

WARHAMMER®

REGIMENTS OF RENOWN



**REGIMENTS AND MASSED COMBAT
FOR WARHAMMER FANTASY ROLEPLAY 2ND EDITION**

BY EXTRADAEMON

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- INTRODUCTION -

This book details the rules for creating and implementing your own custom Regiments for *Warhammer Fantasy Roleplay 2nd Edition*, styled on the popular and much loved rules for Fantasy Flight Game's *Only War* roleplaying system. Alongside this, this document also offers rules for constructing and playing engaging battles involving such regiments in titanic head to head clashes. These rules have kept the player focus of the core game in mind, with the intention of giving player characters a direct role in shaping such battles, either as common soldier, regimental officer or general.

I have written this supplement in order to give GM's and Players the ability to take an active role in shaping the conflicts of the Warhammer World in the boots of its most popular nations and races. Lead a mighty cavalry charge as a famed Bretonnian Knight against a horde of vile Beastmen, or lead the Cloven ones yourself as you stalk the Drakwald in ambush of Imperial forces. Hold out against an unrelenting Skaven incursion in a mighty fortress as an archer of Averland, or bring down the walls yourself as a sneaky sabotaging rat. Become a true Lord of the Old World and lead your armies in conquests against your enemies, or revolt against the established order and swarm the oppressors with overwhelming hordes of peasant revolutionaries.

All possibilities are yours in the tales of the renowned heroes, regiments, and commanders of The World That Was.

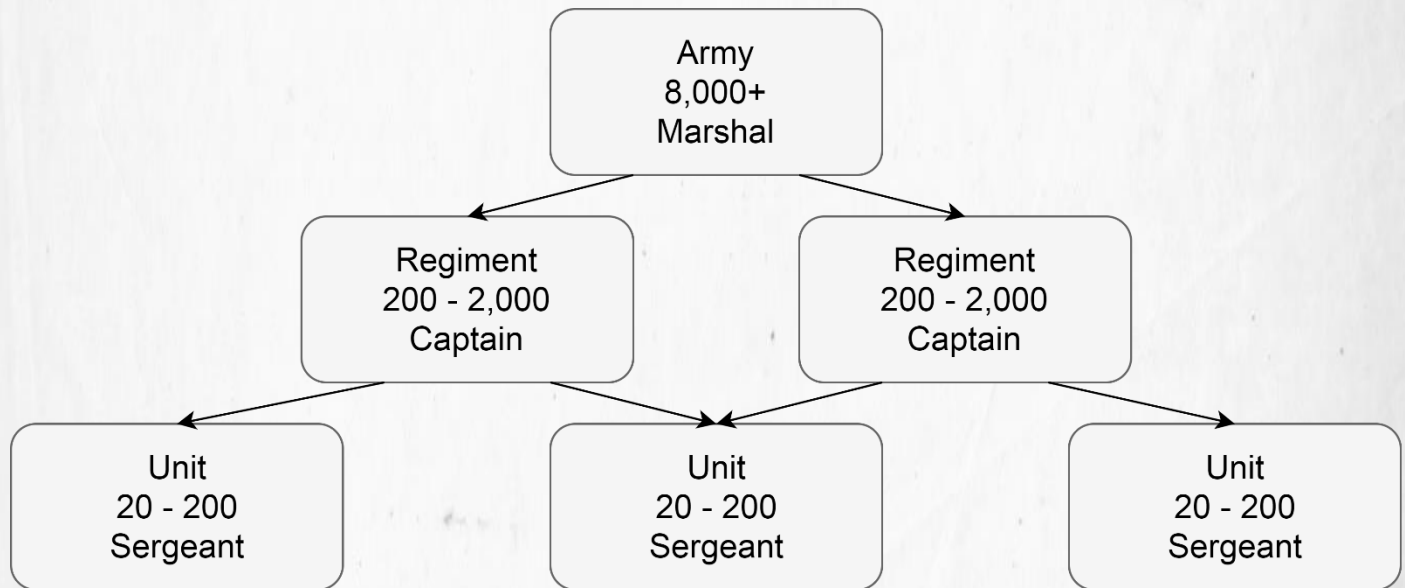


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- MILITARY STRUCTURE -

While these rules are based on the *Only War* roleplaying system, *Warhammer Fantasy Roleplay 2e* is a much broader and encompassing game. To fit this theme into the rules of *Regiments of Renown*, I have designed a simple military hierarchy from which the regiment rules operate from, designed to be as generic as possible for application across multiple nations and races. This is to allow player characters to rise through the ranks of their respective armies, going from common soldiers serving under a sergeant in units, to a sergeant serving beneath their regimental captain, to captains and so forth.



These three layers of hierarchy tie directly into the rules of *Regiments of Renown*, however the naming of the sections and the titles of its commanders can be fluidly changed without issue.

Note: The hierarchy sizes pictured above are the ideal size of each individual section. It is possible for an Army to incur enough losses to drop beneath 8,000 men and still be an army, while a Sergeant can lead a Unit of 5 troops without penalty.

If you want to add your own layers to the hierarchy, it is recommended that each new layer encompasses around 5 of the layer before (Regiments formed from ~5 Units, Armies formed from ~5 Regiments). While this requires changing the number of troops per layer to allow for this new layer, being able to add new roles to the hierarchy (for example Companies between Regiments and Units) would allow more realistic military roleplaying campaigns of WFRP2e.

- REGIMENT CREATION -

The first step to creating and roleplaying the grand battles and armies of the Warhammer World is creating your own Regiment to call your own. The player-regiment balance can be adjusted depending on the scale of the campaign you want to play. If you are telling the story of a band of soldiers serving their nation or creed, then every player should generally belong to a single regiment. If, however you are telling the story of officers caught up in a war or operation, each player is free to create their own regiments, suited to their personalities and the stories they wish to tell.

Regiment Creation Overview

The Regiment Creation sequence is as follows, while most of the options below are written to be generic, race-specific options may appear at a later date:

- 1.) Choose Regiment Origin.
- 2.) Roll Commander's personality.
- 3.) Select Regiment Type.
- 4.) Select Regiment Training.
- 5.) Determine optional Specialisation and extra features.



Regiment Origin

The first step to creating your regiment is to determine how it came to be, was your regiment born from an act of self-sacrifice like the fearless Carroburg Greatswords, or fanatics of a religious order like the Sigmar's Sons?

Table 1-1: Regiment Origin

Origin	Roll
Survivors	1
Garrison	2-3
Zealots	4-5
Watchmen	6-7
Conscripts	8-9
Best of the Best	10

Survivors

These individuals are the legacy of a great slaughter, a heroic sacrifice, or a costly battle. They have known fear, and it no longer touches them.

Characteristic Modifiers: +5 Willpower

Starting Skills: Intimidate, Blather

Starting Talents: Fearless, Hardy

Zealots

These individuals have been brought together to give their lives for their god, they are relentless warriors feared by their own allies for the extremes of their faith.

Characteristic Modifiers: +5 Fellowship

Starting Skills: Academic Knowledge

(Theology), Blather

Starting Talents: Frenzy, Public Speaking

Watchmen

These individuals are charged with keeping the frontier borders of their lands in check, the tales of the commoners are the reality for those who keep the watch.

Characteristic Modifiers: +5 Intelligence

Starting Skills: Perception, Outdoor Survival

Starting Talents: Rover, Orientation

Conscripts

These individuals were drawn from their homes by fate itself, as the nation called to all it could gather.

Characteristic Modifiers: +5 Fellowship

Starting Skills: Consume Alcohol, Trade (Any)

Starting Talents: Flee!, Luck.

Best of the Best

These individuals are gathered from the mightiest your homeland could gather, trueborn soldiers who have proven their worth.

Characteristic Modifiers: +5 Weapon Skill or Ballistic Skill

Starting Skills: Dodge-Blow, Command

Starting Talents: Warrior-born, Quick Draw.

Garrison

These individuals keep watch over their lands and cities, organised and regimented, they are the picture of loyalty.

Characteristic Modifiers: +5 Intelligence

Starting Skills: Search, Read/Write

Starting Talents: Etiquette, Alley Cat

Commander Personality

The captain of your regiment is just as big a part of the regiment as the regiment are of them, a reckless captain is first into battle, while a calculated one is always planning to bring victory with as few losses as possible.

Note that this option can be skipped if the commander of the regiment is a player character.



Table 1-2: Commander Personality

Personality	Roll
Heroic	1
Reckless	2-3
Paranoid	4-5
Calculated	6-7
Bureaucratic	8-9
Psychopathic	10

Heroic

This commander is known throughout the land for his daring acts of heroism, their men are encouraged to continue this glory in their own actions.

Starting Talents: Stout Hearted

Reckless

This commander is keen to enact the first decision to come into their mind, uncaring of the dangers or risks involved.

As such, their men are accustomed to fighting in the thick of battle.

Starting Talents: Sturdy

Paranoid

This commander is always looking over their shoulder, too caught up in the intrigue of their

station to lead as heroes should. Naturally, the men have begun to whisper...

Starting Skills: Gossip +10

Calculated

This commander weighs up every possibility before committing to action, a virtue favoured in strategy, but not when the battle is at its height. Their men trust that the dominoes all fall into place when the time is right, and generally have a better understanding for the bigger picture.

Starting Talents: Savvy

Bureaucratic

This commander is dedicated to the system, his station one of official business rather than the grit of battle. Their orders are broad and delayed, and organisation is held key to proper functioning.

Starting Talent: Regimented

New Talent - Regimented:

Character receives +10% bonus to all Command Skill tests to reorganise their regiment after retreating, and receives a +10% bonus to all Willpower tests when among regiment members

Psychopathic

This commander is a lunatic with no regards for their own men. They order their troops to accomplish impossible tasks, and is known for their deranged outbursts in and out of battle. As a result, their men have become accustomed to such acts, and do their best to cope.

Starting Talent: Frenzy or Flee!



Regiment Type

The armies of the Warhammer world are varied and hardened, each having a part to play in the greater dance of pitched battle. Are you frontline infantrymen or expert ambushers, feared beast tamers or keen-eyed marksmen?

Table 1-3: Regiment Type

Personality	Roll
Beast Tamers	1
Front Line Infantry	2-4
Infiltrators	5
Combat Engineers	6
Missile Troops	7-8
Light Infantry	9
Shock Infantry	10

Beast Tamers

To many armies, the impact of a charging beast of war is enough to cripple and soften up enemy lines before the big charge, from dogs to squigs to rat ogres, the beast tamer is the harbinger of the carnage.

Characteristic Modifiers: +3 Fellowship and -3 Intelligence

Standard Kit: One War Dog or Rat-Wolf or Squig or other army appropriate beast of war, one goad or whip, Light Armour (Leather Jerkin)

Starting Career Requirements: Animal Training, Animal Care, Charm Animal



Front-line infantry

Those who stand at the front and do the bulk of the fighting are the front-line infantry. Either with a trusty sword and shield, a halberd or a fine battle-axe, these individuals are the backbone of armies.

Characteristic Modifiers: +3 Weapon Skill or +3 Willpower, -3 Intelligence or -3 Fellowship.

Standard Kit: One army appropriate melee weapon, Full Leather Armour, one shield or second melee weapon.

Starting Career Requirements: Dodge Blow, Strike Mighty Blow, Heal

Infiltrators

Infiltrator regiments are the forces most skilled in ambush tactics and sabotage (stabotage in goblin thinking), they are deployed behind enemy lines or in hidden locations around the battlefield to cause chaos

Characteristic Modifiers: +3 Agility, -3 Toughness

Standard Kit: One short sword, one map of local areas, one camouflage kit.

Starting Career Requirements: Set Trap, Shadowing, Silent Move, Concealment, Flee!

Combat Engineers

Behind every disciplined spear line and glorious defence are the engineer regiments who keep everything running, from digging trenches and siege works, or bombarding the enemy with named and famed artillery pieces.

Characteristic Modifiers: +3 Toughness or +3 Strength, -3 Agility

Standard Kit: Engineer's Kit, One small-arms Weapon from the Engineer weapon group per soldier or four army-appropriate artillery weapons from the Engineer weapon group per unit, Hand Weapon, Light Armour (Leather Jerkin).

Starting Career Requirements: Academic Knowledge (Engineering), Drive, Trade (Gunsmith), Set Trap



Missile Troops

Before the hammer of a cavalry charge, nothing is more feared in conventional warfare than the ranged volley. This regiment is trained and equipped for unleashed hails of fire upon their enemy, with bow, gunpower or sling, these are the men for the job.

Characteristic Modifiers: +3 Ballistic Skill, -3 Toughness

Standard Kit: Army relevant ranged weapon, Full Leather Armour,

Starting Career Requirements: Marksman, Rapid Reload, Quick Draw, Mighty Shot.

Light Infantry

Skirmishers and scouts, these troops are responsible for locating and harassing enemy forces before the main clash of arms. Light Infantry regiments can use their Agility rather than toughness when deciding damage in Massed Combat.

Characteristic Modifiers: +3 Agility, -3 Strength

Standard Kit: One army-appropriate skirmishing weapon, one hand weapon.

Starting Career Requirements: Flee!, Rapid Reload, Outdoor Survival, Perception, Search, Rover.

Shock Infantry

Unrelenting and ferocious, shock infantry doesn't hold frontlines, they break them. Greatswordsmen, Slayers and Stormvermin are examples of the kinds of warriors that make up shock infantry regiments.

Characteristic Modifiers: +3 Weapon Skill or +3 Strength, -3 Intelligence

Standard Kit: One army-appropriate Great Weapon / Halberd or two Hand Weapons. Mail or no armour.

Starting Career Requirements: Strike Mighty Blow, Menacing, Stout Hearted, Strong-minded, Specialist Weapon Group (Two-handed), Intimidate



Regiment Training

Not every regiment in the Warhammer world is the model of discipline, your regiment may have learned the ways of war in the cauldron of battle itself, or instead you were trained over years and years to battle a sworn enemy.

Table 1-4: Regiment Training

Personality	Roll
Trained Slayers	1-2
Taught in the Field	3-4
Model of Discipline	5-7
Know No Retreat	8
Outdoorsmen	9-10

Trained Slayers

Your regiment has been trained to counter a certain foe of your homeland, whether the scheming undead, the ferocious greenskins, or something else entirely.

Special Effect: All members of this regiment gain a +5% bonus on all attacks made against their chosen enemy, as well as an extra +10% to all Common Knowledge tests to recall information about this enemy. This takes the form of the Trained Slayers (Target) Talent on the character sheets of members of this regiment.

Taught on the Field

Your regiment were never formally trained, instead thrown into battle, and left to train yourselves. As it was, so it still is.

Special Effect: All members of this regiment gain the Hardy talent.

Model of Discipline

Your regiment are trained to be the perfect rank and file. You are organised and stalwart, the

higher-ups see you as the standard for all your kind.

Special Effect: All members of this regiment gain the Regimented talent, or the coolheaded talent if the Commander Personality is Bureaucratic.

Know No Retreat

Your regiment are trained to never retreat, not even in the face of overwhelming defeat. Some call you madmen, others call you true heroes.

Special Effect: All members of this regiment gain the Fearless talent, or the coolheaded talent if the Regiment Origin is Survivalist.



Outdoorsmen

Your regiment were trained in the wilds of the world, you were taught the ways of combat in rough terrain, and how to battle the enemy in any condition.

Special Effect: All members of this regiment gain the Follow Trail and Outdoor Survival skills, and the Orientation talent.

Regiment Specialisation

Note: This step is optional.

There are many parts to play in the everchanging wars of the Warhammer Fantasy World, in many cases typical regiments are equipped and assigned specialist roles with which to perform their duty, sometimes being offered special equipment and skills thus.



Table 1-5: Specialisation

Personality	Roll
Cavalry	1-2
Duellists	3-4
Anti-large	5-6
Marines	7-8
Reroll	9-10

Cavalry

Your regiment is a mounted regiment of your nations army. Your mounts are bred for the task, and many rely on you to perform your duty more effectively with the benefits such a mount provides, Regiments with the Front-Line

Infantry type cannot become cavalry specialised.

Standard Kit: Existing weapons already assigned through regiment creation, or Lance and Shield (One weapon of choice can also be replaced with an optional demi lance or short sword.)

One army appropriate Mount with reins and saddle if required.

Starting Career Requirements: Ride, Animal Care, Animal Training, Specialist Weapon Group (Cavalry)

Duellists

Your regiment has been equipped to serve as battlefield duellists, with a sword and parrying weapon, you are skilled at deflecting enemy attacks and keeping them occupied while the slaughter occurs elsewhere. This specialisation makes the soldiers of this regiment high trained individual fighters also. This unit can use the Parry skill instead of Toughness when calculating damage in massed combat.

Standard Kit: One existing weapon assigned through regiment creation. One weapon from the Parrying Weapon group.

Starting Career Requirements: Lightning Parry, Specialist Weapon Group (Parrying), Strike to Stun, Disarm.

Anti-large

In threat of the monstrous horrors of the Warhammer World, it is necessary for some regiments to be trained and equipped for dealing with such threats. Your regiment is one such force, for you and your peers must face the most terrifying opponents and come out as victors. Anti-Large soldiers gain +10% weapon and ballistic skill when facing enemies larger than itself, this effect also applies to any beasts of war belonging to the regiment.

Standard Kit: Existing weapons already assigned through regiment creation, or a chosen weapon (Already assigned or player choice) and one weapon from the Entangling Weapon Group.

Starting Career Requirements: Consume Alcohol, Hardy, Fearless, Set Trap, Specialist Weapon Group (Entangling), Strike to Injure.

Marines

Not even the seas are safe from the perils of the world, sometimes it is necessary for grand navies to sail forth and do battle against man and monster on the decks of grand ships. Your regiment is charged with fighting in such battles, whether manning the deck guns, unleashing volleys from the crow's nests or swinging across to exchange swords head to head.

Standard Kit: One assigned ship to operate from per regiment, grappling hook.

Starting Career Requirements: Sail, Swim, Scale Sheer Surface, Seasoned Traveller.



Finishing Touches

At this point, you now have a mechanically fleshed out and interesting regiment. However, you still have a few more steps to go before you're roleplaying the wars and conflicts of the Warhammer World. To further flesh out the who, how and why of the regiment, you can answer some of these questions about your Regiment alongside the expected fleshing out of your rolled or chosen characteristics, adapted from the *Only War* rulebook.

Where is the Regiment From?

You have already determined why your regiment was raised, but from which race or nation does your regiment hail from?

Are you a regiment of Elven Bolt Throwers? A frontline force of Skaven Stormvermin or an archer brigade hailing from the Empire? Are you from Ostland, Ellyrion, Kraka Drak?

In What State is the Regiment?

With so many wars being waged and threats to face, it wouldn't be uncommon for your regiment to be facing dwindling numbers. Whether freshly raised to fight in the Wars of the Empire, hardened veterans of a dozen battles, your regiment can come in all shapes and sizes. Are you a fierce force of 500 elite veterans, or a fresh force of 10,000 green recruits?

What is the Regiments Name?

Whether you're the Bugman's Rangers, Long Drong's Slayer Pirates, or the Death's Head itself, a proper regimental name is required if you want to instil fear or inspiration into your friends and foes alike.

Maybe your regiment is named after a key battle from its past, your heroic commander, or if

you're one for regimental standards perhaps a simple number and your homeland can suffice.

Where is your Regiment now?

Wars are never static, perhaps your regiment has travelled far away from its homeland in pursuit of duty or riches. Perhaps your mercenary commander has travelled north from Tilea to earn gold facing the Norscans in Nordland, or perhaps you have been reassigned to Arnheim to battle the dreaded Druchii.

Regimental Drawbacks

Not every regiment is the perfect fighting force, sometimes a regiment carries with it burdens it must face. Whether distrusted by peers for past actions, or forced to uphold a strict code of honour. Below you can find such rules, alongside their resulting effects and descriptions.

These rules are optional, and available if the players or GM want to flesh out their regiment for more interesting roleplaying opportunities.

Table 1-6: Drawbacks

Personality	Roll
Distrusted	1
Fate by Fire	2
Code of Duty	3
Regimental Rivalry	4
We Happy Few	5
Pompous	6
Neglected	7
Lost Home	8
Traumatised	9
Reroll	10

Distrusted

Your regiment has procured a bad reputation amongst those who've heard of you. You might have faltered in a crucial battle, or once rebelled

against the masters you serve. In any case, your peers from other regiments and the higher echelons of the military view you with concern and distrust.

Special Effect: Members of this regiment suffer a -10% penalty to all Fellowship-based Tests made when interacting with members of other regiments. Any other individuals or groups who may have learned of your reputation are also affected.

Additionally, the difficulty of procurement tests is increased by one level (-10%), when requisitioning items and equipment from outside the regiment.



Fate by Fire

Your regiment, its members or your commander are accused of sins only the fire of battle can absolve. While other regiments embrace the opportunity to battle in dangerous situations, your men are deployed against overwhelming foes, suicidal odds, and impossible missions. You are not expected to survive, and the valour earned with such duty as earned some respect amongst the other regiments.

Special Effect: Members of this regiment suffer a -10% penalty to all Fellowship-based Tests made when interacting with military superiors not from the regiment.

Alongside this, your regiment is always assigned to the most dangerous missions of the campaign. This drawback can also be assigned later to existing regiments who commit a damning act.

Code of Duty

Your regiment upholds a strict code of honour in its organisation and actions. The aggressive standards your regiment is held to has led to more than enough executions from the commander. Sometimes battlefield tactics involving deception or stealth are unacceptable, or maybe injured opponents must be treated in a particular way. Whatever the case, breaking such codes could be life threatening.

Special Effect: Members of this regiment must pass a Difficult (-10) Willpower test when attempting to commit an act restricted by the Regimental Code. Furthermore, members of this regiment suffer a -10% penalty to all skills that may involve conflict with the regimental code. This takes the form of the Code of Duty (Tenet) Talent on the character sheets of members of this regiment.



Regimental Rivalry

It is common in the armies of the world for companionships to form between join-serving regiments. Sometimes however such friendly competition can escalate into a seething hatred. As the victim of such a rivalry, your regiment has a distain for another regiment from your past, one from within your own nations military or from a separate race or country entirely.

Special Effect: This regiment gains a +10 bonus to all tests made in opposition to their rival regiment, and must succeed a Willpower Test in order to back down or retreat from any conflict with them. Alongside this, Characters belonging to this regiment suffer a -10% penalty to all Fellowship tests when dealing with their rival regiment.

This drawback can be earned after regiment generation if events occur to cause such a rivalry.

We Happy Few

The size of your regiment has stayed small throughout its active service, either because of the specialist skills it provides, a harsh training program, or high numbers of losses. Therefore, the regiment generally must rely on skill and intelligent operation rather than pure force of arms.

Special Effect: The captain and sergeants of this regiment must make a Procurement Test to receive replenishment for their regiments or units, rather than the automatic gain for other regiments.

Pompous

Appearances are everything to your regiment, your peers are clean shaven, straight postured and with a heavy undercurrent of noble smugness. Thus, honour is held above all, and duels and debates are common throughout the ranks. Pride

is the governing factor of your regiment, and sometimes it can lead to harmful consequences.

Special Effect: Members of this regiment must pass a Difficult (-10) Willpower Test to refuse any formal challenge or ignore slights to their honour. Any refused challenges incur a -10% penalty to all Willpower tests until the end of the session (This is cumulative).

Neglected

Either due to spite, the overshadowing of more famous regiments, too much confidence in your abilities or pure old fate, your regiment struggles to request and receive many of the supplies and equipment deemed disposable by the other regiments. Whether this is ammunition or sharp weapons, you struggle to get it all. At least the food still arrives...

Special Effect: Neglected Regiments suffer a -10 penalty to all procurement tests, and receive half the usual rations of food and ammunition unless a successful procurement test for these items are made. A procurement test is made to request weapons or armour for a unit or individual, the GM rolls 1d10 dice, on a result of 4 or lower, that equipment is of Poor Craftsmanship.

Lost Home

Wherever your regiment once called its home, it is now lost to memory. The smouldering ruins of the city of its founding dot the countryside, the victim of a great battle, invasion, or natural disaster. As survivors of whatever cataclysm befell your homeland, the guilt of failure marks the souls of those who lived to see it. The loss of such members represents a tragedy, as one more memory of the time before fades forever.

Special Effect: The newer recruits do not understand the suffering inflicted on the survivor, all members of the regiment who

didn't experience the event that caused the loss of the regimental home suffer a -10% penalty to all Fellowship based tests when interacting with those who did. Alongside this, members of the regiment gain a +10 Weapon and Ballistic Skill bonus when fighting the enemy responsible for the loss of home (if one exists).

Traumatised

Your regiment was told this would be a simple mission, they would be defending against an invasion against a common enemy, or launching an incursion into the enemy homeland. What they encountered there will scar them forever.

The men of your regiment have seen things none were meant to see, ventured too far, and come out alive. Have they ventured into the Chaos Wastes on a doomed expedition or ventured into the dark deeps of Skavenblight? The memories are burned into their minds, and the madness will never fade.

Special Effect: Members of this regiment who experienced the traumatising event begin play with 1d5 Insanity Points. Alongside this, all locations or enemies related to the maddening event cause Terror to these individuals.



- SOLDIER GENERATION -

Now that your regiment has been created, it is time to decide what the members of the regiment will look like. This process is like regular character creation located in the *Warhammer Fantasy Roleplay* core rulebook, with several differences.

Rank & File

Firstly, the starting career of your soldiers must be chosen. This process has been kept intentionally fluid for diversity's sake, with the only restriction being that the chosen career must include one or more of the **Starting Career Requirements** listed beneath each option of the **Regiment Type** and **Specialisation** sections of the regiment creation process, with further advancements leading to careers that include more, with the more matching requirements representing a career closer to the intended standards of the regiment.

After this, the regular character creation process is followed. For nameless mooks of the regiment, I recommend setting each characteristic to be the average of your race. All NPC soldiers of a regiment gain XP as a group, with each advance applying to all. Starting career skills and talents can be disregarded for quicker and less detailed soldiers.

If you have already created a character and wish to join a regiment later, the GM can decide to have the regiment accept, deny, or reassign the player based on their current skills and talents.

Secondly, All Skills, Talents, and characteristics listed under the, **Characteristic Modifiers**, **Starting Skills**, and **Starting Talents** descriptors

are now automatically applied to these characters, this is due to the assumption that the regular members of the regiment have gained these abilities through the training process of the regiment. the **Starting Career Requirements** descriptor can be applied.

If you have been adventuring beforehand and have joined a regiment later, any of these abilities you do not currently own can be purchased later as a regular advancement for rooxp. The army is always a place to learn new skills should you find your career path lacking.

Finally, the soldiers are assigned equipment per their regiment, all soldiers gain the trappings of the starting career chosen for the regiment, with their trappings being expanded and replaced according to the options selected for regiment creation. If the creation option included weapons in their standard kit, one of these weapons can be replaced with a weapon from the starting career.

Full soldier equipment and typical weapons per nation can be found on the next page.

Unit Sergeants

The Unit leaders of your regiment are an advancement on the general rank and file of the soldiery, and their construction reflects that. If your regiment is smaller, it may be more beneficial to generate the sergeants as fully constructed NPC's. Using the regular soldier template built on the previous page with a unique name however is acceptable.

The Sergeants of the regiment are those who command the individual units that make up the regiments, which generally makes up between 20 to 200 men. They are more experienced,

hardened and skilled in their duties than the soldiers they command.

Sergeants are created by constructing a soldier through the method on the previous page, and then applying all Skills and Talents under the **Starting Career Requirements** descriptor of the regiment, as well as all advancements of the regimental starting career.

Note: For generic Unit Sergeants, the Sergeant advanced career can be used.

Regimental Captain

While you have already chosen the core personality trait of the Regimental Leader, their equipment and characteristics are still unknown. Regimental captains can come from a variety of backgrounds, your Greatsword commander could be a legendary greatswordsmen himself, or a pompous aristocrat who got into the job with money and birthright.

Therefore, the process of creating the Regimental Captain of your regiment varies based on one of the two core backgrounds of your captain:

One of Us: If your captain was once a soldier of the regiment themselves, the rules are similar to creating Unit Sergeants. Simply start with a Unit Sergeant created by the

rules above, and then provide free XP for advancements, stopping once your captain is sufficiently powerful enough and is currently in a career with the Command skill. 3-4 career advancements is recommended.

Their Own Beast: If your captain was never a member of the regiment themselves, you are far more free in your options. This captain type can be created as an NPC without any additional limitations or rules. Be they wizard or aristocrat, it is possible. The captain must have the Command skill.



- TYPICAL STANDARD KITS -

The Warhammer World is a diverse and interesting place, inhabited by many different races, nations, and armies. Below you'll find information detailing the expected equipment carried by all members of several armies, including typical weapons for each role for when the Regiment Creation rules ask for nation-specific equipment. Note that the typical equipment like Tankards and bed rolls for WFRP2e characters still applies here. All soldiers would also carry the standard regimental uniform of their role and army, as well as a Leather Jack unless stated otherwise.

How much ammunition should I carry?

During the Regiment Creation process, I made no mention to the recommended ammunition amount for each ranged weapon. For ease of use I have decided to list the recommended ammunition for such weapons below:

- Bows / Crossbows / Slings / Gunpowder Weapons – 10 Shots
- Javelins / Darts / Small Throwing Weapons – 8 Shots
- Bombs / Large Throwing Weapons – 6 Shots

Special Mounts

Many of the armies describes below have access to mounts far stronger than the other options. Accessibility of these mounts (Marked with a *) is determined by the GM, it is recommended however that such mounts are only available to Shock Cavalry who have proven themselves worthy (Such worthiness differs can differ depending on mount and army)

The Empire

The Empire of Sigmar Heldenhammer maintains a strict organisation and regimented discipline among its ranks, its soldiers are drawn from a citizen soldiery, including a balanced number of conscripts and volunteers among its ranks. Soldiers of the Empire generally carry icons of Sigmar or the other gods of the Imperial Pantheon on their person.

Beasts of War: War Dog.

Melee Weapons: Hand Weapon (Sword, or Spear) and Shield, Halberd.

Shock Weapons: Great Weapon (Great Sword)

Ranged Weapons: Crossbow, Firearm

Skirmishing Weapons: Short Bow, Pistol

Mounts: Destrier, Light Warhorse, Pony.

Artillery: Great Cannon, Hellfire Volley Gun, Mortar, Helstorm Rocket Battery

Bretonnia

The Royarchy of Bretonnia maintains a strict divide between its peasant and knightly classes, with peasants making up the entirety of the Bretonnian army save for the Shock Infantry and Cavalry, who are made up entirely of Knights. Peasant soldiers generally wear One tunic colour dyed to the serving Lord's house, and tools from their non-soldier profession (Skinning knives, lumbering axe, tankard, and ale barrel etc.).

Beasts of War: War Dog.

Melee Weapons: Hand Weapon (Club) or Spear and Shield, Halberd.

Shock Weapons: Great Weapon (Claymore) and Shield

Ranged Weapons: Longbow

Skirmishing Weapons: Sling.

Mounts: Pegasus*, Fine Destrier, Light Warhorse

Artillery: Trebuchet



Elves

While the Elves of Warhammer come in three distinct varieties, their core infantry loadouts are uniform across the race. High Elven soldiers are forbidden from taking trophies from their victims, although this rule isn't so strictly enforced by the other nations of elves, the Dark Elves taking much joy in extracting trophies from their victims.

Beasts of War: Hydra (Dark, 4 Per Regiment), Harpies (Dark), White Lions (High), Feral Dryads (Wood)

Melee Weapons: Hand Weapon (Sword, or Spear) and Shield, Halberd, Twin Swords.

Shock Weapons: Great Weapon (Great Sword), Halberd

Ranged Weapons: Elfbow (High, Wood), Repeater Crossbow (Dark)

Skirmishing Weapons: Elfbow (High, Wood), Pistol Crossbow (Dark)

Mounts: War Hawk* (Wood), Elven Steed (Wood, High, Dark), Cold One* (Dark)

Artillery: Repeater Bolt Thrower (High), Reaper Bolt Thrower (Dark)

Kislev

The Tzardom of Kislev is the bastion of humanity against the dark hordes of chaos. This means that each soldier is entitled to a free bottle of Koumiss among their possessions. A cold and desolate place, the Kislevites are a hard people, and it reflects in their weapon choices.

Beasts of War: Trained Bear.

Melee Weapons: Halberd, Hand Weapon (Mace, Curved Sword)

Shock Weapons: Great Axe, Berdysh

Ranged Weapons: Short Bow, Firearm and Berdysh

Skirmishing Weapons: Pistol, Bomb

Mounts: Trained Bear*, Kislevite War Horse.

Artillery: Uragon Cannon, Mortar



Tilea / Estalia

The soldiers of the Southern Kingdoms are equipped in a similar fashion to that of The Empire, albeit with a few fashion choices (The morion being popular in the South). Estalian warfare is organised around a small number of pike infantry supporting an intermixed force of riflemen. This group is then flanked and supported by large numbers of lightly armoured duellists, who's speed and manoeuvrability is near unmatched in the human realms. It is also common in the armies of Tilea for half or most of their armies to be fielded of mercenary regiments paid by the merchant princes to support their own militias, providing much flexibility in loadouts and tactics.

Beasts of War: Bull (Estalia).

Melee Weapons: Pike (Estalia, Tilea), Hand Weapon (Sword) and Fencing Weapon or Shield

Shock Weapons: Halberd

Ranged Weapons: Crossbow and Pavise (Tilea), Firearm (Estalia)

Skirmishing Weapons: Pistol and Fencing Weapon, Javelins and Shield.

Mounts: Trained Bull* (Estalia), Destrier, Light Warhorse, Pony.

Artillery: Ballista, Light Cannon

The Dwarfs

The Dwarven Kingdoms stretch across most mountains of the Old World. Caught up in an eternally raging battle with Greenskin armies, the Dwarfs have a strong martial tradition, one that permeates their entire clan structure. It is common for Dwarfs to adorn themselves in clan keepsakes before marching to battle, eager to bring glory to their own bloodline. The Chaos Dwarfs of Zharr Naggrund are a warped mutation of the main Dwarfs, who field legions of slave regiments alongside their own daemon machines and armoured infantry. ** = Gyrocopters can only be piloted by distinguished Combat Engineers.

Beasts of War: K'daai Firebeast

Melee Weapons: Hand Weapon (Axe) and Shield

Shock Weapons: Great Axe, Twin Axes (Dwarfs).

Ranged Weapons: Crossbows (Dwarfs), Firearms (Dwarfs), Fireglaives (Chaos Dwarfs)

Skirmishing Weapons: Bombs, Throwing Axes, Pistol.

Mounts: Gyrocopter** (Dwarfs)

Artillery: Grudge Thrower (Dwarfs), Bolt Thrower (Dwarfs), Organ Gun (Dwarfs), Flame Cannon (Dwarfs), Dwarf Cannon (Dwarfs), Hellcannon (Chaos Dwarfs), Deathshrieker Rocket Launcher (Chaos Dwarfs), Magma Cannon (Chaos Dwarfs), Dreadquake Mortar (Chaos Dwarfs)

Norsca and the Wastes

The Chaos Wastes are a labyrinthian expanse of a thousand nations and cultures. The Dreaded Wo maintain strict pike formations, the Hung legions of horse archers. These would be impossible to fit into one segment, so below are the common weapons for Chaos marauders and warriors related to and around the Norscan peninsula. The servants of chaos never miss an opportunity to take trophies to their dark gods.

Beasts of War: Chaos Warhounds, Flesh Hounds (Khorne),

Melee Weapons: Axe and Shield, Twin Axes.

Shock Weapons: Great Axe, Great Sword, Halberd.

Ranged Weapons: Short Bow

Skirmishing Weapons: Throwing Axes, Javelins

Mounts: War Horse, War Pony, Chaos Steed*, Juggernaut of Khorne*, Steed of Slaanesh*, Beast of Nurgle*, Disc of Tzeentch*, Daemoniac Mount*

Artillery: N/A (Chaos armies field Chaos Dwarf Hellcannons for its artillery)

Skaven

The Skaven Under-Empire is arguable the most widespread and powerful nation in the Warhammer World. Holding fortresses and enclaves beneath every surface city and location, the Skaven are ready to emerge at any opportunity to wreak havoc and chaos on the dwellers above. The Skaven are an incredibly treacherous race, and pride themselves on betraying and usurping their peers.

Beasts of War: Rat-Wolf, Rat Ogres (1 per five handlers), Giant Rat / Plague Rat (4 per handler).

Melee Weapons: Poor Quality Hand Weapon and Shield, Poor Quality Spear and Shield.

Shock Weapons: Halberd, Plague Censer.

Ranged Weapons: Warplock Jezzail and Shield (1 per two soldiers)

Skirmishing Weapons: Blowgun, Warplock Pistols

Mounts: Tunnel Rusher

Artillery: Warp Lightning Cannon, Plagueclaw Catapult

Favoured Weapons / Equipment:

Just because a regiment is serving a specific nation, doesn't mean that they are all forced to use the traditional weapons and equipment.

To represent this variety, you may choose one Melee Weapon, one Ranged Weapon and one piece of extra equipment (e.g. Gas Mask, Deck of Cards, Lantern) to be part of the favoured kit of the regiment.

At the GM's permission, the favoured kit may replace the default weapons and equipment of the regiment, else members of the regiment receive a +10% bonus to receive such items in procurement tests.

- PROCUREMENT AND SUPPLIES -

The Procurement Test

When a Soldier, Sergeant or Captain wishes to acquire an item or resource outside of their standard kit for themselves or their squad, they must make a Procurement Test. This is a simple Gossip Test, modified according to special battlefield conditions rather than the regular town conditions.

To gain an item, the player must first decide which system they will attempt to gain it by. They could personally visit the local town or village and locate items in the same way detailed in the WFRP2e Core Rulebook (With a simple

modified Gossip test), or they request the item through the official military channels, which is when the procurement test is required.

To determine the difficulty of the procurement test, the player must add up all the modifiers to the test, detailed in the tables below. It is important to go through each table step by step in order to fully detail the full difficulty of the test.

Note that the descriptions of some modifiers has been kept intentionally broad for GM interpretation, the base availability of the item must also be included.

Table 1-7: Proc. Modifiers

Rank	Modifier	Front Active	Modifier
Soldier	+0%	Less than 3 Months	-10%
Sergeant	+10%	3-6 Months	+0%
Regiment Captain	+30%	6-12 Months	+10%
		1-5 Years	+20%
		5+ Years	+30%
War Conditions	Modifier	Respect by Superiors	Modifier
Losing Badly	-30%	Laughing Stock	-30%
Wavering	-20%	Doubting	-10%
Quiet	+0%	Neutral	+0%
Near Victorious	+10%	Hopeful	+10%
Dominant	+20%	Respected	+20%
Desperate	+30%	Worshipped	+30%
Size of Army	Modifier	Item Quantity	Modifier
Skirmish	-20%	Individual	+10%
Engagement	-10%	2+ Individuals	+0%
Battle	0%	Unit	-10%
Titanic Clash	+10%	2+ Units	-20%
End Times	+20%	Regiment	-30%

Example:

Captain Utrecht of the Bogenhafn Battlers and his regiment are caught up in a Goblin Invasion over the Worlds Edge Mountains, and decides that he would like to order Spears for two of the three units in the regiment, to better counter the wolf-mounted Goblin raiders.

Spears have the common availability, offering +10% to the roll. As a Captain, Utrecht also gains an extra +30% The Goblins only invaded a week ago, so the test is modified by -10% The Goblins haven't yet reached Bognhafn, and so the quiet conditions offer no modification. Being a former band of convicts, the superiors look on the Battlers with doubt in their performance and hesitate to grant them equipment, offering -10% to the roll. Since only the advance forces of the Imperial army have arrived in Bognhafn, the army size is of Engagement level, offering -10% to the roll. Finally, since Captain Utrecht wishes to arm more than a single Unit of his regiment, the roll once again receives a penalty, this time -20%

$$30 + -10 + 0 + -10 + -10 + -20 = -20$$

Since Captain Utrecht is trained (+10%) in the Gossip Skill, he must roll a d100 with a modifier of -10%

Rolling a 28 with a target of 36 (Utrecht's Fellowship characteristic -10%), Utrecht is successful in being able to procure the shipment of spears for his men. Let's hope they come in useful against the Trolls the scouts didn't find...

Food and Supplies

While the modifiers of the procurement test adequately represent the requesting of items in a military environment, there is still the matter of food and other essential supplies to content with (such as ammunition or uniforms). While it would be clunky to represent the supply of these items using the Procurement Test, these items are instead treated differently, arriving at the end of every **Supply Interval**, by default every week.

The length of a supply interval is entirely subject to the circumstances of the campaign and the proximity to reliable sources of food and supplies, and may be from as short as every day (when garrisoned inside a peaceful city with a barracks) to never (Under siege in the centre of enemy territory).

Every supply interval, the regiment receives the following supplies if required:

- Food for every soldier to last a week, Starvation applies as normal to player characters, with non-player units making a joint toughness test (rather than individual) and suffering 1 casualty for each degree of failure.
- Ammunition as detailed on Page 18, Units with no ammunition cannot fire any ranged weapons.
- 1d10 soldiers for each unit in the regiment.

Players must make an additional successful Procurement Test to receive double the amount above in one week. Keep in mind that the superiors will look down on a selfish soldiery...

At worst, crafting and foraging is always an option.

- WEAPONS OF WAR -

In the previous chapters, I mentioned several weapons and creatures that haven't currently got any rules in any of the Warhammer Fantasy Roleplay rule books. Below you can find full details of such items.

What follows are a number of tables listing a variety of weapons that can be used both with *Regiments of Renown*, or in your own WFRP2e campaigns, as well as new creatures to be used as both mounts and beasts of war. All availabilities and costs are relative to the race that uses it most, seen by the rightmost column of the tables. Artillery Weapons all belong to the *Engineer* group with *Very Rare* availability.

Table 1-8: Melee Weapons

Name	Cost	Enc	Group	Damage	Qualities	Availability	Race
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Table 1-9: Ranged Weapons

Name	Cost	Enc	Damage	Range	Reload	Qualities	Availability	Race
Fireglaive								C. Dwarfs

Table 1-10: Artillery Weapons

Name	Cost	Crew	Damage	Range	Reload	Qualities	Race
Great / Uragon Cannon	1500gc	4-5	20	400/800	12	Impact, Unreliable	Empire/Kislev
Hellblast Volley Gun	5000gc	6	10	150/300	20	Experimental, Special	Empire
Mortar	1000gc	4	15	100/300	12	Unreliable, Slow	Empire
Helstorm Rocket Battery	4000gc	5	8	100/360	10	Experimental, Special, Slow	Empire
Trebuchet	600gc	4-5	15	120/480	8	Special	Brettonnia
Repeater Bolt Thrower	800gc	4	12	50/300	10	Fast, Special (Ithilmar or Repeater shots)	High Elves
Reaper Bolt Thrower	800gc	4	12	50/300	10	Fast, Special (2dro rather than 1dro for shots, barbed)	Dark Elves
Light Cannon	600gc	4	10	150/400	12	None	Tilea/Estalia
Ballista / Bolt Thrower	750gc	8	12	150/300	15	Armour Piercing	Tilea/Estalia, Dwarfs
Grudge Thrower	900gc	6	10	200/400	10	None	Dwarfs
Organ Gun							Dwarfs
Flame Cannon							Dwarfs
Dwarf Cannon							Dwarfs
Helcannon							C. Dwarfs
Deathshrieker Rocket Launcher							C. Dwarfs
Magma Cannon							C. Dwarfs
Dreadquake Mortar							C. Dwarfs
Warp Lightning Cannon							Skaven
Plagueclaw Catapult							Skaven

- SAMPLE REGIMENTS -

Baron Brodier's Southwood Watchers

"Lets 'ope the corpses 'ave some meat on 'em, me arrows always go through the bony one's ribs."

- Villein Chesuin of the 1st Brigade

Hailing from the Bretonnian duchy of Artois, the Baron Brodier was a staunch enemy of the undead of southward Mousillon. To prevent incursion by the dark hordes into his land, he founded an elite regiment of rangers drawn from the best of the archer peasantry of his barony.

Charged with guarding the deep borders of the Arden Forest in the south, these men have become expert hunters and skirmishers, a role distant from the frontline archery they're accustomed to.

Lately, the Baron Brodier has neglected his annual crusades southwards, and rarely leaves his castle without a sunless sky, naturally the Watchers have begun to whisper...

The Southwood watchers are a skilled hunter / skirmisher regiment, and are experienced in operating within the deep south of the Arden woodlands bordering the cursed duchy of Mousillon, while this means they have plenty of opportunity to battle the undead of the duchy, they also come to blows with many of the

Beastmen tribes inhabiting the area, providing ample opportunity to train facing a variety of creatures and monsters.

Due to the dishonour of fielding ranged infantry as the most elite in Bretonnia, the Southwood Watchers make their base in the fortified village of Cachamé in the forest itself, hidden from the eyes of Duke Chilfroy and his grim disposition.

New recruits are sent into the forest seemingly to die, only to be found by their new Villein and made a member of the Watchers. There are rumors however at the longevity of such a regiment. If they ever lose the favour of their Baron, will they be forced to flee Bretonnia lest they be hanged as Herrimault? Will they become mercenaries in Estalia or Tilea, serving whichever lord can stomach their peasant odors and crude ways of speaking, or will they maintain themselves in their forest hideaway, content to live as outsiders and protectors of their lands?



Creating the Southwood Watchers:

The rules listed for Baron Brodier's Southward Watchers have been created using the Regiment Creation Rules found in the first chapter of this book:

Origin: Best of the Best

Personality: Calculated

Type: Light Infantry

Training: Trained Slayers

Drawback: Distrusted, Neglected

Regiment Rules:

Characters belonging to Baron Brodier's Southwood Watchers gain the following rules:

Characteristic Modifiers: +5 Ballistic Skill, +3 Agility, -3 Strength

Starting Skills: Dodge-Blow, Command

Starting Talents: Warrior-born, Quick Draw, Savvy, Trained Slayers (Undead)

Standard Kit: Longbow, Hand Weapon

Starting Career Requirements: Flee!, Rapid Reload, Outdoor Survival, Perception, Search, Rover

Distrusted: Members of this regiment suffer a -10% penalty to all Fellowship-based Tests made when interacting with members of other regiments. Any other individuals or groups who may have learned of your reputation are also affected.

Neglected: Neglected Regiments suffer a -10% penalty to all procurement tests, and receive half the usual rations of food and ammunition unless a successful procurement test for these items are made. A procurement test is made to request weapons or armour for a unit or individual, the GM rolls 1d10 dice, on a result of 4 or lower, that equipment is of Poor Craftsmanship.

Southwood Watcher

Starting Career: Hunter

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
31%	36%	28%	31%	39%	36%	31%	31%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Common Knowledge (Bretonnia), Gossip, Speak Language (Bretonnian), Dodge Blow, Command, Concealment, Follow Trail, Outdoor Survival, Perception, Search, Secret Signs (Ranger), Set Trap.

Talents: Fleet Footed, Hardy, Warrior-born, Quick Draw, Savvy, Trained Slayers(Undead), Specialist Weapon Group(Longbow), Lightning Reflexes, Marksman, Rapid Reload

Armour: Light Armour (Leather Jack)

Weapons: Longbow, Hand Weapon

Trappings: Antitoxin Kit, 2 Animal Traps, 10 Arrows

Knights of the Verdict

"Verena, Lady of Justice, I Beseech thee. Grant thy foe judgement, and sentence him to death by mine own bludgeoning."

- First words of the Verdictual Oath

The Verdict Knights are one of the many Imperial Knightly Orders operating within the Empire of Sigmar. They are dedicated to Verena, Goddess of Knowledge, Science, Law and Justice. The Knights Verdictual however care only for the latter of these tenets, and mercilessly pursue any individuals they believe to be operating unjustly, regardless of rank or the nation they serve.

It is said of brutality, that only the Witch Hunters of the Church of Sigmar rival the Verdict knights in their merciless disregard for human life. When the thunder of the Steeds of these Knights charges across the fields, it may be necessary to pray to Verena herself to spare you from the judgement of her children.

Led by the Grandmaster Albericht van der Hachsloch of Marienburg, the mace wielding fanatics of the Knights of the Verdict make their base in the humble fortress of Uhrstungoch located in the South East of Wissenland bordering the Grand County of Averland. It is from there that they sally out to purge more of the unjust from the World. It is common to see

Knights of the Verdict riding among many Empire armies, either summoned by the local generals or of their own volition, the unwavering commitment of the Order's Knights are a welcome addition to any army, plus their violent pledge top enforcing justice leads them to be the favoured force for any wealthy landholder or lord who feels slighted by one of his peers.

While this kind of zealotry is common among many Knightly Orders dedicated to Gods in the Empire, the disregard of the Knights Verdictual for politics, rank or mercy mean that on many occasions they

have ended up on the wrong side of the Emperor's peace, and have many times been threatened with eviction by the Elector Counts of Nuln unless they curb the violence in their ranks.

Even so, the Knights of the Verdict continue to ride out from Uhrstungoch every season, their holy unending quest continuing for the near future.



Creating the Knights of the Verdict:

The rules listed for Knights of the Verdict have been created using the Regiment Creation Rules found in the first chapter of this book:

Origin: Zealots

Personality: Psychopathic

Type: Shock Infantry

Training: Know No Retreat

Specialisation: Cavalry

Drawback: Code of Duty

Regiment Rules:

Characters belonging to the Knights of the Verdict gain the following rules:

Characteristic Modifiers: +5 Fellowship, +3 Strength, -3 Intelligence

Starting Skills: Academic Knowledge (Theology), Blather

Starting Talents: Frenzy, Public Speaking, Fearless, Code of Duty (Justice)

Standard Kit: Great Weapon (Mace), Chain Armour, Destrier with Reins and Saddle

Starting Career Requirements: Strike Mighty Blow, Menacing, Stout Hearted, Strong-Minded, Specialist Weapon Group (Two-Handed), Intimidate, Ride, Animal Care, Animal Training, Specialist Weapon Group (Cavalry)

Code of Duty: Members of this regiment must pass a Difficult (-10) Willpower test when attempting to commit an act restricted by the Regimental Code. Furthermore, members of this regiment suffer a -10% penalty to all skills that may involve conflict with the regimental code. This takes the form of the Code of Duty (Tenet) Talent on the character sheets of members of this regiment.

Knights of the Verdict uphold the Justice of Verena with fanatical devotion, their code of duty entrusts all knights to always be an enemy to the unjust, and to spare no thought in smiting them at the first opportunity.

Knight of the Verdict

Starting Career: Squire

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36%	31%	34%	31%	31%	28%	31%	31%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	11	3	3	4	0	0	0

Skills: Common Knowledge (Empire), Gossip, Speak Language (Reikspiel) +10, Academic Knowledge (Theology), Blather, Academic Knowledge (Genealogy/Heraldry), Animal Care, Animal Training, Gossip, Dodge Blow, Ride.

Talents: Frenzy, Public Speaking, Fearless, Code of Duty (Justice), Etiquette, Specialist Weapon Group (Cavalry), Strike Mighty Blow

Armour: Medium Armour (Full Mail).

Weapons: Great Weapon (Mace),

Trappings: Destrier with Reins and Saddle.

Clan Kragfist

Cannoneers

"Getrid's got too much filth up the pipe, Celva has a broken nuzzle, Vudwith needs more crew to move 'er and Thavri is out of balls. Why you laughing Umgi?"

- Last words heard by Kurt Hollenbek

Clan Kragfist of Kazad Bargron are an ancient clan of Dwarfs who pride themselves on the expertise of their cannon crews. Flame Cannon or Organ Gun, Mortar or Breaker Gun, Clan Kragfist has worked them all, and in the name of Grungni they're good at it.

Is it estimated by travellers to the hold of the Kragfists that there isn't a wall existent without a battery of cannon lining its face. Such is the defences of the Kragfists that many a Goblin

WAAAGH! Has been repelled by a stream of cannonballs pointed from the walls or through the tunnels.

Creating the Clan Kragfist Cannoneers:

The rules listed for Clan Kragfist Cannoneers have been created using the Regiment Creation Rules found in the first chapter of this book:

Origin: Garrison

Personality: Bureaucratic

Type: Combat Engineers

Training: Model of Discipline

Drawback: Code of Duty, We Happy Few

Because of their formidable defensive position and lack of many dire threats, Clan Kragfist can look outwards. It is common to see Cannon Engineers of Clan Kragfist advising the Engineers of other holds and clans in how to properly maintain and calibrate their cannons, and even the most wealthy lords of the Empire pay large sums for the services of such individuals.



When King Khalig makes the decision to march out from the walls of Kazad Bargron, it is with cannon in tow such an army marches. For every throng of warriors present on the battlefield, it is ensured that a battery of cannon exists to match them. Such an

army composition makes the king's army slow however, and many are dedicated to protecting the flanks and rear of the army in the event of a flanking action. It is lucky then that a volley from a Kragfist artillery line is enough to break

many forces.

The dedication of Kazad Bargron's Engineers however limits their potential, what wonders of engineering could the Engineers of Clan Kragfist create if they turned their eyes away from the finely polished barrels of their artillery pieces? While secure and formidable, the city of cannons will never match the power of Zhufbar, Karak Kadrin or Karak Varr, the expectations of its engineers are too high, and its population too low. How much longer can it hold?

Regiment Rules:

Characters belonging to the Clan Kragfist Cannoneers gain the following rules:

Characteristic Modifiers: +5 Intelligence, +3 Toughness, -3 Agility

Starting Skills: Search, Read/Write

Starting Talents: Etiquette, Alley Cat, Regimented, Coolheaded, Code of Duty (Dedicated Cannoneers)

Standard Kit: Engineer's Kit, Dwarf Cannon (Four per Unit), Hand Weapon (Axe, Hammer), No Armour.

Starting Career Requirements: Academic Knowledge (Engineering), Drive, Trade (Gunsmith), Set Trap.

Code of Duty: Members of this regiment must pass a Difficult (-10) Willpower test when attempting to commit an act restricted by the Regimental Code. Furthermore, members of this regiment suffer a -10% penalty to all skills that may involve conflict with the regimental code. This takes the form of the Code of Duty (Tenet) Talent on the character sheets of members of this regiment. The Cannoneers of Clan Kragfist dedicate themselves fully to the cannon, any use of engineering talents outside of crafting new ways to launch large projectiles is frowned upon.

We Happy Few: The captain and sergeants of this regiment must make a Procurement Test to receive replenishment for their regiments or units, rather than the automatic gain for other regiments.

Clan Kragfist Cannoneer

Starting Career: Tradesman

Race: Dwarf

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41%	31%	36%	44%	18%	41%	31%	21%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	3	0	0	0

Skills: Common Knowledge (Dwarfs), Speak Language (Khazalid), Search, Read/Write, Gossip, Haggle, Evaluate, Perception, Secret Language (Guild Tongue), Trade (Gunsmith, Smith +10),

Talents: Etiquette, Alley Cat, Regimented, Coolheaded, Code of Duty (Dedicated Cannoneers), Savvy, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Sturdy.

Armour: Light Armour (Leather Jerkin).

Weapons: Hand Weapon, Dwarf Cannon (Four per Unit)

Trappings: Engineer's Kit, 1d10 gc.

Shields of Tor Anaris

"We have been condemned to death, and offered salvation through service. By my immortal soul, I will defend the Hill of Dawnlight."

- Malobel the Stern, to his mirror.

Crime is something rare for the islands and principalities of Ulthuan, with delinquents and braggarts being dealt a swift death. Sometimes however a Prince may decide that the most practical way to deal with such criminals is to send them into battle.

While their crimes can range from unjust killing to wearing the incorrect ceremonial garb, members of the Shields of Tor Anaris share the same fate, that of death.

Charged with defending the enchanted grounds of Tor Anaris in the northern isles of Ulthuan from any incursions Druchii or Daemonic, the struggle of the Shields is an endless one.

Led by the ferocious Delryedror the Vengeful, the Shields of Tor Anaris are renowned to those rare individuals to hear of them. It is said that their shield line is unmatched against the monstrous horrors of the world they face, and that should the Princes of Ulthuan learn of such talents, maybe these individuals would find better use where the wars of the Elves rage strongest.

Creating the Shields of Tor Anaris

The rules listed for the Shields of Tor Anaris have been created using the Regiment Creation Rules found in the first chapter of this book:

Origin: Watchmen

Personality: Heroic

Type: Front Line Infantry

Training: Taught in the Field

Specialisation: Anti-Large

Drawback: Fate by Fire



Little is known of the mysterious Hill of Dawnlight the Swords give their lives to defend, all is known is that the soils of the hill greatly expand the powers of any magic that is channelled through it. This makes such a location the target of many an invader, such as the sorceresses of Naggaroth who long to expand their powers, even the malicious powers of the warp have launched incursions to take such grounds for their own foul machinations. Still the shields have held strong against such foes, and still the dwindling numbers of the Shields of Tor Anaris continue to give their lives for the hope of salvation in the eyes of their homeland.

It is not known if the gods of elfkind have forgiven the fallen of Tor Anaris, but they fight on all the same.

Regiment Rules:

Characters belonging to the Shields of Tor Anaris gain the following rules:

Characteristic Modifiers: +5 Intelligence, +3 Willpower, -3 Fellowship

Starting Skills: Perception, Outdoor Survival

Starting Talents: Rover, Orientation, Stout Hearted, Hardy

Standard Kit: Hand Weapon (Sword), Full Leather Armour, Shield

Starting Career Requirements: Dodge Blow, Strike Mighty Blow, Heal, Consume Alcohol, Hardy, Fearless, Set Trap, Specialist Weapon Group (Entangling), Strike to Injure.

Fate by Fire: Members of this regiment suffer a -10% penalty to all Fellowship-based Tests made when interacting with military superiors not from the regiment. Alongside this, your regiment is always assigned to the most dangerous missions of the campaign.

The Shields are damned for their crimes, and only through defence of the Hill of Dawnligh and the subversion of all who seek to claim it can their souls ever seek to be redeemed.

Anti-Large: Anti-Large soldiers gain +10% weapon and ballistic skill when facing enemies larger than itself.

Shield of Tor Anaris

Starting Career: Penitent

Race: High Elf

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
31%	41%	31%	31%	41%	36%	39%	28%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	0	0	0

Skills: Common Knowledge (Elves), Speak Language (Eltharin), Perception, Outdoor Survival, Academic Knowledge (Theology), Blather, Gossip, Heal, Intimidate, Torture

Talents: Rover, Orientation, Stout Hearted, Hardy, Strike to Stun, Very Resilient, Aethyric Attunement, Coolheaded, Excellent Vision, Night Vision.

Armour: Light Armour (Full Leather)

Weapons: Hand Weapon (Sword), Shield

Trappings: Religious Symbol, Scourge

Dogs of Volka Valley

This regiment was generated entirely with random rolling

"Kill 'em! Bone 'em! Rend 'em to bits!"

"Smash 'em! Thrash 'em! Eat 'em alive!"

- Battle Chant of the Dogs of Volka Valley

In the central north-west of untamed Norsca, deep in the Norscan mountains and wedged between the peaks of Nilfheim and Hellspire sits the Volka Valley. Feared for the high populations of Trolls and other larger creatures, the only groups to successfully settle such a place are the twin tribes of the Korms and the Lytings. Over the centuries, these two tribes have become renowned for the breeding and training of ferocious war dogs, adept at hunting down and slaughtering the great creatures of the valley, defending the borders of their lands from countless horrors. Such is their ferocity, that many Warlords march to the Volka Valley in hopes of earning the vassalage of one of the two tribes, or destroying them for the threat they pose.

All it required was one success, When King Hauk the Hefty of the Vargs marched into the valley intent on burning and destroying, even the mighty war dogs of the two tribes were powerless to stop them. With their valley home claimed, their longhouses in ruins and their beastly shrines defiled, the Dogs have travelled far and wide in search of patrons and vengeance.

The Joint Chief of the Tribes Farklang Velgrimsson is known to be a highly paranoid individual. It is unknown what the causes of this madness are, some say that he fears the daggers

of Varg spies and assassins, charged with ending his people for good. Others whisper that with his advancing age he has begun to distrust the dogs he keeps as company, who look on him with more hunger by the year. Whatever the truth, it appears the Chief has been distancing himself increasingly from the warriors and beasts he commands, fuelling uncertainty and doubt among the ranks of the Korms and Lytings...

Creating the Dogs of Volka Valley

The rules listed for the Shields of Tor Anaris have been created using the Regiment Creation Rules found in the first chapter of this book:

Origin: Watchmen

Personality: Paranoid

Type: Beast Tamers

Training: Model of Discipline

Specialisation: Anti-Large

Drawback: Lost Home



Regiment Rules:

Characters belonging to the Dogs of Volka Valley gain the following rules:

Characteristic Modifiers: +2 Intelligence, +3 Fellowship

Starting Skills: Perception, Outdoor Survival, Gossip +10

Starting Talents: Rover, Orientation, Regimented

Standard Kit: Chaos Warhound, Hand Weapon (Axe), Whip, Light Armour (Leather Jerkin)

Starting Career Requirements: Animal Training, Animal Care, Charm Animal, Consume Alcohol, Hardy, Fearless, Set Trap, Specialist Weapon Group (Entangling), Strike to Injure.

Lost Home: all members of the regiment who didn't experience the event that caused the loss of the regimental home suffer a -10% penalty to all Fellowship based tests when interacting with those who did. Alongside this, members of the regiment gain a +10 Weapon and Ballistic Skill bonus when fighting the enemy responsible for the loss of home (if one exists).

Anti-Large: Anti-Large soldiers gain +10% weapon and ballistic skill when facing enemies larger than itself, this effect also applies to any beasts of war belonging to the regiment.

Dog of Volka Valley

Starting Career: Entertainer

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
31%	36%	31%	31%	31%	33%	31%	34%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Perception, Outdoor Survival, Gossip +10%, Common Knowledge (Norsca, The Empire), Speak Language (Norse), Consume Alcohol, Sail, Animal Care, Charm, Animal Training, Specialist Weapon Group (Throwing), Quick Draw

Talents: Rover, Orientation, Regimented, Inured to Chaos, Night Vision

Armour: Light Armour (Leather Jerkin)

Weapons: Hand Weapon (Axe), Throwing Axes (Replaces Whip),

Trappings: Chaos Warhound, Good Craftsmanship Clothes (Traditional Beast Garb).

- MASSED COMBAT -

What's the use of so many interesting regiments and units without battles to slaughter them in? While it is entirely possible to create and play a custom Regiment of Renown and limit yourself to smaller squad based missions and adventures, it would be a wasted exercise to not include provide the opportunity to engage in massive head to head clashes with hundreds of

individuals. Below you can find rules for creating and fighting your very own gigantic battles, including how wounds are dealt, time is managed and the number of new and unique actions available to you. My intention with these rules is to provide a system with three core principles, Scalability, Player Involvement, and Enjoyability.

The Basics

The basic rules for massed combat in *Regiments of Renown* follows the same pattern of combat from the *Warhammer Fantasy Roleplay 2e* core rulebook, (Roll Initiative, Determine Surprise, Take Turns, Round Ends). However, these rules have been tweaked to better represent combat on a larger scale.

The Fighting Unit

At the heart of the battle is the men and women who do the fighting. Remember in the chapter on **Soldier Generation** how we created the typical rank & file individual of the regiment based on the generated rules? It is with these character sheets (and indeed the character sheets of any creatures and warriors you wish to face in massed combat) that the system makes the most use of (For example, using their agility to determine Initiative and fear tests).

The **Fighting Unit** is the cluster of troops (ranging from 1 – 100 soldiers) represented on the battle map, this can represent anything from single units (in Regiment v Regiment battles) to entire regiments (In Army v Army battles). No matter the scale, the Fighting Unit makes use of the same rules when engaged against other Fighting Units.

On the table top (or online tools, such as Roll20), fighting units are represented with the same token as the soldier they represent. Alongside the usual characteristics of the representing soldier, units in Massed Combat also make use of three new characteristics used for battle:

Soldier Count – The number of soldiers in the fighting unit, determined by the GM based on roleplaying factors and events of the campaign.

Morale – The psychological strength of the unit, representing how keen they are to fight. The starting morale of a unit in battle is the same as the Willpower characteristic of the representing soldier, modified by outside conditions like food or environment.

Sustainability - The ability for the soldiers in the Fighting Unit to withstand enemy attack. Every 5 wounds of a soldier equals 1 Sustainability, alongside the Body AP of the soldier. A shield also increases Sustainability by 1. Sustainability can be negative.



Villein Gertaud of Baron Brodiers Southwood Watchers and his inexperienced 2nd Brigade of 20 archers are part of a campaign to rid a Greenskin force from abandoned ruins deep in the Arden forest, charged with defending what used to be a road between two ruined towers. Being typical soldiers of the Southwood Watchers, Gertaud's men (left) have the low morale of bretonnians (31). With their 11 wounds and 1 body armour, their 3 sustainability could be better.

Advancing towards their position is a ravenous band of Goblins (right) intent on taking the passage, the 40 Goblins are just as keen as the Bretonnians to pursue this fight (30), and their poor number of wounds (8) and 1 body armour means they are much less sustainable in combat (2) than the Bretonnians.

Hopefully Gertaud and his men can unleash a few volleys at the Goblins with their bows before the greenskins descend on them.

Range and Scale: Battle Units (BU's)

You may be wondering what the squares and lengths of your battlemat may represent. After all, a battlefield measured in metres and yards would be huge! To rectify this, all lengths and sizes in Massed Combat is represented by **Battle Units**, an abstract unit of measurement that can be scaled depending on the battlefield and the needs of the GM.

Time

Timing is also something that needs to be adjusted for Massed Combat, since 10 second rounds would result in battles lasting forever. Therefore, each round represents an abstract amount of time where two Fighting units can engage each other, generally around 2 minutes of fighting. Any special effects like poison or magic with durations shorter than 5 or 10 rounds lasting for 1 massed combat round so they still have an effect.

In summary, these changes mainly play a part in determining movement. For brevity, these rules can be summarised as dividing the movement characteristic and weapon range of individuals by 8 for Regiment Battles, and 4 for Unit Battles, rounded to the closest number (Results less than 1 are treated as 0.5 BU or the adjacent BU for range in Grid Battles, with movement over a grid square taking 2 full rounds).

Combat

When two units have successfully engaged each other in combat (Either through charging, ambush, or a volley of arrows), the unit must roll with either their **Weapon** or **Ballistic** skill (depending on the weapon used). This system is like the one used for basic combat in *WFRP2e*, with a few differences:

1. Alongside rolling *1d10* to determine additional damage, the **Degrees of Success** of the attack roll is also used, with damage equal to the number of successes added to the damage, and the reverse with failures. Therefore, **Attacks Always Hit**.
2. Upon receiving damage, the target must make a regular **Toughness Test**, with the degrees of failure increasing the damage by the number of failures, and degrees of success decreasing the damage by the number of successes.
3. Damage is reduced by the **Sustainability** of the unit.

The **final damage** number of the attack is the number of **casualties inflicted**, rather than number of wounds lost.

After a melee attack is concluded, the victim unit can then make a counterattack of its choice against the enemy, this is to represent the exchanging of blows in a melee fight, and how both sides can suffer losses from the same engagement.

After the exchange, the **Morale** of the unit is reduced by the amount of damage inflicted on the unit reduced by its Sustainability. Every time the morale of the unit crosses below a 10's digit (e.g. from 31 to 29), a **Willpower Test** is made modified by the morale to the nearest 2-digit number (e.g. 23 to 20). On a failure, the unit must retreat as fast as it can away from the enemy for as many rounds as its degrees of failure.



Gertaud orders his men to fire a volley of arrows at the Goblin Band. Making a Ballistic Skill check against their skill of 36, his men roll a 2, a fantastic result! With 3 degrees of success, alongside the Longbow's damage of 3 and a damage roll of 5, his men deal 11 damage against the Goblins!

Rolling against their Toughness of 30, the Goblins roll an 87! Adding 5 to the damage of their opponent, and reducing it by 2 due to their sustainability. The final result is 14 dead Goblins with 16 Morale Lost. Since their morale has passed down to 14, the Goblins make a Willpower + 10 test.

Rolling a 12, the Goblins continue their advance towards Gertaud and his men. He better order his men to draw swords before the Goblins arrive, or the battle for this part of the ruins may turn into a slaughter!

Massed Combat Actions

The set of actions included in the WFRP2e Core Rulebook are intended for use by individual soldiers. While many are entirely applicable for use by grouped units of soldiers. There are some which are just impossible to use. Below you will find a list of all Actions available for use in massed combat.

Note that Standard Attacks now require a **Full Action**, and Artillery Pieces must be deployed with the Ready Action for a full turn before being able to fire.

Finally, move actions can only move forwards or backwards, turning must be done with the **Rotate** half action.

New Actions are marked with a *.

Massed Combat Actions

Aim
Charge Attack
Move
Ready
Reload
Mount
Standard Attack
Swift Attack
All Out Attack
Guarded Attack
Manoeuvre
Run
Use Skill
Enter Formation*
Unit Disengage*
Battle Jeer*
Brace*
Battle Speech*
Reorganise*
Skirmish Attack*
Rotate*
Unleash Warbeasts*

Enter Formation (Full Action)

The Fighting Unit is ordered into a specialist formation, providing benefits in some areas while disadvantaging others in order to respond to threats, choose one of the following:

- **Shield Wall:** Order the troops to array themselves into a formidable shield wall, Sustainability is increased by 2 against Charge and Ranged Attacks, and by 1 for all other attacks. However, movement is halved while the unit maintains the formation.
Requires a unit armed with shields.
- **Spear Wall:** Order the troops to array their spears forward, formidable against larger foes. Sustainability is increased by 2 against enemies larger than themselves (Such as Trolls or Cavalry), and 1 against all other units, All Manoeuvre actions gain a +10% to its WS test. However, movement is halved while the unit maintains the formation.
Requires a unit armed with spears.
- **Wedge Formation:** Order the front of the unit to form a single or multiple strong points, effective at punching through enemy formations. Damage is increased by 3 when charging, alongside this, Charge Attacks which score 1 or more Degrees of Success on the WS skill test can pass right through the enemy formation and emerge on the other side, forcing a morale test from the opposing unit.
Requires the unit to be mounted.
- **Loose/Skirmish Formation:** Order the unit to spread out, increasing the chance of avoiding ranged fire, but making them vulnerable to melee attacks. This unit

receives +5 Sustainability to all ranged attacks, and the range of all ranged weapons is increased by 2 BU's, however the unit receives -5 Sustainability to all melee attacks.

- **Square Formation:** Order the unit to surround you in a square or circle, making them immune to the effects of flanking, but unable to move until they leave the formation.
- **Return to Formation:** Ends any ongoing formation effects.

Unit Disengage (Full Action)

The Fighting Unit is ordered to disengage from combat. Disengaging units must make a successful Morale Test, with a success allowing the unit to either make a free run action away from the combat, or make a move action one BU backwards while maintaining facing with the enemy.

Battle Jeer (Full Action)

The unit roars and cheers at an enemy unit, throwing out insults, filthy signs and maybe some exposed buttocks. The jeering unit must make an Intimidate Skill Test, with a success removing from the victim's morale the degrees of success of the Test plus 1d10, 3 DoS's or more forces the victim to make a Willpower Test, with failure forcing the unit to charge headlong at the jeering unit.

Brace (Half Action)

The unit braces for the incoming foe, all morale damage inflicted on this unit is halved (rounded down), and all Morale Tests are modified by +10 until the unit's next turn.

Battle Speech (Half Action)

The commander of the Fighting Unit (Either the

regiment captain or unit sergeant makes a speech to their troops, inspiring or goading them into action. The Commander must make a Charm or Command test with the difficulty increasing by 10% for every 10 morale lost by the unit (In and out of battle). A successful test increases the morale of the unit by 1d10 plus the DoS's of the test.

Reorganise (Full Action)

The commander of the Fighting Unit attempts to reform their troops after fleeing from combat, making a Command Test modified by the amount of morale lost by the unit (see **Battle Speech** for details). A successful test allow the unit to stop fleeing and is given a free **Rotate** action in order to return to the battle.

Skirmish Attack (Full Action)

The unit attacks the enemy in a non-committing fashion, launching harrying strikes against them with their weapons, never committing to battle. The Unit makes a Weapon or Ballistic Skill attack against the opponent, who gains 2 Sustainability for the attack, after which they can make a successful Agility Test to move 1 BU in any direction. Victim Sustainability is decreased by 3 if the unit is of the Light Infantry type or attacking with ranged weapons with an ideal range of less than 15 Yards. Alongside this, the attacking unit gains 4 Sustainability for the counterattack.

Rotate (Varies)

The unit turns to face a different direction of the battlefield. This can be done either as a Half Action to turn 90 degrees left or right, or as a Full Action for a full About Face. Minor rotations left or right up to 45 degrees can be made as a free action, unless the rotating unit is fielding artillery.

Unleash Warbeasts (Half Action)

The unit unshackles its beasts of war, points in a direction and slaps the creatures onwards to maul and slaughter. Any beast of war units attached to this unit (See **Attachment** for more information) are released in the direction the acting unit is facing. The handlers must make a successful **Animal Training** or **Animal Charm** skill test, with a successful result managing to press the creatures to attack the closest forward-facing unit (friendly or otherwise) and attacking them for a number of rounds equal to the Degrees of Success of the action before disengaging. Failed tests result in the creatures failing to respond to the command (Forcing the handlers to spend another half action rebinding the beasts unless they intend to try again next round), with 3 or more Degrees of Failure resulting in the beasts turning on their owners.



With the volley of arrows unleashing so close to the Goblin advance, Gertaud has no time to prepare before the goblins crash into his unprepared line.

Receiving 6 casualties and 9 morale damage, and dealing no casualties in return, the 2nd Brigade is forced to roll for their morale Test. Rolling a 73, Gertauds men break and run for 4 rounds, retreating 6 Battle Units (The unit's Run distance of 24 divided by 4) away to the nearby tree line.

At risk of fleeing the battlefield altogether and losing control of the ruins, Gertaud attempts to **Reorganise** his troops, succeeding with a roll of 12 against his Command Skill of 41.

While the goblins celebrate their victory in the ruins with pleasing words from their Boss (**Battle Speech**). Gertaud uses the **Change Formation** action to force his men into Loose Formation, with the improved range the formation offers, Gertaud intends to **Battle Jeer** the goblins out of the ruins, and make use of **Skirmishing Attack** to whittle them down and destroy them, providing his inexperienced men can keep their distance.

The Southwood Watchers were never ones for a pitched battle anyway.



The Player in Battle

Now that the core battle rules have been outlined, it is time now to explain where the player characters of the story involve themselves and play a part in such battles.

If the player is a commander of one or more Fighting Units currently in the battle, they must engage with the enemy as detailed in the previous pages. When a unit that includes the character personally (either as a commander or as a common soldier), then there are a few extra rules to consider:

1. When the unit you belong to makes an attack, you must make your own attack independent of your unit (Can be any attack action you see fit). The only changes are that the number of successes and failures impacts your damage in the same way described above, and that for every number of wounds equal to the Sustainability of the enemy inflicted, you personally deal one casualty. Hit location doesn't play a part in this form of combat.
2. When the unit you belong to is, itself attacked, either as a defender or as the result of a counter-attack, roll a d100 modified by the effects of **Outnumbering** and the attack action made (Attacks that increase the WS of the attack increase the difficulty of this test). If the roll is greater than the number of troops in the unit, then you receive an automatic hit from the enemy treated the same as non-massed combat. This hit can be both parried and dodged.

Terrain and the Battle Map

The Location of battles are just as important as the units fighting it. While it is up to the GM and players to decide the environment of the battles being fought, below I have provided the effects of different environmental features on fighting units and combat.

Forests

Units located in a forest receive +4 Sustainability against ranged attack and a +10%

bonus to all concealment and Silent Move tests, however movement is halved.

Hills

Units located on a hill or raised piece of terrain gain +1 BU's of range for all ranged weapons.

Roads

Units on roads increase their modified movement characteristic by 1.

Extra Rules

Unit Attachment

By making a move action into another unit, units have the option of attaching themselves to the target unit. Attached units occupy the same space, and damage and actions are shared between both units in the stack, which has the movement characteristic of the slowest unit. In most situations, beast of war units begin battles automatically attached to their handlers.

Firing in Combat

Rather than the rules of Firing in Combat present in the WFRP2e Core Rulebook, in massed combat a ranged attached from 6 BU's away must make two separate attacks against the target unit and the closest friendly unit in combat with the target.

Magic in Massed Battles

Magic follows the same rules in massed combat as it does in regular. However, due to the increase in emotional power and pure energy present on the battlefield, wizard players can increase the casting value of their spells by 2d10 to overcharge their spells, allowing them to inflict casualties with a single wound rather than the wounds of the unit's soldiers, and affecting the entire unit rather than individuals with non-damaging spells. Alongside this cost increase, the player must throw an extra die for the effect of Tzeentch's Curse.

Stronger Morale (Optional)

Rather than making a Morale test for every multiple of 10 a unit's morale is reduced by, GM's can decide to modify this value in order to tweak the longevity of pitched battles (Increasing it to

Outnumbering

The difficulty of all Weapon Skill tests made by a unit is increased by 10% for every 10 units

above their current size they are in combat with, meaning a unit of 30 fighting a unit of 20 on one side and a unit of 30 on the other side has their Weapon skill reduced by -20%.

Flanking

Charging a unit that is facing its side or rear to the attacking unit inflicts double morale damage to the victim and reduces their sustainability by 2 for the round.

Scaling Up

You may have noticed that the rules describes above are most viable for use with Unit to Unit battles (20 to 200 men per fighting unit average). If the GM wishes to play Regiment to Regiment battles (200 – 2000 men per fighting unit average), it's simply a case of multiplying the results of the damage and toughness tests, as well as unit Sustainability by 10. This is for battles so high density and population that the traditional unit to unit engagements over smaller pieces of terrain breaks down, and the true great battles of the Warhammer World commence

Experience Rewards:

At the end of battle, write down the number of enemies killed by each unit and player.

For each enemy Fighting Unit, the player or allied units caused casualties for, they gain the number of enemies killed * the sustainability of the unit they belonged to, with the player gaining twice the amount.

The 2nd Brigade killed 14 Goblins in a goblin band with 2 sustainability, resulting in 28 experience for the unit to spend on advancement.

*Gertaud personally killed 3 Goblins, giving him 12 experience ((3 kills * 2 sustainability) * 2*

If the skirmish lasted more than a single round, Gertaud and his men would have learned far more about what it means to be a Southwood Ranger.

STEP INTO THE CRUCIBLE, CHILDREN OF WAR



The Battlefields of the Warhammer World are varied and bloody, where thousands march to their deaths and the bloody god of war satiates himself on every maimed and butchered soul. Where the many fall, heroes rise, and groups of individuals make a name for themselves as the mightiest warriors present on the battlefield.

Regiments of Renown is the definitive unofficial sourcebook covering the lives of the named and famed units and regiments of the Warhammer World:

- Create your regiment from dozens of combinations, totalling over 63000 possible combinations of regiment, be you a unit of hardened marines dedicated to cleansing the oceans of your hated foe, the tamers and trainers of a pack of wild and ferocious creatures or a frontline regiment of spears sent to battle the enemy face to face? Anything is possible.
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