Priests have the *Spirit Leech* spell from the Lore of Death, in addition to any other spells. However, they may only use *Spirit Leech* to target enemy Liche Priests. Both sides score double the victory points for Liche Priests in the opposing army that are destroyed or have fled the table.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for millennia. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Vengeful Souls:** The restless souls of deceased kings and loyal soldiers return to the mortal plane to resolve disputes that death itself failed to settle. Double the wounds recovered by the Restless Dead Lore Attribute.
- 9 **Chariot War:** All Chariots may choose to re-roll the number of Impact Hits they inflict. In addition, both sides score double victory points for Chariot units in the opposing army that are destroyed or have fled the table.
- 10 **Family Feud:** Two succeeding generations of the same dynastic family have been awoken in the same city, at the same time, both believing that the right to rule is theirs alone. Either side will win the battle immediately if the opposing General is slain. Should both Generals be slain at exactly the same time, then the battle is a draw. However, the two Generals will never attack or target each other directly – they are family, after all.
- 11 **Tomb Raid:** Each side must pick a magic item from Warhammer: Tomb Kings. The magic item must be one that is not being used by either army. Roll off to see who picks their magic item first. The item chosen is then given to the opposing army (it has been stolen!). It costs no points, but must be given to a character to carry and use following the normal rules and restrictions for magic items. If the character carrying the magic item is slain, then the opposing side scores a number of victory points equal to 10 times the points value of the item.
- 12 **The Great King:** Neither king will bend his knee to the other. During the battle, record the number of wounds caused by each General in close combat (not including models cut down when they flee, but including models killed by Impact Hits). At the end of the battle, if either General has inflicted double the number of wounds inflicted by their opponent they win the battle and the normal victory conditions are ignored. In any other circumstances the normal victory conditions apply.



# WARRIORS OF CHAOS



Roll once on this table if you are fighting a Civil War between two armies of Warriors of Chaos.

- 2 **The Eternal Battle:** Neither side will give any quarter whilst the gods watch. All models have the Unbreakable and Frenzy special rules. Models that are already subject to Frenzy receive +1 Attack instead. When a model rolls on the Eye of the Gods table, they may roll twice and pick which of the two results they will use.
- 3 **Monsters of Chaos:** Both armies may include a Chaos Giant or a single bound monster worth up to 225 points chosen from a scroll of binding. These monsters are free, but victory points are scored for them normally.
- 4 **The Chaos Wastes:** The Chaos Wastes are an impossible and nightmarish landscape. When rolling for mysterious terrain, re-roll all rolls of 1. In addition, re-roll all successful Dangerous Terrain tests.
- 5 **Troll Country:** Troll units (and any characters that join them) have the Vanguard and Strider special rules. In addition, Troll units are not worth any victory points, as they are easily replaced in this benighted place.
- 6 **Chaos Monolith:** When a Chaos Lord attains Daemonhood, a monolith is erected in his glory. Place a piece of terrain representing the Chaos Monolith at the centre of the battlefield and then scatter it 2D6". The side with a non-fleeing unit closest to the monolith at the end of the battle receives 500 bonus victory points.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Trial of Might:** Keep track of the number of times each General rolls on the Eye of the Gods table (even if they roll 'the Eye is Closed'). At the end of the game, if one General has rolled on the table more times than their foe, they win the battle and the normal victory conditions are ignored. Otherwise victory conditions apply.
- 9 **Spawn of Chaos:** All Chaos Spawn have all of their characteristics (apart from Leadership) increased by +1. In addition, if a character rolls 'the Eye is Closed' on the Eye of the Gods table, then they are turned into a Spawn-thing. All models in base contact with the character (friend or foe) suffer a Strength 4 hit (unsaved wounds will count towards combat resolution). The character is then removed from play as a casualty.
- 10 **The Dread Art:** When followers of Chaos battle each other, the conflict can tear a rent in reality. The battle is fought using the Storm of Magic scenario. If the players do not have access to a copy of these rules, treat all Wizards as 1 level higher (which may take them to Level 5), and roll 4D6 for the Winds of Magic.
- 11 **Chaos Vendetta:** Both players declare which of the four Chaos Gods their vendetta is against (roll-off to see who has to make their declaration first). A player may not choose a god if their General bears the mark of that god. Models in the player's own army that bear the mark of the god are treated as Desperate Allies. All other models in the player's army Hate enemy models that bear the mark of the chosen god. In addition, the player scores double victory points for all such units in the opposing army that are destroyed or have fled the table.
- 12 **The Everchosen:** The two Generals believe that they are fated to be the Everchosen. So far each has recovered one of the great treasures of Chaos – they wish to slay their opponent to gain the second treasure! The treasures are described in the army book entry for Archaon, and consist of the Armour of Morkar, the Slayer of Kings, the Crown of Domination and the Eye of Sheerian. Each player is allowed to pick one of these for their General. The players must choose different items – roll-off to see who picks first. The item is free, but may only be chosen as long as the General is allowed to use it. The item may replace a magic item the General is already carrying (the replaced item cannot be used). If the General is slain, the item is lost and the army immediately loses the battle. If both Generals are slain at exactly the same time, then the battle is a draw.



OFFICIAL  
RULES

WARHAMMER

# CIVIL WAR

In this month's penultimate instalment of the Warhammer Civil War Expansion we take a look at Elves in their many forms, as well as the chivalrous Bretonnians. We start though, with the Scions of the Dark Gods – Daemons!



Over the last few issues of White Dwarf we've been publishing a brand-new Warhammer Expansion that allows you even greater flexibility when fighting a battle consisting of the same army on opposing sides. Last month's issue featured plenty of Civil War Army Tables and for this third instalment we continue to add even more.

The Chaos Gods are forever vying for dominance, the Daemons of Chaos their chosen warriors pitched against one another to do battle in the Realm of Chaos. These battles might easily spill across the veil and into the material realm. Such an event occurred in 2417, when Daemonettes and Seekers of Slaanesh fought Plaguebearer hordes across the Black Mountains and down into the populated vales beyond.

Of course, the Daemons do not have a monopoly on internecine war. History

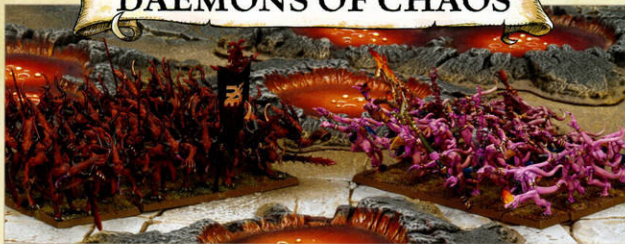
is replete with mortal races and nations fighting each other. In Bretonnia it may only take one noble to insult another for them to call knights who have sworn fealty and summon the peasant levies to war. This happened in 2487 when Lord Hayden of L'Anguille, at a grand banquet, compared Duke Benefort's wife to the stuffed roast pig that sat steaming on the table. Many peasants died to settle the Duke's honour.

Even the Elves are not immune to calling their banners over perceived slights to their honour. They are also responsible for the most devastating civil war of them all, the Sundering, the result of which forever split the Elves into two separate nations – the High Elves and Dark Elves – and almost destroyed the world.

Many more reasons for fighting are described over the following pages, but don't forget to join us next month, when we conclude the Civil War Expansion.



# DAEMONS OF CHAOS

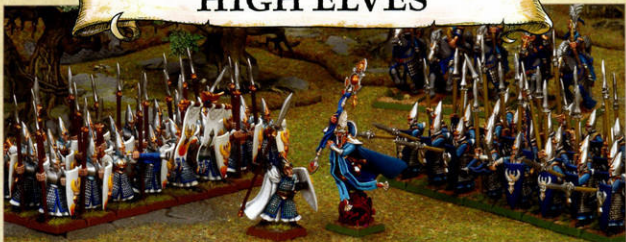


Roll once on this table if you are fighting a Civil War between two Daemons of Chaos armies.

- 2 **Chaos Enervated:** The tides of Chaos ebb, leaving the Daemons weakened. All Daemonic Aura ward saves are reduced by 1.
- 3 **The Hidden Library:** Within this section of the Impossible Fortress even the air is thick with sorcerous knowledge. When setting up the terrain, use D3 Arcane Ruins and D3 Wizard's Towers in addition to the other terrain you normally deploy. Finally, all Wizards are Loremasters of their chosen spell lore.
- 4 **The Plains of Blood:** This battle is fought deep in Khorne's domain. When setting up the terrain for the battle, set up D3 Towers of Blood in addition to the other terrain you normally deploy. For the duration of this battle, any Wizard who rolls any double as part of their casting roll suffers a miscast. Furthermore, any Wizard who suffers a miscast loses D3 magic levels and gains both the Hatred and Frenzy special rules.
- 5 **The Carnival of Excess Begins:** Slaanesh has decreed this day to be a glorious celebration of his magnificence. All Keepers of Secrets, Herald of Slaanesh, Daemonettes, Seekers and Fiends have +2 Movement.
- 6 **Let Pestilence Bloom!** Father Nurgle's plagues are ravaging the mortal world, propelling him and his minions to ever greater power. All Great Unclean Ones, Herald of Nurgle, Plaguebearers, Nurglings and Beasts of Nurgle have +1 Toughness.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for millennia. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Skulls for the Skull Throne!** Khorne has risen to supremacy. All Bloodthirsters, Herald of Khorne, Bloodletters, Bloodcrushers and Daemon Princes with the Mark of Khorne have +1 Attack.
- 9 **All Hail the Changer of Ways!** Several of Tzeentch's plans have come to fruition at once. All Lords of Change, Herald of Tzeentch, Pink Horrors, Screamer and Flamer have +1 ward save.
- 10 **Deep in the Garden of Nurgle:** This battle takes place amidst the festering forests surrounding Nurgle's manse. When setting up the terrain for the battle, set up D3 pieces of forest terrain and D3 swamps in addition to the other terrain you normally deploy. All forests (not just the extra ones) use the rules for Venom Thickets. All swamps are dangerous terrain for all models. Whenever a model is removed through a failed dangerous terrain test, roll a D6 – on a score of 4 or more, the daemonic flora within the terrain feature attacks all units at least partially within the terrain feature, inflicting 2D6 Strength 4 hits on each.
- 11 **The Circles of Seduction:** The fight has spilled over into Slaanesh's domain, and the Dark Prince is quick to empower any combatant if it increases his chances of ensnaring them. Any character can re-roll a single D6 per phase, but keep a tally of how many re-rolls each character has made in total. At the end of every turn, nominate each character that has claimed at least 3 re-rolls and roll D6 equal to the number of re-rolls that character has made. If the result contains three or more 6s, Slaanesh whisks the character away to his palace – remove the model as a casualty. Roll for every applicable model before continuing to the next turn.
- 12 **A Realm in Flux:** The chaotic landscape never stays the same way for long. Roll again on this table, re-rolling any further results of 12. Ignore any additional terrain placement given in the result, but the remaining rules are used for the first game turn. At the start of the next game turn, roll again on this table, re-rolling results of 12 – terrain placement instructions aside, these rules are used for the rest of this game turn (they replace any rules previously generated from this table). Follow this procedure at the start of each new game turn.



# HIGH ELVES

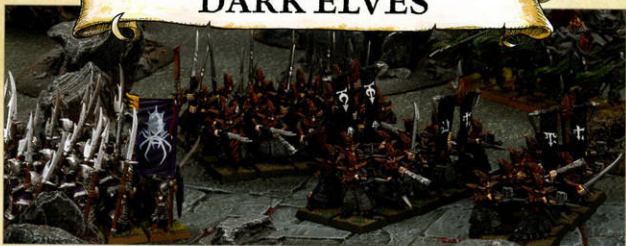


*Roll once on this table if you are fighting a Civil War between two High Elf armies.*

- 2 **The Dragons Awake:** The caverns deep in the Dragon Spine Mountains blaze with unnatural heat. Dragons now wake with hearts full of fury, to fulfil pacts made in ages past. All Dragons add D3 to all their statistics (to a maximum of 10, roll for each statistic separately) for the duration of this game.
- 3 **The Rise of Nobility:** Political intrigue and treachery are an art form in the courts of Ulthuan, but rarely does such manipulation spread to open warfare. When it does, there is a chance to settle grudges and display prowess. Any Lord or Hero (including it's mount) who slays an enemy Lord or Hero scores an additional 100 victory points for his side.
- 4 **The Glittering Host:** Regiments of Spearmen, Sea Guard or Archers that are destroyed or flee the table will return at full strength (minus any magic banners and characters that had joined them) as reinforcements next turn. They may enter play during the Remaining Moves sub-phase of their controlling player's turn, entering the battlefield from anywhere on their own table edge.
- 5 **The Lion's Roar:** Chrace has raised its banners to the cause, using hidden pathways to reach the battlefield ahead of their foes. Regiments of White Lions and White Lion Chariots gain the Vanguard special Rule.
- 6 **Traitors:** The enemy are Dark Elves, masquerading as your own kin you're sure of it! This insult cannot be borne. Slay them all. All High Elf models gain the Frenzy special rule.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **The Fires of Asuryan.** The phoenix, symbol of Asuryan, casts its ruddy fire glow upon the battlefield. All Flaming Attacks add +2 to their Strength value, as do the Phoenix Guard.
- 9 **Arcane Aid:** The Sapheric hosts have joined the war, lending their magical prowess to the battlefield. All Wizards on the battlefield increase their level by 2 (both in terms of the number of spells they know, and the bonus to casting and dispel attempts). Whenever a miscast is rolled, roll twice – your opponent chooses which result applies.
- 10 **Immortal Intrigue:** Now is the chance to right wrongs and settle grudges that have simmered and festered for an age. Any challenge that is issued may not be refused – the challenger may even declare a specific enemy model who must answer it.
- 11 **Magic of the Annulii:** The magical power that swirls around the Annulii Mountains has made the monsters and magical beasts of Ulthuan even more formidable than usual. All mounts and monsters in the force are swollen with magical power. Increase their Weapon Skill, Strength and Attacks by 1 each. Furthermore, improve their ward save by +1.
- 12 **The Legacy of Aenarion:** The time of legends has come, and heroes on the battlefield have taken on the visage and aspect of Aenarion. There is no doubt the gods of Ulthuan are watching whatever transpires here, the victors will be blessed; the losers cursed for generations. Each player secretly notes one of their Lords or Heroes. That model has become imbued with the spirit of Aenarion. The chosen model receives +3 to his Weapon Skill, Ballistic Skill, Strength, Toughness, Wounds, Initiative and Attacks for the duration of the battle (to a maximum of 10). However, he must pass a Leadership at the start of each of his turns or automatically succumb to the curse of Aenarion and die.



# DARK ELVES

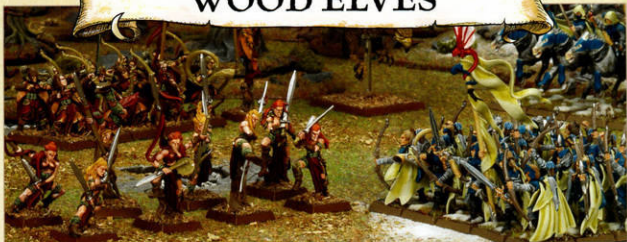


*Roll once on this table if you are fighting a Civil War between two armies of Dark Elves.*

- 2 **Master of Poisons:** A third party has convinced both sides that their poisons will give them the edge needed to triumph. All weapons (close combat, shooting and magical) have the Poisoned special rule.
- 3 **Beastmaster's Pride:** The two sides have both been boasting that their beastmasters have the most fearsome creatures in all of Naggaroth. All Dark Pegasi, War Hydras, Manticore and Black Dragons in both armies have +1 Strength and +1 Toughness. In addition, both sides score double the normal number of victory points for any of these units in the opposing army that are destroyed or have fled the table. If taken as a mount, it is only the creature's victory points that are doubled, not its riders.
- 4 **Blood Frenzy:** Both sides have captured enemy scouts and fed them to their Cold Ones. All Cold Ones in both armies lose the Stupidity rule for this battle and gain the Frenzy special rule.
- 5 **Harpy Spyre:** The battle is being fought in the hunting grounds of a Harpy nest and they are circling above waiting for the right moment to strike. At the end of each phase, roll a D6 for each unit that has suffered 5 or more casualties in that phase. The unit suffers a number of Strength 3 hits equal to the D6 result.
- 6 **The Black Forest:** The battle is taking place in the blood-soaked Black Forest. When setting up the terrain for the battle, set up D3 pieces of forest terrain in addition to the other terrain you normally deploy. All forests (not just the extra ones) use the rules for Blood Forests.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Assassination:** Both sides have baited the other into open conflict in the hope of assassinating their opposing general. Both sides must add a Dark Elf Assassin to their army list (with equipment and gifts up to the normal limit). This extra Assassin costs no points and awards no victory points. A side automatically wins if their assassin kills the opposing side's General. Should the two Assassins perform this task in the same phase then the game is a draw.
- 9 **Altar of Khaine:** Place a piece of terrain in the centre of the battlefield to represent the Altar of Khaine. All units within 6" of this terrain piece have the Devastating Charge special rule. In addition any Khainite unit within 6" of this terrain piece also has the Unbreakable special rule. Finally, the side with a non-fleeing unit that is closest to the Altar of Khaine at the end of the battle receives 250 bonus victory points.
- 10 **For the Glory of Khaine:** Both sides' Disciples of Khaine wish to prove their worth over their rivals. All models with the Khainite special rule from both sides gain the Devastating Charge special rule.
- 11 **The True Power of Darkness:** Desperate to wreak carnage, the Sorceresses have chosen a battlefield littered with arcane ruins, they are prepared to go to any length to win this battle. The *Power of Darkness* spell adds D6+1 power dice rather than D3+1. However, if a 1 is rolled the Wizard that cast it immediately suffers a Wound with no saves of any kind allowed. In addition when setting up the terrain for the battle, set up D3 Wizards Towers and D3 Arcane Ruins in addition to the other terrain you normally deploy.
- 12 **Blood Feud:** Both sides are prepared to win no matter the costs. They have drafted in extra warriors and called back their scouts from other missions. Units of Dark Elf Warriors, Dark Elf Crossbowmen, Dark Riders or Harpies that are destroyed or flee the table return at full strength as reinforcements in their next turn. They may enter play anywhere on their own table edge.



# WOOD ELVES



Roll once on this table if you are fighting a Civil War between two Wood Elf armies.

- 2 **Contest of Archery:** This battle has been convened as a competition between the two sides' most skilled archers, and enchantments of swiftness have been cast that they might truly show their skill. Each player turn has two Shooting phases, rather than one. Only models armed with longbows can shoot in the second Shooting phase each turn.
- 3 **The Depths of Winter:** This battle occurs during the winter, where the tree spirits of Athel Loren are at their lowest ebb. All units of Dryads and Tree-kin, as well as Treemen, Treeman Ancients and Branchwraiths are slumbering at the start of the game, and cannot move, shoot, cast spells or, in fact, do anything at all until woken. At the start of each of your turns, roll a D6 for each slumbering unit – if the score is equal to or less than the turn number, the unit immediately wakes up and acts normally for the rest of the game – otherwise it continues to slumber. A slumbering unit automatically wakes up when it is the target of a shooting attack, the target of an enemy spell or a charge is successfully completed against it.
- 4 **War in the Wildwood:** This battle is fought in a troubled and twisted part of Athel Loren, where the Forest Spirits have grown cruel. Units of Dryads and Tree-kin, as well as Treemen, Treeman Ancients and Branchwraiths cannot benefit from the Hold Your Ground! or Inspiring Presence special rules. In addition, all forests on the board are automatically Wild Woods – there is no need to roll.
- 5 **Ferocious Spites:** The battle has disturbed several nests of spites, who hungrily descend upon tracteries of magic. Whenever a casting roll contains one or more doubles, both the target unit and the caster's unit suffer D6 hits resolved at a Strength equal to the double. If more than one double is rolled, use the highest.
- 6 **The Primal Path:** This battle has been convened to settle whether Spellweavers from the Court of Orion or the Court of Ariel should have dominance in council. Randomly choose one player. All Wizards in that player's army must use the Lore of Beasts instead of their normal lore. His opponent's Wizards must all use the Lore of Life instead of their normal lore.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Hunter's Contest:** The two sides have brought their greatest hunters together to determine who is fiercest and fastest amongst them. All Wild Riders, Glade Riders, Wood Elf Scouts and characters from either the Wild Rider, Scout or Alter kindreds have +1 Weapon Skill, +1 Ballistic Skill and +1 Movement.
- 9 **Lest the Dead Shall Wake:** Wizards on both sides are careful not to use their full sorcery, lest the stray magic arouses the restless dead entombed nearby. Wizards cannot use boosted spells for the duration of this battle.
- 10 **Pyre of the Greene King:** The two sides are fighting for the honour of carrying Orion's ashes to Ariel's keeping. Place a coin-sized marker in the centre of the board. At the end of the game, the side with the most models within 6" of the marker, claims the ashes and wins the battle, regardless of the normal victory conditions.
- 11 **The Height of Summer:** The madness of Orion's hunt is at its peak, and none can resist its call. All units in both armies have the Frenzy special rule. Units that already have Frenzy (or subsequently gain it from another source) gain +2 Attacks instead of +1, and automatically fail any Leadership tests caused by Frenzy.
- 12 **In Praise of Loec:** Enchantments have been woven that imbue the Wardancer's skill. All Elves (not Forest Spirits, mounts or other creatures) have the Shadow Dances of Loec special rule for the duration of the battle.



# BRETONNIANS



## A note on Bretonnian Civil Wars:

Before the game begins, but after both armies are deployed the players must hide a dice under their palm – if they wish to pray for the Blessing of the Lady, the dice must show a 6. If they do not wish to pray, it must show a 1. The dice are then revealed. If both players wish to pray, they both get the Blessing and then the game continues as normal (roll to see who goes first). If both players do not wish to pray, neither army gets the Blessing and then the game continues as normal (roll to see who goes first). If one of them wishes to pray and the other does not, the praying army gets the Blessing and the other does not get the Blessing, but gets to choose whether to go first or second.

*Roll once on this table if you are fighting a Civil War between two armies of Bretonnians.*

- 2 **The Lady's Favour:** Would the Lady truly show favour over her loyal sons? The first time a unit is called to make a saving throw due to the Blessing of the Lady, take a Leadership test. If passed, mark that unit out – all of its saves that are made thanks to the Blessing are improved by +1 for the duration of the battle.
- 3 **Purebreds:** Bretonnian warhorses are mighty beasts one and all. On this day, however, they seem that much the greater. All Warhorses, Pegasi and Royal Pegasi receive +1 Strength.
- 4 **A Token of my Esteem:** A kerchief, scarf or garter tied to the lance or buckles of a knight's armour can have miraculous effects. Each player may choose a single magic item from the Blessed Heirlooms of Bretonnia to bestow upon a Hero or Lord in their force. This item may not take the model outside of his normal allowances. If this model is slain by another character, that character automatically gains the item.
- 5 **The True King:** Pretenders to the throne are, sadly, all too common. The Battle Standard proves the Lord's right to rule... If the Paladin carrying the Battle Standard is slain, every unit in the army must take a Panic test.
- 6 **A Duel to the Death:** Before the battle, a hero from each army is chosen to represent the cause in a fearsome duel to the death. Before the game starts, each player must nominate a Lord or Hero from their force. These start the battle in base contact with one another (place them in the centre of the battlefield or as close to it as possible) and will fight in the ensuing Close Combat phase. No other models may interfere in this duel and both models are unbreakable. Once one model is slain, the survivor causes Terror for the rest of the battle.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for decades. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Unbending Valour:** Every knight is determined to carve out a legendary reputation. Every time a character slays an enemy in a challenge, quickly work out the points cost of the protagonists. If the winner was also the cheaper model, his army scores +100 victory points. In games where victory points are not used, comfort yourself with the knowledge that taverns across the realm will resound to the story, nonetheless.
- 9 **The Peasants are Revolting:** Having forgotten their loyalty, and their true places, the peasants are refusing to listen to their betters. Units with the Peasant's Duty may no longer use the Leadership of nearby knights. They do, however, gain the Frenzy and Stubborn special rules.
- 10 **The Damsel's Glory:** Magic flows through the realm, imbuing Damsels and Prophetesses with power. When a Damsel or Prophetess casts a spell, roll as usual but add an additional D6 to the result. This extra D6 must be added, whether it is wanted or not and may cause the spell to be miscast in the usual manner.
- 11 **The Lances of Heroes:** The blood of Gilles le Breton flows strongly in his sons today! All rolls of 1 to wound made by charging knights (of any stripe) must be re-rolled.
- 12 **The Grail:** Whether it be real or false, the Grail lies upon the field of battle. Place a marker representing the suspected Grail in the centre of the battlefield. Any unit of Knights Errant, Knights of the Realm or Questing Knights (as well as Paladins or Bretonnian Lords) that moves into base contact with the marker must end its move and attempt to sup from the Grail. First, the unit takes a Leadership test. If failed, it gains the Stupidity special rule for the duration of the game. If it passes, the unit exchanges any previous vow for the Grail Vow. Only one unit may sup from the Grail each turn. If an enemy unit is currently in contact with the grail, it must be destroyed or routed before another unit may attempt to sup.



OFFICIAL  
RULES

# WARHAMMER CIVIL WAR

In the final part of the Civil War Expansion we present the tables for the three remaining races – the Empire, the Dwarfs and the Skaven. First we start with a closer look at the Empire's most infamous era of civil war, the Age of the Three Emperors.



This is the final part of the Warhammer Civil War Expansion, which began in January's White Dwarf. To ensure you have the complete Expansion, you'll also need February and March's White Dwarf.

**W**ar is rife in Warhammer, when armies muster the only thing guaranteed is that blood will be spilt. But it is not always the blood of some enemy creature or rival nation. Throughout the Warhammer world's storied history the swords and spells of one force have been turned against their own. Civil wars have ever been the most bitter and destructive, the consequences of which can rip whole kingdoms asunder.

This serialised Warhammer Expansion started in January's issue of White Dwarf, providing a simple set of rules for preparing a Warhammer Civil War battle, including rules for factions and the Civil War table. Following issues have published racial civil war tables, which you roll on in addition to the general chart. On the following pages we conclude the Expansion with Civil War tables for the last three races remaining: Skaven, Dwarfs and the Empire.

## The Age of the Three Emperors

Although the higher political classes in Aldorf would strenuously deny it, the Empire has often been afflicted with internecine fighting. This is because it is a loose confederation of states separated along tribal borders set down since the realm's founding. The Elector Counts who rule the provinces are political animals in many cases, manoeuvring and making decisions based on their own ambitions, desires and personal wealth over the good of the nation or the common folk they are meant to protect. There have been numerous occasions where this has caused the realm – or the parts thereof – to be consumed with civil war.

The most infamous period of unrest started in 1547 when the Count of Middenheim proclaimed himself Emperor, beginning the Age of the Three Emperors. Although the truth of it was the Empire





had already suffered several hundred years of infighting, since the death of Emperor Mandred Skavenslayer – who was, in turn, murdered by a Clan Eshin Assassin.

Without an Emperor or another worthy candidate for the Elector Counts to back, the Empire was sent into a vicious and self-destructive cycle. The provinces increasingly became sovereign states in all but name. This in turn made the Elector Counts even more reluctant to name one of their own as Emperor, fearing a loss of power and a refusal to bow down to a bitter rival. Such rivalries played out in more than just the courts. Armies took to the battlefields as generations-old prejudices – barely hidden when the Empire was united – came to the fore. The longtime rivalry between Stirland and Talabecland was particularly acute and resulted in outright invasion as Stirlanders crossed the border. The Count of Stirland was desperate to

assert his authority after Countess Otilia had disputed his claim to the Imperial throne. Even for a civil war the Battle of the Talabec was a particularly nasty affair and highlighted the Empire's troubled fate over the following centuries.

It wasn't until the Great War Against Chaos, almost a thousand years later, that the Empire would find its Emperor. The warlord Asavar Kul led a great Chaos horde south. Within a year Magnus the Pious of Nuln had done the unthinkable and unified the Empire's armies, and successfully petitioned the aid of both the Dwarfs and the magical might of the High Elves. With the might of the Empire behind him, Magnus was triumphant and the most powerful realm in the Old World had an Emperor once again. If anything, Kul's mistake had been to invade in the first place, as this forced the bickering provinces to stand together under one standard.

## The Age of the Three Emperors

1152

*Emperor Mandred Skavenslayer is slain, plunging the Empire into a secessionist crisis.*

1359

*The Grand Duke of Stirland is elected Emperor amid allegations he bribed the Electors.*

1360

*Countess Otilia of Talabecland, the new Emperor's fiercest rival, gains the backing of the Cult of Ulric and declares herself Empress.*

1360

*Stirland invades Talabecland but is humiliatingly defeated by Empress Otilia's army.*

1375

*The Count of Nordland tries to broker a peace at Salzsand, but the gathering is attacked by Kharne Daemons and the envoys are slaughtered. Each side blames the other for the violence.*

1547

*Count Siegfried of Middenheim proclaims himself Emperor. There are now three Emperors, none commanding much loyalty beyond their state.*

1979

*The Grand Theogonist refuses to accept the infant Countess Magritta of Marienburg as Emperor, effectively ending the Imperial electoral system.*

1865

*The army of Middenland lays siege to Carroburg.*

2100

*The warring factions unite to stop Konrad von Carstein's army.*

2301

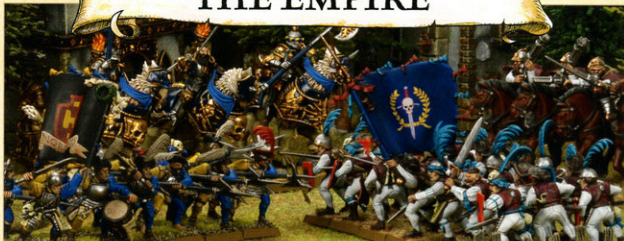
*Magnus, a noble man of Nuln unites the warring states of the Empire in the face of Asavar Kul's Chaos invasion.*

2304

*The Age of Three Emperors is ended with the coronation of Magnus the Pious.*



# THE EMPIRE

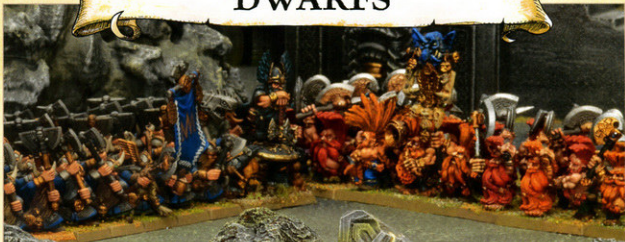


Roll once on this table if you are fighting a Civil War between two Empire armies.

- 2 **An Order without Honour:** Each side in this dispute has backed a different Knightly Order. All models on each side gain Hatred against any opposing knights, while the knights themselves gain +1 Attack.
- 3 **We'll Use Your Banners as Rags:** Each side has vowed to do terrible things to the symbols of their foes! Each standard adds an additional +1 to combat resolution over and above its normal bonuses. Whichever side can seize more standards than the other, at the end of the game, will receive an additional 250 victory points.
- 4 **Your Baron is a Bandit, Your Magistrate a Mutant!** The heritage of local leaders and officers on both sides of the border has been brought into question. All Core troops (except Knightly Orders) and any champions in their units can re-roll failed To Hit and To Wound rolls against characters (not champions) on the other side.
- 5 **Artillery Duel:** Both sides claim the better artilleryists. After deployment, each player can, in proper turn sequence order, take a pre-game shot with each Great Cannon and Mortar. During the battle, any roll on any Misfire chart can be re-rolled, although the results of the second dice must be kept, even if they are worse.
- 6 **Border Dispute:** A long-simmering border dispute has boiled over. After deployment, divide the table into two equal halves with an imaginary line marking the border. You can divide the table in any manner, as long as there are two equal halves. Any units with any part of their models in their foe's table half gain Frenzy (so if a unit moves across the border they will gain Frenzy the instant they do). Additionally, all friendly units gain Hatred against any foe that has crossed onto their table half (with any part of their unit across the border).
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for decades. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Rival Regiments:** Each side has a regiment that is famous for its battlefield prowess while also being infamous for its local misdeeds. After deployment, but before the first turn, each side must pick a single Core unit as the elite formation. It can have either +1 WS or +1 BS and gain Hatred against the enemy elite formation. Triple victory points are awarded if the rival regiment is slain, is fleeing at the end of the game or has fled off table.
- 9 **We Drill, you Parade!** All Core troops (with the exception of Free Company Militia and Knightly Orders) are always considered to have passed their test to march and Detachments can re-roll misses from their Support Fire or gain the Devastating Charge special rule during a Counter Charge.
- 10 **College Rivalry:** Sometimes the rivalry between the different Colleges of Magic passes well beyond mere bragging rights! Each side takes it in turn to choose which Colleges of Magic support his side – rivals cannot use Wizards that support an opponent's College. Roll off to see who selects first. All Wizards in your army gain +1 level for free (so a Level 1 Battle Wizard goes to Level 2). Although Level 4 Wizards do not go up a level, they do receive a further +1 on their attempts to cast spells. All Wizards channel on rolls of 4+. Double victory points are awarded for each Wizard slain or fleeing at the end of the battle.
- 11 **I Challenge you to a Duel:** In this particular neck of the woods, duelling between nobles has become all the rage. At the start of each Combat phase, starting with the challenger, models in a challenge can choose either +1 WS, +1 Initiative or +1 Attack. Any model slain in a challenge is worth an additional +100 victory points.
- 12 **Favoured of the Gods:** There is nothing that sets off a good soldier like seeing the fools on the other side claiming that Sigmar likes 'their side' better! Roll off before each game turn, with the winner receiving D3 re-rolls to be used anytime during his player turn (unused rolls are lost).



# DWARFS

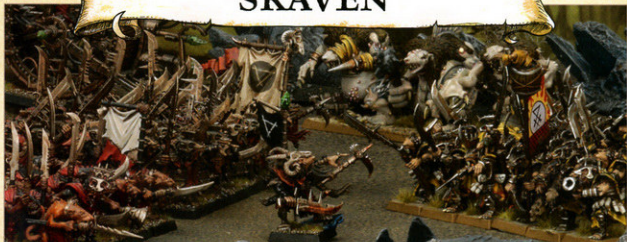


Roll once on this table if you are fighting a Civil War between two armies of Dwarfs.

- 2 **Death Wish:** The grim fate of those who face a Slayer is well known throughout Dwarf society. Bringing back a group of wandering Slayers to fight against their fellow Dwarfs is an effective tactic. Spreading rumours amongst their foes on the eve of battle about the deeds of their own Slayers makes facing them in battle all the more terrifying. All Troll and Giant Slayers from both sides have the Fear special rule. All Dragon and Daemon Slayers from both sides have the Terror special rule.
- 3 **Bound by Honour:** The two sides have come to blows over a minor grudge, but they can see there is reason enough for this conflict not to end in blood, as such weapons have been blunted. As a result all shooting and close combat attacks are at +1 to hit (with the exception that 1s always miss), but all shooting and close combat attacks are at -1 to wound (with the exception that 6s always wound).
- 4 **Bugman's XXXXXX:** News has arrived that the last shipment of Bugman's XXXXXX for several weeks has just arrived at the local tavern. Both sides are determined to make sure they are the first ones there. Place a piece of terrain representing the tavern in the centre of the table. The first unit to enter the building gains the Immune to Psychology, Regeneration (6+) and Extra Attack special rules for the rest of the game. Every unit in the opposing army gains Hatred of that unit for the rest of the game. In addition, the side with a non-fleeing unit that is closest to the tavern at the end of the battle receives 250 bonus victory points.
- 5 **Tunnels:** These tunnels are well known to the Dwarfs. Any units of Miners making an Underground Advance roll from the start of their first turn to see if they arrive. This means they will arrive on Turn 1 on the roll of 4+, Turn 2 on a roll of 3+ and so on.
- 6 **Engineered to Perfection:** Both sides' Engineers are out to show that their war machines are of the highest quality. Every war machine adds +1 to the first roll on its Misfire chart.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Fortified Positions:** Both sides may place up to D3 sections of wall in their own deployment zone for each Engineer in their army.
- 9 **Tunnel Fighters:** The equipment of the Dwarfs is eminently suited to tunnel battle. The Thanes have picked a battle site to maximise this advantage, allowing the infamously stoic Dwarf shield walls to better protect their bearers. The parry save from fighting with a hand weapon and shield is increased to 5+ for this battle.
- 10 **Master Craftsmanship:** Each side's Runesmiths are determined to prove that their craftsmanship is superior to their opponents. They have laboured long into the night on the eve of battle to produce additional runes. Both sides' Generals can spend up to 100 additional points on runes. Whilst this may take them above their normal points limit for runes they must still follow the rules of the runes.
- 11 **Cave-in:** This section of tunnels is extremely unstable. Roll a D6 for each unit in your army at the end of each of your Shooting phases, adding +1 to the result if you fired any war machines that turn. On a result of a 6+ a small part of the tunnel roof has collapsed. If that unit is not in combat it takes D6 Strength 6 hits, distributed as for shooting. If the unit is in combat, then every unit in the combat takes D3 Strength 6 hits instead.
- 12 **Grudge of Ages:** The battle is being fought between two clans with long-standing grudges and the final insult has been thrown! All models have the Hatred (Dwarfs) special rule for this battle.



# SKAVEN



Roll once on this table if you are fighting a Civil War between two Skaven armies.

- 2 **The Slaves are Revolting:** The Skavenslaves are riled and ready to attempt a breakout for freedom. The range of the Cornered Rats special rule is extended from 6" to 12" and the damage increased to D6 Strength 3 hits, with two additional hits added for every rank of slaves after the first.
- 3 **The Warlord Clans Reign Supreme!** The Warlord clans have supplied their finest and most able warriors to the fray. All Skaven Stormvermin, Chieftains and Warlords gain +1 Strength, while all Clanrats gain +1 Initiative.
- 4 **Warpstone for the Taking:** Gather the warpstone before the enemy does! Each player takes it in turns to place D6+1 warpstone tokens. No token can be placed within 6" of another. Each warpstone token controlled by one or more of your own models within 6" and closer than any enemy, gains you an extra 100 victory points.
- 5 **Empty the Lair!** Units of Clanrats, Giant Rats, Skavenslaves or Stormvermin that are destroyed or flee the table return at full strength (including any weapon teams, but no characters) as reinforcements in the next turn. They enter play during the Remaining Moves sub-phase, coming on anywhere on their own table edge.
- 6 **Uncertain Loyalties:** The Clanrats wish to remain on the winning side! At the start of each player turn, the player may nominate a single enemy unit of Clanrats not pushing a Screaming Bell. Roll a D6, on a 6, that unit (including any attached weapon teams and characters) now count as part of the controlling player's army for the rest of the battle, or until its loyalties are tested again!
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for years. Roll twice on this table, re-rolling any duplicate rolls, and counting any further rolls of 7 as the dreaded 13th result.
- 8 **Marked for Death:** Clan Eshin have offered their deadly aid to both sides. Each player can choose a single Core unit and upgrade them to have the Poisoned Attacks special rule.
- 9 **Beasts Amok:** Clan Moulder is field testing particularly ferocious creatures. All Giant Rats have the Poisoned Attacks special rule, all Rat Ogres gain +1 Attack, and all Hell Pit Abominations gain +1 WS.
- 10 **Virulent Vermin:** The vile poxes of Clan Pestilens give further unnatural vitality to those who spread disease. For the upcoming battle all Plague Monks and Plague Censer Bearers gain +1 Attack.
- 11 **Experimental Weapons:** Clan Skryre is experimenting... All Poisoned Wind Mortars will wound on a 3+. All Warpfire Throwers, Ratling Guns and Doom-flayers are +1 Strength, while Warp Lightning Cannons and Doomwheels have +1 Toughness. However, should any of the upgraded inventions misfire, the owning player must roll twice on the Misfire chart with their opponent choosing which one of the two rolls to keep.
- 12 **Secret Tunnels:** Both sides have been grinding out secret entrances to the battlefield from which to surprise their foe. Each player can hold two units in reserve. They emerge from their tunnels from the second turn. Roll separately for each unit and on a roll of 4+ it will enter play, coming on during the Remaining Moves sub-phase from any table edge. Units not brought on roll again at the start of each subsequent turn.
- 13 **The Power of the Great Horned Rat:** The Horned Rat has taken an interest in proceedings... All Grey Seers channel on a roll of 4+ and add +1 to all their casting attempts, however, if they roll a Miscast they are immediately whisked into the nether realm of the Great Horned Rat – remove the model as a casualty and do not roll on the Miscast table. Additionally, due to the Great One's malevolent presence, any Skaven unit attacking an enemy's flank or rear can re-roll all failed To Hit and To Wound dice rolls.