

WARMASTER

REVOLUTION



ARMIES

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Picking the Army

This section of the Warmaster Armies book explains how to choose equally matched armies to take part in a battle and updates the original section in the main rulebook.

In theory there is no reason why forces have to be equal, but most players prefer to fight battles between armies that are, notionally at least, the same fighting value. To facilitate this, all units are allocated a points value that reflects their worth in a typical battle.

As a matter of principle the points values of individual units are considered in proportion to the army as a whole so that troops of comparable fighting value may be a few points more or a few points less in some armies. This is intentional. In these cases the marginal difference in points is done to restrict or increase the choices available to the player.

THE ARMY

Army lists and rules are provided for 20 Warmaster armies. All armies are chosen in the same fashion using the appropriate list. The army lists are included on the following pages and you may wish to skip forward to your favoured army as you read through the rest of this section.

ARMY SIZE

Both sides select troops and characters up to the same maximum points value. Three 'standard' sized battles are considered here. Smaller and larger battles, or battles with intermediate points values, can also be arranged as discussed later.

Small battle	1000 points per side
Medium battle	2000 points per side
Large battle	3000 points per side

A small battle is ideal for beginners or for demonstrating the game but the tactical possibilities are limited. Small battles are more susceptible to the fortunes of dice rolling than are large battles. Medium sized battles are considered the usual kind and

will typically last for a whole evening's play - although experienced players have been known to cram four or more such battles into a single day. Large battles require more leisure but offer a varied game that better reflects the subtleties of the command system.

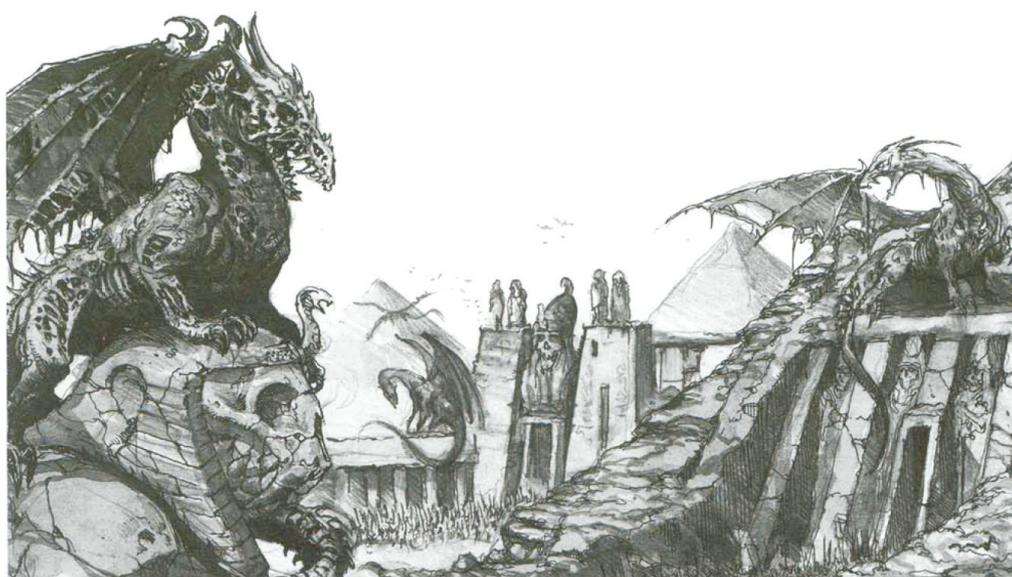
Substantially bigger battles can be fought with even more points per side if players wish. Beware that a very large game can take an entire day or even several days to complete. There is no real maximum limit beyond the number of models and the size of the gaming area available. 10,000 points or more is certainly feasible. With very large armies it helps to have additional players to help move troops and roll dice.

Note that the army size indicates the maximum points value that can be spent. Armies can have fewer points than this value but cannot have more. Often it is impossible to spend the odd few points so a medium sized '2000 point' army might have only 1995 points of models. Such an army is still a 2000 point army as far as we are concerned. It is the maximum permitted value that determines the army size not the actual points spent.

The army lists are designed to work with armies of round thousands of points (1000, 2000, 3000, etc). However, it is also possible to choose armies of other sizes - say 1500 or 750. This is slightly less convenient but useful if players are still building their armies and want to use units as they are purchased. This is explained under Selecting the Army.

ARMY LISTS

Begin with the army list for your chosen army. The different lists include all the units available for each side together with their game stats, points values and special rules where appropriate. Most of this information is condensed into a single stat line for each unit. Any additional information is noted as special rules after the army list itself. Stat lines are presented as follows:



Troop	Type	Attack	Hits	Armour	Command	Unit size	Min/max	Special	
Halberdiers	Infantry	3	3	6+	-	3	45	2/-	-

Type. This describes the type of troop unit or character stand: Infantry, Cavalry, Monster, Artillery, Machine, Chariot, General, Wizard or Hero. Mounts for characters are sometimes optional and are included as a separate line as Monstrous Mount or Chariot Mount.

Attack. The basic number of dice rolled in combat by each stand in the unit.

Hits. The number of hits the unit can suffer before one stand is removed.

Armour. The score required to nullify a hit struck on the unit if it has armour (3+, 4+, 5+ or 6+). A unit with no armour has a value of 0.

Command. The Command value of a character.

Unit Size. The number of stands in a unit.

Points per Unit. The points value of a unit or character of that type.

Min/Max. This defines the minimum and maximum number of units of that type which an army must include per 1000 points of army size. A dash indicates there is no restriction.



SELECTING THE ARMY

Choose units and characters to make up the army. You can choose up to a maximum total value appropriate to the size of game. For example, High Elf Spearmen are 60 points per unit so 5 such units are worth 300 points.

Players are not entirely free to select forces as they want. Some units must always be included and some other units can only be included in limited numbers. These restrictions are indicated by the minimum/maximum column (min/max) in the army lists. The min/max value consists of two numbers separated by a slash - for example 1 / 2. The first number shows the minimum number of that unit/character the army must include for every 1000 points of army size. The second number shows the maximum number of that unit/character the army can include for every 1000 points of army size.

For example, in a Bretonnian army, Squires are min/max 1/4. This means that in a 1000 point army the player must include at least 1 unit but cannot include more than 4. In a 2000 point army the minimum is therefore 2 and the maximum 8, in a 3000 point army minimum 3 maximum 12, and so on.

If an entry includes a dash instead of a number this means no minimum or maximum applies. The player can choose as few or as many of this troop types as he wishes within the limitations of the points available. For example, -/2 means that in a 1000 points army there is no minimum and the maximum is 2, 1/- means there is a minimum of 1 and no maximum.

All armies must include a single General. An army can never include more than one General no matter how what its size. The Min/Max column is given as 1 to show this.

You may have decided your armies will be chosen to 1500 points or some other odd number. In this case determine min/max values by rounding your actual army size down to the next full 1000's. So, a 1500 point army is selected using the minimums and maximums for a 1000 point army, a 2250 point army is the same as a 2000 and so on.

If your chosen army size is less than 1000 points then use the 1000 point maximums but ignore the minimums. Very small games can be a useful exercise for learning the rules but be warned that the game does not work particularly well with extremely small forces and battles may feel bewilderingly rapid.

The value of any permitted magic items is added to that of the unit or character that carries them. Magic items must be allocated to specific characters and a separate note made. This will increase the points value of the unit or character appropriately, and the total cost must be taken into account when working out victory points. See Magic p.78.



The Empire

The Empire is by far the largest and most powerful of the human nations of the Old World. It stretches from the Grey Mountains in the west to the Worlds Edge Mountains and the borders of Kislev in the east. This vast nation is divided into many separate principalities or states each of which is something akin to an entire and independent land in its own right. Throughout much of the history of The Empire these states have fought amongst themselves. Rival dynasties have vied for power, alliances have been made and broken, and only rarely has a single claimant risen to control the entire land. The Empire of today is almost wholly united under the Prince of Altdorf the Elector of the Reikland - hereditary ruler of the western principality of the Reikland. Only the great sea-port of Marienburg in the Wasteland retains independence under the leadership of its powerful and wealthy mercantile community.

The armies of The Empire are raised and controlled by its separate states. The Emperor's army is nothing more than the army of the Reikland - although as the Reikland is the richest and most populous part of the Empire it also has by far the largest and best equipped army.

The Emperor's position is that of first amongst equals rather than absolute monarch. Although in practice rule of the Empire often passes from father to son, in principle the leaders of the various states choose the Emperor from amongst their own number. The Emperor can, in theory, call upon the other Electors to supply troops for the Emperor's campaigns. By the same token, individual Electors can call upon the Emperor or neighbouring states to send reinforcements in times of war. Jealousy, rivalry and politicking mean that some states inevitably support or oppose others. Minor territorial disputes or claims over tolls and access rights often lead to direct confrontation even with the Empire.

Although the people of The Empire speak a common tongue and share a common heritage there are significant differences that affect the types of troops raised, their equipment, and tactics. This is most apparent in the various knightly orders such as the Reiksguard, the Knights of the White Wolf, and the Knights Panther, whose ranks are usually drawn from the nobility of a particular state or area. The states of the west such as the Reikland, Middenland and Nordland are generally much wealthier than those of the east, such as Ostermark and Ostland, and their troops are better equipped as a result. In most states the various infantry regiments are clothed uniformly after a fashion. Individual states, and many cities within each state, have their own distinctive colour schemes. Reiklanders have always worn white, for example whilst the troops of Altdorf - the capital city - wear red and blue. In contrast the troops of Middenland wear blue, those of Hochland red and green, Ostlanders black and white, and so on. Different regiments tend to variations in design and are often distinguished by sashes or ribbons of different colours. In the poorer regions it is quite common for troops to wear their own homespun clothes in plain browns and greys - and such units can present quite a ragged and irregular appearance.

The armies of the Empire are committed to defending its borders and rarely mount lengthy campaigns beyond them. A long standing alliance between the Emperor and the Tzars of Kislev has occasionally taken armies far to the north to fight against intrusions of Chaos. Such armies do not always return. The chief enemies of the Empire lay within its own borders - for the land is sparsely settled and much of the forest and mountain is little more than wilderness infested with greenskins and beastmen. The mountains to the south and east are also home to subterranean living goblins as well as to skaven. Those states that adjoin these borderlands maintain large mobile armies to see off the inevitable raiding parties that issue from the mountain passes every spring.



Empire Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Halberdiers	Infantry	3	3	6+	-	3	45	2/-	-
Handgunners	Infantry	3/1	3	0	-	3	65	-/3	*1
Crossbowmen	Infantry	3/1	3	0	-	3	55	2/-	-
Flagellants	Infantry	5	3	0	-	3	70	-/1	*2
Skirmishers	Infantry	4	3	0 or 6+	-	+1	25	-/-	*3
Knights	Cavalry	3	3	4+	-	3	110	-/-	-
Pistoliers	Cavalry	3/1	3	5+	-	3	95	-/4	*4
Helblaster	Artillery	1/ 8-4-2	2	0	-	1	50	-/1	*5
Cannon	Artillery	1/2 + bounce	2	0	-	2	85	-/1	-
Steam Tank	Machine	3/3	4	3+	-	1	130	-/1	*6
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Wizard	Wizard	+0	-	-	7	1	45	-/1	-
Griffon	Monstrous Mount	+2	-	-	-	1	+80	-/1	*7
War Altar	Chariot Mount	+1	-	-	-	1	+15	-/1	*8

Special Rules

1. Handgunners. Count enemy Armour values as one worse than normal when shot by a handgun. So an armour value of 3+ counts as 4+, 4+ as 5+, and 5+ as 6+, whilst an Armour value of 6+ can't save against a handgun. One unit of Crossbowmen per full 1000 points can be replaced by Handgunners (including the 10pts extra in price) while still counting for the Crossbowmen min/max value. Note that this unit also counts for min/max value of Handgunners.

2. Flagellants. So keen are they to meet their maker that a unit of Flagellants will always use its initiative to charge an enemy if possible and can't be given orders instead. They'll never use their initiative to evade. They can't be driven back by shooting and do not roll for drive backs. If victorious in combat they must pursue or advance where possible. Flagellants are unaffected by enemies that cause terror in combat, so they do not suffer the usual -1 Attack modifier.

3. Skirmishers. Skirmisher stands never fight as independent units. Instead, you may add one stand of Skirmishers to any of your infantry units apart from Flagellants. This brings the size of the unit to 4 stands -i.e. 3 ordinary stands plus the skirmishers. Skirmishers always have the same Armour value as the rest of their unit, either 6+ or 0. They fight as part of their unit and can be removed as a unit casualty if the player wishes. Skirmisher casualties never count as casualties for purposes of issuing orders, which means there is no -1 Command penalty as there normally would be for units that have lost a stand. Skirmisher stands never count as part of the unit's formation when determining whether they move at full or half pace, so no movement penalty is incurred if they are arranged out of the unit's regular formation. As a result skirmishers are both more adaptable and more expendable than other troops.

4. Pistoliers Pistoliers have a shooting range of only 15cm however they can shoot all round - i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Pistoliers can shoot at enemy charging them from any direction.

5. Helblaster The Helblaster is a primitive type of crank-driven and unreliable machine gun. It has maximum range of 30cm. Its attacks value varies according to range: the closer the range the more deadly it becomes.

Range	01-10cm	10-20cm	20-30cm
Attacks	8	4	2

Targets struck by a Helblaster count their Armour value as one worse than normal - so 3+ counts as 4+, 4+ as 5+, whilst 6+ is ignored. When shooting with a Helblaster roll to hit as normal but if any 1s are rolled count them up and resolve the effect before counting.

No of 1s	Result
1, 2	Fizzle. Despite scary noises the weapon is still functional. Work out the attacks as usual.
3	Misfire. The gun fails to go off - no shots at all hit this turn. Disregard all hits this turn.
4+	Ka-boom! The weapon explodes destroying itself and mortally surprising its crew. The Helblaster stand is removed as a casualty. No hits are struck against the enemy unless the exploding Helblaster is shooting at a charging foe, in which case 6 hits are automatically inflicted. Make armour saves as for ordinary Helblaster hits.

A Helblaster can shoot at charging enemies in the usual manner (see Shooting). In this case the crew will fire at the shortest possible range to maximise the number of shots against the target. Note: in the event of the Helblaster exploding 6 hits are inflicted on the charging enemy unit as described above - Helblasters are extremely dangerous to charge... for everyone concerned.

6. Steam Tank. The Steam Tank forms a unit on its own, it moves up to 20cm, and must be given its own orders. The Steam Tank cannot be given a brigade order with other units, not even with other Steams Tanks. A character cannot join with a Steam Tank. A Steam Tank can shoot from any edge of a stand: side or rear as well as the front like other units. Steam Tanks weapons have a range of 30cm. A Steam Tank therefore shoots to its front, side or rear against the closest enemy target.

Targets suffering hits from a Steam Tank count their Armour value as one worse than normal - so 3+ counts as 4+, 4+ as 5+, whilst 6+ is ignored. A Steam Tank can shoot at charging enemy.

Because of its exceptionally heavy armour plating, a Steam Tank always counts as defended - so a 5 or 6 is normally required to inflict a hit from shooting or in combat. The Steam Tank fights combat like any other unit. Steam Tanks cannot be driven back or routed by shooting.

If the player attempts to issue an order to a Steam Tank and rolls double six then the order is failed as usual and the machine does not move. Ignore the usual Blunder chart for heroes and wizards. Roll on the following Malfunction chart. Note that although a General cannot blunder he must still roll for malfunctions.

Steam Tank Malfunction Chart

D6	Result
1.	Destroyed. The Steam Tank grinds to a halt rupturing steam and noxious gasses. Remove the Steam Tank as a casualty.
2.	Broken Down. The Steam Tank's drive has broken. It does not move further this turn and cannot move in future turns. Should it be obliged to move for any reason it is destroyed. Otherwise, the Steam Tank can continue to shoot and fight as normal.
3.	Stuck. The Steam tank does not move further this turn. It cannot shoot this turn. Otherwise it is unaffected and can move in future turns as normal.

- 4. **Commander Slain.** The Steam Tank does not move further this turn. It can move in future turns but suffers a command penalty of -1 for the remainder of the game. The Steam Tank can shoot as normal.
- 5. **Momentary Halt.** The Steam Tank cannot move further this turn but is otherwise unaffected.
- 6. **Steam Overload.** The Steam Tank cannot move further this turn but can shoot with double the usual number of Attacks (6) to represent steam being uncontrollably diverted into weaponry.

7. Griffons Generals, Wizards and Heroes can ride Griffons. The Griffon can fly increasing its rider's Movement from 60cm to 100cm. It adds +2 Attacks to those of its rider. A unit that includes a Griffon rider causes terror in its enemies (and one might imagine a great deal of nervousness amongst its own ranks).

8. War Altar There is only one War Altar of Sigmar. Consequently an army, no matter how large, can only ever include one. A War Altar can only be included as a mount for a Wizard, in which case he is assumed to be the Grand Theogonist. The presence of the War Altar adds +1 Attack and enables the Grand Theogonist to add +1 to the dice when casting a spell once during the battle. The player must announce that he is using the power of the War Altar before rolling the dice for the spell.

Empire Spells

BALL OF FLAME

5+ to cast Range 30cm

A ball of flame shoots from the Wizard's outstretched arm burning all in its path.

Draw an imaginary line 30cm long from the Wizard's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, e.g. over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by a Ball of Flame as with ordinary shooting (even including friends). Engaged units cannot be driven back by the Ball of Flame but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

VOICE OF COMMAND

5+ to cast Range 30cm

The Wizard's voice booms out across the battlefield directing troops above the tumult of combat with the magical Voice of Command.

The spell can be cast on any unengaged friendly unit within range regardless of whether the Wizard can see it or not. The spell affects only a single unit, never a brigade and there is no supporting charge possible.

The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it: they remain where they are.

WEIRD ENCHANTMENT

4+ to cast Range 30cm

A weird enchantment forms around the target unit and engulfs it in strange lights, scary nightmares and disorientating special effects.

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not.

The spell lasts until the end of the opposing player's following turn.

The unit moves at half pace in all situations: even when charging for example. The unit counts all enemies as terrifying (-1 Attack penalty) even when it is otherwise immune to terror. If the unit would normally cause terror then it ceases to do so and counts all enemies as terrifying just like everyone else. However, if the target is Undead or Daemon it will not count enemies as terrifying although all other penalties apply as described (Undead and Daemons are hard to spook).

TELEPORT

2+ to cast Range N/A

With a swirl of his cloak, a crack of thunder and just a hint of maniacal laughter the Wizard vanishes to reappear anywhere on the battlefield.

The Wizard is moved to a new position anywhere on the table. He can leave or join a unit if he wishes, enabling a Wizard to move into or out of combat for example. Once the Wizard has moved he can cast a second spell, but note this must be a different spell and not a further Teleport! Roll to cast the second spell as normal. A Wizard that Teleports successfully can therefore potentially cast two spells that turn.



Tomb Kings

In ages past the land of Khemri was fertile, populous and prosperous thanks to the waters of the Great River of Life whose annual floods irrigated the fields and guaranteed a bountiful harvest. Each city was ruled by a Priest-King and for many centuries these omnipotent monarchs lived and died and were buried in tombs constructed by their faithful Liche-Priests. The bodies of the Priest-Kings, and those of their most faithful troops and retainers, were carefully embalmed and interred with holy spells of immortality to prepare them for the far off day of re-awakening. Such was their belief - that they were destined to wake at the end of the world when they would take their place as divine beings in a pure and perfect heaven.

Unfortunately for the Priest-Kings of Khemri their dreams of eternal life were to be realised only in the most horrific way. A rebellious Liche-Priest called Nagash overthrew the cities of Khemri and made himself ruler of the entire land. He set all of the people of Khemri under the lash and slowly a great black tomb arose by the banks of the Great River of Life. This was the Black Pyramid of Nagash and untold thousands died to build it and it was the largest tomb that had ever been constructed in all the long centuries of the Priest-Kings' rule. Nagash proved such a merciless slave driver that his people rebelled. He was driven into exile and eventually murdered. However - this was not the end of Nagash - for he was the greatest Sorcerer of his day if not all of all time - and whilst the Black Pyramid endured Nagash's spirit could always find refuge there. His evil was gradually absorbed into the Black Pyramid and his body reborn in the sorcerous sarcophagus that lay deep within. This new life could never be described as life in any normal sense - rather it was a kind of living death or unlife - monstrous and unholy.

Nagash's vengeance upon his enemies was absolute. From deep within the Black Pyramid he worked upon a great spell of death that he eventually cast upon the whole land of Khemri. Consequently a pestilence fell upon the nation and all living things sickened and died so that soon there were none to bury the dead and the cities became nothing but empty tombs. The waters of the Great River grew sluggish and turned as red as blood. Forever afterwards it became known as Mortis the Great River of Death. All the lands that lay about were poisoned and Khemri was turned into a great desert. Where once there was life in abundance now there was only death. Yet this was but part of Nagash's revenge. Just as all vitality was drained from the land so its life-energy flowed into the dead. What was alive was now dead, and what was dead was revived as undead.

On that terrible day the rulers of old awoke to the horror that had befallen them. The golden immortality in which they had believed had proven a false dream. They were not creatures of divine power but Tomb-Kings doomed to an eternal existence as fleshless corpses. At the same time the dead of all the long ages rose from their graves. The armies and retainers of the Tomb-Kings that had been interred with their masters

awoke and, because of the ancient burial-spells, remembered their duty though understood perhaps only a little of the horror that had befallen them. The graves of labourers and the charnel pits of the slaves gave up their dead, and the prayers of centuries and charms about their necks perhaps served to remind them of what they once were. Yet more that awoke on that day were as mindless as the stones of their tombs and they milled about without purpose or direction. The recent dead gazed about their homes and it was as if the whole land had become a deathly imitation of all that had gone before.

The Tomb-Kings were mightily angered to discover that they had been treated in this way - and there were a great many of them. Whole dynasties rose as one, ancient rivals and bitter enemies side by side. Old animosities stirred in their silent hearts. Fathers and sons, patricides, regicides, and usurpers whose sins had been forgotten long ago looked upon each other and once more remembered all that had gone before. But most of all their anger was reserved for Nagash. They saw the Black Pyramid and felt the dark winds of sorcery that blew about its shining black walls and understood that they had been betrayed.

From that day to this the waters of the red river Mortis have flowed from the mountains to the sea through the realms of the dead. From their tombs the Tomb-Kings have re-ordered their kingdoms. Their peoples, mostly interred without the benefit of royal magic, are little more than automatons. Undead armies wheel and manoeuvre with ingrained military instinct, continually re-fighting old wars or pursuing new ones amidst the dry deserts. The terrible spell that created them binds them to their land but offers no succour. Those that perish in battle rise each dawn whilst even those that are destroyed entire, burned to smoke or vaporised by sorcery, live on as spiteful spirits that can be heard in the wailing of the wind and groaning of great stones in the mountains. If the Tomb-Kings take any comfort it is only in the recreation of their ancient empires - a shadow of former existence that evokes memories of the lives that they once led.

Tomb Kings Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Skeletons	Infantry	2	3	6+	-	3	30	2/-	-
Skeleton Bowmen	Infantry	2/1	3	0	-	3	45	2/-	-
Skeleton Cavalry	Cavalry	2	3	5+	-	3	60	-/-	-
Skeleton Chariots	Chariot	3/1	3	5+	-	3	110	-/3	-
Carrion	Monster	2	3	6+	-	3	65	-/1	*1
Bone Giant	Monster	6	4	4+	-	1	125	-/1	*2
Sphinx	Monster	4	6	3+	-	1	150	-/1	*3
Skull Chukka	Artillery	1/3	3	0	-	1	85	-/1	*4
Bone Thrower	Artillery	1/2 per stand	2	0	-	2	65	-/1	*5
Tomb King	General	+2	-	-	9	1	130	1	*6
Liche Priest	Wizard	+1	-	-	8	1	90	-/2	-
Zombie Dragon	Monstrous Mount	+3	-	-	-	-	+100	-/1	*7
Liche Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	*8

Special Rules

ARMY RULES

Undead troops are quite beyond any feelings of revulsion, fear, trepidation or anything else for that matter. They are dead and as such nothing holds any real terror for them. Conversely the spells that bind them to life allow only the most rudimentary or specialised intelligence. The following rules apply to all units.

Undead units never act on initiative. An Undead unit only moves in the Command phase if given orders (except Carrion who can also home back as noted below).

Undead units are unaffected by the -1 Command penalty for enemy within 20cm.

Undead units are unaffected by the -1 Combat penalty for fighting terrifying troops.

Undead units are unaffected by the Confusion rule - they cannot become confused for any reason.

SPECIAL RULES

1. Carrion can fly. Note that Carrion can always return to a character by homing back at the start of the Command phase. No order is required to do this.

2. Bone Giants cause terror. When a Tomb King gives an order to a Bone Giant or a brigade that contains a Bone Giant there is a -1 Command penalty. There is no penalty when a Liche-Priest gives an order.

3. Sphinx. Because the Sphinx has so many hits (6) we must consider the possibility of hurting the Sphinx and reducing its effectiveness in subsequent turns. Therefore, if a Sphinx has accumulated 4-5 hits by the end of the Shooting phase or Combat phase and is no longer engaged in combat it is deemed to have been badly hurt. Once a Sphinx is badly hurt all accumulated hits are discounted and its maximum Hits and Attacks are halved for the rest of the battle (to 3 Hits and 2 Attacks). The Sphinx causes terror.

4. Skull Chukka. The Skull Chukka is a Stone Thrower but with the following additional rule. When a unit is driven back as a result of hits scored by a Skull Chukka, then any dice rolled in respect to those hits will cause Confusion on the roll of 4, 5 or 6 (rather than 6 as normal). Note that if a unit has taken other hits as well it will be necessary to roll the Skull Chukka dice separately. See the Artillery and Machines section of the rulebook for the Stone Thrower rules.

5. Bone Thrower The Bone Thrower is a Bolt Thrower as described in the Artillery and Machines section of the rulebook.

6. Tomb King. The Tomb King is empowered by the spells cast upon him when buried. He can use this power to increase the Combat Attacks value of all the stands in one unit within 20cm by +1 for the duration of one Combat phase. This ability can only be used once per battle.

7. Zombie Dragon. . A Tomb King or Liche Priest can ride a Zombie Dragon. A Dragon can fly increasing its rider's move from 60 to 100cm and it adds +3 Attacks to those of its rider. Zombie Dragons have a special shooting attack - they can belch corrosive breath! This attack can only be used if the Dragon riding character has joined a unit but is not engaged in combat. A character that has not joined a unit cannot use the Breath attack. The corrosive breath has a range of 20cm. It can be directed against one target as normal and has 3 Attacks worked out in the usual way. The Zombie Dragon is a terrifying creature - a unit that has been joined by a Dragon riding character causes terror in its enemies.

8. Liche Chariot. A Tomb King or Liche priest can ride a chariot. A character riding a chariot adds +1 to his Attacks.

Tomb King Spells

RAISE DEAD

5+ to castRange 30cm

At the Wizard's beckoning the mangled corpses that litter the battleground rise from the dead to continue the slaughter.

This spell can be cast upon a combat engagement taking place within 30cm of the Wizard. The spell can be cast regardless of whether the Wizard can see any units in the combat engagement or not. A single combat engagement can only be affected once by this spell in any turn regardless of how many units are involved in the combat. For purposes of deciding whether a combat is eligible as a target, combat engagements are as they appear in the Shooting phase when the spell is cast: so it is possible for pursuit or advances to bring two units of raised dead into the same engagement later on.

A Skeleton unit of three stands is created. The raised unit must be placed either so that it can fight in the combat engagement, or so that it can support a friendly unit that is already engaged. The unit can be placed to the enemy's front, side or rear edges, or lapped round as required to join the engagement. If there is insufficient room for the raised unit to contact the enemy, the unit must be positioned so that it touches at least one friendly unit that is already engaged. A raised unit can be placed so that it is supporting where opportunity permits. If it is impossible to position the unit so that it touches either enemy or friends then the spell cannot be cast. Raised dead do not count as charging in the first round of combat. Raised dead are ignored for working out break point and victory points at the end of the game.

TOUCH OF DEATH

4+ to castRange Touching

The Wizard's enemies crumble to dust as he smites them with the corrupting Touch of Death.

The Wizard can cast this spell if he has joined a unit in combat. The spell can be cast on any single enemy unit that it is touching the unit the Wizard has joined.

The target unit takes three attacks worked out in the usual way. Any hits scored are carried over into the first round of combat and count as having been struck in the first round for purposes of working out combat results.

DOOM AND DESPAIR

4+ to castRange 60cm

A dark cloud of doom and despair settles over the enemy, sapping their courage and dampening their warlike spirit.

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not.

The spell takes effect until the end of the opposing player's next turn.

Whilst the spell lasts the unit cannot charge and if engaged in combat will not pursue or advance. Even units that are otherwise obliged to charge, pursue, or advance will not do so if affected by Doom and Despair. Note that even other Undead are not immune - they are overcome by the ennui of the tomb!

DEATH BOLT

5+ to castRange 30cm

A fearsome bolt of sorcerous lightning flies from the Wizard's outstretched finger tips and strikes an enemy unit.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Death Bolt is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Death Bolt as with ordinary shooting.





Chaos

The tribes of the northlands are called Marauders by the civilised folk of the south. Their domain stretches across the great steppes and throughout the rocky land of Norsca and encompasses many savage tribes of men. These tribes can be divided into three main groups - the towering flaxen-haired Norse, the raven-haired and dark-skinned Kurgan, and the squat, powerfully built, horse-riding Hung. These peoples together make up the barbarian hordes of the north whose incursions to the south comprise the greatest threat to the civilised nations of the world.

All of these tribes worship the Dark Gods that others call the gods of Chaos but which the north men know under many names and in countless guises. Because they live close to the vast polar source of magic, the influence of magical energy is especially strong amongst them. Its warping power blows strongest close to the pole, and the Marauder tribes live within its domain. When the wind of magic blows hard it brings mutation and change to the people and their animals, strange deformed creatures shamble from the darkness, and daemons walk the land sustained by the magically enriched atmosphere. When the wind blows strongest all life is corrupted, or destroyed, and the northern tribes push south in response driven by what is both the will of the Dark Gods and a howling storm of magical energy.

Battle is a way of life to the hardy warriors of the northlands. They share their land with the most heinous of monsters and when otherwise idle they spend their time fighting each other. They are tough blood-thirsty barbarians at heart, but they are also respectful of the gods who, in their eyes, give them their strength and direct them to glorious conquest. To fight well is to honour the gods and glorify the tribe. Great warriors are taken in death to live amongst the gods and are worshipped as gods themselves. The tribes see themselves as agents of the Dark Gods, destined to triumph over the lesser people of the south, to destroy, sacrifice and ultimately to rule in the name of Chaos.

Although it is commonplace for raiding armies to trouble the lands of Kislev and the northern parts of the Empire, it is rare for the tribes to act in any cohesive way. When that does happen, usually due to an extreme outpouring of magical energy from the north, the whole civilised world is placed in the greatest peril. This has happened several times in the history of the world and most notably during what became known as the Great War against Chaos over two hundred years ago. Only the sudden and dynamic unification of the Empire and the aid of the High Elves of Ulthuan saved the human realms of the Old World at that time, though Kislev was devastated and the city of Praag destroyed.



Chaos Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Chaos Warriors	Infantry	4	4	4+	-	3	140	1/-	-
Chaos Marauders	Infantry	3	3	5+	-	3	60	1/-	-
Ogres	Infantry	4	4	5+	-	3	105	-/1	*1
Trolls	Infantry	5	3	5+	-	3	110	-/3	*2
Marauder Horsemen	Cavalry	3	3	5+	-	3	90	-/4	-
Chaos Knights	Cavalry	4	4	4+	-	3	200	-/4	-
Chaos Hounds	Cavalry	3	3	0	-	3	40	-/2	-
Chaos Chariots	Chariot	3	3	5+	-	3	95	-/3	-
Harpies	Monster	2	3	6+	-	3	65	-/1	*3
Dragon Ogres	Monster	6	4	5+	-	3	250	-/1	*4
Chaos Spawn	Monster	3/3	4	3+	-	1	110	-/2	*5
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Sorcerer	Wizard	+1	-	-	8	1	90	-/1	-
Chaos Dragon	Monstrous Mount	+3	-	-	-	-	+100	-/1	*6
Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	*7

Special Rules

1. Ogres. If an Ogre unit can use its initiative to charge an enemy unit of humans at the start of the Command phase then it must do so. This happens automatically and their commander can do nothing about it. 'Humans' encompasses all 'men' including Chaos Warriors and Marauders, but not Dwarfs, Elves etc.

2. Trolls. When trying to issue an order to a unit of Trolls or to a brigade that contains a unit of Trolls, there is always a -1 Command penalty. Trolls can regenerate wounds - in each round of combat after whole stands have been removed Trolls automatically regenerate one outstanding hit. If no hits are left over after removing whole stands then regeneration has no effect. Regenerated hits still count towards the combat result for the round.

3. Harpies. Harpies are based facing the long edge of the base in the same way as infantry, rather than the short edge like other monsters. Harpies can fly. A unit of harpies cannot be joined by a character.

4. Dragon Ogres are immune to *terror*.

5. Spawn. Spawn cannot be given orders in the Command phase unless they are part of a brigade that includes at least one unit other than Spawn. Spawn can act on their initiative as normal.

Spawn can be included as a bonus to the size of the brigade up to a maximum of one Spawn per non-Spawn unit. For example, 4 Chaos Warriors plus 4 Spawn counts as a brigade of 4 units - the 4 Spawn do not count towards the size of the brigade. Where several Spawn are brigaded with fewer non-Spawn units, then only the additional Spawn count towards the size of the brigade. For example, 2 Chaos Warriors and 4 Spawn count as 4 units - 2 Spawn are included for 'free'.

Spawn cause terror in combat - enemies suffer the -1 Combat modifier for fighting terrifying creatures

Spawn have a shooting range of 15cm and can shoot to the side or behind as well as to the front. Just measure the range from any stand edge, front, side or rear. They can therefore shoot at any enemy charging them from any direction.

6. Chaos Dragon. Generals, Wizards and Heroes can ride a Chaos Dragon. The Chaos Dragon can fly, increasing the rider's move from 60 to 100cm, and it adds +3 Attacks to those of its rider. In addition the Dragon has a special shooting attack. It can breathe fire. This special attack can only be used if the rider has joined a unit and is not engaged in combat. A rider that has not joined a unit cannot use the Dragon's fiery breath to attack.

The Dragon's fire breath works as follows. The fire breath has a range of 20cm. It can be directed against one target as normal and has 3 Attacks worked out in the usual way.

The Chaos Dragon is a large terrifying creature. A unit that has been joined by a Chaos Dragon causes terror in its enemies and therefore imposes the usual Combat penalty.

7. Chariot Mount Generals, Sorcerers and Heroes can ride Chariots. An extra +1 Attack is added to those of its rider.

Chaos Spells

BOON OF CHAOS

4+ to cast.....Range – affects the unit he has joined

A dark power billows from the Sorcerer filling his troops with the destructive vigour of chaos.

This spell can be cast if the Sorcerer has joined a unit in combat. The spell affects the unit he has joined.

The effect lasts for the duration of the following Combat phase.

Every stand in the unit, including characters that have joined the unit, adds +1 to its Attacks value. As the Sorcerer must join the unit to cast the spell this includes the Sorcerer himself, but it is possible for other characters to join the unit as well, in which case the +1 is applied to whichever character fights.

ANGER OF THE GODS

4+ to castRange – affects enemy within 30cm

The anger of the chaos gods blots out the sun and sends clouds of rage scudding across the battlefield all around the Sorcerer.

The spell is cast upon the Sorcerer himself and affects all enemy units within 30cm of the stand.

The spell lasts until the end of the opposing player's following turn.

The spell affects the opposing army's ability to issue commands. All enemy units within 30cm of the Chaos Sorcerer suffer a -1 Command penalty. This penalty is applied when each order is issued: a unit might therefore be within 30cm of the Sorcerer for one order but not for a second, for example.

RAGE OF CHAOS

5+ to castRange 30cm

The Sorcerer screams a blasphemous litany to his dark gods. From the black gore that drenches the battlefield leaps a roaring daemonic shadow that fights with great madness and ferocity.

This spell can be cast upon a friendly unit that is engaged in combat and which is within range. The Sorcerer does not have to be able to see the target to cast the spell.

The affect lasts for the duration of the following combat phase and the indicated bonus attacks are added to the unit's total attacks each round.

The unit gains bonus Rage of Chaos attacks for the following combat phase. To determine the number of bonus attacks roll one D6 at a time and add the results together. The player can roll as many D6 as he wishes up to a maximum of 1 per stand in the unit. The player always rolls one dice at a time and can decide to stop at any point. However - if the player rolls a second or subsequent dice and scores the same value as any previously rolled dice, then the total Rage of Chaos attacks are directed against the targeted unit instead of its enemy. Rage of Chaos attacks that rebound in this way are struck only once in the first round of combat: they are not struck each round.

Example, 1 + 4 + 6 = 11 extra attacks for the Chaos unit each round. 1+4+1 = 6 Attacks upon the Chaos unit in the first round.

CURSE OF CHAOS

5+ to castRange 30cm

An arc of pure energy strikes the foe, wreaking monstrous changes, melting flesh and twisting bones into monstrous form.

This spell can be cast on an enemy unit. The Sorcerer must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Curse of Chaos is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Curse of Chaos as with ordinary shooting.





Orcs

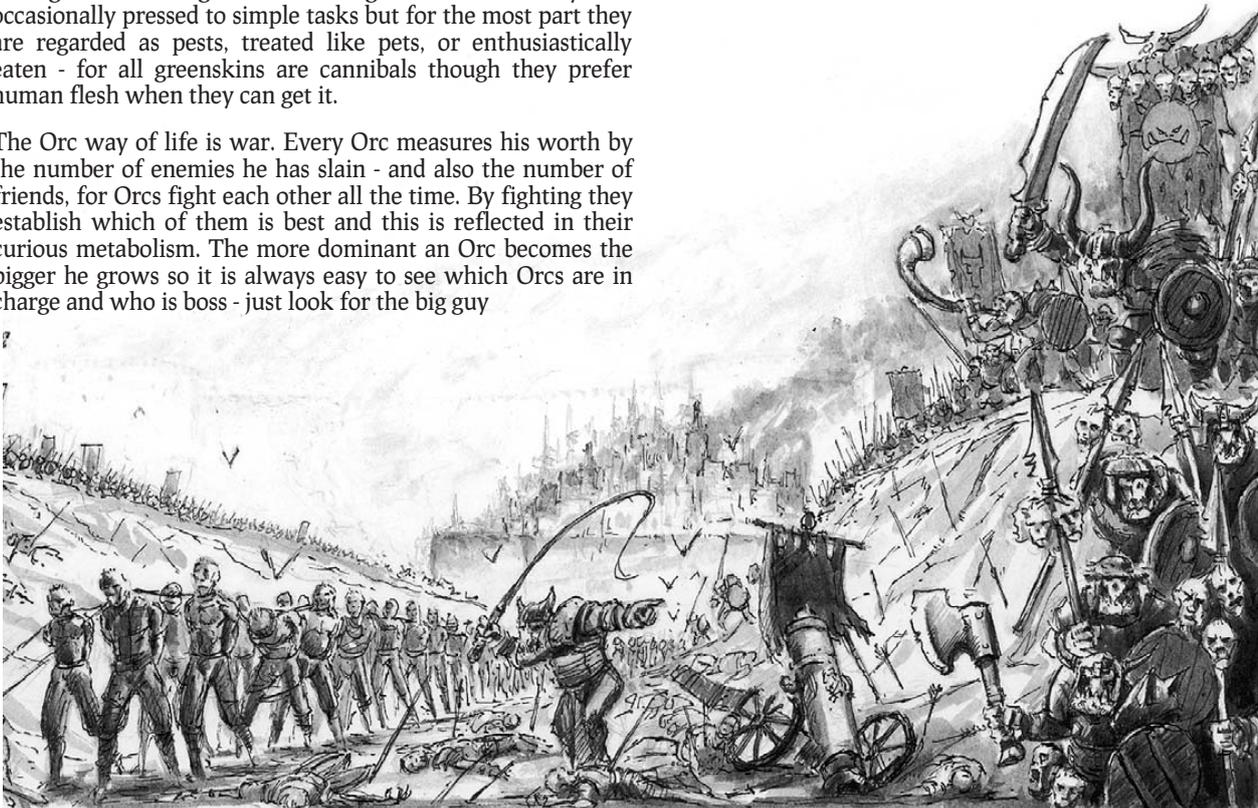
Once Orcs ruled the whole of the Old World as well as the lands far to the east and south. The various tribes fought, conquered and absorbed each other in one huge glorious battle that lasted for countless centuries. 'Countless' because Orcs were and remain in a state of uncompromising savagery having mastered neither writing nor counting beyond three. This happily blood-thirsty state of affairs lasted until the human tribes united together with the Dwarfs to drive the Orcs from the lands west of the Worlds Edge Mountains. Subsequently, Orc tribes are mostly to be found in the Bad Lands to the south of the Old World and the Dark Lands to the east. There the great business of fighting amongst themselves continues to this day.

Orcs are the largest and most ferocious of the greenskinned races and they dominate the smaller Goblins and Snotlings almost completely. Despite this many independent Goblin tribes continue to live deep in the forests and mountains of the Old World as well as in the Worlds Edge Mountains and beyond. These smaller greenskins are far better adapted to life below ground and in the dense forests because they are smarter and more nimble-fingered than Orcs. This is why Orc tribes always include Goblin slaves to make armour and weapons, and do such practical stuff as Orcs either can't be bothered with or just don't understand. The smallest of these creatures are called Snotlings, tiny sub-goblins that live amongst and alongside their larger relatives. They are occasionally pressed to simple tasks but for the most part they are regarded as pests, treated like pets, or enthusiastically eaten - for all greenskins are cannibals though they prefer human flesh when they can get it.

The Orc way of life is war. Every Orc measures his worth by the number of enemies he has slain - and also the number of friends, for Orcs fight each other all the time. By fighting they establish which of them is best and this is reflected in their curious metabolism. The more dominant an Orc becomes the bigger he grows so it is always easy to see which Orcs are in charge and who is boss - just look for the big guy

All Orcs want to be biggest and best, and the surest way to achieve this is to follow the biggest Orc and share in his success. Because the top chieftains are continuously fighting off rivals their reign does not usually last for very long. Nor is there any shortage of strong, young Orcs waiting to take a fallen chieftain's place. Thus Orc society is a genuine meritocracy where the best always rise to the top and stay there only so long as they can fight off the opposition.

There are an untold number of Orc tribes in the world and most are itinerant, surviving by a process of raiding and despoliation. If one chieftain proves very successful in this respect other chieftains will quickly throw in their lot with this up and coming warlord. A successful warlord's forces will therefore grow and will continue to grow until there are so many Orcs in one place they will either self-destruct in a mighty inter-tribal war or go on the warpath and invade one of the human lands to the west. A great invasion of this kind is known as a Waaagh. The great number of Orcs that make up the Waaagh generates a kind of unstoppable enthusiasm that sends the greenskins into a spree of killing and looting that only ends once the leader of the Waaagh has been slain. Because Orcs understand little or nothing of concepts such as retreat, consolidation, or holding territory, it is inevitable that a Waaagh will run out of steam eventually; the only question is how much destruction can it cause first.



Orc Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Orc Warriors	Infantry	4	3	6+	-	3	60	2/-	-
Black Orcs	Infantry	4	4	5+	-	3	110	-/1	-
Goblins	Infantry	2/1	3	0	-	3	30	2/-	*1
Trolls	Infantry	5	3	5+	-	3	110	-/3	*2
Ogres	Infantry	4	4	5+	-	3	105	-/1	*3
Boar Riders	Cavalry	4	3	5+	-	3	110	-/-	-
Wolf Riders	Cavalry	2/1	3	6+	-	3	60	-/-	*4
Wolf Chariots	Chariots	3	3	6+	-	3	80	-/3	-
Giant	Monster	8	8	5+	-	1	150	-/1	*5
Rock Lobber	Artillery	1/3	3	0	-	1	75	-/1	*6
Orc General	General	+2	-	-	8	1	95	1	-
Orc Hero	Hero	+1	-	-	8	1	80	-/2	-
Orc Shaman	Wizard	+0	-	-	7	1	45	-/1	-
Goblin Hero	Hero	+1	-	-	7	1	45	-/2	-
Goblin Shaman	Wizard	+0	-	-	6	1	30	-/1	-
Wyvern	Monstrous Mount	+2	-	-	-	-	+80	-/1	*7
Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	*8

Special Rules

1. Goblins. A Goblin unit is allowed to shoot as if it had bows but its range is reduced to 15cm.

2. Trolls. When trying to issue an order to a unit of Trolls or to a brigade that contains a unit of Trolls, there is always a -1 Command penalty. Trolls can regenerate wounds - in each round of combat after whole stands have been removed Trolls automatically regenerate one outstanding hit. If no hits are left over after removing whole stands then regeneration has no effect. Regenerated hits still count towards the combat result for the round.

3. Ogres. If an Ogre unit can use its initiative to charge an enemy unit of humans at the start of the Command phase then it must do so. This happens automatically and their commander can do nothing about it. 'Humans' encompasses all 'men' including Chaos Warriors and Marauders, but not Dwarfs, Elves etc.

4. Wolf Riders. The Wolf Rider's range is restricted to 15cm. Wolf Riders can shoot behind or to the side as well as to the front. Just measure the range from any stand edge, front, side or rear. They can therefore shoot at enemy charging them from any direction.

5. Giants. Giants must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you so wish. If you attempt to give an order to a Giant and fail then you must take a test to see what it does. Ignore potential blunders - these are taken into account by the following rules. Roll a dice and consult the Giant Goes Wild chart. Where Giants are brigaded together roll for each separately.

Giants have a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing its effectiveness in subsequent turns. Therefore, if a Giant has accumulated 4-7 hits by the end of the Shooting phase or Combat phase and is no longer engaged in combat it is deemed to have been badly hurt. Once a Giant is badly hurt all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks). A Giant causes terror in its enemies.

6. Rock Lobber. Rock Lobber is a Stone Thrower as described in Artillery and Machines section of the rulebook.

7. Wyverns. Generals, Wizards and Heroes can ride Wyverns. A Wyvern can fly, increasing its riders' move from 60 to 100cm, and it adds +2 Attacks to those of its rider. A unit that includes a Wyvern rider causes terror in its enemies.

8. Chariots. A General, Wizard or Hero can ride a Chariot. A character in a chariot adds +1 to his Attacks.

Giant Goes Wild Chart

D6 *On no! What's he doing now!*

- 1 The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey.
- 2 Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat the Giant will hold his ground.

- 3 The Giant picks up a rock, tree, abandoned cart, outhouse or whatever comes to hand and throws it at the closest unit - friend or foe - that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
- 4 The Giant moves straight forward at full pace in the direction he is facing in. If he reaches an enemy unit he will attack as normal. If he reaches a friendly unit he will walk straight through and out the other side if there is room and he has sufficient move. If he reaches a friendly unit and does not have sufficient move or enough room to walk all the way through then he halts on contact. A friendly unit that is walked through or contacted in this way instantly becomes confused for the remainder of the Command phase. Such a unit ceases to be confused at the end of the Command phase along with other confused units.
- 5 The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe he will attack as normal. If friends are in the way he will walk through them causing confusion as described above.
- 6 The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling his Attacks value in the first round of combat.

Orc Spells

FOOT OF GORK

6+ to castRange 50cm

A gigantic spectral green foot descends from the heavens with a mighty thunk, crushing the enemy to pulp and grinding their bones into the dirt.

This spell can be cast on any unengaged enemy unit within range regardless of whether the Shaman can see it or not. The spell cannot be cast on a unit engaged in combat.

The unit suffers six attacks worked out in the usual way. A unit cannot be driven back by the Foot of Gork (Gork's foot descends from above!).

GOTCHA

5+ to castRange 30cm

With a mighty heave a huge green fist erupts from the Shaman's gaping mouth and strikes all within its path.

Draw an imaginary line 30cm long from the Shaman's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, eg over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by a Gotcha as with ordinary shooting (even including friends). Engaged units cannot be driven back by the Gotcha but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

GERROFF!!!

5+ to castRange 60cm

The voice of Gork booms out across the battlefield driving back his foes with a rancid gale force yell.

This spell can be cast on any unengaged enemy unit within range regardless of whether the Shaman can see it or not. The spell cannot be cast on a unit engaged in combat.

The enemy unit is driven back 5 x D6cm towards its own table edge. This is treated in the same way as a drive back from shooting, except that the direction is established by determining the shortest route to the table edge. A unit cannot be routed by a drive back from a Gerroff spell. If the unit leaves the table edge it must roll as described in the main Warmaster rules (See Movement p19-23).

WAAAGH!

4+ to castRange 30cm

The shaman summons the power of the mighty Waaagh! to invigorate the greenskins.

This spell can be cast on a friendly unit of Orc or Goblins engaged in combat; including Black Orcs, Wolf Riders, Boar Boyz and any type of Orc or Goblin troops but not Trolls, Ogres, Giants or other non-greenskins. The spell can be cast regardless of whether the Shaman can see the target or not.

The spell lasts for the duration of the following Combat phase.

Every stand in the unit, including characters that have joined the unit, adds +1 to its Attacks value.



High Elves

The Elven Kingdoms are the most ancient and cultured of all the world's realms aside from those of the cold-blooded Lizardmen races. Long before the crude townships of men took shape the Elves were building glittering cities in the island-continent of Ulthuan. Soon more cities arose in their colonies throughout the world. After millennia of habitation many of these cities still exist. They are graced by fantastical towers, sweeping arches, and a thousand other wonders undreamed of by mankind. Within soaring spires the High Elves pursue their age-long studies of art, sorcery and the world both natural and otherwise.

The Elven mind is not only keen but is matched by a near perfect physique and extraordinary longevity. Elves resemble men but are taller and more elegantly proportioned with long athletic limbs. They have lean, intelligent and handsome faces with delicately pointed ears and entrancing almond shaped eyes. It has been said that their swift precise movements make the most graceful human seem oafish in comparison. These qualities make them dangerous warriors as well as unparalleled craftsmen and sorcerers.

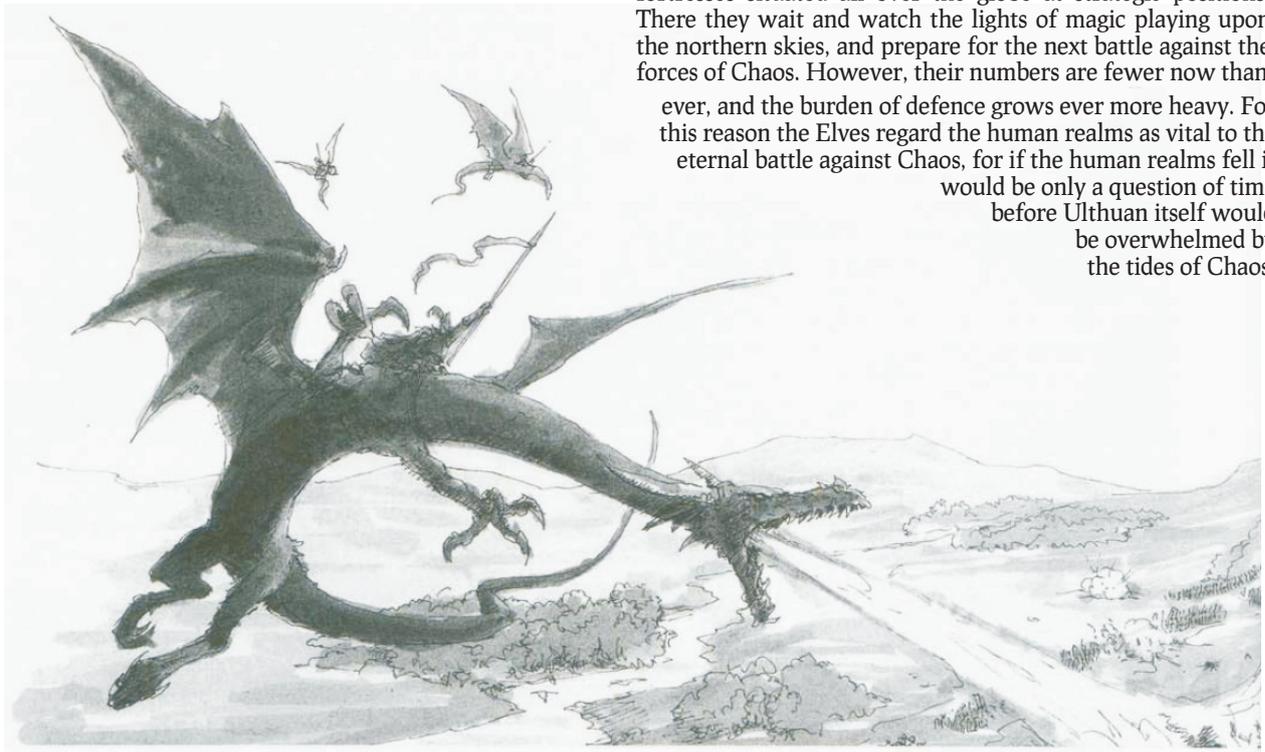
Elves are not warlike by nature as are, for example, Orcs and even Dwarfs and men to some extent. However they are proud -some say arrogant - and ultimately confident in their purpose. Thousands of years ago the Elves and Dwarfs fought a long and bitter war over possession of the Old World - a war fuelled by pride and suspicion on both sides.

This war weakened the two races to such an extent that both were nearly destroyed as a result. Much of the Dwarf realm was subsequently overrun by greenskins, the Elves were driven from their cities in the Old World, and the Elven homelands were plunged into the devastating civil war known as The Sundering. Elves and Dwarfs have never forgotten that war and it remains a source of recrimination and antagonism between them to this day.

Although their strength is less than it once was the Elven Kingdoms constitute the greatest bastion against Chaos in the world. Millennia ago - when the Age of Chaos began - the most adept of the High Elf Mages constructed a gigantic vortex of power at the centre of the island-continent of Ulthuan at the heart of the Elven Kingdoms. The purpose of this vortex was to draw magical energy out of the world, which was at that time overrun with daemons and other wholly sorcerous creatures. By means of a system of magical standing stones arranged around the circular island like a spider's web, the power of Chaos was gradually drawn away and stability restored. The Daemon armies were destroyed or banished back to the Realms of Chaos from which they had come. This is a burden that the High Elves carry to this day. Were Ulthuan and its vortex to fall the world would be quickly consumed in magic and mortal creatures would cease to exist - at least in any form recognisable as such.

The Elven Kingdoms remain eternally alert to the threat of Chaos. They are the undisputed masters of the seas and have fortresses situated all over the globe at strategic positions. There they wait and watch the lights of magic playing upon the northern skies, and prepare for the next battle against the forces of Chaos. However, their numbers are fewer now than

ever, and the burden of defence grows ever more heavy. For this reason the Elves regard the human realms as vital to the eternal battle against Chaos, for if the human realms fell it would be only a question of time before Ulthuan itself would be overwhelmed by the tides of Chaos.



High Elf Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Spearmen	Infantry	3	3	5+	-	3	60	2/-	-
Archers	Infantry	3/1	3	6+	-	3	75	1/-	*1
Silver Helms	Cavalry	3	3	4+	-	3	110	-/-	-
Reavers	Cavalry	3/1	3	6+	-	3	90	-/3	-
Chariots	Chariot	3	3	5+	-	3	95	-/3	-
Giant Eagles	Monster	2	3	6+	-	3	70	-/1	*2
Dragon Rider	Monster	6/3	6	4+	-	1	300	-/1	*3
Elven Bolt Thrower	Artillery	1/3	2	0	-	2	55	-/1	*4
General	General	+2	-	-	10	1	180	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Wizard	Wizard	+0	-	-	8	1	90	-/1	*5
Giant Eagle	Monstrous Mount	+2	-	-	-	-	+20	-/1	*6
Dragon	Monstrous Mount	+3	-	-	-	-	+100	-/1	*3
Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	*7

Special Rules

1. Archers. High Elf archers add +1 to their dice roll when making Shooting attacks. They will therefore score a hit against targets in the open on a 3 or more, against targets that are defended on a 4 or more, and against fortified targets on a 5 or more.

2. Giant Eagles Eagles can fly.

3. Dragons. Dragons can fly. Dragon rider units and any other units that include a Dragon riding character cause terror in their enemies.

Because Dragon Riders have a great many hits (6) which are difficult to inflict even during a lengthy combat engagement, we must consider the possibility of hurting the Dragon and reducing its effectiveness in subsequent turns. Therefore, if a Dragon Rider has accumulated 4-5 hits by the end of the Shooting phase or Combat phase and is no longer engaged in combat it is deemed to have been badly hurt. Once a Dragon has been badly hurt all accumulated hits are discounted and its maximum hits value and Attacks are halved for the rest of the battle (to 3 Hits and 3/2 Attacks).

Generals, Wizards and Heroes can ride Dragons. A Dragon can fly increasing its rider's move from 60 to 100cm. An extra +3 Attacks are added to those of its rider. A Dragon can breath fire if the character has joined a unit that isn't engaged in combat. A Dragon ridden by a character can't breath fire if it is not part of a unit.

Dragons can make a fiery breath. This applies both to a unit of Dragon Riders and to Dragons ridden by characters that have joined a unit of troops. Dragon fire works as follows. The fire breath has a range of 20cm. Breath can be directed against one target as for normal shooting and has 3 Attacks that are worked out in the usual way at 4+ to hit.

4. Elven Bolt Thrower. Elven Bolt Thrower has range of 40cm.

5. Wizard. High Elf Mages are especially powerful wizards and to represent this can re-roll a failed spell on any dice result except a 1. If a spell is failed because a 1 is rolled then no re-roll is permitted.

6. Giant Eagle Mount Generals, Wizards and Heroes can ride a Giant Eagle. An Eagle can fly increasing its rider's move from 60 to 100cm. An extra +2 Attacks are added to those of its rider.

7. Chariot Mount Generals, Wizards and Heroes can ride Chariots. An extra +1 Attack is added to those of its rider.

High Elf Spells

STORM OF STONE

6+ to castRange 30cm

The ground erupts around the Mage, and a hail of stones, rocks and dirt hurls itself upon his foes.

This spell affects every enemy unit within range.

Every enemy unit within range takes D3 Attacks worked out in the normal way. Roll separately to determine the number of attacks on each enemy unit. Unengaged units are not driven back by the Storm of Stone (the assault comes from the ground beneath their feet). Engaged units carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

LIGHT OF BATTLE

5+ to castRange 30cm

A radiant light shines forth upon the Mage's companions filling them with magical vigour.

This spell affects every friendly unit within range.

The spell lasts for the duration of the following Combat phase.

Every unit and every character that has joined a unit gains a bonus +1 attack. These attacks can be allocated to any stand in the unit and can be allocated to a different stand in each combat round.

HEAVEN'S FIRE

4+ to castRange 30cm

The mage imbues the Elven archers with an unearthly swiftness enabling them to rain death upon the enemy.

This spell can be cast upon a friendly unit of unengaged missile-armed infantry or cavalry within range. It cannot be cast on artillery. The Mage does not need to be able to see the friendly unit nor their intended target.

When the Heaven's Fire spell is cast on a unit, it can shoot twice that turn instead of once. If it has already shot that turn it can therefore shoot again immediately. If it has yet to shoot it can shoot twice. When a unit shoots twice due to Heaven's Fire the second shot is always at a -1 penalty.

HAIL OF DESTRUCTION

5+ to castRange 30cm

A hail of fiery arrows flies from the Mage's outstretched finger tips and strikes an enemy unit.

This spell can be cast on an enemy unit. The Mage must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Hail of Destruction is treated like three ordinary shooting attacks (4+ to hit) except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Hail of Destruction as with ordinary shooting.





Dwarfs

The Dwarfs live in fortified subterranean strongholds in the mountainous regions of the Old World. Beneath these near impregnable fortresses they have dug thousands of miles of tunnels, shafts, mines and galleries. The Worlds Edge Mountains are riddled with Dwarf delvings and constitute a hidden underground realm as large in extent as any human kingdom. The adjoining Grey Mountains and Dragonback ranges are also home to Dwarfs and there are scattered settlements in most of the mountainous regions of the Old World.

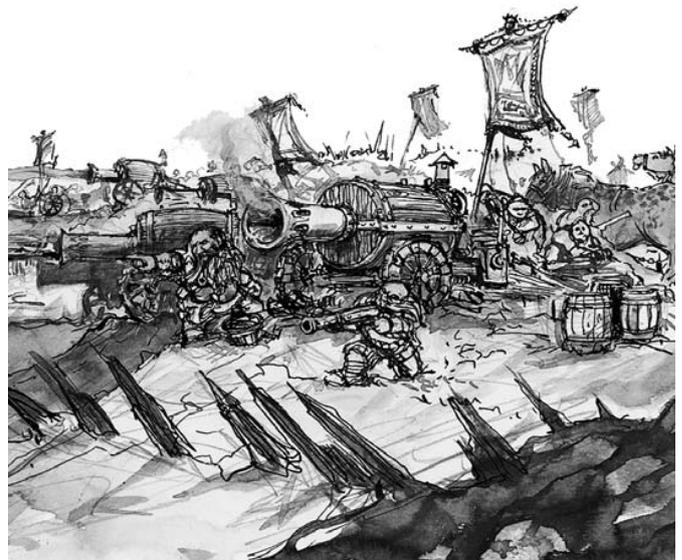
Dwarfs are attracted to these bleak places by hidden mineral wealth and especially gold. Dwarfs are utterly besotted with gold. They are also quite enthusiastic about gemstones and other rare and precious metals - but most of all they love gold! Dwarfs sing songs about gold, dig through solid rock to find gold, and spend endless happy hours counting the gold they possess. There are hundreds of different Dwarfish words for gold and new ones are being coined all the time. A Dwarf who finds himself in the presence of large amounts of the yellow shiny stuff can easily go 'gold crazy'. Such an individual may become insanely violent, even going so far as to attack his friends and family who he believes to be "after me gold". Given this strong materialistic streak it is not surprising that Dwarfs are such keen traders and merchants. They are always willing to do business with other races - though only on cash terms - gold always acceptable.

Dwarfs are shorter and far stouter than men or elves. They are also much stronger and more resilient. They consider humans and elves to be gangling weaklings liable to be blown over in a decent breeze. Dwarfs are expert craftsmen, especially when it comes to metal work, smithying, gem-cutting and jewellery making. Despite their cumbersome appearance they are astonishingly skilful at making fine, intricate mechanisms such as locks, concealed drawers, and hidden doorways. They are adept stonemasons and take great pride in their ability to build to last. Indeed, the phrase 'Dwarf-built' is a byword for indestructible, whilst the Dwarfish word for 'shoddy' translates quite literally as 'man-made'. Even the Elves consider Dwarf metalcraft the finest in the world. Elves are less appreciative of Dwarf taste, which they consider to be extra-ordinarily gaudy and vulgar.

Before the coming of men the Elves established colonies in the Old World so that they could trade with the Dwarfs. For many years the two races benefited from this arrangement and both peoples flourished. However, differences in temperament doomed the relationship to inevitable failure. The Dwarfs saw the Elves as arrogant and effeminate. The Elves thought the Dwarfs brutish and vulgar. If Elves had been more tactful and Dwarfs less prickly things might have turned out differently. But it was not to be. Once war began both sides were too proud to concede defeat.

After hundreds of years of continuous warfare both races were exhausted. The Elves returned to Ulthuan and abandoned the Old World. The Dwarfs considered themselves the victors but their numbers were so depleted that their empire could barely defend itself. It was at this point that hordes of greenskins and ratmen attacked the Dwarf realm from above and below. Many strongholds were destroyed and others damaged. The once sprawling underground empire was reduced to embattled enclaves in the mountains.

Today the Dwarf realm is much reduced in size and population. Men have established themselves on the lands once fought over by Dwarfs and Elves. The Dwarfs have learned to trade with men and the two races have forged a mostly peaceful relationship. It was a combined force of Dwarfs and men that finally drove the greenskins from the lands now known as the Empire. It was Dwarf craftsmanship that raised the first human cities. Relations with the Elves remain embittered. Dwarfs never forget injustices against their own kind and can bear a grudge practically forever. They reserve their most heartfelt hatred for the greenskins and ratmen who have taken over the ruins of many strongholds that are rightful property of the Dwarfs.



Dwarf Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Warriors	Infantry	3	4	4+	-	3	110	2/-	-
Handgunners	Infantry	3/1	4	6+	-	3	90	-/-	*1
Rangers	Infantry	3/1	4	5+	-	3	110	-/2	*2
Troll Slayers	Infantry	5	4	0	-	3	80	-/2	*3
Cannon	Artillery	1/2 + bounce	2	6+	-	2	90	-/1	*4
Flame Cannon	Artillery	1/2D6	2	6+	-	1	50	-/1	*5
Gyrocopter	Machine	1/3	3	5+	-	1	75	-/1	*6
General	General	+2	-	-	10	1	155	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Runesmith	Hero	+1	-	-	8	1	90	-/1	*7
Anvil	Special	+1	-	-	-	-	+50	-/1	*6

Special Rules

1. Handgunners A handgun shot can pierce armour far more easily than an arrow or a crossbow bolt. Therefore, count enemy Armour values as one worse than normal when shot by a handgun. So an armour value of 3+ counts as 4+, 4+ as 5+, and 5+ as 6+, whilst an Armour value of 6+ can't save against a handgun.

2. Rangers. Although they are infantry the exceptional mobility of Dwarf Rangers means that they can pursue any type of retreating enemy.

3. Troll Slayers. A Troll Slayer unit will always use its initiative to charge an enemy if possible and cannot be given orders instead. They will never use their initiative to evade. Troll Slayers cannot be driven back by shooting and never roll for drive backs. Troll Slayers must pursue or advance if victorious in combat where they are permitted to do so. Troll Slayers are unaffected by enemy that cause terror in combat - they don't suffer the -1 Attack modifier. Troll Slayers positively enjoy fighting monsters - the bigger the better in fact! Slayers add +1 Attack when fighting against a Monster stand.

Troll Slayer units earn victory points differently to other units as follows:

1. If a Troll Slayer unit has any stands remaining at the end of the battle then the full points value of the unit is awarded to the opposing side as victory points. It doesn't matter if the unit has 3, 2 or 1 stand remaining - if there are any stands left at all the enemy gets the full victory points.
2. If a Troll Slayer unit is destroyed no victory points are scored by either side.

Slayer units that have been destroyed still count towards the Dwarf army's losses for purposes of calculating withdrawal.

4. Cannons. Full rules for Cannons are in the Artillery and Machines section of this rulebook.

5. Flame Cannon. The Flame Cannon is an infernal device that shoots a gout of flame. It has range of 30cm and its attacks are slightly unusual. Rather than having a fixed number of attacks it has 2D6 Attacks instead - roll 2 dice and add the scores together. But if the Flame Cannon rolls a double then it does not shoot as expected! Depending on the double rolled something has gone horribly wrong.

Flame Cannon Misfire Chart

Double Rolled	What's that gurgling noise?!
1	The Flame Cannon explodes and is destroyed. No attacks are caused.
2	The Flame Cannon emits an enormous belch of fire inflicting a total of 4+2D6 attacks on the target before it explodes and destroys itself.
3	The Flame Cannon makes a worrying wheezing noise before spewing out an unusually smoky flame. Six attacks are inflicted this turn but the number of attacks caused by all further shooting is reduced from 2D6 to 1D6.
4	The Flame Cannon splutters and its boiler goes out. The crew scramble around to re-light it. The Flame Cannon does not shoot this turn but it is otherwise unaffected.
5	The Flame Cannon chuffs out a great gout of soot, covering the target in black smoke and hot coals. Ten attacks are inflicted this turn - otherwise the Flame cannon is unaffected.
6	The Flame Cannon lurches in its mountings and heaves forth an especially huge flame inflicting 12+D6 attacks on the target. The Flame Cannon is otherwise unaffected.

A Flame Cannon can shoot at charging enemy in the usual way.

6. Gyrocopter. The Gyrocopter is a flying machine, so all the usual flying rules apply. The model always forms a single unit on its own, must be given orders individually, cannot be brigaded with other units and cannot be joined by a character in combat.

The Gyrocopter's fast-firing gun is light in weight and fires a small calibre shot. It counts Armour values as one worse than normal, so an Armour value of 3+ counts as 4+, 4+ counts as 5+, 5+ counts as 6+ and 6+ does not count at all. The Gyrocopter can fire 360° around.

7. Runesmith Although they are not wizards and cannot therefore cast spells, Dwarf Runesmiths can combat the magic of their enemies. If an enemy Wizard who is within 50cm of the Runesmith casts a spell the Runesmith can attempt to 'anti-magic' it. Note that it does not matter what the spell is or where it is cast, the Runesmith can 'anti-magic' it so long as the caster is within 50cm. To determine if this works roll a D6 - on the score of 4, 5 or 6 the Runesmith has succeeded and the spell doesn't work, it is dispelled by the Runesmith's defiant efforts. If he fails then the Runesmith's efforts come to nothing and the spell works as normal. A Runesmith can attempt to anti-magic any number of spells in a turn, but only one attempt can be made to anti-magic any individual spell - even if the army includes more than one Runesmith and several are in range of the enemy Wizard.

8. Anvil The army can only include a single anvil and it is incorporated onto the stand of a Runesmith. If a Runesmith stand includes the Anvil, once per battle he can add +1 to his dice roll when he attempts to dispel enemy magic spells using the Dwarf anti-magic ability (see Runesmith). In addition the Runesmith can strike the Anvil during the Shooting phase of his own turn. The anvil's plangent rune-song fills the Dwarfs with even greater resolve! Roll a D6. On the score of a 4, 5 or 6 all Dwarf units within 20cm of the Runesmith are unaffected by Terror **until the start of the Dwarf player's next turn**. On a roll of less than 4 there is no effect.





Skaven

Skaven are neither rats nor humans but a vile combination of the two races. The origins of the Skaven are not known for certain. It is likely they were mutated at the dawn of the Age of Chaos when powerful waves of magic swamped the world. Millions of tons of magically energised material were hurled over the planet in the form of meteorites. Some of these were huge boulders as big as a house but most were much smaller down to the finest particles of dust that fell to earth and polluted the ground with magical energy. Creatures that breathed the dust or strayed within the radiating power of the larger stones became mutated into the most horrible monsters. The Skaven may well have mutated from ordinary vermin as a result of consuming this corrupting material - or 'warpstone' as they call it. Even today the Skaven crave warpstone. Even minute traces of warpstone would kill most creatures but for Skaven it is a potent stimulant and one that confers great powers upon their sorcerers. It also destroys and mutates Skaven and drives them insane - but such is its hold over the whole race that they delve for it beneath the earth wherever it may be found.

Like ordinary rats Skaven abhor the daylight and avoid open places. They dig tunnels beneath the earth, often taking over old Dwarf mines and Goblin burrows. Though few suspect their presence they live below the cities of men in the sewers and cellars and amongst ruins, emerging only at night to prey upon vagrants and other unfortunates. Over the centuries the Skaven have constructed thousands of miles of tunnels and huge city-sized nests so that the whole planet is riddled with their workings. Even the mines of the Dwarfs are undermined by the underworld of the Skaven and the two races have fought many battles beneath the earth.

The Skaven thrive upon decay and corruption but their society is highly stratified from the highest Lords of Decay to the most lowly Skaven slaves. They live as large extended groups called Clans of which there are a great many. The most powerful Clans rule the rest and they in turn are ruled over by the Council of Thirteen whose members are the dreaded Lords of Decay. It is this council that directs the Skaven's attempts to overthrow the races of the Overworld. The ordinary Clans are made up of many thousands of Skaven warriors and slaves and very little else but some Clans have developed special skills. These include Clan Pestilens whose rulers have developed a form of germ warfare, spreading pestilence and corruption by means of noxious vapours and poisons.

Clan Eshin is the master of subterfuge whose agents scuttle over the rooftops of human cities on their secret missions of sabotage and intelligence gathering. Clan Moulder's sorcerers have become the masters of mutating magic and have created many vile monsters by feeding them warpstone - their most

successful creations are the Rat Ogres - gigantic Skaven monstrosities many times the size of an ordinary Skaven. Clan Skryre is famed for its machineries that blend sorcery and an advanced science far beyond the understanding of mere humans. Most powerful of all are the Grey Seers the supreme sorcerers of the Skaven Race.



Skaven Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Clanrats	Infantry	3	3	6+	-	3	40	2/-	-
Stormvermin	Infantry	3	3	5+	-	3	55	-/2	-
Jezzails	Infantry	3/1	3	6+	-	3	70	-/2	*1
Plague Monks	Infantry	5	3	0	-	3	70	-/2	*2
Rat Swarms	Infantry	2	3	0	-	3	25	2/-	*3
Gutter Runners	Infantry	3/1	3	6+	-	3	70	-/4	*4
Rat Ogres	Infantry	4	4	5+	-	3	110	-/2	-
Warp LightCannon	Artillery	1/D6	2	0	-	1	50	-/2	*5
Doom Wheel	Machine	5	4	4+	-	1	125	-/1	*6
Grey Seer	General	+1	-	-	9	1	130	1	*7
Hero	Hero	+1	-	-	8	1	70	-/2	-
Warlock	Wizard	+0	-	-	6	1	30	-/1	-
Screaming Bell	Machine	0	4	4+	-	1	125	-/1	*8

Special Rules

ARMY RULES

Strength in Numbers. Brigades may be of any size and are not restricted to the normal four unit maximum.

Vermintide. Skaven units that win a round of combat can choose to pursue retreating enemy units regardless of troops type. Any Skaven units (including artillery) can pursue any enemy units (including flyers, cavalry and chariots). Although allowed to pursue regardless of enemy troop type, Skaven are still constrained by terrain and fortified status the same as other armies - eg they cannot pursue if fortified.

Under the Lash. All Skaven characters have a Command range of 20cm whether General, Heroes or Wizards. Even Skaven Generals have a Command range of 20cm. Skaven are very good at directing their underlings - but only so long as they remain close at hand. We call it 'under the lash'.

SPECIAL RULES

1. Jezzails. Count enemy armour values as one worse than normal when shot by a jezzail. So, for example, an armour value of 3+ counts as 4+, 5+ counts as 6+, and 6+ can't save against a jezzail.

2. Plague Monks. A unit of Plague Monks will always use its initiative to charge an enemy if possible and can't be given orders instead. They will never use their initiative to evade. They can't be driven back by shooting and never roll for drive backs. If victorious in combat they must pursue where possible.

Plague Monks are unaffected by enemies that cause terror in combat, they do not suffer the usual -1 Attack modifier.

3. Rat Swarms. Rat Swarms cannot be driven back by shooting and do not roll for drive backs. A Rat Swarm stand cannot be supported by other kinds of infantry - only by other Rat Swarm stands. Note, however, that Rat Swarms can support other kinds of infantry as normal. A Rat Swarm cannot be given magic items.

4. Gutter Runners. Gutter Runners are armed with throwing stars and darts, and are therefore allowed to shoot as if they had bows, but their range is reduced to 15cm. However, they may shoot from any edge without turning stands to face their target. In addition, Gutter Runners do not have to be deployed before the game if the player does not wish to do so. Instead individual units can be infiltrated onto the battlefield once the game has begun. To infiltrate a unit, the Skaven player nominates the point where he wants the Gutter Runners to appear and issues an 'infiltration' order from any character. The character does not have to be within his normal command range to issue an infiltration order - the character's command range is considered to extend over the entire tabletop when issuing an infiltration order. Treat the order as issued to the nominated point, and apply any modifiers for distance and proximity of enemy, but ignore penalties for dense terrain. The nominated point must lie either on the table within dense terrain or on any base edge other than the enemy player's own table edge. If successful, place one stand on the nominated spot and arrange the rest of the unit into formation around it. The infiltrated unit cannot be placed so that it touches an enemy unit. Once deployed, orders can be given to the unit by the same character that gave the infiltration order if he is within his normal command range, the infiltrating unit is considered to have used its first order to deploy. If the infiltration order is failed the unit is not deployed and cannot infiltrate that turn, it can attempt to infiltrate in a subsequent turn at the same or a different place.

5. Warp Lightning Cannon. The Warp Lightning Cannon has a range of 40cm. It has D6 Attacks - generate the number of Attacks and then roll for each Attack as usual. However, if the number of Attacks is 1 this indicates something has gone wrong. Roll the D6 again and work out this many Attacks against the Warp Lightning Cannon itself.

Units that take casualties from the Warp Lightning Cannon are not driven back as a result - disregard these casualties when working out drive backs.

Units that take one or more casualties from a Warp Lightning Cannon must roll a D6 immediately and on a roll of 6 become confused. Units that are adjacent to a unit taking casualties from a Warp Lightning Cannon can also potentially become confused. Roll a D6 for each unit that is touching the target unit. On a roll of a 6 the unit becomes confused. Note that it is possible for Skaven units to become confused if they are touching the Warp Lightning Cannon when it goes wrong and inflicts casualties upon itself.

6. Doom Wheel. When the Doom Wheel charges against targets in the open it receives D6 bonus Attacks in addition to the normal +1 Attack for charging. Note that this bonus applies only when charging - not during pursuits, advances and not when the Doom Wheel is charged itself. Doomwheel has a move of 20cm and causes terror.

7. Grey Seer. The Grey Seer is the army's General and can use Skaven magic in the same manner as a Warlock.

8. Screaming Bell. A Screaming Bell is a gigantic device - it cannot move of its own accord - but relies upon the great mass of Skaven to push it forward. The Screaming Bell can therefore only move in the Command phase if it forms a brigade with one or more infantry units. It can then move 20cm at infantry pace. It cannot move using initiative and cannot be driven back by shooting and does not roll for drive backs. In combat it is automatically destroyed if forced to retreat but will pursue, advance and fall back so long as it is touching a Skaven infantry unit at the start and end of its move: otherwise it cannot pursue, advance or fall back as it is unable to move of its own accord. All Skaven units touching the Screaming Bell are unaffected by the usual penalty for Terror whilst they remain so. In addition, any Skaven Hero or Warlock within 30cm of the Screaming Bell adds +1 to their Command value. Any enemy character within 30cm of the Screaming Bell deducts -1 from their Command value. A Skaven army can only ever include a maximum of 1 Screaming Bell no matter how large.

Skaven Spells

SKITTERLEAP

2+ to cast.....Range N/A

Inhaling an especially large pinch of warpstone dust the Skaven vanishes in a cloud of green vapour to reappear anywhere on the battlefield.

The Wizard is moved to a new position anywhere on the table. He can leave or join a unit if he wishes, enabling a Wizard to move into or out of combat for example. Once the Wizard has moved he can cast a second spell, but note this must be a different spell and not a further Skitterleap! Roll to cast the second spell as normal. A Wizard that Skitterleaps successfully can therefore potentially cast two spells that turn.

WARP LIGHTNING

5+ to castRange 30cm

An arc of pure warp energy strikes the foe wreaking strange changes, melting flesh and twisting bone into monstrous forms.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

Warp Lightning is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by Warp Lightning as with ordinary shooting.

DEATH FRENZY

5+ to castRange 30cm

The Skaven screams a blasphemous litany to the Horned Rat driving the Skaven masses into a frenzy of warpdust fuelled destruction.

This spell can be cast upon a friendly unit that is engaged in combat and which is within range. The Wizard does not have to be able to see the target to cast the spell.

The effect lasts for the duration of the following combat phase and the indicated bonus attacks are added to the unit's total attacks each round.

The unit gains bonus Death Frenzy attacks for the following combat phase. To determine the number of bonus attacks roll one D6 at a time and add the results together. The player can roll as many D6 as he wishes up to a maximum of 1 per stand in the unit. The player always rolls one dice at a time and can decide to stop at any point. However - if the player rolls a second or subsequent dice and scores the same value as any previously rolled dice, then the total Death Frenzy attacks are directed against the targeted unit instead of its enemy. Death Frenzy attacks that rebound in this way are struck only once in the first round of combat: they are not struck each round.

Example, 1 + 4 + 6 = 11 extra attacks for the Skaven unit each round. 1+4+1 = 6 Attacks upon the Skaven unit in the first round.

PLAGUE

6+ to castRange 30cm

A swirling cloud of virulence envelopes the enemy troops causing their bodies to erupt in pustules, their skins to split apart with running sores, their joints to swell with buboes and their hair to crawl with lice and fleas.

This spell can be cast on any unengaged enemy unit within range regardless of whether the Wizard can see it or not. The spell cannot be cast on a unit engaged in combat.

The unit suffers six attacks worked out in the usual way. A unit cannot be driven back by Plague (the vile Plague erupts from within!).



Lizardmen

Before Chaos came into the world there was a more ancient forgotten age - the Age of the Old Ones. This far-off time lies beyond the memory of man and is recalled only dimly by the Elves - the most ancient of all the world's warm-blooded races. In that distant age the planet was dominated by cold-blooded creatures. The undisputed rulers of the world were the reptilian lizardmen. The mysterious Old Ones themselves came not from this planet but from the great darkness. They travelled between the stars in their silver ships by means of immense inter-dimensional portals fashioned with arcane skills blending both sorcery and science. In that forgotten era the Old Ones were unchallenged masters of the universe of time and space. Our world was but one small insignificant colony amidst a glittering galaxy of stars.

According to the most ancient records preserved in Lustria, themselves a cryptic and much distorted copy of even older accounts now lost, the Old Ones discovered a dying world of ice deserts inhabited only by primitive reptiles. They employed their strange sorcery to arco-engineer the native creatures into various types of workers and slaves. First of all they set the mystical master-race of Slann to fulfil their ambitions and rule over the rest. The Slann used the incomparable power of their minds to reposition the planet in its orbit so that temperatures became more tolerable and jungles grew up to cover the equatorial regions. Most importantly they constructed a permanent trans-dimensional gateway through the axis of the planet. Portals over the poles allowed the Old Ones to transport huge fleets from world to world. By this means new creatures of many kinds were introduced including the ancestors of the warm-blooded races such as Elves, Dwarfs and Men.

The Slann caused their lizardmen servants to raise great pyramid cities wherefrom mighty Slann Mages observed the stars and contemplated the inner secrets of the multiverse. Their great minds spanned the stars and their thoughts quested throughout the time-stream exploring its endless weave of possibilities and consequences. The secrets of the Old Ones lay within their grasp and their minions flourished on the new-made world. Mighty cities arose peopled by the lizard races. The first Elves walked the land of Ulthuan and the Slann nurtured them - cultivating the young race in preparation for the troubled time that they foresaw in the stars. What they saw was the coming of Chaos - the destruction of the Old One's intergalactic civilisation and the collapse of the mighty warp gates. Being creatures of great wisdom the Slann set about creating new races strong enough to stand against the powers of Chaos gathering in the outer darkness.

The coming of Chaos to the world was the ultimate test of the Slann. Their civilisation was almost destroyed - many of the wise ones were slain - the warp gates fell and volatile magic flooded the world and altered it forever. But as the Slann had planned all along - their minions proved stronger than Chaos. The world was saved thanks to the lizard races, the first Elves, the ancestors of the Dwarfs, and the other nascent peoples nurtured by the Slann. But the world was changed. The efforts of the Slann had all but finished them. Their time of greatness was over and the remaining Slann Mages fell into a centuries long sleep from which they awoke enfeebled and diminished - if they awoke at all. Their great cities crumbled and declined. Only their cold-blooded servants continued as ever, guarding the pyramid cities and star-temples of the Slann, awaiting the instructions of their masters with reptilian patience. So it has been for thousands of years and now even fewer Slann remain than ever and the great ones of old have all passed on. The lizardmen races continue to live amongst the ruins and preserve to this day the intent of the Old Ones if not their understanding.



Lizardmen Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Skinks	Infantry	2/1	3	-	-	3	35	2/-	*1
Saurus	Infantry	4	3	5+	-	3	75	2/-	*2
Temple Guard	Infantry	4	4	5+	-	3	110	-/1	*2
Salamanders	Infantry	2/2	3	-	-	+1	25	-/2	*3
Kroxigor	Infantry	5	3	4+	-	3	135	-/2	*2
Cold One Riders	Cavalry	4	3	4+	-	3	140	-/2	*2
Terradons	Monster	2/1	3	6+	-	3	85	-/1	*4
Stegadon	Monster	10/3	10	4+	-	1	250	-/1	*5
Slann Mage Palanquin	General	+2	-	-	0	1	95	1	*6
Saurus Hero	Hero	+2	-	-	6	1	45	-/1	-
Skink Hero	Hero	+0	-	-	8	1	70	-/3	-
Skink Shaman	Wizard	+0	-	-	6	1	30	-/1	-
Stegadon	Monster Mount	+5	-	-	-	-	+90	-/1	*7
Carnosaur	Monster Mount	+2	-	-	-	-	+65	-/1	*8

Special Rules

ARMY RULES

Dense Terrain. No command penalty is applied to any units in the Lizardmen army on account of dense terrain. The Lizardmen's ruin infested jungle homeland is mostly dense terrain and they are used to communicating through thick jungle and narrow tunnels by a mix of instinct and bizarre sub-sonic noises inaudible to other races.

SPECIAL RULES

1. Skinks Skinks have a shooting range of 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

2. Reptilian. Reptilian troops can only be issued an order by a character within 20cm. If reptilian units form part of a brigade an order can be issued so long as all reptilian units are within 20cm of the character issuing the order. This rule represents the creatures being cold-blooded brutes and slow to react.

3. Salamander. Salamander stands never count as independent units under any circumstances. Instead you may add one stand of Salamanders to any Skink infantry units. This brings the size of the unit to 4 stands - ie 3 other stands plus the Salamander stand. The Salamander stand fights as part of the unit and can be removed as a casualty should the player who owns them wish to do so. A Salamander stand does not count as a loss upon the unit for purposes of Command penalties - ie if the Salamanders are removed leaving 3 Skink stands there is no -1 Command penalty on the unit. The Salamander stand doesn't count as part of the unit's formation when determining whether the unit is in a regular or irregular formation - ie the stand can be placed to the side, at an angle, or at a different orientation without affecting an otherwise regular formation.

If a Salamander stand is attached to a Skink unit the entire unit, including the Salamander, is considered to employ 'Salamander Venom' shooting attacks. Enemy Armour saving throws suffer a - 1 penalty when hit by Salamander Venom (eg 5+ save requires a roll of 6).

Salamander stands have 2 shooting attacks, a range of 15cm, and can shoot from any edge in the same way as Skinks. If their unit is charged then Salamanders can shoot in the same way as any other shooting stand - however when shooting against chargers their number of Attacks is reduced to 1.

4. Terradon. Terradons can fly. Terradon riders have a shooting range 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

5. Stegadon. The model must be mounted onto a base 40mm frontage and 60mm depth - note that this is equivalent to three standard sized Warmaster bases glued together.

The Stegadon causes terror in its foes.

The Stegadon can only be brigaded with Skink units. It cannot be brigaded with Skink units that have attached Salamanders. It cannot be brigaded with any other units including with other Stegadons.

The Stegadon's crew has a shooting range of 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

Because the Stegadon has so many hits we must consider the possibility of hurting the beast and reducing its effectiveness. Therefore, if a Stegadon has accumulated 6-9 hits by the end of the Shooting or Combat phase and is no longer engaged in combat it is deemed to have been badly hurt. Once a Stegadon is badly hurt all accumulated hits are discounted and its Hits and Attack values are halved for the remainder of the battle to 5/2 Attacks and 5 Hits.

6. Slann Mage. The Slann Mage rides a palanquin carried by his bodyguard of fierce Saurus warriors - his combat bonus is due to his bodyguard. The Slann Mage is the army's general but uniquely amongst commanders he cannot give orders, but has foreseen the flow of the battle and given his Skink retainers instructions. To represent this any Skink character within 20cm of the Slann can announce his use of the General's Divine Guidance - deducting -1 from his dice score (eg 8 counts as 7, 10 as 9 and so on). When Divine Guidance is used the Skink cannot 'Blunder' - any roll of double 6 simply counts as a fail. If a Divine Guidance roll is failed then the Slann's Divine Guidance cannot be used by any other characters that have not ordered yet in that turn, their confusion over the mixup is represented by adding +1 to their first order rolls.

In addition the Slann is a great sorcerer. He can cast spells as a Wizard and can be given a magic item restricted to either a general or wizard should you so wish. Slann Mages are especially powerful wizards and to represent this can re-roll a failed spell on any dice result except a 1. If a spell is failed because a 1 is rolled then no re-roll is permitted. The Slann Mage can also cast his spell using a Skink Shaman as the focus if desired - work out the spell as if it were cast from the Shaman, measuring and establishing a line of sight from the Shaman model. This does not affect the Shaman's own ability to cast spells that turn.

7. Stegadon Mount. The Slann Mage may lose his palanquin and bodyguard and instead ride on top of a Stegadon. His Attacks bonus is changed to that shown. If he rides a Stegadon then any unit he joins will cause terror and the usual Combat modifier will apply. No other character can ride a Stegadon.

8. Carnosaur. A Saurus Hero can ride a Carnosaur. If a character rides a Carnosaur then any unit he joins will cause terror. No other character can ride a Carnosaur.

Lizardmen Spells

GAZE OF SOTEK

5+ to castRange 30cm

Burning jade coloured rays leap from the wizard's lidded eyes enshrouding and choking his enemies in writhing coils of magic.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Gaze of Sotek is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by the Gaze of Sotek as with ordinary shooting.

MAZDAMUNDI'S REVENGE

4+ to castRange 60cm

The wizard's foes bowels melt with dread or possibly something much worse, hindering their movement as if hobbled.

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not.

The spell takes effect until the end of the opposing player's next turn.

Whilst the spell lasts the unit cannot charge and if engaged in combat will not pursue or advance. Even units that are otherwise obliged to charge, pursue, or advance will not do so if affected by Mazdamundi's Revenge.

WINGS IN THE JUNGLE

5+ to castRange N/A

An eerie aura surrounds the Wizard and his companions lifting them into the air and transporting them effortlessly from one place to another.

The spell can be cast on any unengaged friendly unit that the Wizard has joined. The spell affects only a single unit, never a brigade and there is no supporting charge possible.

The unit can be moved just as if it had received an order in the Command phase. The Wizard is moved together with the unit and remains joined with it. Other character stands that have joined the unit will not move with it: they remain where they are.

SHIELD OF THE OLD ONES

5+ to castRange 30cm

The enemy's blows are magically turned aside by the strange power of the Old Ones.

This spell can be cast upon a friendly unit that is engaged in combat and which is within range. The Wizard does not have to be able to see the target to cast the spell.

The effect lasts for the duration of the following combat phase.

The unit's Armour value counts as 1 better up to maximum value of 4+. I.e 0 counts as 6+, 6+ as 5+ and 5+ as 4+. If the unit's Armour value is already 4+, or another bonus brings it to 4+, this spell has no effect.



Brettonnia

Brettonnia has grown into a powerful and influential nation under the leadership of its proud King Leoncour. At the capital of Couronne the greatest knights gather to attend their king and to accept from him such heroic quests as he chooses to set them. To the knights of Brettonnia honour is everything and it is an undoubted fact that a knight would sooner die than bring dishonour upon himself or his lord.

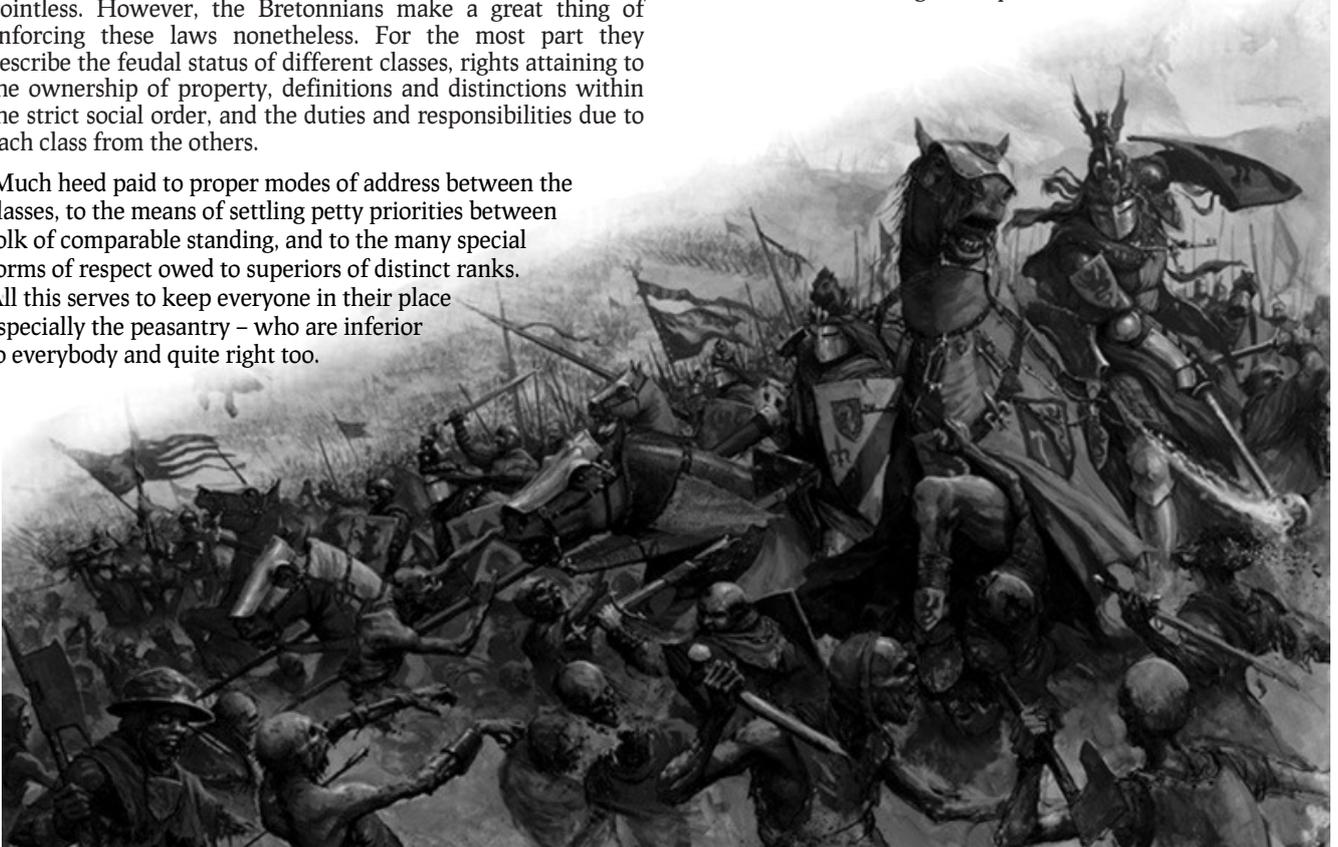
The realm of Brettonnia is not as ancient as that of the Empire. For many hundreds of years the various tribes that inhabited this region fought amongst themselves. Many were little more than brigands who roamed the land pillaging and looting at will. Implacable rivals vied for power whilst raids and wars despoiled the land. This long period of anarchic conflict ended with the founding of the nation under the visionary warlord Gilles Le Breton. Not only did this great warrior subjugate all the other powers in the land but he instigated the laws of chivalry that were to bind them to a common purpose. The wars of internal strife were ended with a blow of the sword and a new nation and a new vision arose from the battle's mire.

The laws of chivalry govern Brettonnian society to this day informing alike the high ideals of the knights and the simple coda of the peasants. Because these laws are now so old - and because they have been re-interpreted and occasionally misconstrued over the years - many now appear quite bizarre or pointless. However, the Brettonnians make a great thing of enforcing these laws nonetheless. For the most part they describe the feudal status of different classes, rights attaining to the ownership of property, definitions and distinctions within the strict social order, and the duties and responsibilities due to each class from the others.

Much heed paid to proper modes of address between the classes, to the means of settling petty priorities between folk of comparable standing, and to the many special forms of respect owed to superiors of distinct ranks. All this serves to keep everyone in their place especially the peasantry - who are inferior to everybody and quite right too.

The nobles of Brettonnia aspire to the high ideals of knighthood and train from early youth in the arts of war. They are skilled and hardy warriors who live to fight. They frequently engage in fiercely competitive mock battles and tourneys between themselves. Knighthood is an honour and one that can only be earned by the performance of heroic deeds - such matters usually involve slaying troublesome monsters, destroying roving bands of Orcs, and suchlike. During their lives Knights will often undertake further adventures and may be compelled to fight powerful enemies as a form of penance or spiritual journey. Knights acquire honour and rise in status as a mark of their heroism, talking priority over lesser Knights and earning certain privileged titles and badges of honour.

The most renowned of all Knights are those who quest for the Grail of the Lady of Brettonnia. The Lady is the protective deity of the nation and its rulers. She is said to have aided Gilles le Breton by appearing before him on the eve of a great battle. The Lady bade Gilles drink from her grail which he did unhesitatingly. As he drank the Lady vanished and Gilles, now suddenly sure of what he needed to do, went on to destroy his enemies and become king. Since that time the Brettonnians have built many shrines to The Lady. The greatest deed a Knight can undertake is to search for the Grail of The Lady - the damsels of The Lady grant this quest only to the bravest and most strong hearted for few who begin the quest are ever fated to succeed.



Bretonnian Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Bowmen	Infantry	3/1	3	0	-	3	55	-/-	-
Men-at-arms	Infantry	3	3	6+	-	3	45	1/-	-
Peasants	Infantry	3	3	0	-	3	30	-/4	*1
Squires	Cavalry	3/1	3	6+	-	3	90	1/4	-
Knights	Cavalry	3	3	4+	-	3	110	1/-	*2
Grail Knights	Cavalry	3	3	4+	-	3	120	-/1	*2*3
Pegasus Knights	Monster	2	3	5+	-	3	80	-/1	*2*4
Trebuchet	Artillery	1/4	4	0	-	1	100	-/1	*5
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Enchantress	Wizard	+0	-	-	7	1	45	-/1	-
Unicorn	Special Mount	+1	-	-	-	-	+15	-/1	*6
Pegasus	Monstrous Mount	+1	-	-	-	-	+15	-/1	*7
Hippogriff	Monstrous Mount	+2	-	-	-	-	+80	-/1	*8
Grail Reliquae	Special Bonus	-	-	-	-	-	+60	-/1	*9

Special Rules

ARMY RULES

The Bretonnian army is essentially an army of Knights and it is the Knights' contribution to the battle that counts - never mind the pot-washers and clod-breakers. To represent this, the Bretonnian army calculates when it must withdraw from the battle in a different way to other armies. Instead of counting all of its units at the start of the game, count only the number of units of Knights, Grail Knights and Pegasus Knights. Once the army has lost a half or more of its units of Knights/Grail Knights/Pegasus Knights it must withdraw.

SPECIAL RULES

1. Peasants. A unit of Peasants suffers an additional -1 Command penalty when given an order. However, this penalty is waived if the Peasant unit is part of a brigade that includes at least one non-Peasant unit. Peasants cannot use initiative to charge - though they can use initiative to evade as usual. Peasants are able to make supporting charge. When they charge they receive no bonus attack modifier for doing so.

2. Knights. A Knight unit will always use its initiative to charge an enemy if possible and cannot be given orders instead. They will never use their initiative to evade. Knights are unaffected by enemy that cause terror in combat and they don't suffer the usual -1 Attack modifier.

3. Grail Knights. If the unit of Grail Knights is charging against an enemy in the open it receives an additional +1 Attack modifier in the same way as chariots and monsters.

4. Pegasus Knights. Pegasus Knights can fly.

5. Trebuchet. The Bretonnian Trebuchet is one of the mightiest and most excellent stone throwers that are built in the Old World. At first it was designed to help the noble knights with the sometimes coming up and messy sieges that had to be done but later was adjusted to be used in field battles too.

As the Trebuchet is such a gigantic machine it is put on a 6x4cm base the short edge being the front.

To represent that Trebuchet is such a bulky warmachine which takes time to assemble and disassemble, Trebuchet can move but cannot shoot in the turn it moved.

If a Trebuchet is driven back more than 10cm by shooting it is destroyed (drive backs of less than 10cm are simply ignored). If it is forced to retreat from combat it is also destroyed like any other artillery. A Trebuchet is not affected by Gerroff spell.

The Trebuchet has a shooting range of 80cm. Fortified units count as defended and defended targets count as in the open. No armour roll is made when shot at by a Trebuchet.

The Trebuchet may not shoot at charging enemies.

The Trebuchet can shoot at targets that it can see as for all other artillery, and it can shoot over the heads of friends and obstacles on lower ground just as can other artillery.

Shooting Blind: If there is no target in sight a Trebuchet may instead shoot at the nearest enemy unit in range it cannot see. When Shooting Blind it always hits on 6+ no matter if the target is in the open, defended or even fortified.

6. Unicorn. Only an Enchantress can ride a Unicorn. The Unicorn adds +1 to the Enchantress's Attacks. Once per battle the Unicorn's magical power adds +1 to the dice roll when casting a spell. The player must announce that he is using the Unicorn's magic before rolling to see if the spell works.

7. Pegasus. The Pegasus can be ridden by a General, Hero or Enchantress and adds +1 Attack to the rider as well as allowing the character to fly.

8. Hippogriff. Only a General can ride a Hippogriff. The Hippogriff can fly. A unit joined by the General on Hippogriff causes terror.

9. Grail Reliquae. This sacred item can be given to one unit of Peasants only in a whole army. This unit and all Peasants units touching it become Grail Pilgrims (for as long as they keep contact). Grail Pilgrims are immune to terror, don't get the -1 Command and get +1 Attack (they still keep the restriction that they get no +1 Attacks for charging in the open), they have to attack by initiative and cannot be driven back or confused. Before taking any specific action with a Peasant unit check if they are still touching the unit carrying the Grail Reliquae. If they do so they count as Grail Pilgrims - if not they are simple Peasants.



Bretonnian Spells

SHIELD OF COMBAT

4+ to cast Range N/A

The enemy's blows are magically deflected by unseen forces and cause no harm.

An Enchantress can cast this spell upon a unit that she has joined. The spell lasts until the end of the opposing player's following turn.

The unit can re-roll any failed armour rolls during the Combat phase. This does not include hits suffered from enemy missile fire during a charge, as these are deemed to be shooting hits and are encompassed by the Aerial Shield spell.

Note that only a single re-roll is permitted regardless of what other factors apply. It is never permitted to re-roll a re-roll in any circumstances.

EERIE MIST

4+ to cast Range 30cm

An eerie mist rises about the enemy unit stifling the sights and sounds of battle.

This spell can be cast on any enemy unit within range regardless of whether the Enchantress can see it or not. The spell lasts until the end of the opposing player's following turn.

The unit cannot use its initiative. Any order given to the unit, or to any brigade of which it is a part, suffers a -1 Command penalty.

AERIAL SHIELD

5+ to cast Range 30cm

The enemy's missiles sparkle in the sunlight and vanish magically in mid-air causing no harm to their target.

This spell can be cast on a friendly unit whether the Enchantress can see it or not.

The spell lasts until the beginning of the next Bretonnian Shooting phase.

All enemies that shoot at the enchanted unit get -1 on shooting rolls. But keep in mind that regardless of all other circumstances the shooting may never get worse than 6+. So even if the enchanted unit is fortified all enemies still hit on 6+.

LADY'S FAVOUR

5+ to cast Range 30cm

A vision of The Lady appears to lead the Bretonnians into the midst of battle or away from danger.

The spell can be cast on any unengaged friendly unit within range regardless of whether the Enchantress can see it or not. The spell affects only a single unit, never a brigade and there is no supporting charge possible.

The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it: they remain where they are.





Kislev

The land of Kislev lies in the north-eastern portion of the Old World between towering mountains to the east, the barren wastes of the Troll Country to the west and the borders of the Empire to the south. Dense pine forests give way to scattered birch forests and desolate tundra to the north. It is an old saying that in Kislev the winters are long, the snow lies deep, and enemies are never far away.

Kislev shares its southern border with the Empire but in every other direction it is surrounded by deadly foes. The eastern mountains are full of goblins and other greenskins whilst beyond the lands are home to savage marauder tribes. To the north-west is the land of Norsca - barbarians in thrall to the Dark Gods. When the armies of Chaos gather Kislev lies directly in their path between the forces of darkness and the lands to the south. With typically grim humour Kislevites describe their land as lying between the hammer and the anvil (meaning Chaos and the Empire).

Kislev is reckoned a backward and barbarous country by the people of the southlands. Some even go as far as to say that the Kislevites are little better than the savage marauder tribes themselves. There is some truth in this - because the people of Kislev are an admixture of native Old Worlders like the people of the Empire and a marauding Kurgan tribe called the Gospodars. As with the tribes of Chaos there are those

amongst the Kislevites who possess the gift of prophecy and other sorcerous abilities. The ruling family of the Tzars is descended directly from the Sorceress Khan-Queens of the Gospodars. Female members of the family often possess great powers. This mixture of southern and northern blood makes the Kislevites seem exotic and dangerous to the people of the Empire.

Many of the Tzar's subjects are fierce nomadic horsemen and hunters rather than settled farmers and town-dwelling traders. These nomads are the most savage of the Kislevites retaining both the ancient traditions and pure blood of the Gospodars of old. The townships of Kislev are built mainly of huge timbers. Good building stone is rare whilst tall pine trees are plentiful. Only the largest cities have stone walls and imposing civic buildings constructed from masonry. Gilded domes distinguish the temples of the strange Kislevite gods from those of the Empire.

For many years the Tzars of Kislev have enjoyed the friendship of the Emperor and the goodwill of the Dwarfs. The present ruler is the Tzarina Katarina - a great sorceress known throughout the Old World as the Ice Queen of Kislev. In her the old powers of the Khan-Queens have resurfaced and she is both abhorred and feared by her people, especially by the nomadic tribes who believe her to be favoured by the ancient gods of the Gospodars.



Kislev Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Winged Lancers	Cavalry	3	3	5+	-	3	100	-/4	*1
Horse Archers	Cavalry	3/1	3	6+	-	3	75	2/-	*2
Cossacks	Cavalry	3/1	3	5+	-	3	95	-/2	*2
Bowmen	Infantry	3/1	3	0	-	3	55	-/-	-
Red Guard	Infantry	3/1	3	5+	-	3	90	-/1	*3
Axemen	Infantry	3	3	6+	-	3	45	2/-	-
Bears	Infantry	5	4	0	-	3	110	-/1	*4
War Wagon	Artillery	4/4	5	4+/-	-	2	140	-/1	*5
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Shaman	Wizard	+0	-	-	7	1	45	-/1	-
Bear	Special Mount	+1	-	-	-	-	+10	-/1	*6
Yozhin	Special Mount	+1	-	-	-	-	+40	-/1	*7
Tzarina	Special Bonus	+0	-	-	-	-	+25	-/1	*8

Special Rules

1. Winged Lancers. If a unit of Winged Lancers is charging against an enemy in the open it receives an additional +1 Attack modifier in the same way as chariots and monsters.

2. Horse Archers, Cossacks. Kislevite Horsemen have only a short range (15cm). They can shoot behind or to the side without turning stands to face their target. Just measure the range from any stand edge, front, side or rear.

3. Red Guard. In addition to traditional Kislevite long axes Red Guard is armed with handguns. Count enemy armour values as one worse than normal when shot by a handgun. So an armour value of 3+ counts as 4+, 4+ as 5+, and 5+ as 6+, whilst an armour value of 6+ can't save against a handgun.

4. Bears. Bears cannot be brigaded with other units only with other units of Bears.

Bears are defined as infantry for rules purposes as this gives them the appropriate mobility for such creatures, but they add +1 Attack when they charge an enemy in the open in the same way as monsters and chariots.

A Bear unit that scores more hits than it suffers in the first round of a combat will automatically strike one more Attack per stand before the combat result is worked out. Resolve these Attacks as normal and then calculate results.

Bears must pursue retreating enemy where possible and must advance if they are able to do so.

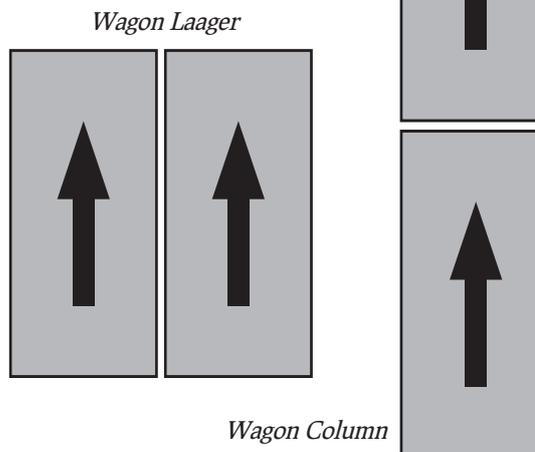
Note that these rules apply only to Bear units - not to characters riding a Bear or Shaman that have transformed in Monster Bear.

5. War Wagon. The War Wagon unit consists of two separate stands: the wagon stand with the wagon on it and the team

stand with horses on it. The unit must always be in one of two formations: a wagon column with the horse team in front of the wagon, and a wagon laager with the horse team placed beside the wagon edge to edge.

The wagon cannot charge and moves 20cm at full pace. The unit moving up to 5 cm after a successful order can end its move in laager formation. A unit moving more than 5 cm must end its move in a column formation. Terrain restrictions are the same as Artillery.

Either stand can be removed as causality. The War Wagon can move only when the team stand remains. The War Wagon has 4+ Armour and total of 4 shooting and 4 close combat Attack as long as the wagon stand remains.



If the wagon stand is removed the team stand has no Armour and no Attacks. The War Wagon can shoot all around and can draw a line of sight from any exposed edge. The wagon has a range of 30cm. The target's armour value counts one worse than usual. The wagon is permitted to shoot over the heads of friendly troops on lower ground in the same way as other Artillery. The wagon's shots do not 'bounce'.

A laagered wagon counts as a defended unit. A wagon column counts as in the open. A laagered wagon has no sides or rear. A laagered wagon cannot be driven back or routed by shooting. But roll for (defended) drive backs to see if it becomes confused. For Gerroff, roll the dice as normal and if it would normally have left the table then roll 1 D6 and it is confused on a 6. Although it is an artillery unit, a wagon column cannot pursue but it is not destroyed if forced to retreat. It also continues to count as defended in subsequent rounds. The enemy can continue to fight by 'pursuing', but there are no pursuit bonuses. A laagered wagon cannot make way.

Any Kislev infantry unit with a side edge of one stand touching wholly the short edge of a laagered wagon stand counts as defended for shooting and combat. This advantage applies only in the first round of combat.

6. Bear Mount. Generals, Heroes and Shamans can ride a Bear mount. The Bear adds +1 Attack to that of its rider.

7. Yozhin. This creature lives in swamps near the Praag since the great incursion of Chaos. Yozhin strongly hates any kind of Chaos, being (possibly) chaos-twisted creature itself. Only powerful Shamans may summon Yozhin and make it to fight on their side.

A single Shaman in the army can be assisted by Yozhin. There is no restriction of going into any water/boggy/swamp terrain for him. A unit that has been joined by a Yozhin riding Shaman causes terror in its enemies. Yozhin adds +1 Attack to Shaman's attacks value.

8. Tzarina. The General may be a Tzarina of the royal blood - perhaps Tzarina Katrina herself. The Tzarina rides a horse-drawn sled - note this is not a chariot! The Tzarina can cast spells like a Wizard and can carry a magic item restricted to a Wizard if desired. Once during the battle the Tzarina can add +1 to the dice when attempting to cast a spell. The player must announce that the Tzarina's special spell casting bonus is being used before rolling for the spell.



Kislevite Spells

MONSTER BEAR!

5+ to cast Range N/A

The wizard transforms himself into a gigantic ferocious supernatural bear and hurls himself into the enemy's ranks.

The wizard can cast this spell on himself if he has joined a unit that is engaged in combat. The spell lasts for the duration of the following Combat phase.

The unit causes terror and the wizard gains a further +2 Attack bonus that he adds to the unit in the regular way. Note that if the Tzarina uses this spell she adds +4 Attacks: +2 as General and +2 from Monster Bear.

ICY BLAST

5+ to cast Range 30cm

An icy blast shoots from the wizard's outstretched arm and strikes his foes.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat. The Icy Blast is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by an Icy Blast as with ordinary shooting.

CHILL

4+ to cast Range 30cm

A fierce chill envelops the unit, freezing its warriors and hindering its ability to fight.

This spell can be cast upon an enemy unit that is engaged in combat and which is within range. The Wizard does not have to be able to see the target to cast the spell. The spell lasts for the duration of the following Combat phase. Every stand in the unit, including characters that have joined the unit, deducts -1 from its Attacks value.

FREEZE

6+ to cast Range 60cm

An ill wind turns the enemy so brittle that wood, flesh and even iron shatters and falls to the ground in splinters.

This spell can be cast at an enemy unit within range regardless of whether the wizard can see it or not. The spell cannot be directed at a unit engaged in combat.

Roll a D6. If the score exceeds the number of hits that the target troop type has then one stand is destroyed. If not then the target is unscathed. If a stand is destroyed it is removed as a casualty. A unit cannot be driven back by Freeze.





Dark Elves

Over five thousand years ago a great civil war erupted amongst the Elven Kingdoms on the island-continent of Ulthuan. Upon one side were the supporters of the Phoenix King whilst upon the other were the supporters of Malekith Lord of Nagarythe. Malekith was the son of Aenarion - the first and greatest of the Phoenix Kings - and his mother was a powerful and influential sorceress called Morathi. Many fair-minded Elves believed that Malekith was the rightful heir to the Phoenix throne. They remembered that he had fought valiantly against the daemontides of Chaos and his noble appearance recalled that of his mighty father.

Morathi nurtured a huge ambition to rule and her son was to provide her with the means to achieve power. She was prepared to go to any ends to realise her ambitions and was fearless and proud even in the face of the gods themselves. She was also skilled in all the arts of magic and especially in the lore of daemons and all manner of necromancy. Unbeknown to the common folk, Morathi had long since forged dark pacts with the most sinister and dangerous daemons in order to bolster her powers. Her mastery of the dark powers earned her the admiration of many who believed that such forces could be harnessed and used to empower the Elves. Her followers grew in number and she became so bold that the forbidden gods were worshipped openly in the temples of Nagarythe and many flocked to join the new cults. Young Elves found themselves plucked from the streets and sacrificed upon the altars of Khaine the Lord of Murder.

Thanks in part to his mother's efforts Malekith's cause prospered even as darkness and corruption spread amongst the elves. His supporters clamoured for Malekith to assume the throne and everywhere there were outbreaks of violence as rebels fought supporters of the Phoenix King. As Malekith's influence grew he came to believe himself indestructible. So certain was he of his divine destiny that he decided to pass into the flame of Asuryan to prove his right to rule.

By this rite the greatest of the Elven gods grants power and divine authority to the true kings of Ulthuan. But the Elven gods were not bowed by Morathi's power and the flame rejected her son. Malekith was not killed, but his body was badly burned and afterwards he made a suit of black armour that he wears to this day. Seriously weakened, blackened of body, his mind warped by pain and resentment, Malekith gave up all pretence of rightful lordship and chose instead to impose his will by force of arms alone.

The long, bitter and bloody war that followed became known as The Sundering - for its result was to divide the Elf race. From thereon the High Elves of Ulthuan, the Wood Elves of the abandoned Elf colonies in the Old World, and the Dark Elves of Malekith would develop separately. The Dark Elves were eventually driven out of Ulthuan. The land of Nagarythe and a great part of the other western lands of Ulthuan were torn apart by great magical upheavals as the rival sides battled for supremacy. Nagarythe finally sank beneath the waves. Malekith and his supporters fled to the northern part of the New World where they founded their own kingdom in exile upon the borderlands of Chaos. This they named Naggaroth - which means Land of Chill in Elvish. Their capital of black stone they called Naggarond - Tower of Cold.

From his icy realm Malekith broods over his lost kingdom and weaves dark spells against his enemies. His ships harass those of the High Elves, his raiders harry the coasts of Ulthuan and the Old World, whilst his generals plan to return to their homeland and win the Elven Kingdoms for their dark master. In the land of Naggaroth the Dark Elves raised temples to all manner of blood-thirsty Daemons. Witch Elves roam the night searching for sacrifices, breaking into home to steal away children, and murdering those foolish enough to walk abroad beneath the stars. Under the evil gaze of Morathi thousands are sacrificed upon the altars of Khaine while to this day she preserves her unholy youth by bathing in the blood of innocents.



Dark Elf Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Spearmen	Infantry	3	3	5+	-	3	60	2/-	-
Crossbowmen	Infantry	3/2	3	6+	-	3	75	1/-	*1
Witch Elves	Infantry	5	3	0	-	3	70	-/2	*2
Dark Riders	Cavalry	3/2	3	6+	-	3	95	-/3	*1
Cold One Knights	Cavalry	3	3	4+	-	3	130	-/3	*3
Harpies	Monster	2	3	6+	-	3	65	-/1	*4
War Hydra	Monster	6/2	4	4+	-	1	135	-/1	*5
Bolt Thrower	Artillery	1/3	2	0	-	2	55	-/1	-
General	General	+2	-	-	10	1	155	1	*6
Hero	Hero	+1	-	-	8	1	80	-/1	-
Sorceress	Wizard	+0	-	-	8	1	80	-/1	-
Manticore	Monstrous Mount	+2	-	-	-	-	+80	-/1	*7
Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	-
Cauldron of Blood	Special Mount	+2	-	-	-	-	+15	-/1	*8

Special Rules

1. Crossbowmen and Dark Riders. These units are equipped with the repeating crossbow. These units shoot once at ranges up to 30cm and twice at ranges up to 15cm. A unit of three stands would therefore shoot 6 Attacks at a target within 15cm and 3 Attacks at a target at greater ranges. Units may shoot at enemies that charge them - in which case they shoot 1 Attack per stand regardless of range.

2. Witch Elves. A unit of Witch Elves always uses its initiative to charge an enemy if possible and cannot be given orders instead. Witch Elves never use their initiative to evade. The unit cannot be driven back by shooting and never roll for drive backs. If victorious in combat they must pursue or advance where possible. Witch Elves are unaffected by enemies that cause terror in combat and do not suffer the usual -1 Attack modifier.

3. Cold Ones Knights. Such is their unthinking instinct to take a bite out of anything that passes, Cold One Knights has an Attack value bonus of +1 in the first round of each combat when fighting to the front, i.e. the Cold One Knights' stand has to touch the enemy in arc of sight with its frontal edge and/or frontal corners (including contact by frontal corner only). For the same reason Cold One Knights cannot form brigades except with other units of Cold One Knights.

4. Harpies. Harpies are based facing the long edge of the base in the same way as infantry, rather than the short edge like other monsters. Harpies can fly. A unit of harpies cannot be joined by a character.

5. War Hydra. War Hydras are so aggressive that they cannot be included as part of a brigade not even with other War Hydras. They cause terror in their enemies. The War Hydra can breath fire with a range of 20cm and 2 Attacks that are worked out in the normal way. Once all hits have been struck for that round, and assuming it has not been slain, the War Hydra automatically regenerates 1 hit that it suffered that round. A hit that is inflicted and subsequently regenerated still counts towards the results for that round.

6. Bolt Thrower. Dark Elf Bolt Throwers are Elven Bolt Throwers. They have range of 40cm and do not reduce target's armour rolls. See Rulebook p. 75.

7. General. Dark Elf commanders are masters of manipulation and cruelty - this makes them uncompromising in their dealings with subordinates! If a Dark Elf Hero or Sorceress rolls a double 6 when issuing orders then the General must either lose 1 level of Command value (ie drop from 10 to 9) or execute the failed underling - in which case the character is removed as a casualty but does not count towards the enemy's victory points. In addition, if the General rolls a 'blunder' (ie a double 6) then the General automatically loses 1 level. Regardless of these penalties a General can only drop 2 levels (to a minimum of 8) after which all subordinates who blunder are executed and any 'blunders' rolled by the General merely end the phase as normal.

8. Manticore. Generals, Heroes and the Sorceress can ride a Manticore. The Manticore can fly increasing the rider's movement to 100cm. An extra +2 Attacks are added to those of the rider. A unit joined by the character causes Terror.

9. Cauldron of Blood. A Sorceress can have a Cauldron of Blood - this is categorised as a 'special' mount because it is treated as a mount and a Sorceress with a cauldron of Blood cannot have another mount. A Sorceress with a Cauldron of Blood suffers a movement reduction to 30cm. The army can only ever include one Cauldron of Blood and it can only be included if there is at least 1 unit of Witch Elves in the army. The Cauldron of Blood adds +2 Attacks to the Sorceress and can be used to add +1 to the Sorceress' dice roll to cast a spell once per battle. The player must announce that the Cauldron of Blood's spell bonus is being used before rolling the dice to determine if the spell is cast.

Dark Elf Spells

DOOM BOLT

5+ to castRange 30cm

A bolt of pure malicious darkness arcs from the Sorcerer's fingertip and stabs towards the foes of the Dark Elves.

Draw an imaginary line 30cm long from the Wizard's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, eg over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily effect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by a Doombolt as with ordinary shooting (even including friends). Engaged units cannot be driven back by the Doombolt but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

BLACK HORROR

6+ to castRange 50cm

A whirling vortex of dark enemy surrounds and drags its victims into the infernal realms of Khaine the Lord of Murder.

This spell can be cast upon an enemy unit the Sorceress can see and which is not engaged in combat. The units suffers 4 Attacks with no saves for Armour. A unit that takes hits from the Black Horror is not driven back as a result - the whirling vortex sucks its victims down affording them no chance to avoid it.

DOMINION

4+ to castRange 60cm

Upon invoking the curse of the foul god Khaine an unnatural and unbearable agony suffuses the body of his foes.

This spell can be cast on any enemy unit within range regardless of whether the Sorceress can see it or not.

The spell takes affect until the end of the opposing player's next turn.

Whilst the spell lasts the unit cannot charge and if engaged in combat will not pursue or advance. Even units that are otherwise obliged to charge, pursue, or advance will not do so if affected by Dominion.

SOUL STEALER

5+ to castRange touching

Invoking the daemons of the abyss the Sorcerer tears the very souls from his enemies.

The Sorceress can cast this spell if she has joined a unit in combat. The spell can be cast on any single enemy unit that is touching the unit the Sorceress has joined.

The target unit takes three attacks worked out in the usual way. Targets get no armour saving throws when they suffer hits from the Soul Stealer - all Armour values count as 0. Any hits scored are carried over into the first round of combat and count as having been struck in the first round for purposes of working out combat results.





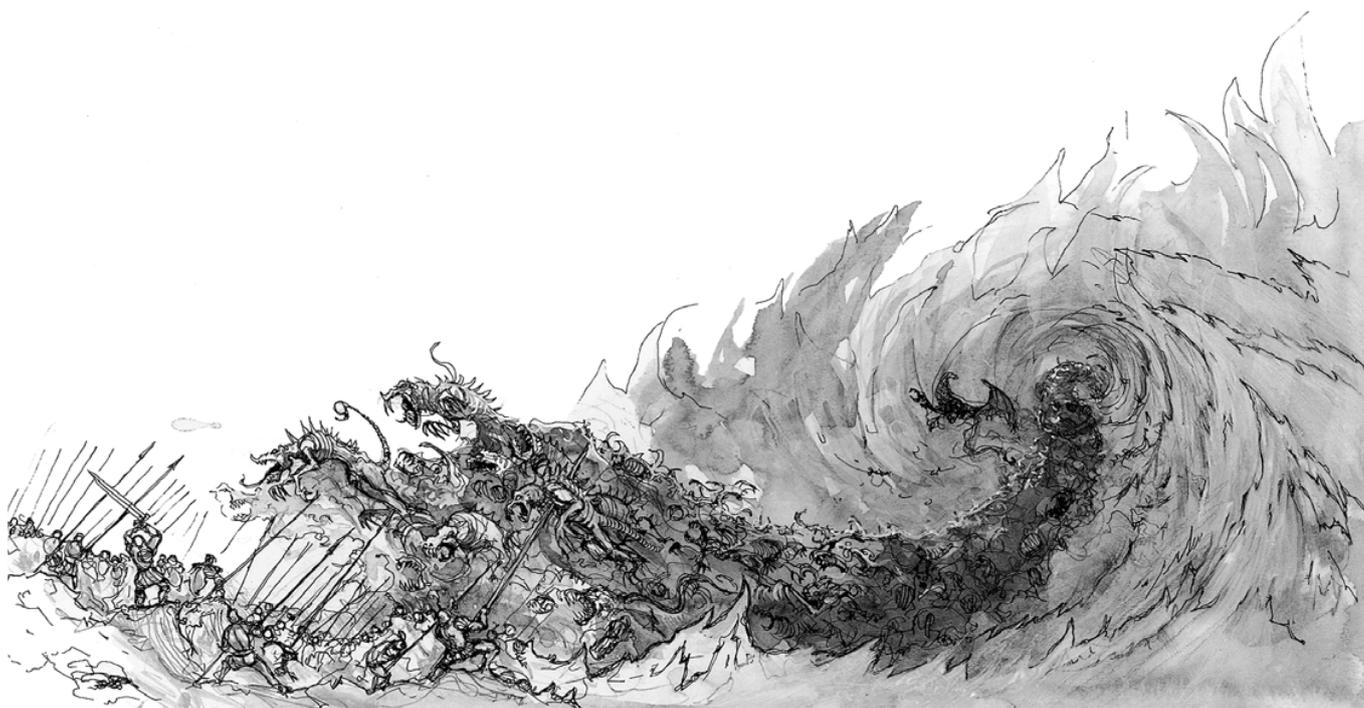
Daemons

The world is awash with unseen magic that comes from the dark dimension between time and space. It was introduced into the world when the great intra-spatial gateways of the Old Ones collapsed, creating a rift in space and spewing magically volatile warp-matter over the whole planet. Magic is a malleable energy that can be harnessed and wielded, but the very act of doing so reshapes and changes everyone and everything it comes into contact with. Whether used for good or ill, magic is ultimately corrupting and dangerous.

The ancient gateways continue to leak raw magic from the dark dimension to this day. The dark dimension is home to things of an altogether different order to mortal creatures. These are not living creatures of flesh but a network of ethereal forces whose consciousnesses continually flow and interchange. Individuality and linear thought are meaningless concepts in the dark dimension. In that timeless, spaceless, nothingness there is only endless being: a single moment extending through all eternity.

Just as magic pollutes and disfigures the material world so the dark dimension is reshaped by the world of mortals. Thought, ambition, emotion and other gross forms of individual consciousness leak from the material universe. This focused consciousness overwhelms and transforms the naturally guileless intelligence of the dark dimension. It becomes aware. It coalesces into a kind of distinct consciousness. Things stir in the dark dimension. Gods, daemons and spirits are made manifest in the stuff of the warp. Reshaped in turn by these newly created consciousnesses other lesser beings are created, and so it goes on.

Thus are the gods of the Old World, and the bitterest agents of man's own destruction, self-created from the terror of mankind itself. There may be a thousand gods or a million aspects of a single deity - it matters little. The daemon armies of Chaos constantly reshape and reform in the face of man's ever shifting fears. Most of all men dread the elemental horrors of life, and these are represented by the four great gods of the Marauder tribes of the north. They are worshipped under many names and in many guises but in the lands of the south they are recognised (by those who dare pursue such studies) as the great powers of Khorne the Blood God, Tzeentch the Changer of the Ways, Nurgle the Plague Lord, and Slaanesh the Lord of Pleasure. These are the Great Gods of Chaos of which all other gods are but parts or conjunctions. In the lands of the Empire many a theologian has been burned for saying as much.



Daemon Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Daemon Hordes	Infantry	4	3	5+	-	3	75	3/-	-
Daemon Swarm	Infantry	2	4	0	-	3	45	-/4	*1
Daemon Cavalry	Cavalry	4	3	5+	-	3	110	-/3	-
Daemon Hounds	Cavalry	3	3	5+	-	3	90	-/2	-
Daemon Chariots	Chariot	3	3	5+	-	3	95	-/3	-
Daemon Beasts	Monster	5	4	5+	-	3	220	-/1	-
Daemon Flyers	Monster	2	3	5+	-	3	80	-/1	*2
Greater Daemon	Monster	8	6	4+	-	1	300	-/1	*3
Daemon Overlord	General	+2	-	-	9	1	125	1	*4
Daemon Lord Hero	Hero	+1	-	-	8	1	80	-/1	-
Daemon Sorcerer	Wizard	+1	-	-	8	1	90	-/1	-
Daemonic Wings	Special Bonus	-	-	-	-	-	+10	-/1	*5
Favour of the Gods	Special Bonus	+1	-	-	-	-	+50	-/1	*6

Special Rules

ARMY RULES

Ignore Terror. All units ignore the -1 Attack penalty in combat for fighting terrifying troops – you cannot frighten them at all.

Daemonic Instability. At the start of the player's own Command phase, before making any initiatives moves, all friendly Daemon units that have taken at least 1 casualty (i.e. lost at least 1 stand out of 3) must make a 'Daemonic Instability' test. Roll a D6. If the unit has lost 2 stands (i.e. has only 1 stand remaining from 3) and is further away than 20cm from a friendly Daemon Wizard deduct 1 from the roll.

0-1 One stand is destroyed – the daemons fade away and are absorbed back into the Realm of Chaos from which they came. Remove one stand from play. If a character is with the unit and the last stand is removed the character is destroyed too.

2-3 The unit becomes confused - if not already confused the stand becomes confused as it is torn between this world and the next.

4-5 No effect – unless the unit is confused in which case it ceases to be confused as it is favoured with the invigorating power of Chaos.

6 The unit regains one stand. The regained stand is placed in formation with the rest of the unit. If it is impossible to position the stand in formation with its unit then the stand cannot be added.

SPECIAL RULES

1. Daemon Swarms. These cannot be driven back by shooting and do not roll for drive backs. A Daemon Swarm cannot be given a magic item.

2. Daemon Flyers. These can fly. Daemon flyers are an exception to the normal conventions for basing monsters in that they face the long edge of the stand in the same way as infantry rather than the short edge as most other monsters.

3. Greater Daemons. Greater Daemons can fly regardless of whether the actual model has wings – aerial propulsion is deemed feasible by sheer effort of will.

Greater Daemons cause terror in their enemies. A Greater Daemon that has accumulated 4-5 hits at the end of the Shooting or Combat phase and is no longer engaged in combat is deemed to have been badly hurt. Once a Greater Daemon is badly hurt accumulated hits are discounted and its Hits and Attacks values are halved for the rest of the battle (to 3 Hits and 4 Attacks).

4. Daemon Overlord. The Daemon Overlord is the army's General and has the option of having the powers of a Wizard for additional 25 points. If given magical powers the Daemon Overlord can be given a magic item restricted to either a General or a Wizard. Note that the Daemon Overlord is still a General and his command range extends over the whole battlefield as for other Generals.

5. Daemonic Wings. Some of the creatures of the deep vaults of hell may have wings, some of them fly on hovering discs and some even have the ability of disappearing and reappearing wherever they want on the battlefield. Daemon characters may be given the ability of flying.

6. Favour of the Gods. Demon Overlord, Lords or Sorcerers can be given the Favour of the Gods. The character gains then +1 extra Attack and causes terror in its enemies as described in the Warmaster rulebook.

Daemonic Spells

SUMMON DAEMONS

4+ to cast Range 60cm

With a sulphurous blast of elemental power fresh Daemons emerge from the warp to reinforce their beleaguered kindred.

This spell can be cast on any friendly Daemon unit of three stands that has lost one or two stands as casualties. It does not matter whether the Wizard can see the unit or not.

The unit regains one stand. The regained stand is placed in formation with the rest of the unit. If the unit is already in combat the additional stand can be placed so that it touches the enemy and will count as charging if the unit charged. If it is impossible to position the stand in formation with its unit then the spell cannot be cast and will not work.

DAEMONIC RAGE

5+ to cast Range 30cm

A keening cry of pure power rises upon daemonic lips as magical energy surges through their eldritch bodies.

This spell affects every friendly unit within range.

The spell lasts during the following Combat phase.

Every unit gains a bonus +1 attack. This attack can be allocated to any stand in the unit and can be allocated to a different stand in each combat round.

SORCEROUS BLAST

5+ to cast Range 30cm

With a single gesture a bolt of black lightning leaps from fingertip to the foe, searing the enemy with a blast of dark power.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Sorcerous Blast is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Sorcerous Blast as with ordinary shooting.

FRENZY OF CHAOS

6+ to cast Range 30cm

Rumbling thunderous power surges through the daemonic ranks driving all into a frenzied thirst for blood.

This spell can be cast upon a friendly unit which is engaged in combat and that is within range. The Sorcerer does not have to be able to see the target to cast the spell.

The effect lasts until the end of the following Combat phase.

The unit can re-roll any failed attacks in combat: take any dice that fail to score hits and roll them again. Note that you cannot re-roll a dice that has already been re-rolled either because of a spell, magic item or any other reason.



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Araby

The land of Araby lies along the north west coast of the Southlands between the Atalan mountains and the Great Ocean. To the east is the Great Desert that separates Araby from the Lands of the Dead. Although the climate is dry and hot the western winds carry moisture laden clouds that give up their water as they are suddenly forced upwards by tall Atalan peaks. The resultant rain falls upon the mountains and gives rise to numerous seasonal streams that, in winter at least, form substantial westward flowing rivers. Although much of the land is dry the rivers bring the water needed by cities, towns and villages, there are also numerous oasis even in the arid regions to the south.

The Arabians are great sailors and have for many centuries fished the adjoining seas and traded south along the coast, northwards to the Old World, and westwards as far as Ulthuan. The High Elves do not permit Arabian vessels to travel further west than Ulthuan itself, their high-prowed dhows are a common sight in the outer harbours of Lothorn. For their part the High Elves maintain a mercantile presence in Copher and Lashiek as they have since time immemorial. The Elves and men of Araby had dealings even during the long centuries when the Elves abandoned the Old World. Being not only capable seamen but also bold and adventurous, Arabians will eagerly exchange fishing and trading for piracy, and nowhere is this more the case than in Lashiek which is consequently known as the City of Corsairs.

The mostly densely populated part of Araby lies to the north of the River of the Serpent; the largest waterway in the land and one of the few rivers that flows all year long. This land is home to four great cities: Lashiek, Copher, Martek, and Alhaka or (as it is sometimes rendered) Al-haikk which means City of Thieves in the Arabian tongue. Each of these cities and the surrounding lands forms an independent principality ruled over by a Sultan or Caliph. South of the River of Serpents the land is not so fertile and the terrain is much dryer. This arid and impoverished region contains no large cities and is mostly home to wandering nomads and reclusive mystical communities. East of the Atalan mountains the great desert stretches for hundreds of miles towards the Land of the Dead. The eastern mountain valleys support the odd sheltered oasis and help to provide enough water for nomad tribes who live in the shadows of the mountains and make a living by escorting convoys through the treacherous passes.

Araby lies far from the world's poles and therefore from the ultimate source of the magical winds that blow from the north. As a result magic that is common in the Old World is far more diffuse in Araby so it is much more difficult for sorcerers to work their spellcraft. Arabian magic has therefore developed quite differently than that of other men. Arabian sorcerers use their powers to control elemental spirits of the desert, djinn, efreet, genies and such-like spirits. These spirits are worshipped by the superstitious people of Araby. It is commonly believed that the spirits must be appeased with prayers and small tokens of respect such as gifts of food and drink.

These so-called elemental creatures are all daemons of a kind, but so far removed and isolated from the source of magical power in the north that they rely upon the close presence of powerful magical artefacts to maintain their existence. They also sometimes cling to local areas where a vestige source of magical energy may be found, but in such cases their power is not usually great. Much Arabian magic is based upon creating and using forms of magical containment such as cages, boxes, or crystals, which are used to capture and enslave these Daemons.

The rulers of Araby maintain their own armies based upon the great cities and tributary tribes that live in the surrounding lands. The leaders of these tribes are called Emirs or, amongst the desert tribes of the south and east, Sheiks. The rules of cities and their surrounding lands are called Sultans and the Sultan of Alhaka is the acknowledged overlord of all the other cities of Araby. In consequence he is also known as the Great Sultan - the ruler of all Araby.

The Sultans are proud of their troops and especially of their cavalry so that no expense is spared either on their equipment or maintenance. It is popularly supposed that the horses of Araby are descended from Elven horses brought over from the west many centuries ago. They are graceful and swift creatures and very highly valued. The very best of the Arabian foot-soldiers are also well equipped, with steel armour, keen tulwars, gleaming helmets, and fine silk clothing. These household troops or guards accompany the Sultans when they travel beyond the grounds of their magnificent palaces. The loyalty of these troops is famous. They are amply rewarded with riches, luxuries, and prestige as a result. The ordinary foot soldiers are more plainly equipped and usually carry simple iron-hafted spears or bows. As well as these regular and garrison troops there are the irregular fighters from the desert tribes, including camel mounted warriors from the lands to the south and east.



Araby Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Spearmen	Infantry	3	3	6+	-	3	45	2/-	-
Bowmen	Infantry	3/1	3	0	-	3	55	2/-	-
Guards	Infantry	3	3	5+	-	3	65	-/4	*1
Knights	Cavalry	3	3	4+	-	3	110	-/-	-
Desert Riders	Cavalry	3/1	3	6+	-	3	80	-/-	*2
Camel Riders	Cavalry	3/1	3	5+	-	3	100	-/2	*3
Magic Carpets	Cavalry	1/2	3	6+	-	3	85	-/1	*4
Elephants	Monster	5	4	5+	-	3	200	-/1	*5
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	2	80	-/1	-
Wizard	Wizard	+0	-	-	7	1	45	-/1	-
Flying Carpet	Chariot Mount	+0	-	-	-	1	+10	-/1	*6
Elephant	Monster Mount	+2	-	-	-	1	+65	-/1	*7
Djinn	Monster Mount	+2/+2	-	-	-	1	+90	-/1	*8

Special Rules

1. Guards. The Sultan's Guards are so unquestioningly loyal that they will obey the first order given to them each turn on the Command roll of 10 or less so long as the order comes from the General himself. No penalties are applied to this order. Further orders are given using the General's normal command value and penalties. This applies only to Guards and not to brigades that include Guards and other units.

2. Desert Riders. Desert Riders have a shooting range of only 15cm, however they can shoot all round - ie behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Desert Riders can shoot at enemy charging them from any direction.

3. Camel Riders. Camel Riders ignore distance modifiers when commands are issued to them. This applies only to Camel Riders and not to brigades that include Camel Riders and other units. Remember that characters are still bound by their maximum command ranges and cannot issue orders to units beyond range. This represents their fierce self-reliance and their mounts' instinctive sense of direction allowing them to operate effectively far from their own battle lines. Because Camels are such intractable creatures all orders are issued with a Command penalty of -1, this penalty applies to any unit of Camel Riders or to any brigade that contains one or more units of Camel Riders.

4. Magic Carpets. Magic carpets can fly - they have been rated as aerial 'cavalry' as this is the closest categorisation to their type. Because they are awkward flyers, they can be pursued by any type of enemy troops. Riders have a shooting range of only 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

5. Elephants. Elephants cause terror. Elephants cannot be brigaded with cavalry but can be brigaded with other types of troops including other Elephants. If an Elephant unit would otherwise become confused - for whatever reason - then it will stampede instead. It is not confused and none of the normal rules for confusion apply. Stamping elephants automatically cease to stampede at the end of their Command phase (note that this is in the same way as confused units cease to be confused).

1. Stamping Elephants cannot be given orders or use initiative. Instead roll a dice at the start of the Command phase before moving anything else on initiative, and move the unit as follows.

1-2. Move towards the nearest enemy unit as far as possible - if the stampeding elephants contact the enemy they automatically count as charging even if they couldn't see at the start of the move. If the elephant contacts a friendly unit it counts as moving into friends (see below).

3-4. Move directly away from the nearest enemy unit as far as possible - work out the stampede direction in the same way as you would for an evade move. If the elephant contacts another enemy unit it counts as charging (see above). If the elephant contacts a friendly unit it counts as moving into friends (see below).

5. Move towards the nearest friendly unit as far as possible - if the stampeding elephants contact the friendly unit they automatically count as charging even if they couldn't see at the start of the move.

6. Move directly away from the nearest friendly unit as far as possible - work out the stampede direction in the same way as you would for an evade move. If the elephant contacts an enemy or friendly unit it counts as charging (see above).

2. A Stamping Elephant unit that charges into an enemy or friendly unit fights in the combat phase in the same way as a regular charging unit. The stampeding Elephant counts as

'enemies' for the duration of the combat and therefore continue to cause 'terror' in opponents regardless of which side they are on. The Elephants count as charging in the first round. If the Elephants win a combat round then they must pursue if possible and will continue to do so each round. Should their opponents be destroyed they will not advance but will halt without reforming.

3. Stampeded Elephants might conceivably move into a unit, therefore initiating combat, but are unable to form a battle-line because they have insufficient movement distance. In the case of stampeding elephants, the combat is still fought, and the elephants still count as charging. It is up to the player whether he moves the elephants the extra distance required to make a battle-line or simply fights with the elephants in an irregular formation.

6. **Flying Carpet.** This is considered to be a flying chariot mount.

7. **Elephant.** The Elephant mount is a standard monster mount except that a character mounted on an Elephant cannot join a unit of friendly cavalry. A unit joined by a character riding an Elephant causes Terror.

8. **Djinn.** The Djinn accompanies its master and can transform both of them into a whirlwind enabling the stand to fly as for a normal flying mount. If the sorcerer has a Djinn he can also cast the Curse of the Djinn spell with a +1 casting bonus (see spells). Note that unusually the Djinn has +2 shooting attacks - these are added to a stand from a unit that the character has joined and can only be used when the character joins a unit. If the Wizard is accompanied by a Djinn then any unit he joins causes Terror.

Araby Spells

SAND STORM

4+ to castRange – affects enemy within 30cm

The sorcerer commands the desert spirits to engulf his foes in a swirling cloud of choking sand and dust.

The spell is cast upon the Sorcerer himself and affects all enemy units within 30cm of the stand.

The spell lasts until the end of the opposing player's following turn.

The spell affects the opposing army's ability to issue commands. All enemy units within 30cm of the Arabian Sorcerer suffer a -1 Command penalty. This penalty is applied when each order is issued: a unit might therefore be within 30cm of the Sorcerer for one order but not for a second, for example.

MIRAGE

4+ to castRange 60cm

The sorcerer creates the illusion of a huge host of fearsome warriors, bearing down inexorably upon his startled foes.

To use this spell the player will need an additional unit chosen from the Araby list - this can be infantry, cavalry or monsters it does not matter which. This unit becomes the 'illusion' and is immediately placed within 60cm of the sorcerer and more than 20cm from any enemy units. The illusionary unit cannot move or fight - for it isn't really there! However, the illusionary unit is treated as if it were real by the enemy up until such time as an enemy unit charges into contact with it, touches it as an incidental contact during combat, advances upon it, or brings it into combat in any other fashion. This means, for example, Command penalties are suffered for proximity, and enemy shooters are obliged to target the illusion if it is the closest target - it cannot be harmed of course! The illusionary unit is also dispelled immediately if the Araby player moves any of his units or characters through it.

Whilst the Mirage unit is on the battlefield the Wizard cannot cast any other spells - if the player wishes the Wizard to cast a new spell the Mirage comes to an end and the Wizard can then attempt a new spell as normal.

SUNSTRIKE

5+ to castRange 30cm

Bright beams of burning energy leap from the sorcerer's eyes and scythe through all before him.

Draw an imaginary line 30cm long from the Wizard's stand in any direction you wish. Each unit under the line takes three shooting attacks worked out in the usual way all relevant modifiers are applied. Note that this spell can easily affect several units and will affect all units that fall beneath its path (including you own). Unengaged units can be driven back by Sunstrike as with ordinary shooting whether friend or foe. Engaged units cannot be driven back but carry over any hits that are scored into the first round of combat. Hits caused by the Sunstrike count as having been struck in the combat itself.

CURSE OF THE DJINN

6+ to castRange 30cm

The sorcerer channels the immense power of the Djinn through his own body and lays a terrible curse upon his foes.

The sorcerer may cast this spell on an enemy unit within range. The target unit must re-roll all successful armour saves for the duration of the following close combat phase.

If the Sorcerer has a Djinn then he adds +1 to his dice roll when casting this spell, and therefore casts successfully on a 5+.



Vampire Counts

Upon the eastern marches of the Empire lies the blighted land of Sylvania. It is a region dominated by dark forests and bleak mountains. For the most part its inhabitants are poor, for the soil is thin and unprofitable to work, whilst the mountains are devoid of the mineral wealth found in abundance to the south and north. Moreover the land has an unfortunate reputation. Its forests are said to be haunted and the ground itself is thought to carry the contagion of Chaos so that even the dead that are buried in it do not rest easily. Those who live there are few in number, impoverished, malnourished, and utterly lacking in ambition and vigour. The ordinary folk of the land are broken in spirit and live in harsh servitude under callous and uncaring masters.

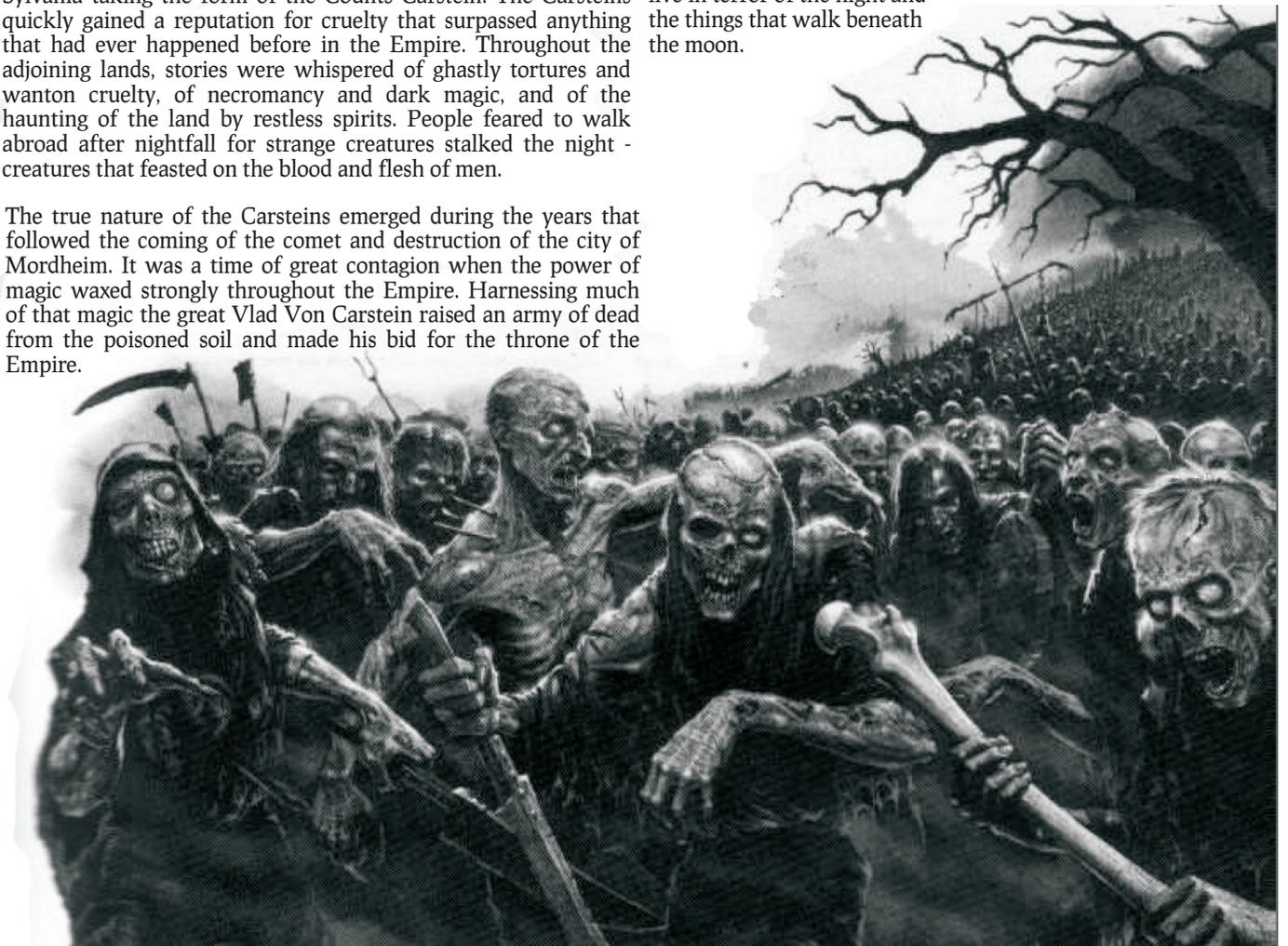
Although part of the Empire from its inception, Sylvania developed quite separately during the long period of anarchy known as the Age of Three Emperors when all centralised government broke down. In these years a new power arose in Sylvania taking the form of the Counts Carstein. The Carsteins quickly gained a reputation for cruelty that surpassed anything that had ever happened before in the Empire. Throughout the adjoining lands, stories were whispered of ghastly tortures and wanton cruelty, of necromancy and dark magic, and of the haunting of the land by restless spirits. People feared to walk abroad after nightfall for strange creatures stalked the night - creatures that feasted on the blood and flesh of men.

The true nature of the Carsteins emerged during the years that followed the coming of the comet and destruction of the city of Mordheim. It was a time of great contagion when the power of magic waxed strongly throughout the Empire. Harnessing much of that magic the great Vlad Von Carstein raised an army of dead from the poisoned soil and made his bid for the throne of the Empire.

Thus began the Wars of the Vampire Counts in which the dead sought to overthrow the living and the Carsteins sought to rule the whole of the Empire. Had they succeeded the Empire would have become a dead land where the living would exist only as cattle to feed a Vampiric nobility. Vlad almost did succeed but was slain as his undead hordes besieged Altdorf.

Vlad's successors were to continue the war at first led by the insane Konrad Von Carstein and then by Mannfred Von Carstein. The armies of the dead ranged over the lands of the Empire until Mannfred was eventually driven back to Sylvania and defeated at the battle of Hel Fenn. After that battle Mannfred disappeared, presumed destroyed, but his body was never found and rumours of his return haunt the Empire to this day. Following this defeat Sylvania was scoured by the priests of Sigmar and many vampires were hunted out and destroyed. Sylvania itself was claimed by the Count of Stirland and now forms part of that province.

It remains a land of dread where the downtrodden peasantry still live in terror of the night and the things that walk beneath the moon.



Vampire Counts Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Skeletons	Infantry	2	3	6+	-	3	30	2/-	-
Zombies	Infantry	2	4	0	-	3	35	2/-	-
Ghouls	Infantry	4	3	0	-	3	55	-/-	-
Grave Guard	Infantry	3	3	5+	-	3	60	-/4	-
Ethereal Host	Infantry	3	4	0	-	3	90	-/2	*1
Black Knights	Cavalry	3	3	4+	-	3	110	-/4	-
Dire Wolves	Cavalry	2	3	0	-	3	40	-/4	*2
Fell Bats	Monster	2	3	6+	-	3	65	-/1	*3
Vampire Lord	General	+2	-	-	9	1	150	1	*4
Vampire	Hero	+1	-	-	8	1	80	-/2	-
Necromancer	Wizard	+0	-	-	7	1	45	-/1	-
Winged Nightmare	Monstrous Mount	+2	-	-	-	-	+80	-/1	*5
Black Coach	Chariot Mount	+1	-	-	-	-	+40	-/1	*6

Special Rules

ARMY RULES

Undead troops are quite beyond any feelings of revulsion, fear, trepidation or anything else for that matter. They are dead and as such nothing holds any real terror for them. Conversely the spells that bind them to life allow only the most rudimentary or specialised intelligence. The following rules apply to all units except for Ghouls. Ghouls are considered to be ordinary mortal troops and the following rules do not apply to them.

Undead units never act on initiative. An Undead unit only moves in the Command phase if given orders (aside from Fell Bats which can 'homeback' as noted below). Including an Undead unit cannot make a supporting charge to support an unit of Ghouls charging on initiative.

Undead units are unaffected by the -1 Command penalty for enemy within 20cm.

Undead units are unaffected by the -1 Combat penalty for fighting terrifying troops.

Undead units are unaffected by the Confusion rule - they cannot become confused for any reason.

SPECIAL RULES

1. Ethereal Hosts. Ethereal Host Attacks always inflict a hit on a score of 4+ regardless of whether the enemy is in the open, defended, or fortified. Enemy otherwise count as in the open, defended, or fortified in all respects (eg charge bonuses count or don't count depending on status). Ethereal hosts cannot be driven back by shooting and do not roll for drive backs. They cause terror as described in the Warmaster rulebook. Ethereal Hosts cannot have magic items.

2. Dire Wolves. If the unit charges against an enemy in the open it receives an additional +1 Attack modifier in the same way as chariots and monsters. Dire Wolves cannot have magic items.

3. Fell Bats. Fell Bats can fly. Although they cannot use initiative they are allowed to home back as described in the Warmaster rulebook. No order is required to home back.

Fell Bats are an exception to the normal rules for basing monsters, in that they are based along the long base edge in the same way as infantry, rather than the short edge like other monsters.

4. Vampire Lords. These are powerful sorcerers as well as the army's general. They can cast spells in the same way as a wizard and can be given a magic item restricted to either a General or a Wizard. Note that the Vampire Lord is still a General and his command range extends over the whole battlefield as for other Generals.

5. Winged Nightmare. Any character can ride a Winged Nightmare. A winged Nightmare can fly increasing its rider's move to 100cm and adding +2 to its rider's attacks. A unit joined by a character riding a Nightmare causes terror in its enemies.

6. Black Coach. A Vampire Lord or Vampire can be mounted within a Black Coach adding +1 to its occupant's attacks. A unit joined by a character riding in the Black Coach causes terror in its enemies.

Vampire Counts Spells

RAISE DEAD

5+ to castRange 30cm

At the Wizard's beckoning the mangled corpses that litter the battleground rise to continue the slaughter from beyond the grave.

This spell can be cast upon a combat engagement taking place within 30cm of the Wizard. The spell can be cast regardless of whether the Wizard can see any units in the combat engagement or not. A single combat engagement can only be affected once by this spell in any turn regardless of how many units are involved in the combat. For purposes of deciding whether a combat is eligible as a target, combat engagements are as they appear in the Shooting phase when the spell is cast: so it is possible for pursuit or advances to bring two units of raised dead into the same engagement later on.

A Skeleton unit of three stands is created. The raised unit must be placed either so that it can fight in the combat engagement, or so that it can support a friendly unit that is already engaged. The unit can be placed to the enemy's front, side or rear edges, or lapped round as required to join the engagement. If there is insufficient room for the raised unit to contact the enemy, the unit must be positioned so that it touches at least one friendly unit that is already engaged. A raised unit can be placed so that it is supporting where opportunity permits. If it is impossible to position the unit so that it touches either enemy or friends then the spell cannot be cast. Raised dead do not count as charging in the first round of combat. Raised dead are ignored for working out break point and victory points at the end of the game.

VANHEL'S DANSE MACABRE

5+ to castRange 40cm

The bodies of the dead move under the powerful influence of necromantic magic renewing their vigour once more.

This spell can be cast on any friendly unit apart from Ghouls. The spell can be cast on a unit within range regardless of whether the Wizard can see it or not. The spell affects only a single unit, never a brigade and there is no supporting charge possible.

The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it: they remain where they are.

DEATH BOLT

5+ to castRange 30cm

A fearsome bolt of sorcerous lightning flies from the Wizard's outstretched finger tips and strikes an enemy unit.

The Necromancer must be able to see his target to cast this spell and it cannot be directed against a unit in combat. The Deathbolt is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by Deathbolt as with ordinary shooting.

CURSE OF YEARS

6+ to castRange - Touching

The Wizard's enemies crumble to dust as he smites them with the corrupting Curse of Years.

The Wizard can cast this spell if he has joined a unit in combat. The spell can be cast on any single enemy unit that is touching the unit the Wizard has joined.

The target unit takes six attacks worked out in the usual way. Any hits scored are carried over into the first round of combat and count as having been struck in the first round for purposes of working out combat results.





Dogs of War

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

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

Mercenary armies of Dogs of War fight all over the world. They are drawn to places where fortunes can be won by ruthless adventurers. The treasure-houses of the Lizardmen in Lustria are a major prize and have attracted many a would-be conqueror, such as the crazed Piazza Pizzaro and the near-legendary Sven Hasselfriesian. Further east the mysterious Dragon Isles and the shadowy lands of Cathay have tempted soldiers of fortune such as Count Egmond Baernhof and the infamous Thorson Grint. South to the Southlands and the legendary treasures of Karak Zorn, eastwards to Cathay, and west to the treasure-houses of Lustria, the world is truly awash with rag-tag armies of sell-swords who nurture wishful dreams of empire!

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

Tilea is also a melting-pot to which all kinds of mercenaries come with the notion of joining whatever overseas adventure is flavour of the month. Such ventures are sometimes funded by wealthy merchants keen to open up new trade routes east and south, but often the whole thing is down to some crazed adventurer with a theory that the world is round, cubed, the shape of a very tall floppy hat, or some other such nonsense. No matter what the motivation, bold armies of Dogs of War depart every few weeks from the ports of Tilea and sail off into the sunset. On the whole they are never heard of again, but just occasionally a ship sails back stuffed to the gunnels with treasure, bearing a few jewel-encrusted survivors back to a new life of ease and luxury.



Dogs of War Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Pikemen	Infantry	3	3	5+	-	3	60	2/-	*1
Crossbowmen	Infantry	3/1	3	0	-	3	55	2/-	-
Handgunners	Infantry	3/1	3	0	-	3	65	-/2	*2
Swordsmen	Infantry	3	3	6+	-	3	45	-/4	-
Ogres	Infantry	4	4	5+	-	3	105	-/1	*3
Dwarfs	Infantry	3	4	4+	-	3	110	-/2	-
Marauders	Infantry	3	3	5+	-	3	60	-/2	-
Light Cavalry	Cavalry	3/1	3	6+	-	3	80	-/4	*4
Knights	Cavalry	3	3	4+	-	3	110	-/2	-
Galloper Guns	Artillery	1/2+bounce	2	0	-	2	85	-/1	*5
Giant	Monster	8	8	5+	-	1	150	-/1	*6
Birdmen	Infantry	2/1	3	6+	-	3	85	-/1	*7
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Paymaster	Hero	+1	-	-	8	1	80	-/1	*8
Wizard	Wizard	+0	-	-	7	1	45	-/1	*9
Griffon	Monstrous Mount	+2	-	-	-	-	+80	-/1	*10
Pay Wagon	Chariot Mount	+1	-	-	-	-	+20	-/1	*8

Special Rules

1. Pikemen. The pike is the traditional weapon of the mercenaries of Tilea. Twice as long as a spear and even longer than a cavalryman's lance this is truly fearsome although rather unwieldy weapon. Due to this Pikemen never benefit from defended or fortified status when in dense terrain (even partially) or on fortress walls etc. They still may be in defended position on higher ground or behind low obstacle as usual. Pikemen count as defended against charging cavalry or chariots to their front. The bonus only applies in the first combat round of an engagement. Note that the rule doesn't apply when pikemen are partially in dense terrain. Pikemen should be based as cavalry - i.e. the models are orientated towards the narrow edge of the base. Pikemen stands may only give or receive support by other infantry or Pikemen stands that are facing the same direction and touch their flank with the whole of their own flank. Any support behind or in front of Pikemen stand is not allowed. In all other respects they count as infantry (movement/pursuit etc.).

2. Handgunners. Handguns are rare but powerful weapons.

A handgun shot can pierce armour far easier than an arrow or a crossbow bolt. Therefore, count enemy Armour values as one worse (-1) than normal. One unit of Crossbowmen per full 1000 points can be replaced by Handgunners (including the 10 points extra in price) while still counting for the Crossbowmen min/max value. Note that this unit still counts for min/max value of Handgunners.

3. Ogres. Ogres flock to Dogs of War armies for the chance of a good fight and as much as they can eat. These creatures are notoriously fond of fresh human meat, although they will eat practically anything that was once alive (or still is). To represent this an Ogre unit must use its Initiative to charge an enemy unit of humans (humans... Men not Dwarfs, Elves etc.) if it is within 20cm at the start of the Command phase and the Ogres can reach it. This happens automatically.

4. Light Cavalry. Dogs of War armies make great use of expert light cavalry from all around the world. Empire Pistoliers, Arabian Desert Riders, Hobgoblin Wolf Riders and Kislev Horse Archers are particularly adept at outmanoeuvring an enemy and harrying his flanks. Light cavalry are equipped with light bows or pistols and have a range of 15cm. However, as their weapons are so handy, they can shoot behind or to the side without turning stands to face their target. Just measure the range from any edge, front side or rear. They can therefore shoot at enemy charging them from any direction.

Pikemen Support
Enemy cavalry unit charges 2 units of Pikemen. Only left stand of Pikemen unit A may give support just as 1st stand of Crossbowmen unit. The 2nd Crossbowmen stand may not support because it is not in full flanking contact with Pikemen B stand.

5. Galloper Guns. These are lighter artillery than Dwarf or Empire cannons; due to this they are shorter ranged, but can make up for their lighter shot by producing a higher volume of fire.

Galloper Guns move 20cm. All the normal rules for artillery applies as well as cannon's rules for shooting (bounce through, no saves and reduction of cover values). Because they are light guns they have a range of only 40cm. They still may shoot at the charging enemy by firing 'grapeshot' as normal.

6. Giant. Giants must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you so wish. If you attempt to give an order to a Giant and fail then you must take a test to see what it does. Ignore potential blunders - these are taken into account by the following rules. Roll a dice and consult the Giant Goes Wild chart from the Orc army list. Where Giants are brigaded together roll for each separately.

Giants have a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing its effectiveness in subsequent turns. Therefore, if a Giant has accumulated 5-7 hits by the end of the Shooting phase or Combat phase and is no longer engaged in combat it is deemed to have been badly hurt.

Once a Giant is badly hurt all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks). A Giant causes terror in its enemies.

7. Birdmen. Only half-mad nutters like Tileans would try to fly! The Birdmen wear insane contraptions of light wood covered in canvas that are shaped like wings and allow them to glide on the air currents. These 'wings' allow the Birdmen to fly and still use their crossbows as normal. Because they are awkward flyers, they can be pursued by any type of enemy troops. Birdmen are based facing the long edge of the base in the same way as other infantry.

8. Paymaster, Pay Wagon. There may only ever be one Paymaster in the army. Only the Paymaster may use the Wagon. If the Pay Wagon is used the Paymaster may bribe the units around him to fight harder. He may add +1 to all of his Command checks for a single turn only.

9. Wizard. The Wizard uses the Empire spells.

10. Griffon. Generals, Wizards and Heroes may ride Griffons. The Griffon combines the appearance of a lion and an eagle. These creatures are hatched from stolen eggs and hand reared to serve as mounts for favoured individuals. The Griffon can fly, increasing the rider's movement to 100cm and it adds +2 Attacks to those of the rider. A unit which includes a Griffon causes terror in its enemies.





Ogre Kingdoms

Far to the east of the Old World lie the savage Ogre Kingdoms. Among the frozen and desolate mountains of this realm live the Ogres – ugly, violent monsters who kill and eat anything they can catch.

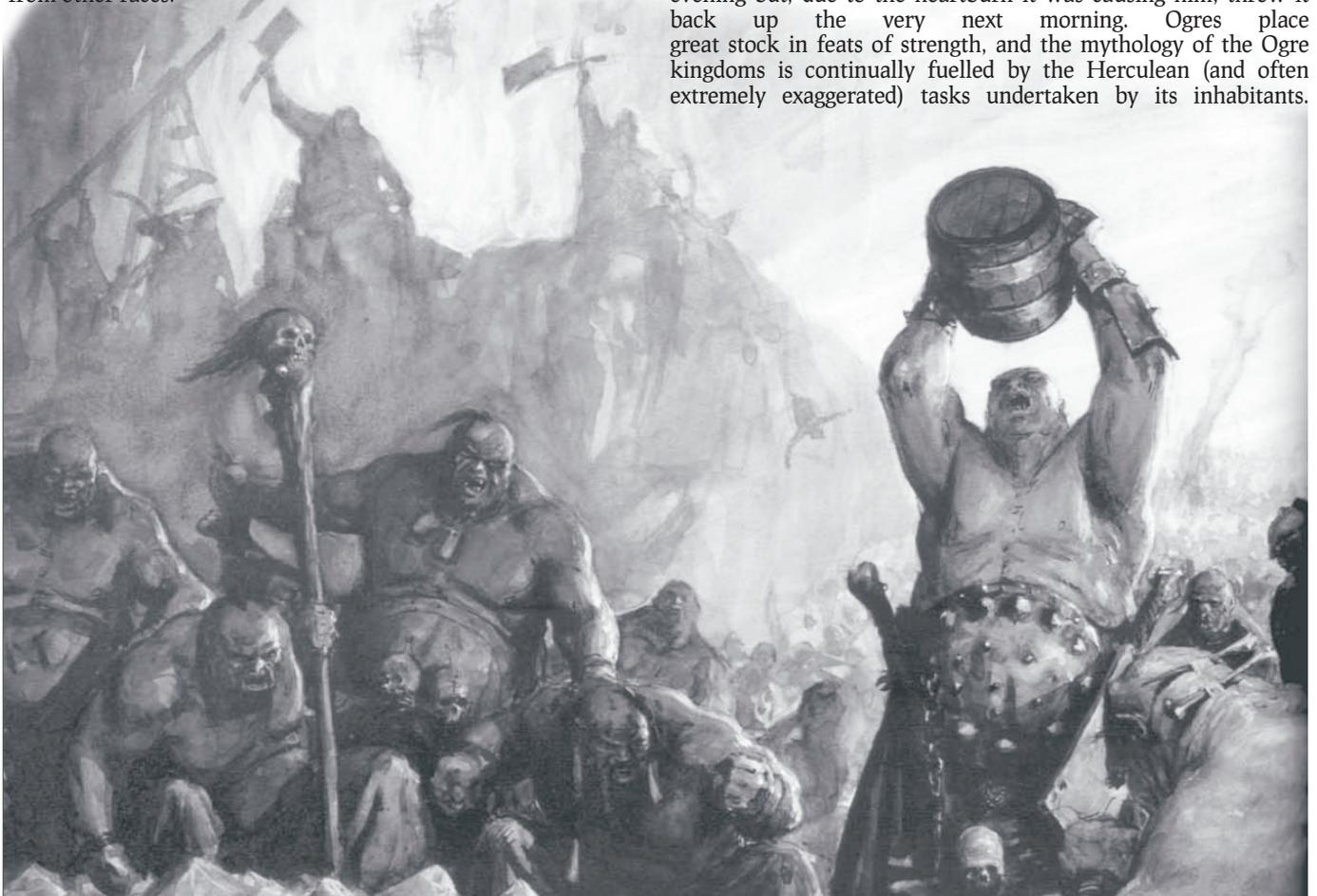
An Ogre Kingdoms army is a massive, blunt instrument that smashes into enemy lines with the force of a ton of bricks. It is a hard-hitting army that will normally be vastly outnumbered on the battlefield. Nevertheless, with the right combination of Ogre units led by a fearsome Tyrant an opponent's lines can be ripped asunder by a devastating bull charge even before a single iron-bound club is swung. A single Ogre has enough brute strength to destroy a farmstead or village. Thus, the ramshackle armies that march west from the Ogre homelands are powerful enough to destroy empires.

Ogres have been described by scholars as "thick as two short planks". They have also been described as having enough intelligence to nail the planks together and beat the observer to a bloody pulp. There is some truth to this, for although the race is unable to create anything of lasting worth, they do have a knack for cobbling together crude weaponry out of whatever is to hand, and even using the machineries of war they take, trade or earn from other races.

That said, the Mountains of Mourn are so inhospitable that nothing that makes its way into the Ogre Kingdoms is wasted - if an object is not immediately edible it will invariably find another Inn a few hours of its discovery.

Ogres have an insatiable appetite for destruction as well as for food, and even in times of relative peace they will hunt and kill the vicious cave-beasts that dwell in the mountains, as well as war constantly amongst themselves. Ogres are well known for their tendency to brawl, and can be found across the four corners of the world, fighting in small mercenary groups that ultimately leave comparatively little evidence of their passing. In contrast, a full migration of Ogres can be devastating, stripping all life from the lands they come across and devouring entire populations in a matter of days. It may take decades before the desolation left in their wake begins to recover, but full-scale Ogre migrations are mercifully rare.

Ogres, being completely illiterate, rely on crude cave paintings and a tradition of storytelling (or just plain old boasting) to convey the folk tales and legends of their civilisation. One of their earliest myths concerns Old Stoneguts, an Ogre that caught and ate the sun one evening but, due to the heartburn it was causing him, threw it back up the very next morning. Ogres place great stock in feats of strength, and the mythology of the Ogre kingdoms is continually fuelled by the Herculean (and often extremely exaggerated) tasks undertaken by its inhabitants.



Ogre Kingdoms Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Bull Ogres	Infantry	4	4	5+	-	3	105	2/-	*1
Leadbelchers	Infantry	3/2	4	6+	-	3	90	-/2	*2
Ironguts	Infantry	4	4	4+	-	3	140	-/2	-
Yhetees	Infantry	5	3	5+	-	3	120	-/2	*3
Gnoblars	Infantry	2/1	3	0	-	3	30	-/4	*4
Rhinox Riders	Cavalry	5	4	5+	-	3	220	-/1	*5
Gorgers	Monster	4	4	5+	-	3	145	-/1	*6
Slave Giant	Monster	8	8	5+	-	1	150	-/1	*7
Scrap Launcher	Artillery	1/3	3	-	-	1	75	-/1	*8
Tyrant	General	+2	-	-	9	-	125	1	-
Bruiser	Hero	+1	-	-	8	-	80	-/1	-
Butcher	Wizard	+1	-	-	8	-	90	-/1	-
Bull Rhinox	Monstrous Mount	+2	-	-	-	-	+65	-/1	*9

Special Rules

1. Bull Ogres. If an Ogre unit can use its initiative to charge an enemy unit of humans at the start of the Command phase then it must do so. This happens automatically and their commander can do nothing about it. 'Humans' encompasses all 'men' including Chaos Warriors and Marauders, but not Dwarfs, Elves etc.

2. Leadbelchers. Leadbelchers' cannons have a range of 15cm. The unit has 2 shooting attacks. Units hit by Leadbelchers get a -1 penalty for their armour rolls.

3. Yhetees. When trying to issue an order to a unit of Yhetees or to a brigade that contains a unit of Yhetees, there is always a -1 Command penalty due their beastly and unruly nature. Yhetees always ignore distance modifiers when receiving orders. If a character joined Yhetees unit it can not be brigaded with Gnoblars.

4. Gnoblars. Unit is allowed to shoot as if it had bows but its range is reduced to 15cm. A Gnoblar stand cannot be supported by other kinds of infantry - only by other Gnoblar stands. Note, however, that Gnoblars can support other kinds of infantry as normal. Gnoblars cannot be given magic items. Characters cannot join Gnoblar units..



5. Rhinox Riders. Units of Rhinox Riders are unaffected by terror. Rhinox Riders receive +1 Attack when charging against an enemy in open in the same way as chariots and monsters.

6. Gorgers. Rather than usual monsters the Gorgers are based along the long base edge as infantry stands. Gorgers must use their initiative to charge an enemy if possible and never use their initiative to evade. Gorgers must always pursue, but can not advance. They are unaffected by enemies that cause terror in combat and do not suffer the usual -1 Attack modifier.

7. Slave Giant. Giants must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you wish so. If you attempt to give an order to a Giant and fail then you must take a test to see what he does. Ignore potential blunders - these are taken into account by the following rules. Roll a dice and consult the Giant Goes Wild chart. Where Giants are brigaded together roll for each separately.

Giants have a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing its effectiveness in subsequent turns. Therefore, if a Giant has accumulated 5-7 hits by the end of the Shooting phase or Combat phase and is no longer engaged in combat it is deemed to have been badly hurt. Once a Giant is badly hurt all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks).

A Giant causes terror in its enemies.

8. **Scrap Launcher.** Scrap Launcher is a Stone Thrower as described in the Rulebook.

9. **Bull Rhinox.** Tyrant, Bruisers and Butchers may ride the Bull Rhinox. A unit that is joined with a character mounted on this huge beast causes terror in enemies.



Giant Goes Wild Chart

D6 Oh no! What's he doing now!

- 1 The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey.
- 2 Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat the Giant will hold his ground.
- 3 The Giant picks up a rock, tree, abandoned cart, out-house or whatever comes to hand and throws it at the closest unit – friend or foe – that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
- 4 The Giant moves straight forward at full pace in the direction he is facing in. If he reaches an enemy unit he will attack as normal. If he reaches a friendly unit he will walk straight through and out the other side if there is room and he has sufficient move. If he reaches a friendly unit and does not have sufficient move or enough room to walk all the way through then he halts on contact. A friendly unit that is walked through or contacted in this way instantly becomes confused for the remainder of the Command phase. Such a unit ceases to be confused at the end of the Command phase along with other confused units.
- 5 The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe he will attack as normal. If friends are in the way he will walk through them causing confusion as described above.
- 6 The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling his Attacks value in the first round of combat.

Ogre Spells

TOOTH CRACKER

3+ to cast Range 20cm

The Butcher grinds his way through a lump of earth encrusted bedrock taken from the peak of a mountain, imbuing himself and his fellows with supernatural resilience. This often costs the Butcher more than a couple of teeth.

Target friendly unit can't be driven back or confused until your next turn.

BONE CRUNCHER

5+ to cast Range 20cm

Shovelling dry bones into his mouth, the Butcher painfully crunches his way through femurs, ribs and skulls. As he points at his foes and spits his bloody curse, the enemy find their own bones breaking within their bodies.

Counts as three shooting attacks with no armour save. The spell causes drive back as for normal shooting. Also, drive back rolls of 5-6 from Bone Cruncher cause confusion. The Wizard must be able to see the target and can't cast the spell into a combat.

BULL GORGER

4+ to cast Range N/A

The Butcher greedily devours the heart of a Bull Rhinox, no doubt enjoying the feast of healthy blood and muscle whilst he imbues himself and his charges with the strength of a charging Rhinox.

The spell adds +1 Attack for each stand in a unit the Butcher has joined, including his own stand. The spell lasts for the duration of the following Combat phase.

TROLL GUTS

5+ to cast Range 20cm

The Ogre Butcher forces down the toxic guts of a Stone Troll, great quantities of acid and bile ravaging his much abused gut as he transfers the supernatural abilities of the troll onto himself and his companions.

This spell can be cast on friendly unit in combat. Each stand in affected unit gain +1 Hit during the following Combat phase.



Albion

Eons ago, the Isle of Albion was the site of a sprawling techno-arcane complex created by an unspeakably ancient spacefaring race called the Slann. Their carefully aligned stone circles and thousands of miles of impressively taut lay-lines once served to harness the mysterious psychomagical power of the warp. This power was used to control the gigantic interspatial portals through which Slann craft traversed the galaxy. At some time there was an unfortunate accident; the portals became unstable, opening a rift into the void and creating the zone of contamination and temporal instability that is now known as the Chaos Wastes. In order to stop their damaged portals running out of control and engulfing the entire world, the Slann destroyed or disabled their control complex on Albion. A vast quantity of dangerous psycho-active energy was released as a result.

This catastrophe turned the isle of Albion into a warped land that was ever afterwards shrouded by chilling mists and ceaseless drizzle. The explosive release of warp energy had the effect of distorting local time and space in surprising ways. As a result, the island proved almost impossible to find afterwards and many Old Worlders came to doubt its very existence. Isolated from the world and from reality, the island's inhabitants degenerated physically and culturally, coming to live an ape-like existence alongside the other malformed monsters of their devastated land.



Despite this, they still retain some vestigial memory of a time of greatness when their ancestors helped build the stone circles and other wonders that once formed the nerve centre of the Slanns' techo-arcane warp mechanism.

The mist wreathed isle of Albion has seen as much bloodshed and warfare as the rest of the known world. Albion is seen as a damp, bog-ridden backwater and reports of recent incursions have concentrated on the clashes between the supposedly more advanced invaders. However, a closer examination of the campaigns in Albion show that its native armies are every bit as lethal as those of any of the more so called 'civilised' nations.

The core of any Albion army comprises nobles in chariots and warbands of warriors on foot, screened by youths armed with slings and javelins led by the local chieftain. Poorer nobles and richer warriors are mounted on hardy native ponies and form the cavalry used to both scout and to support the noble chariot warriors.

Albion is famed for the great wolfhounds the natives breed. They are exported widely, but most especially to Bretonnia and the Empire where their size, strength and ferocity are much prized by noble huntsmen. In times of war these wolfhounds are gathered into huge slaving packs and are used to supplement the cavalry, screening attacks and harassing vulnerable enemy flanks.

In time of war some Chieftains can also call on the giant eagles whose eyries dot the highest peaks of the land. Few of Albion's chieftains will pass up the chance to recruit some of their island's largest inhabitants – the famed giants of Albion. Just like those giants that accompany Orc armies, these massive warriors make up for in brawn what they lack in brains!

Not quite so strong, but then again not quite so dim, are the bands of ogres which flock to join the armies of Albion – for a share of the loot and the chance to turn a former enemy into a quick snack! In addition to the warrior chieftains who lead the armies, there are heroic warriors who help to marshal the army and the enigmatic druids who are not only the army's wizards but also its law makers, judges and soothsayers...

Albion Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Warriors	Infantry	3	3	5+	-	3	60	2/-	-
Slingers	Infantry	2/1	3	0	-	3	40	1/6	-
Ogres	Infantry	4	4	5+	-	3	105	-/2	*1
Wolfhounds	Cavalry	3	3	0	-	3	40	-/6	-
Cavalry	Cavalry	3	3	5+	-	3	90	-/4	-
Chariots	Chariot	3	3	5+	-	3	95	1/4	-
Giant	Monster	8	8	5+	-	1	150	-/1	*2
Giant Eagles	Monster	2	3	6+	-	3	70	-/1	*3
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Druid	Wizard	0	-	-	7	1	45	-/1	-
Giant Eagle	Monstrous Mount	+2	-	-	-	1	+20	-/1	*4
Chariot	Chariot Mount	+1	-	-	-	1	+10	-/1	-
Fenbeast	Monster	6	4	5+	-	1	-	-/1	*5

Special Rules

1. Ogres. Ogres are notoriously fond of fresh human meat, although they will eat practically anything that was once alive (or still is). They can't abide the taste of greenskin and won't touch a Goblin or an Orc unless they are seriously peckish. To represent this, an Ogre unit must charge a unit of humans (literally humans... Men, not Dwarfs, Elves, etc) if it is within 20cm at the start of the Command phase and the Ogres can reach it. This happens automatically and their commander can do nothing about it!

2. Giant. Giants are maddeningly dim witted creatures with a fondness for strong beer and the raw flesh of Men, Elves and even Dwarfs. Because of their turgid mental processes and weakness for drink, they must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you wish. If you attempt to give an order to a Giant and fail then you must make a test to see what he does. Ignore potential blunders, these are taken into account by the following rules. Roll a dice and consult the Giant Goes Wild chart. Where Giants are brigaded together roll for each separately. A Giant causes terror in its enemies. Giants have a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing his effectiveness in subsequent turns. Therefore, if a Giant has accumulated 5-7 hits by the end of the Shooting phase or Combat phase and is no longer engaged in combat it is deemed to have been badly hurt. Once a Giant is badly hurt, all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks).

3. Giant Eagle Giant Eagles can fly up to 100cm.

4. Giant Eagle Mount. Giant Eagles can be ridden by Druid only. An Eagle can fly increasing its rider's move from 60 to 100cm, and it adds +2 Attacks to those of its rider.

5. Fenbeast. Fenbeast is an individual troop unit, but it can not be fielded like other units in the standard way. Fenbeast can appear on the battlefield only by Druid's spell Summon Fenbeast. It cannot be brigaded with other troop units, not even other Fenbeasts. Fenbeasts never use their initiative to move in the Command phase. Because they are completely

dominated by the will of the Druid who summoned them, the Druid counts as having a Command value of +1 when commanding the Fenbeast - that is 8 rather than 7. They can move through bogs as though they were open terrain. Unlike the wild Bog Beasts from the 'Dark Shadows' campaign, Fenbeast will make way for friendly troops. Fenbeasts are terrifying creatures and cause terror.

Giant Goes Wild Chart

D6 Oh no! What's he doing now!

- The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey.
- Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat the Giant will hold his ground.
- The Giant picks up a rock, tree, abandoned cart, out-house or whatever comes to hand and throws it at the closest unit - friend or foe - that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
- The Giant moves straight forward at full pace in the direction he is facing in. If he reaches an enemy unit he will attack as normal. If he reaches a friendly unit he will walk straight through and out the other side if there is room and he has sufficient move. If he reaches a friendly unit and does not have sufficient move or enough room to walk all the way through then he halts on contact. A friendly unit that is walked through or contacted in this way instantly becomes confused for the remainder of the Command phase. Such a unit ceases to be confused at the end of the Command phase along with other confused units.
- The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe he will attack as normal. If friends are in the way he will walk through them causing confusion as described above.
- The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling his Attacks value in the first round of combat.

Albion Spells

DOWNPOUR

4+ to cast **Range 30cm**

The Druid brings down a localised shower of fine, freezing rain upon his foes.

Until the start of the Druid player's next turn all enemy units within 30cms of the casting Druid suffer -1 to their command.

STORM OF HAIL

5+ to cast **Range 30cm**

The Druid harnesses the power of the weather to attack his enemies with enormous hailstones.

The Druid targets a single enemy unit within range and that he can see. This has the effect of three shooting attacks except that it ignores any armour save the target may have. The target unit may be driven back in the same way as for shooting.

MISTS OF ALBION

5+ to cast **Range 30cm**

The Druid breathes out some of the mystical mist that surrounds his enigmatic homeland and envelopes his compatriots, making them hard to target by enemy troops.

This spell may be cast upon a single friendly Infantry unit within range, regardless of whether the caster can see them or not. The spell lasts until the start of the caster's next turn, or until the target unit moves in any way. The target Infantry unit counts as Defended, even if in the open terrain.

against the target unit suffer -1 to hit (as if it were defended). This affects attacks from shooting, magic and in the first round of Combat phase. A unit in the open still counts as 'in the open' for the purposes of charging. A unit that is fortified cannot be affected by the Mists of Albion.

SUMMON FENBEAST

6+ to cast **Range 30cm**

The Druid performs one of the most arcane rituals known to his order, using his power over the elements to bind together the horrific creature known as the Fenbeast.

The Druid summons forth a Fenbeast. Once summoned, the Fenbeast is under the control of the summoning player.

Since it is summoned in the Shooting phase it cannot be given orders until the following turn. It may be summoned into contact with an enemy unit only if that unit is already in combat. It may be removed from play if destroyed (like any other unit) or if the loss of a Druid character reduces the number of Druids to less than the number of Fenbeasts – the owning player chooses a Fenbeast and removes it from play. Summoning Fenbeast unit does not influence army withdrawal calculation in any way and does not have a points value. Fenbeasts may only be given orders by Druids. Fenbeasts may not be brigaded with other troops, not even other Fenbeasts. An army cannot have more summoned Fenbeasts in play than it has Druids.



Goblin Army

Goblins are small, green, vicious, mean-spirited and generally unpleasant creatures. Clues as to their character may be discerned in their tiny pointed teeth, beady glinting eyes, scrawny grasping hands and general demeanour of a whipped dog.

To give them their due, Goblins are prolific. There are lots of them and no matter how many die or run away, there are always plenty left. Their preferred method of fighting is to shoot their enemy in the back from a good distance. They are half-way decent shots but in other respects are poor and often unwilling fighters. However, they are dangerous in large numbers and quite capable of overwhelming far better troops by sheer weight of numbers.

Like all greenskins, Goblins are quarrelsome and fractious. They fight amongst themselves both on and off the battlefield. They feel little sense of loyalty to their own kind let alone anyone else, and will cheerfully maim, kill and even eat their comrades if they can get away with it.

Goblins are generally recognised as belonging to two main breeds, namely Common Goblins and Night Goblins. These types are not physically different to each other, although all kinds of Goblin are liable to extreme variations in size, so it is quite usual for a mob of Goblins to include some individuals as much as twice the size of others. In this respect, where a big Snotling becomes a Goblin and vice versa is debatable, though from an Orc's point of view it hardly matters as they're all there to be bossed about.

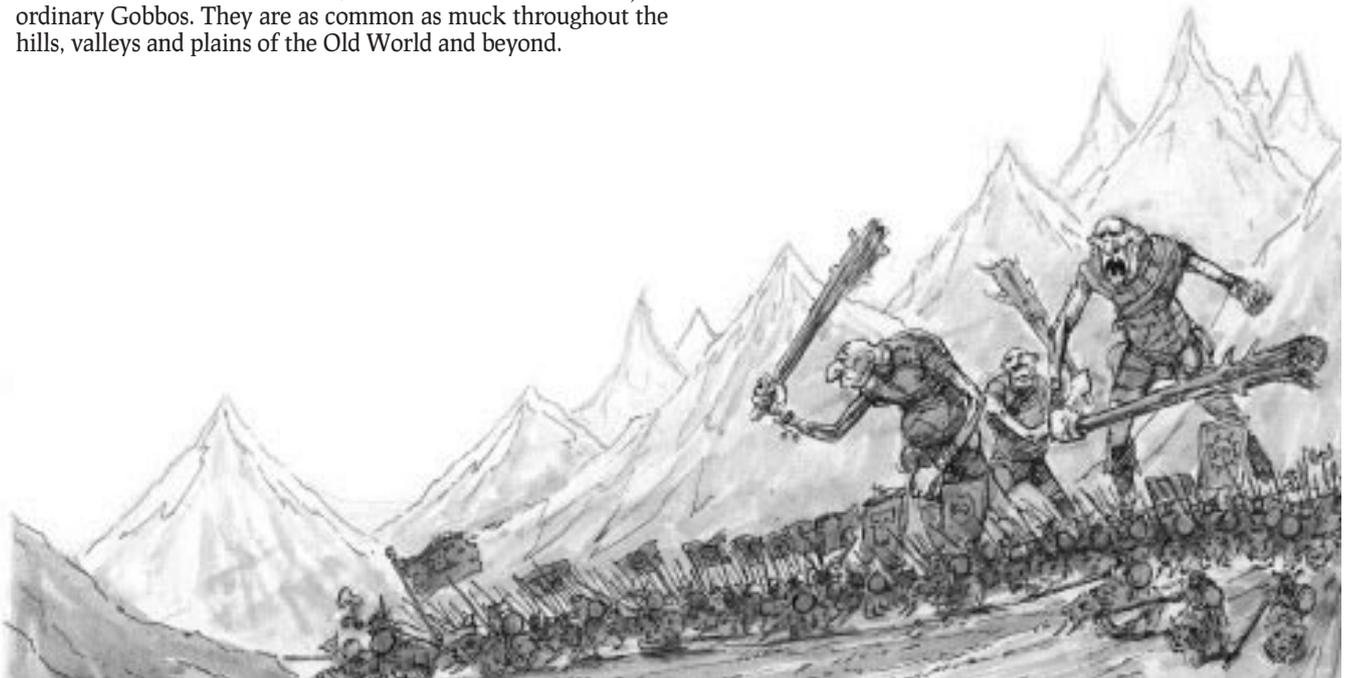
The majority of Goblins living in open areas, most notably in the Badlands and Dark Lands, are Common Goblins or just ordinary Gobbos. They are as common as muck throughout the hills, valleys and plains of the Old World and beyond.

We quite cheerfully refer to all the different kinds of Goblins as Goblins, but where this might prove confusing we call ordinary Common Goblins just that... Common Goblins. And ain't they just!

Common Goblins ride Giant Wolves much as humans ride horses. Not only are these large and dangerous creatures ridden by individual Goblins, but chariots and carts may be pulled by several Giant Wolves harnessed together. Giant Wolves are vicious creatures with slavering fangs and sharp claws, quite often more dangerous than their Goblin riders. They are faster than horses too.

Goblin Wolf Riders commonly raid and pillage ahead of advancing Goblin hordes, scouring the countryside for signs of enemy troop movements. On the battlefield they harry the flanks of enemy units and chase down those who've fled braver greenskins.

Night Goblins are adapted to life underground where they subsist on fungi, cave squigs, beetles and bits of each other. They live under the mountains throughout the Old World and Southlands in tunnels and caverns that are cool and dark. Night Goblins have a strong aversion to daylight and when forced above ground wear black or very dark enveloping robes to protect themselves from the sun's rays.



Goblin Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Goblins	Infantry	2/1	3	0	-	3	30	4/-	*1
Squig Herd	Infantry	3	3	0	-	3	30	-/-	-
Trolls	Infantry	5	3	5+	-	3	110	-/4	*2
Wolf Riders	Cavalry	2/1	3	6+	-	3	60	2/-	*3
Wolf Chariots	Chariot	3	3	6+	-	3	80	-/4	-
Pump Wagon	Chariot	D6	3	5+	-	1	50	-/2	*4
Giant	Monster	8	8	5+	-	1	150	-/1	*5
Doom Diver	Artillery	1/3	2	0	-	2	80	-/1	*6
Spear Chukka	Artillery	1/2 per st.	2	0	-	2	65	-/2	*7
Goblin Warboss	General	+1	-	-	8	1	80	1	-
Goblin Hero	Hero	+1	-	-	7	1	45	-/4	-
Goblin Shaman	Wizard	+0	-	-	6	1	30	-/2	*8
Wolf Chariot	Chariot Mount	+1	-	-	-	1	+10	-/1	*9
Wyvern	Monstrous Mount	+2	-	-	-	1	+80	-/1	*10

Special Rules

1. Goblins fight in a close mob or huddle in which the smallest and weediest are pushed to the outside. A unit of Goblins includes some armed with bows, some armed with clubs, a few with spears and most with whatever comes to hand. To represent this, the Goblin unit is allowed to shoot as if it had bows but its range is reduced to 15cm. Up to two units per full 1000 points can be replaced by Squig Herd while still counting for the Goblin min/max value. Note that these units still count for min/max value of Squig Herds.

2. Trolls are especially stupid creatures that find it difficult to walk or spit straight, let alone think. Consequently, when trying to issue an order to a unit of Trolls or to a brigade that contains a unit of Trolls, there is always a -1 Command penalty.

By way of compensation, Trolls have a remarkable ability. They can regenerate their bodies and repair the most horrendous injuries. To represent this, in each round of combat after whole stands have been removed Trolls automatically regenerate one outstanding hit. If no hits are left over after removing stands then regeneration has no effect. Regenerated hits still count towards the combat result for the round.

3. Wolf Riders' bows have only a short range compared to other shooting weapons, so their fire is restricted to 15cm. However, because their weapons are so handy they can shoot behind or to the side without turning stands to face their target. Just measure the range from any stand edge. They can therefore shoot at enemy charging them from any direction.

4. The Pump Wagon doesn't move in Command phase by initiative or by successful orders. Instead of this it can always move once up to 10xD6cm. This move is automatic, requiring no Command roll, and happens at any time during the Command phase but may not interrupt a character giving orders or units moving (including other Pump Wagons). This gives the Pump Wagon a movement of between 10cm and 60cm each turn.

In the combat round it charges, pursuits or advances, a Pump Wagon receives D6 attacks. This is in addition to any additional attacks it receives for charging enemy in the open and for being a chariot. When charged or retreating as a result of combat, its attacks are halved to D3. Roll for attacks every round of combat.

A Pump Wagon cannot be driven back by shooting and do not roll for drive backs. Pump Wagons ignore confusion. A pump Wagon cannot be brigaded with other units; not even another Pump Wagon, and characters cannot join it. The enemy does not gain Victory points for a destroyed Pump Wagon and a Pump Wagon does not count towards the Goblin army's break value in any way.

5. Giants Because of their turgid mental processes and weakness for drink they must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you wish. If you attempt to give an order to a Giant and fail, then you must make a test to see what he does. Ignore potential blunders; these are taken into account by the following rules.

Roll a dice and consult the Giant Goes Wild chart. Where Giants are brigaded together roll for each separately. A Giant causes terror in its enemies. Giants have a great many hits, eight in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing his effectiveness in subsequent turns. Therefore, if a Giant has accumulated 5-7 hits by the end of the Shooting phase or Combat phase and is no longer engaged in combat it is deemed to have been badly hurt.

Once a Giant is badly hurt all accumulated hits are discounted and its maximum Hits and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks).

6. The Doom Diver Catapult is a torsion-powered device much like a Spear Chukka, but instead of firing spears it is designed to fire Goblins. These Goblins are equipped with crude, folding wings which enable them to stay aloft for a short time before plunging back down to earth. When they do land it is usually with a loud splat that causes confusion more than anything else in the enemy ranks.

The Doom Diver has a range of 60cm and a unit hit by a Doom Diver is allowed to make its normal armour save. Doom Divers shoot at such a high trajectory that they cannot shoot at charging enemies.

7. Spear Chukka. Spear Chukka is a Bolt Thrower described in rulebook on page 75.

8. Goblin Shaman can cast spells chosen from the Goblin spells list.

9. Wolf Chariot. A General, Hero or Wizard can ride a Wolf Chariot. The character riding a chariot adds +1 to his Attacks.

10. Characters may ride Wyverns. A Wyvern can fly increasing its rider's movement from 60cm to 100cm, and it adds +2 Attacks to those of its rider. A unit that includes a Wyvern rider causes terror in its enemies.

Giant Goes Wild Chart

D6 Oh no! What's he doing now!

- 1 The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey.
- 2 Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat the Giant will hold his ground.
- 3 The Giant picks up a rock, tree, abandoned cart, out-house or whatever comes to hand and throws it at the closest unit – friend or foe – that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
- 4 The Giant moves straight forward at full pace in the direction he is facing in. If he reaches an enemy unit he will attack as normal. If he reaches a friendly unit he will walk straight through and out the other side if there is room and he has sufficient move. If he reaches a friendly unit and does not have sufficient move or enough room to walk all the way through then he halts on contact. A friendly unit that is walked through or contacted in this way instantly becomes confused for the remainder of the Command phase. Such a unit ceases to be confused at the end of the Command phase along with other confused units.
- 5 The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe he will attack as normal. If friends are in the way he will walk through them causing confusion as described above.
- 6 The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling his Attacks value in the first round of combat.

Goblin Spells

MORK SAVE UZI!

5+ to cast Range 30cm

The Shaman summons the power of Mork to protect the greenskins from the enemy.

This spell can be cast on any friendly unit within 30cm of the Shaman. The unit gains a 5+ save worked out in the usual manner until the beginning of their next turn. If the unit already has a saving roll then it can choose which one to make, but may not take both.

GERROFF!!!

5+ to cast Range 60cm

The voice of Gork booms out across the battlefield, forcing back his foes with a rancid gale force bellow.

This can be cast on any enemy unit within 60cm, whether the Shaman can see it or not. It cannot be cast on a unit engaged in combat or cast successfully on a unit more than once per turn.

The enemy unit is driven back by the blast of the bellow 5xD6cm towards its own table edge. This is treated in the same way as a driveback from shooting except the direction is established by determining the shortest route to the table edge. A unit cannot be routed by a drive back from Gerroff!!! spell. If the unit leaves the table edge it must roll as described in the main rules.

BRAIN BUSTA

5+ to cast Range 30cm

A fearsome bolt of pure Waaagh! energy issues from the Shaman's outstretched hand and strikes an enemy unit.

The Shaman must be able to see his target to use this spell and it cannot be directed at a unit engaged in combat.

Brain Busta is treated like three ordinary shooting attacks except that armour saves have no effect (all targets count as having no armour). A unit can be driven back by Brain Busta as with ordinary shooting.

WAAAGH!

4+ to cast Range 30cm

The Shaman summons the power of the mighty Waaagh!, invigorating the greenskins.

This spell can be cast on any friendly unit of Goblins engaged in combat and within range, whether the Shaman can see the unit or not. Every stand in the unit, including character stands, adds +1 to its Attacks value during the following Combat phase. A unit can only have one Waaagh! cast successfully on it at a time.



Witch Hunter Army

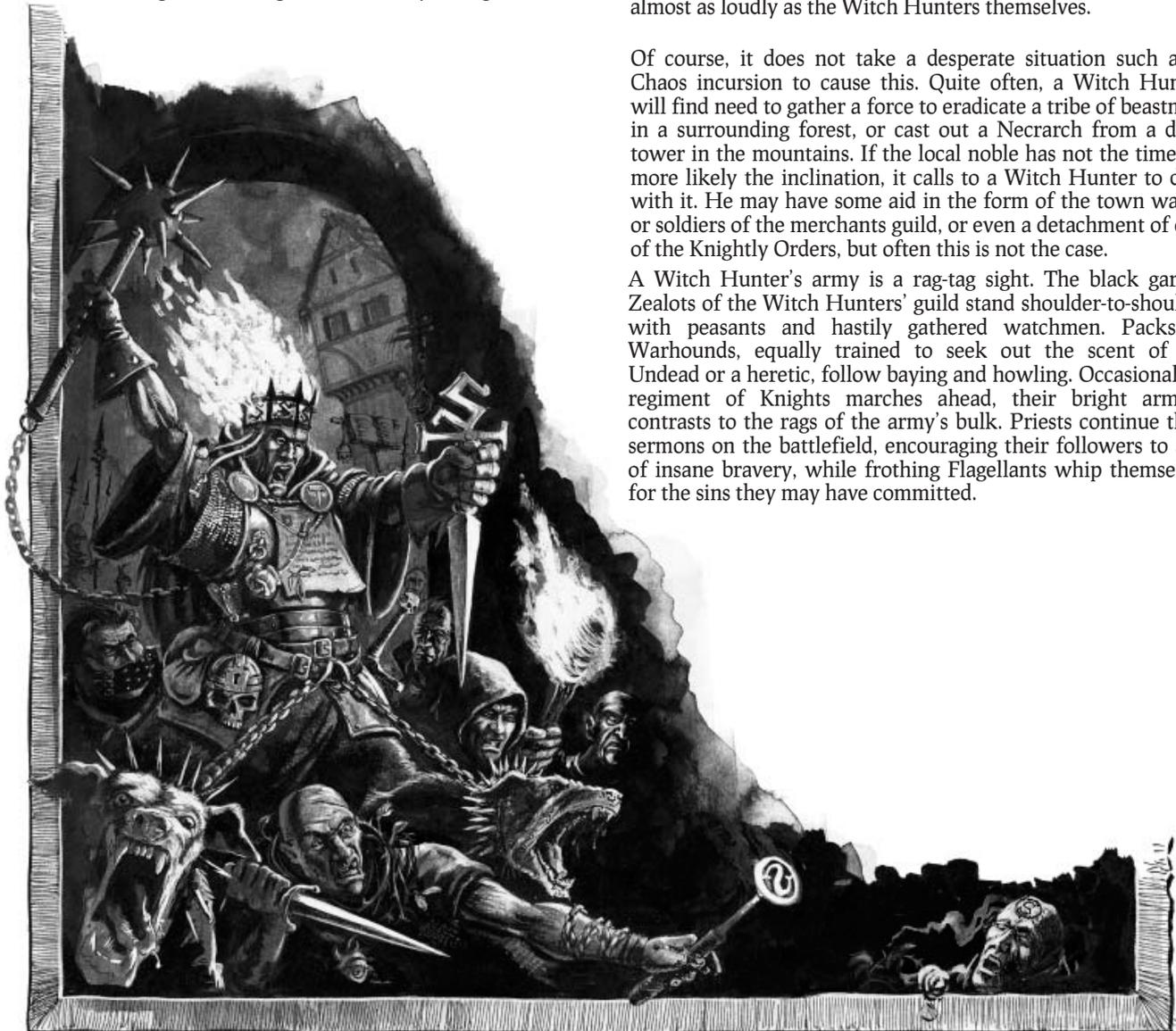
Witch Hunters are some of the most characterful and interesting aspects of the Empire. While it's true to say they invariably fight for the greater good of humanity, their methods are often brutal and arguably little better than those of their enemies. A Witch Hunter knows that evil doesn't play by the rules however, and that to beat it, he must be just as underhand. If a few innocents get killed in the process, then it's regrettable but better than allowing a heretic or warlock to escape punishment.

Often, Witch Hunters prefer to work alone or in small groups, such as during the scouring of Mordheim years ago.

Occasionally though there will be need to gather together under one banner to drive out some great, dark army. Probably the two most famous times were during the last Great Chaos Incursion, when a Witch Hunter army was lead by Magnus the Pious; and during the Wars of the Vampire Counts, when the whole Empire united to defend itself against the armies of Vlad and Mannfred Von Carstein. At times like these, Witch Hunters stir up support from the mobs, and priests take up the hammer, leading their congregation to defend the lands. Flagellants seem drawn to these gatherings like flies, preaching damnation and hellfire almost as loudly as the Witch Hunters themselves.

Of course, it does not take a desperate situation such as a Chaos incursion to cause this. Quite often, a Witch Hunter will find need to gather a force to eradicate a tribe of beastmen in a surrounding forest, or cast out a Necrarch from a dark tower in the mountains. If the local noble has not the time, or more likely the inclination, it calls to a Witch Hunter to deal with it. He may have some aid in the form of the town watch or soldiers of the merchants guild, or even a detachment of one of the Knightly Orders, but often this is not the case.

A Witch Hunter's army is a rag-tag sight. The black garbed Zealots of the Witch Hunters' guild stand shoulder-to-shoulder with peasants and hastily gathered watchmen. Packs of Warhounds, equally trained to seek out the scent of the Undead or a heretic, follow baying and howling. Occasionally a regiment of Knights marches ahead, their bright armour contrasts to the rags of the army's bulk. Priests continue their sermons on the battlefield, encouraging their followers to acts of insane bravery, while frothing Flagellants whip themselves for the sins they may have committed.



Witch Hunter Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Zealots	Infantry	3	3	0	-	3	35	3/-	*1
Halberdiers	Infantry	3	3	6+	-	3	45	-/4	-
Crossbowmen	Infantry	3/1	3	0	-	3	55	-/2	-
Handgunners	Infantry	3/1	3	0	-	3	65	-/4	*2
Flagellants	Infantry	5	3	0	-	3	70	-/4	*3
Warhounds	Infantry	3	3	0	-	+1	20	-/-	*4
Knights	Cavalry	3	3	4+	-	3	110	-/1	-
Pistoliers	Cavalry	3/1	3	5+	-	3	95	-/1	*5
Cannon	Artillery	1/2+bounce	2	0	-	2	85	-/1	*6
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Warrior Priest	Wizard	+1	-	-	7	1	55	-/1	-

Special Rules

GENERAL NOTE:

Some unit's abilities from Witch Hunter army will affect 'Chaos and/or Undead'. 'Chaos' means Chaos army, Daemons army, Beastmen army, Chaos Dwarf army and Skaven army. 'Undead' means Undead Tomb Kings army and Vampire Counts army (including units of Ghouls!).

1. Zealots. Zealots form the main part of a Witch Hunter army, and are drawn from mobs whipped up by priest's sermons. These troops gain +1 Attack in the first round of combat against Undead or Chaos (regardless of who charged) and will always use their initiative to charge these enemies if possible. If victorious in combat with Undead or Chaos like enemies they must pursue or advance where possible.

2. Handgunners. Count enemy armour values as one worse than normal when shot by a handgun. So an armour value of 3+ counts as 4+, 4+ as 5+, and 5+ as 6+, whilst an armour value of 6+ can't save against a handgun.

3. Flagellants. So keen are they to meet their maker that a unit of Flagellants will always use its initiative to charge an enemy if possible and can't be given orders instead. They'll never use their initiative to evade. They can't be driven back by shooting and do not roll for drive backs. If a unit of Flagellants is victorious in combat and is able to pursue the enemy or advance in accordance with the rules, then it must do so where possible. Flagellants are unaffected by enemies that cause terror in combat, so they do not suffer the usual -1 Attack modifier.

4. Warhounds. Warhound stands never fight as independent unit. Instead, you may add one stand of Warhounds to your units of Zealots, Handgunners, Pistoliers or Flagellants. This brings the size of the unit to 4 stands. Warhounds always have Armour value 0. Warhounds can move up to 30cm. They fight as part of their unit and can be removed as a unit casualty if player wishes. Warhounds casualty never count as casualty for purpose of issuing orders, which means there is no -1 Command penalty as there normally would be for units that have lost a stand. Warhound stands never count as part of the unit's formation when determining whether they move at full or half pace, so no movement penalty is incurred if they are arranged out of the unit's regular formation. If they join cavalry unit (i.e. Pistoliers), they are still considered as an infantry stand, but in this particular case they can pursue enemy cavalry together with the main unit.

5. Pistoliers. Pistoliers have a shooting range of only 15cm, however they can shoot all round - i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Pistoliers can shoot at enemy charging them from any direction.

6. Cannons. See Warmaster Rulebook, Artillery section.

Warrior Priest Spells

SANCTUARY

5+ to cast Range N/A

The Warrior Priest consecrates the ground before the troops, warding off evil.

The Wizard must be with the unit to affect it. The unit counts as being defended, even if in the open. If the unit is already defended, it counts as fortified. Note that this also affects Cavalry units, even though they are not normally able to receive this bonus. The effect lasts until the unit moves or Priest leaves it or he casts another spell.

DOCTRINE OF SIGMAR

5+ to cast Range 30cm

Through the rousing speech of Sigmar's chosen, troops are directed across the field of battle.

This spell can be cast on any friendly unit within 30cm. If successful, the unit may be moved as if it had received an order in the Command phase.

HOLY FERVOUR

5+ to cast Range N/A

Enraged by their blasphemous enemies the troops rush forward thirsty for blood.

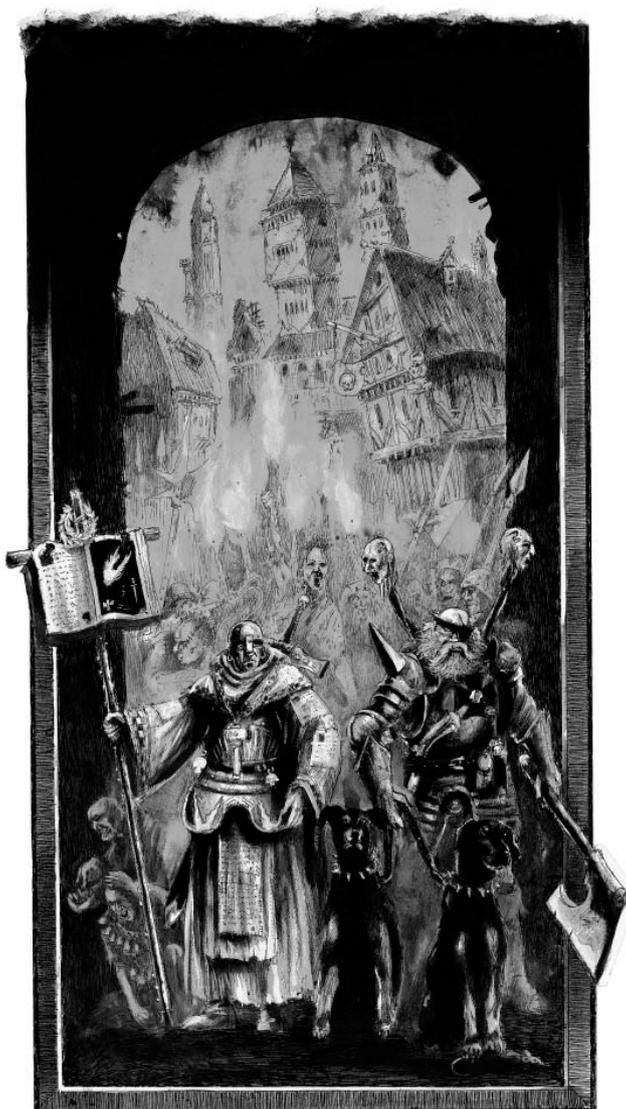
The Wizard must be with the unit to affect it. If successfully cast on a friendly unit, each stand including character stands gains +1 Attack during the following Combat phase.

DIVINE CURSE

4+ to cast Range 30cm

Speaking the words of Magnus the Pious himself, the Warrior Priest smites his foes.

One unit within range has its movement halved for its next Command phase. The unit also treats all enemy units as terrifying, even if otherwise immune to terror, and stops causing terror itself. The spell lasts until the end of your opponent's next turn.





Chaos Dwarfs

Many thousands of years ago the Dwarf race moved northwards from its ancestral home somewhere in the Southlands. They moved along the high ridge of mountains known as the Worlds Edge Mountains, following the trail of mineral ores and precious gems.

The Dwarfs spread amongst the mountains, driven onwards by their lust for the secrets of rock and metal. Over a period of many hundreds of years they dug shafts and excavated cavernous underground cities, they sank mines deep into the mountain roots, and constructed tunnels which carried them further north.

Eventually, sometime in the dim and distant past, the Dwarfs reached the upland region at the far north of the Worlds Edge Mountains which they called Zorn Uzkul or the Great Skull Land. Here they found a vast and inhospitable plateau where the air was thin and cold and the rocks barren. Many turned back south to swell the growing numbers of Dwarfs in the Worlds Edge Mountains, others turned west into the cold lands of Norsca, but some of the most adventurous turned east and then south along the bleak Mountains of Mourn.

At first these widespread Dwarf kindreds maintained contact with each other, but the eastern Dwarfs strayed far and when the Time of Chaos came the northern regions were cut off forever. The Dwarfs of the west believed their eastern kin dead, destroyed by the tides of Chaos that came from the north, but they were mistaken. Chaos did not kill the hardy Dwarfs, instead it worked a dreadful change upon them.

The Chaos Dwarf Empire is sited amidst the Mountains of Mourn and the adjoining eastern part of the Dark Lands. It is a stark and cheerless place, where nature has rent the ground and burst the mountains apart. It is a land rich in the materials that Dwarfs especially covet.

It is impossible to say for certain how or when the Dwarf kindred of the east became the Chaos Dwarfs. Probably it was a slow process of warping and twisting, for Dwarfs are stubborn by nature and more resistant to magic than other creatures. Nonetheless they were changed.

Their Dwarf instincts became perverted into a mockery of traditional values. The huge and monstrous Tower of Zharr-Naggrund, the City of Fire and Desolation, arose on the plain of Zharrduk. This monstrous city is fashioned from black obsidian and stained with the red glow of a thousand diabolic furnaces. Where Dwarfs shun magic the Chaos Dwarfs embraced it and became mighty sorcerers, the creators of arcane machineries and horrific engines

The refuse of thousands of years of labour fills the Plain of Zharrduk where industry tears at the earth, pock-marking the surface with ugly scars of endeavour. Beneath the flickering flames of countless forges untold thousands of slaves, creatures of many races captured in war or traded from the Orcs of the west, work at the enterprises of the Chaos Dwarfs.



The Chaos Dwarf Army

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Chaos Dwarfs	Infantry	3	4	4+	-	3	110	2/4	-
Blunderbusses	Infantry	3/2	4	6+	-	3	90	-/2	*1
Hobgoblins	Infantry	3/1	3	0	-	3	45	-/-	*2
Black Orcs	Infantry	4	4	5+	-	3	110	-/1	-
Orc Slaves	Infantry	4	3	0	-	3	40	-/2	*3
Hobgoblin Wolf Riders	Cavalry	3/1	3	6+	-	3	80	-/-	*2
Bull Centaurs	Cavalry	4	4	5+	-	3	140	-/2	-
Earthshaker Cannon	Artillery	1/3	3	6+	-	1	90	-/1*	*4
Death Rocket	Artillery	1/1D6	2	6+	-	1	60	-/1*	*5
Bolt Thrower	Artillery	1/2 per stand	2	0	-	2	65	-/1	*6
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Sorcerer	Wizard	+1	-	-	8	1	90	-/1	-
Great Taurus	Monstrous Mount	+2	-	-	-	-	+80	-/1	*7
Lammasu	Monstrous Mount	+1	-	-	-	-	+20	-/1	*8
Sorcerer Lord	Special	-	-	-	-	-	+25	-/1	*9

Special Rules

1. Blunderbusses. Units with Blunderbusses have a shooting range of 15cm. The unit has 2 shooting attacks. Units hit by Blunderbusses get a -1 penalty for their armour rolls. One unit of Blunderbusses per full 1000 points can replace a unit of Warriors while still counting for the Warrior min/max value. Note that this unit still counts for max value of Blunderbusses.

2. Hobgoblins. Hobgoblins and Hobgoblin Wolf Riders carry an assortment of smaller ranged arms, so may only shoot up to 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Also this enables them to shoot at enemies charging them from any direction. Hobgoblins and Orcs have a strong hatred so units of Hobgoblins or Hobgoblin Wolf Riders may not brigade with units of Black Orcs or Orc Slaves.

3. Orc Slaves. Slaves are just that, captives forced to work and fight for their cruel masters' enjoyment. A unit of Slaves suffer an additional -1 Command penalty when given an order. This penalty is waived, however, if the Slaves are brigaded with Black Orcs, Chaos Dwarfs or Blunderbusses.

4. Earthshaker Cannon. The Earthshaker acts as a Stone Thrower as described in main Rulebook. The exception is that the drive back from the Earthshaker shot causes confusion on rolls of 4+ rather than the usual 6+. In addition the Earthshaker shot causes confusion in units in base contact with the victim unit on rolls of 6 on a D6 (roll for each unit). The total number of Earthshakers and Death Rockets in the army is limited in the way that only 1 piece of this kind is allowed per 1000 points.

5. Death Rocket. The Death Rocket acts similar to a Stone Thrower as described in main Rulebook, except it shoots D6 times per phase and hits inflicted on the target can be still saved by the armour with -1 modifier (as for handguns). The total number of Earthshakers and Death Rockets in the army is limited to 1 piece per 1000 points. If the roll for the number of shots comes up a 1, the Death Rocket has misfired and you must roll a D6 against the Death Rocket Misfire chart.

6. Bolt Thrower. The Hobgoblin Bolt Thrower is a Bolt Thrower as described in main Rulebook.

7. Great Taurus. Any character may be mounted on a Great Taurus. This mighty beast is fearsome to face on the battlefield. The Great Taurus causes terror and is able to fly.

8. Lammasu. The Lammasu is a magical creature trained to serve the Chaos Dwarfs. A Chaos Dwarf Sorcerer may be mounted on a Lammasu. A Lammasu is able to fly. In addition any hostile spell cast on a unit joined by the Lammasu may be dispelled on a roll of 4+ on a D6. (This acts like the Dwarf dispel except it only works when the Lammasu's unit is targeted).

9. Sorcerer Lord. The General may be true Sorcerer Lord, maybe even one of the living ancestors from Zharr-Naggrund. Sorcerer Lord can cast spells like a Wizard and can carry a magic item restricted to a Wizard if desired. Once during the battle Sorcerer Lord can add +1 to the dice when attempting to cast a spell. The player must announce that the Sorcerer's special spell casting bonus is being used before rolling for the spell.



Death Rocket Misfire Chart

D6 Result

- 1: **KABOOM!** The Death Rocket explodes in spectacular fashion and is removed from play.
- 2: **Overload.** The combination of too heavy rocket and too much gun powder to shoot it out causes spectacular effects both at the target and in the machine itself. The Death Rocket explodes and is removed from play and the target is suffering 2 +1D6 attacks.
- 3: **Malfunction.** The rocket only does one attack. Due to the malfunction only lighter version of rockets might be used till the end of the game and the shots cause D3 attacks instead of D6.
- 4: **Dud.** The rocket only does one attack.
- 5: **Whoosh!** The rocket overshoots and does D6 attacks on the first unit past the original target, regardless of range. If no target is behind the victim the rocket leaves the battlefield without causing any damage.
- 6: **Big badaboom!** The rocket does 2D6 attacks instead of the normal 1D6.

Chaos Dwarf Spells

A Chaos Dwarf Wizard may cast any of the following spells:

FLAMING HAND

4+ to castRange touching

The wizard's hand glows like molten steel as he calls forth the strength of the forges of the earth.

This can only be cast if the Wizard has joined a unit in combat. The spell automatically makes three attacks on one enemy unit which is touching the unit the Wizard has joined. These are worked out in the usual way. Any hits scored are carried over into the first round of combat and count as having been struck in combat.

VOLCANIC ERUPTION

6+ to castRange 30cm

The wizard calls forth a storm of magma from beneath the earth.

Each enemy unit within 30cm of the Wizard's stand takes D3 attacks worked out in the normal way. Roll separately for each enemy unit. A unit is not driven back by the Volcanic Eruption. Engaged units carry over any hits scored into the first round of combat and hits caused by the Volcanic Eruption count as having been struck in the combat itself.

WORD OF FEAR

4+ to castRange 30cm

The wizard speaks a blasphemous litany that instills fear in the hearts of his enemies.

This spell can only be cast on any friendly unit within range regardless of whether the Wizard can see it or not. The unit counts as causing terror for the duration of the Combat phase.

METEOR STORM

5+ to castRange 30cm

The wizard hurls flaming stones from his fingertips toward the enemy, battering everything in its path.

Draw an imaginary line 30cm long extending from the Wizard's stand in any direction you wish. Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath its path, including your own. Unengaged units can be driven back by the Meteor Storm as with ordinary shooting. Engaged units cannot be driven back, but carry over any hits that are scored into the first round of combat. Hits caused by the Meteor Storm count as having been struck in the combat itself.



Wood Elves

Elves first settled in the forest of Loren long before the civilised realms of man came into being in the Old World, during the great period of war between the Elves and the Dwarfs known as the War of the Beard. The first Elven settlers of Loren sought to protect this beautiful forest realm from the ravages of the Dwarfs, who would have felled the mighty trees to fuel their furnaces and provide timber to build their war machines. After many years of fighting, the War of the Beard finally ended with the Dwarfs retreating to their mountain halls and the Elven colonists abandoning the Old World to protect their homeland of Ulthuan.

However, not all of the Elves returned home with the armies and ships. Some could not bear to leave their newly founded homes, whilst others were unwilling to return to the decadence and intrigue of the noble courts of their homeland. Whatever their reasons, a small number of the Elven settlers remained in the Old World, and without the Phoenix King's armies to protect them, they soon took refuge with the guardians of Loren, and made the forest their new home. The descendants of these first colonists are the race of Wood Elves, and they continue to protect their forested home to this very day.

It is safe to say that the Wood Elves are not the most active campaigners in the Warhammer world; rather the vast majority of their battles are fought in the defence of Loren – a cause to which they are dedicated with single-minded determination. Due mainly to their small numbers, the Wood Elves prefer to deal with their enemies using deception and guile rather than attacking head-on. Death through traps, ambushes and the unseen arrow all await the unwary intruder into the enchanted forest kingdom of the Wood Elves. Indeed, a large Wood Elf host will only be assembled to fight an open, pitched battle under the direst of circumstances, most often to repel a determined invading army. In such times as these, the Wood Elf warriors will fall upon their opponents with all the savagery of the Wild Hunt, slaying all who would seek to despoil their beloved forest. Often all that remains of the invaders are several large cairns, beneath which lie the bodies of fallen enemies. These serve as a grim warning to all who trespass beyond the boundary stones marking the edge of the realm – you are not welcome here, death awaits.



The Wood Elf Army

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Glade Guard	Infantry	3/1	3	0	-	3	65	2/4	*1
Eternal Guard	Infantry	3	3	5+	-	3	60	-/3	-
Wardancers	Infantry	4	3	0 OR 5+	-	1	30	-/4	*2
Waywatchers	Infantry	1/2	3	0	-	2	60	-/1	*3
Dryads	Infantry	4	3	6+	-	3	60	1/-	*4
Glade Riders	Cavalry	3/1	3	6+	-	3	90	-/3	-
Wild Riders	Cavalry	3	3	5+	-	3	110	-/2	*4,*5
Warhawk Riders	Monster	2/1	3	6+	-	3	85	-/1	*6
Treekin	Infantry	4	4	5+	-	3	110	-/2	*4
Treeman	Monster	6	4	4+	-	1	130	-/1	*4,*7
General	General	+2	-	-	10	1	155	1	-
Noble	Hero	+1	-	-	8	1	80	-/1	-
Treeman Ancient	Hero	+3	-	-	8	1	130	-/1	*8
Branchwraith	Hero	+2	-	-	8	1	90	-/1	*9
Spell Weaver	Wizard	+0	-	-	8	1	80	-/1	-
Giant Stag	Special Mount	+1	-	-	-	-	+10	-/1	*10
Unicorn	Special Mount	+1	-	-	-	-	+15	-/1	*11
Warhawk	Monstrous Mount	+1	-	-	-	-	+15	-/1	*12
Forest Dragon	Monstrous Mount	+3	-	-	-	-	+100	-/1	*13

Special Rules

ARMY RULES

Woodland Folk. Due to living amongst the forests of Loren all Wood Elf infantry does not suffer the usual -1 Command penalty when within woodland.

SPECIAL RULES

1. Glade Guard Wood Elves are just as famed for their bow as their High Elf cousins, and as such Glade Guard units add +1 to their dice roll when making shooting attacks. Therefore these units score a hit against targets in the open on a 3+, against defended targets on a 4+, and against fortified targets on a 5+.

2. Wardancers. Wardancer stands never fight as independent unit. Instead, you may add one stand of Wardancers to Glade Guard or Eternal Guard unit. This brings the size of the unit to 4 stands. Wardancers always have the same Armour value as the rest of their unit, either 5+ or 0. They fight as part of their unit and can be removed as a unit causality if player wishes. Wardancer causality never count as causality for purposes of issuing orders, which means there is no -1 Command penalty as there normally would be for units that have lost a stand. Wardancer stand never count as part of the unit's formation when determining whether they move at full or half pace, so no movement penalty is incurred if they are arranged out of the unit's regular formation.

3. Waywatchers. Famous for their bow skills even by a Wood Elf standards, Waywatchers shoot the enemy with terrifying accuracy. The add +1 to their dice roll when making shooting attacks and these attacks are resolved at -1 Armor value of the enemy.

Waywatchers can also ambush. Individual units can be infiltrated onto the battlefield once the game has begun. To infiltrate a unit, the Wood Elf player nominates the point where he wants the Waywatchers to appear and issues an 'infiltration' order from any character. The character does not have to be within his normal command range to issue an infiltration order - the character's command range is considered to extend over the entire tabletop when issuing an infiltration order. Treat the order as issued to the nominated point, and apply any modifiers for distance and proximity of enemy, but ignore penalties of dense terrain. The nominated point must lie either on the table within dense terrain or on any base edge other than the enemy player's own table edge. If successful, place one stand on the nominated spot and arrange the rest of the unit around it. The infiltrated unit cannot be placed so that it touches an enemy unit. Once deployed, orders can be given to the unit by the same character that gave the infiltration order if he is within his normal command range, the infiltrating unit is considered to have used its first order to deploy. If the infiltration order is failed the unit is not deployed and cannot infiltrate that turn, it can attempt to infiltrate in a subsequent turn at the same of a different place.

4. Forrest Spirits are woodland creatures. They are immune to *terror* and suffer -1 Command penalty when being ordered by General or Noble.

5. Wild Riders receive +1 Attack in the first round of every combat when fighting to the front.

6. Warhawk Riders. Warhawk riders can fly. They have a shooting range of only 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

7. Treeman can enter woods and suffers no command penalty for being within the woods but cannot get defended status there. Treeman causes *terror*.

8. Treeman Ancient has -1 Command penalty when issuing orders to other than Forest Spirit units. Can join only Forest Spirit units and is able to cast Tree Singing spell. Units joined by Treeman Ancient cause *terror*. There can ever be only one Treeman Ancient in any Wood Elf army. Cannot be given any magic items.

9. Branchwraith has -1 Command penalty when issuing orders to other than Forest Spirit units. Can join only Forest Spirit units and is able to cast Tree Singing spell. Cannot be given any magic items.

10. Giant Stag. General, Nobles and Spell Weavers may ride a Giant Stag. The Stag adds +1 Attack to those of its rider.

11. Unicorn. This mount can be ridden by Spell Weaver only. The Unicorn adds +1 Attack to those of its rider. Once per battle the Unicorn's magical power adds +1 to the dice when casting a spell. The player must announce that the Unicorn's magic before rolling to see if the spell works. There can be only one Unicorn in the army.

12. Warhawk. General, Nobles and Spell Weavers may ride a Warhawk. The Warhawk can fly, increasing its rider's move from 60cm to 100cm, and it adds +1 Attack to those of its rider.

13. Forest Dragon. Generals, Nobles and Spell Weavers may ride Forest Dragons. A Forest Dragon can fly, increasing its rider's move to 100cm, and adds +3 Attacks to those of its rider. Any unit joined by a character riding a Forest Dragon cause *terror* in their enemies and so long as the Dragon is attached to a unit, it can use its Corrosive Breath attack. This is a shooting attack with a range of 20cm, which can be directed against one target as normal. The breath has 3 Attacks, which are worked out in the usual way.

Wood Elf Spells

TREE SINGING

5+ to cast Range 30cm

The Wizard calls force a mass of tangling thorn branches to surround their troops, protecting them from harm.

This spell may be cast upon a single friendly Infantry unit within range, regardless of whether the caster can see them or not. The spell lasts until the start of the caster's next turn, or until the target unit moves in any way. The target Infantry unit counts as Defended, even if it is in open terrain.

TWILIGHT HOST

5+ to cast Range 30cm

A weird enchantment forms around the target unit and engulfs it. Unit causes *terror* until Wood Elf next magic phase.

CALL OF THE HUNT

5+ to cast Range 30cm

Unit may make a full pace move into contact with the nearest visible enemy unit in the same way as when charging. Enemy may not shoot at chargers.

FURY OF THE FOREST

6+ to cast Range 60cm

The spell makes three shooting attacks on all enemy units within 10cm of chosen wooded terrain piece. Units get no armour save if within wooded terrain.

Unengaged units are not driven back by this spell (the assault comes from the ground beneath their feet). Engaged units carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.





Beastmen

In the dark forests of the Old World dwell the favoured Children of Chaos: foul and unholy things that hate the world and hide from the honest light of day. They serve no mortal master, but belong heart and soul to the Dark Gods of Chaos. Men call these creatures Beastmen for they are part-human and part-beast, their twisted bodies a blasphemy of nature. They have horns upon their bestial heads, claws and cloven hooves adorn their limbs. Beastmen are wild and brutish creatures that care little for other beings and despise the race of Men above all else. They are cruel and brutal creatures who brawl and fight amongst themselves when not venting their hatred against mankind.

Beastmen are not natural creatures; they first came into existence when the polar gateway of the Old Ones collapsed, showering the world with corrupting warpstone. It worked a dreadful change on many of the ancestors of Men, causing severe mutations, and the descendants of the foul beasts born from that catastrophe still plague the dark places of the world.

Neither fully man nor fully animal, Beastmen willingly embrace their heritage of Chaos — they have the intelligence of a man, but employ it with the base cunning of a wild animal. To the people of the Empire, it is a deadly combination, for the Beastmen utterly despise the Humans who they can never be, filled with self-loathing that turns to aggressive hatred.

Malformed, base and evil, the Beastmen hate all natural and wholesome creatures. They are wild and crude creatures of animal lusts and an unpredictable, violent temperament. They have long, ridged horns with which to gore their foes, and the legs of cattle and goats with which to stamp the bodies of their victims into the mulch. Their slaving mouths are filled with long, wolf-like fangs perfect for tearing flesh from bone, and their robust, heavily-muscled frames are perfectly suited to sating the murderous desires that gleam in their blood-red eyes.



The Beastmen Army

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Beastherd	Infantry	3	3	6+	-	3	45	2/-	*1
Herdkin	Infantry	3/1	3	0	-	3	55	2/-	*1
Bestigors	Infantry	4	3	5+	-	3	75	-/2	-
Minotaurs	Infantry	5	4	0	-	3	80	-/2	*2
Centigors	Cavalry	3/1	3	6+	-	3	80	-/2	*3
Chaos Hounds	Cavalry	3	3	0	-	3	40	-/6	-
Tuskgor Chariots	Chariot	3	3	5+	-	3	95	-/4	-
Dragon Ogres	Monster	6	4	5+	-	3	250	-/1	-
Chaos Spawn	Monster	3/3	4	3+	-	1	110	-/2	*5
Dragon Ogre Shaggoth	Monster	8	8	5+	-	1	175	-/1	*6
Beastlord	General	+2	-	-	9	-	125	1	-
Doombull	Hero	+2	-	-	6	-	80	-/1	*7
Wargor	Hero	+1	-	-	8	-	80	-/1	-
Bray Shaman	Wizard	+0	-	-	8	-	80	-/1	-
Tuskgor Chariot	Chariot Mount	+1	-	-	-	-	10	-/-	*8

Special Rules

SPECIAL RULES

1. Beastherd/Herdkin. Up to half of the total number of Beastherd/Herdkin units (rounded down) may be deployed as ambushers rather than be deployed at the start of the game. The ambushers must be deployed in groups up to 4 units. The number of Herdkin units in these groups may not exceed the number of Beastherd units.

During the order movement sequence the Beastmen player nominates a point within dense terrain or on any base edge other than the enemy player's own table edge for every group of ambushing units he wants to deploy this turn. If the nominated point is in dense terrain it must be chosen that every stand of every unit within the group must be at least partially within the terrain.

Each group of ambushing units is ordered with a brigade order. Treat the order as issued to the nominated point, and apply any modifiers for distance and enemy proximity, but ignore the penalties for dense terrain and command range. The character's command range is considered to extend over the entire tabletop when issuing an ambush order. If successful, place one stand, of one unit on the nominated spot and arrange the rest of the unit around it. Then place the remaining units of the ambushing group next to each other. Every unit must touch at least one stand of another unit from that ambushing group. Once deployed, orders can be given to the unit by the same character that gave the infiltration order if he is within his normal command range, the infiltrating unit is considered to have used its first order to deploy.

If the ambush order is failed the ambushing group is not deployed and cannot ambush that turn, it can attempt to ambush in a subsequent turn at the same or a different place and at the same and different composition of units.ers (distance, enemy within 20cm etc.) apply.

2. Minotaurs. Minotaurs are subject for *Bloodlust* – they always use initiative to charge if possible and cannot be given orders instead.

A unit with Bloodlust never use initiative to evade and must pursue or advance where possible. Also, it is immune to terror, cannot be driven back by shooting and never rolls for drive backs.

3. Centigors. Centigors count as infantry, they are based along the long edge, but can not provide or receive support. Centigors are able to pursue any type of enemy troops (the same as Dwarf Rangers). They can shoot in any direction all around (360 degree arc of sight) in range up to 15cm.

4. Dragon Ogres are immune to terror.

5. Chaos Spawn. Spawn cannot be given orders in the Command phase unless they are part of a brigade that includes at least one unit other than Spawn. Spawn can act on their initiative as normal.

Spawn can be included as a bonus to the size of the brigade up to a maximum of one Spawn per non-Spawn unit. For example, 4 Bestigor units plus 4 Spawns counts as a brigade of 4 units - the 4 Spawns do not count towards the size of the brigade. Where several Spawns are brigaded with fewer non-Spawn units, then only the additional Spawn count towards the size of the brigade. For example, 2 Bestigor units and 4 Spawns count as 4 units - 2 Spawns are included for 'free'. Note the Spawn can not *ambush*.

Spawn cause terror in its enemies.

Spawn have a shooting range of 15cm and can shoot to the side or behind as well as to the front. Just measure the range from any stand edge, front, side or rear. They can therefore shoot at any enemy charging them from any direction.

6. Dragon Ogre Shaggoth. Dragon Ogre Shaggoth must always be given a separate order. It cannot be brigaded with other troops even with other Shaggoths. Dragon Ogre

Shaggoth has a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Shaggoths have so many hits we must consider the possibility of hurting the Dragon Ogre Shaggoth and reducing its effectiveness in subsequent turns. Therefore, if a Shaggoth has accumulated 5-7 hits by the end of the Shooting phase or Combat phase and is no longer engaged in combat it is deemed to have been badly hurt. Once a Shaggoth is badly hurt then all accumulated hits are discounted and its maximum Hits value and Attacks

are halved for the rest of the battle (to 4 Hits and 4 Attacks). A Dragon Ogre Shaggoth causes terror in its enemies.

7. Doombull. Beastherd, Herdkin and Bestigors joined by a Doombull will become subject to *Bloodlust* in the same way as Minotaurs.

8. Tuskgor Chariot. Beastlord or Wargors can ride a Tuskgor Chariot. A character riding a chariot adds +1 to his Attacks.

Beastmen Spells

SCREAMING ARROWS

4+ to cast Range 30cm

The pulsating energies of Chaos radiate from the Shaman and envelop a cloud of arrows launched from the Beastmen's archers. Falling around the enemy they are surrounded by ill-omened hallucinations and terrifying phantoms, arousing terror amongst the enemy.

This spell can be cast on single unengaged unit of Herdkin, Centigor or Chaos Spawn. The Shaman must be able to see his target to use this spell. When spell is successfully cast then unit's shooting makes enemy confused on 4+.

HUNTING FOR GORE!

5+ to cast Range 30cm

The Shaman's magic power arouses in the herd an uncontrollable desire to tear asunder any enemy and feast on their bloody remains. Rows of wild warriors charge headlong into their foes.

The spell can be cast on unengaged friendly unit within range regardless of whether the Shaman can see it or not. The spell affects only a single unit, never a brigade. The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it - they remain where they are.

CHAOS BOLT

5+ to cast Range 30cm

The dark power of Chaos pulses through the Shaman. A foul incantation flows from his mouth which calls down a mighty lightning bolt from the heavens above that strikes the enemy.

This spell can be cast on an enemy unit. The Shaman must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat. The Chaos Bolt is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Chaos Bolt as with ordinary shooting.

POWER OF HERD

6+ to cast Range 30cm

The Beastman Herd rise on the Shaman's command. Emboldened by his fervour they charge at the enemy with unbridled fury.

This spell can be cast on all Beastherd, Herdkin and Centigors units engaged in close combat and within range regardless of whether the Shaman can see them or not. When the spell is successfully cast, each affected unit receives additional +1 Attack per stand (including character stands) for the duration of its first following combat engagement. Additional Attack bonus does not apply when these units advance into next enemies.





Norse

The northern regions of the Old World suffer from extremes of climate and geography unlike anywhere else. The dense dark forests, high barren mountains, icy seas and long winter nights conspire to make life here both hard and short. This cruel land known as Norsca is a home to the Norsemen - a race of men that are as fierce, brutal and unforgiving as the landscape itself

Because little grows upon the rocky soil of the North the Norsemen have traditionally turned to the sea for their livelihood. Their Kingships and Longships set out for the shores of Albion the coasts of the Old World and even further afield bringing warriors to pillage and extort what they require.

Occasionally they will trade with other races or hire themselves out as mercenaries in return for goods but most of the time they will simply fight to get what they want. It is said that the Norsemen love war-song and ale but most of all they love war.

Old Worlders tell horrifying tales of these berserk warriors from over the Sea of Claws looting and burning from their dragon headed vessels and ravaging the northern coasts of The Empire and Kislev.

The Norsemen are known as excellent sailors and fearless warriors given to great voyages and adventures; the most wayward of the Norse raiders have sailed as far as Ulthuan and The Southlands bringing home tales of strange lands, immeasurable wealth and wild creatures.



The Norse Army

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Bondsmen	Infantry	3	3	5+	-	3	60	2/-	-
Huscarls	Infantry	4	3	4+	-	3	110	1/4	-
Huntsmen	Infantry	3/1	3	0	-	3	55	-	-
Berserkers	Infantry	5	3	0	-	3	70	-/1	*1
Ulfwerener	Infantry	4	4	6+	-	3	115	-/1	*2
Cavalry	Cavalry	3	3	5+	-	3	90	-/4	-
Storm Giant	Monster	8	8	5+	-	1	150	-/1	*3
War Mammoth	Monster	8	10	5+	-	1	200	-/1	*4
Valkyries	Monster	3	3	5+	-	3	120	-/1	*5
Jarl	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Shaman	Wizard	+1	-	-	8	1	90	-/1	-
Were Kin	Special Mount	+1	-	-	-	1	40	-/1	*6
Horn of Resounding	Chariot Mount	+1	-	-	-	1	15	-/1	*7

Special Rules

1. Berserkers. The Norsemen are famously fond of their ale, so much so that they've been known to wage war to obtain a decent stock for the winter. However, some Norsemen whenever they have more than the slightest drop of Mead go into a berserk frenzy, where they feel no pain and fear nothing. A bit annoying in the Mead Hall, but very useful on the battlefield.

Such is the eagerness to get into combat that a unit of Berserkers will always use its initiative to charge an enemy if possible and can't be given orders instead. They'll never use their initiative to evade. They can't be driven back by shooting and do not roll for drive backs. If victorious in combat, they must pursue or advance where possible. Berserkers are unaffected by enemies that cause terror in combat, so they do not suffer the usual -1 Attack modifier.

2. Ulfwerener. Unlike usual infantry troops, the Ulfwerener are based facing the short edge in the same way as cavalry. In addition they receive an additional +1 Attack modifier when they charge an enemy in the open in the same way as monsters and chariots and have an ability to pursue cavalry and chariots troop types. The Ulfwerener stands can never support or being supported at all. Because of their rather bestial nature, only characters with the Were Kin Character upgrade may join units of Ulfwerener. Ulfwerener units can not take any magic items.

3. Storm Giant. The Norse Storm Giant is a common Giant from Orc army list with standard Giant's blunder rules described in 'Giant Goes Wild' chart.

4. War Mammoth. The Norse War Mammoth is a huge creature used by the Norsemen on the battlefield, especially against fortified opponents where its ability to swipe troops off the ramparts with its trunk is most useful.

The Mammoth is a truly huge monster, so is based on a 6x4cm base, with the shorter edge being its front. It causes terror and may attack troops on ramparts with its trunk in the same manner as a Giant. Alternatively, it may elect to batter a wall section or gateway with its tusks in the same manner as a battering ram.

One last option available in a siege is that if a Norse War Mammoth is in base contact with a wall section, then one Norse infantry unit may assault that wall section via the Mammoth. Climbing up ladders and ropes at the rear of the Mammoth and using boarding ramps and the like to assault the fortress walls. This is not quite as effective as assaulting from a siege tower, so the enemy being assaulted only counts as defended rather than in the open, but is much better than counting it as fortified. If a unit assaults in this manner, then the War Mammoth may not attack with its trunk or batter the walls; as such action would result in attacking your own troops or bringing a wall section down from under them, not a good idea, even for the Norse troops.

When reduced to four or less hits at the end of Combat or Shooting phase but not destroyed and no longer engaged in combat, thereafter halve the War Mammoth's Attacks and Hits characteristics (to 4 Attacks and 5 Hits).

5. Valkyries. There can ever be only one Valkyrie unit in a Norse army. Valkyries cannot be deployed as normal. They have to enter the battlefield during the game as an ambush. To deploy Valkyries during the game the Norse player nominates the point where he wants the Valkyries to appear and issues a "deployment" order by a shaman character with the Horn of Resounding. The shaman does not have to be within his normal command range to issue a deployment order - the shaman's command range is considered to extend over the entire tabletop when issuing a deployment order.

Treat the order as issued to the nominated point, and apply any modifiers for distance and proximity of the enemy. The nominated point must lie on any base edge other than the enemy player's own table edge. If successful, place one stand on the nominated spot and arrange the rest of the unit into formation around it. The unit cannot be placed so that it touches an enemy unit. Once deployed, orders can be given to the unit by the same character that gave the first order if he is within his normal command range, the Valkyrie unit is considered to have used its first order to deploy. If the deployment order is failed the unit is not deployed that turn. It can attempt to deploy in a subsequent turn at the same or a different place. Should the Shaman carrying the Horn of Resounding die, they can home back to and be commanded by the General but with a -2 command penalty. Valkyries can fly.

6. Were Kin. The Were Kin special mount option may be taken by any character in Norse army. It is not actually a mount as such, more an upgrade. A unit that is joined by the character with the Were Kin upgrade causes terror in its enemies. No terrain restriction apply for Were Kin - just treat the character as having +1 extra Attack and causing terror.

7. Horn of Resounding. A single shaman in the army may be given this chariot upgrade. It gives the saman +1 Attack and allows him to summon and command Valkyrie unit.



Giant Goes Wild Chart

D6 Oh no! What's he doing now!

- 1 The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey.
- 2 Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat the Giant will hold his ground.
- 3 The Giant picks up a rock, tree, abandoned cart, out-house or whatever comes to hand and throws it at the closest unit - friend or foe - that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
- 4 The Giant moves straight forward at full pace in the direction he is facing in. If he reaches an enemy unit he will attack as normal. If he reaches a friendly unit he will walk straight through and out the other side if there is room and he has sufficient move. If he reaches a friendly unit and does not have sufficient move or enough room to walk all the way through then he halts on contact. A friendly unit that is walked through or contacted in this way instantly becomes confused for the remainder of the Command phase. Such a unit ceases to be confused at the end of the Command phase along with other confused units.
- 5 The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe he will attack as normal. If friends are in the way he will walk through them causing confusion as described above.
- 6 The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling his Attacks value in the first round of combat.

ASPECT OF WULFEN

4+ to cast Range 30cm

The Shaman turns the friendly unit into an illusive pack of monstrous creatures entailing the fear in a hearts of enemies.

This spell can only be cast on any friendly unit within range regardless of whether the Shaman can see it or not. The unit counts as causing terror for the duration of the Combat phase.

THUNDER OF FO'WOR

5+ to cast Range 30cm

A lightning shoots from the Shaman's outstretched arm burning all in its path.

Draw an imaginary line 30cm long from the Shaman's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, e.g. over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by a Thunder of Fo'Wor as with ordinary shooting (even including friends). Engaged units cannot be driven back by the Thunder of Fo'Wor but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

EYE OF THE RAVEN

5+ to cast Range N/A

The Shaman sacrifices a sacred Raven over a mystical flame. Ingesting the ash that is quickly formed, giving him visions of the near future.

The Norse player may re-roll a single D6 at any time during the rest of his turn, through his opponents turn or in his following turn up to the end of his next Command phase when the effect of the spell ends if the re-roll has not already been used. The result of the re-roll cannot be changed in any way or re-rolled again, for example with an Orb of Majesty, Banner of Fortune or through other means. Likewise the re-roll from this spell cannot be used to re-roll any dice that another re-roll has already been used on. Nor can the re-

roll be used in the case of a blunder of a command roll, not even mystical foresight can help avert such mishaps, but it can mitigate the effects, so can be used to re-roll the dice roll on the blunder chart. For example if the Norse player rolled for a command needing a roll of a seven and rolled a five and a three, he could re-roll the dice that came up as a five, hopefully rolling a four or less making it a successful command.

Only one Eye of the Raven spell may be in effect per turn.

SPITE OF LOW'KEY

5+ to cast Range 30cm

The Shaman makes a weird enchantment calling the gods to curse the enemy with bad luck and failure.

All enemy characters within 30cm of the spell caster that roll a double have those orders count as blunders. This works on all results, from a double one, to a double five. As a result all doubles rolled not only blunder, but as with all normal blunders, it counts as a failed order. The only exception is the enemy general, as he cannot blunder. The spell lasts until the end of enemy Command phase.



Light cavalry optional rules

The purpose of these rules is to enhance the role of light cavalry troops in Warmaster.

Cavalry unit with 6+ armour and can evade in any direction, not just directly away from the enemy. Note that it is still obliged to move in straight line when evading.